



**NATIONALLY
ACCREDITED**
SCOUTING AMERICA CAMP



SUMMER CAMP LEADER'S GUIDE

27

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Welcome to Camp Raven Knob

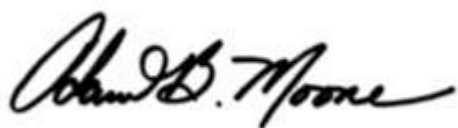
Dear Scouter,

Welcome to Camp Raven Knob 2027! We are excited to host you and your Scouts for summer camp. We have a variety of programs and merit badges ready to offer for Scouters of all ages. Please take a few minutes and read through this guide to assist with the registration process for camp this summer.

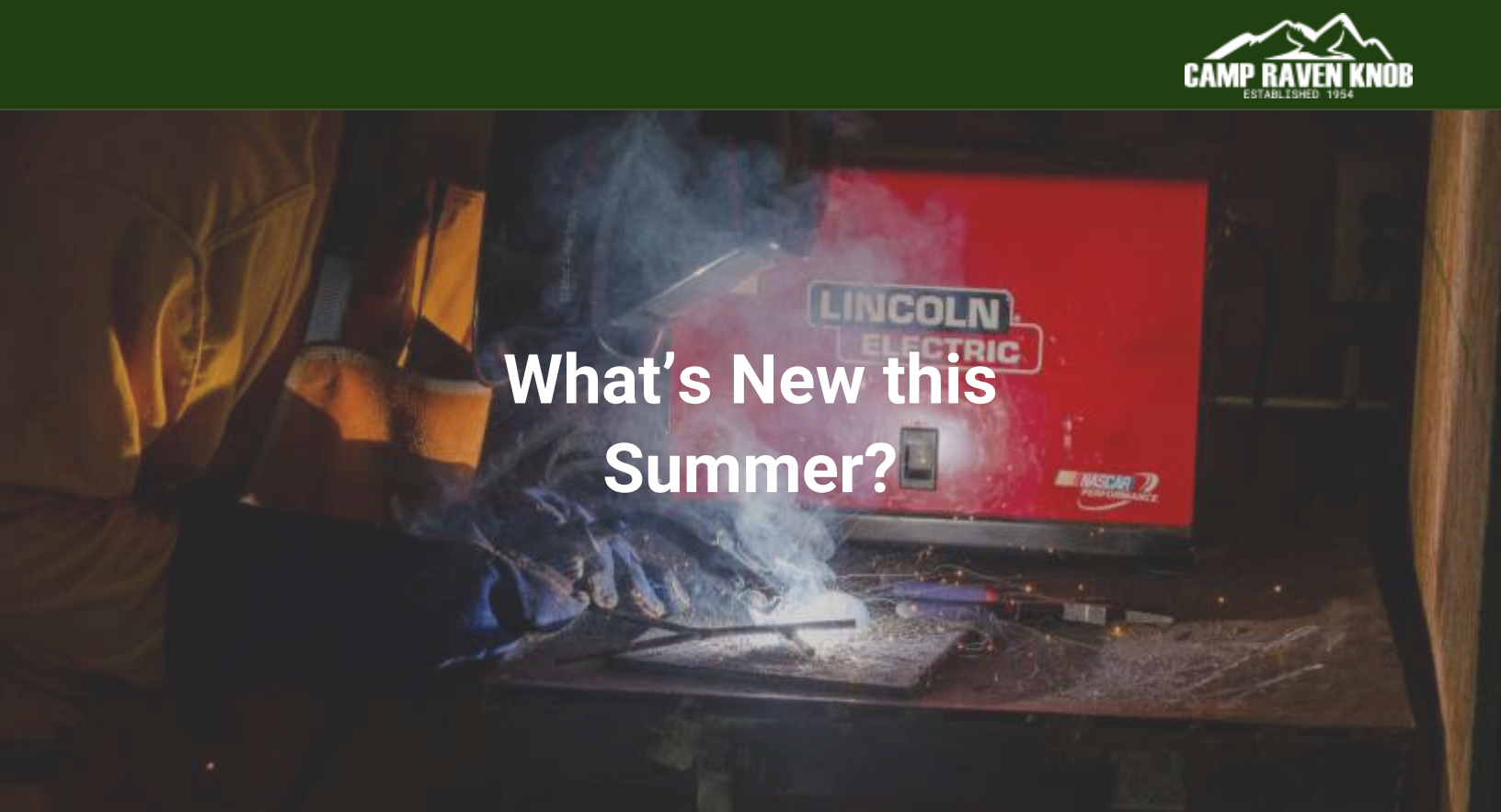
Program offerings have been updated, and our staff is prepared for a great summer. We will have various webinars monthly beginning in February. These webinars will help new and returning troops learn how to register their unit and Scouts through the MyCouncil online registration platform. Information on all webinars and other updates can be found on our website and social media pages.

The MyCouncil online registration platform provides leaders with the most accurate information for unit registrations and schedule building. If you have any questions about online registration or summer camp, please feel free to contact us for assistance. We at Camp Raven Knob look forward to having your unit join us at camp this summer!

Good Scouting,



Adam Moore | Camp Director



What's New this Summer?

Age Override Procedure

While all merit badges are available to every Scout, some programs are more physically or mentally demanding. Please check our Program Guide or ravenknob.com for recommendations on which merit badges and programs are best suited for younger Scouts, older Scouts, or all Scouts.

Unit leaders are responsible for ensuring their Scouts meet these recommendations. For programs with a specific age requirement, our MyCouncil registration system will enforce the age limit. If you believe your Scout is ready for a program despite not meeting the age recommendation, you can request an override by filling out the form at ravenknob.com/ageoverride.

Updated Prerequisite Procedure



Some merit badge requirements cannot be completed during the week at summer camp. If Scouts have completed some of these requirements before their week at summer camp, please submit the form located at ravenknob.com/prereqform so that these requirements can be reflected in your troop's end-of-week advancement report.

See ravenknob.com/sessionlist for a full list of merit badge prerequisites.

Contact Us

Before May 31

Old Hickory Council, Scouting America
6600 Silas Creek Parkway
Winston-Salem, NC 27106
(336) 760-2900
Fax: (336) 760-4222

After June 1

Camp Raven Knob
266 Raven Knob Road
Mt. Airy, NC 27030
(336) 352-4307
Fax: (336) 352-3445

Registration Inquiries

For questions about your registration, payments, paperwork, etc. please contact our administration team:



registration@ravenknob.com



(336) 352-4307

NOTE: During the off-season responses may be delayed

Camp Director

For general questions about Camp Raven Knob such as facilities, housing, general equipment, etc. contact:

Adam Moore – Raven Knob Camp Director



adam.moore@ravenknob.com



(336) 760-2900 x212 - Office

Assistant Camp Director

For general questions about Camp Raven Knob such as facilities, housing, general equipment, etc. contact:

Wesley Warden – Raven Knob Assistant Camp Director



wesley.warden@ravenknob.com



(336) 760-2900 x204 - Office

Health Lodge

For questions about medical forms, prescriptions, medical emergencies, or to fax your health form to camp contact our Health Lodge team:



healthlodge@ravenknob.com



(336) 352-3505

Preparing for Camp

Reservations & Camp Fees

New Unit Reservations

The unit deposit (formerly “campsite deposit”) for this summer reserves space for your unit to attend camp during a specific week. New units are welcome to submit a completed application (form RKSR-A) online anytime with the accompanying \$150 unit deposit. This deposit will be applied to your unit’s final balance

Campsite preferences are indicated with the unit deposit. Beginning September 1st, 2026, campsites for 2027 will be assigned by camp management. Units can view their campsite assignments anytime at ravenknob.com/availability.

Smaller units may be required to share their campsite with another unit. Camp management reserves the right to re-assign campsites as needed to accommodate all units attending camp for the week. Information about campsites and campsite capacities can be found at ravenknob.com/campsites.



2027 Summer Camp Dates

Week 1 – 6/20-6/26
Week 2 – 6/27-7/3
Week 3 – 7/4-7/10
Week 4 – 7/11-7/17
Week 5 – 7/18-7/24
Week 6 – 7/25-7/31

2028 Unit Reservations

Units attending Raven Knob in 2027 have first preference in making a reservation for 2028. Submitting a unit deposit before September 1st, 2027, ensures that your unit can continue to stay in the same campsite during the same week of camp in 2028. This deposit can be submitted while at camp, at the Old Hickory Council office, or anytime online through your unit’s MyCouncil account. After September 1st, all unreserved campsites become available for new unit reservations on a first-come, first-served basis.

Provisional Scouts

Scouts who are unable to attend during their unit’s week of camp are welcome to attend an alternate week by registering as a Provisional Scout at ravenknob.com/provisional. Provisional Scouts will stay in a campsite with an established troop that is in camp for the week and will be able to participate in all activities that a regular week of camp would entail. Full payment is due at the time of submitting registration. Provisional Scouts should arrive at camp with a copy of their Scouting America medical form and signed Outdoor Programs Parental Release form (Form RKSR-R, available at ravenknob.com).

Raven Repeat Discount

THEY CAN COME BACK! Scouts who wish to attend Raven Knob for a second week of camp are invited to return to CRK as a provisional Scout at a special discounted rate. More information is available at ravenknob.com/provisional.

Day Campers

A Day Camper program is offered for Scouts to attend camp from 9am to 5pm, Monday through Friday. Day Campers can register online at ravenknob.com/provisional. The Day Camper fee is listed in the fee schedule and includes daily lunch, a t-shirt and a patch. Scouts should check in at the Administration Building at 8:15 am on Monday morning with a copy of their Scouting America medical form and signed Outdoor Programs Parental Release form (Form RKSR-R, available at ravenknob.com). Day Campers are ineligible for participation in overnight Outback High Adventure programs such as RAMPAGE! and Cripple Creek. Scouts interested in these programs should instead register as Provisional Scouts for the week. Day Campers can receive their advancement reports by emailing registration@ravenknob.com.

Adult Leaders

In accordance with Scouting policy, all units are required to have at least two adult leaders in camp at all times. All leaders must be registered in Scouting, meet the qualifications for the leadership position in which they serve, and have current Safeguarding Youth Training. The two required unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp must meet all the above requirements.

For every ten Scouts that a unit brings to camp, the fee for a full-week adult leader will be waived. See the chart below for quick reference:

Scouts	Full-Week Leader Fees Waived
1-10	1
11-20	2
21-30	3
Etc.	Etc.

Additional leader spaces are available for a fee. Full-week leader spaces include meals, tentage, one official camp patch, and one T-shirt. Half-week leader spaces include meals, housing, and a patch; T-shirts can be purchased in the Trading Post. Leaders may rotate when necessary; however, for the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp.

Leaders should plan to share tents since the camp will only provide one tent for every two leaders. Leaders who wish to guarantee their own tent are welcome to bring one from home.

Camp Fees

Scouts	Adult Leaders	Half-Week Leaders
\$475	\$240	\$150
Provisional Scouts	Provisional Adults	Day Campers
\$485	\$240	\$285
Raven Repeat Discount \$345		

Scouts, not the unit, should cover all camp costs. This prevents the unit from losing money if a Scout cannot attend camp and has not yet paid.

Registration

Overview

There are four main steps to summer camp registration. First, the Unit Deposit (\$150) secures the unit's reservation and campsite. Second, the Unit Count (\$150 per Scout) establishes the number of people attending with your unit. Third, Scouts are registered for merit badges and other sessions. Finally, your unit's remaining balance is paid.

Unit Deposit

Due with
Reser vaton

\$150

- Required to reserve your campsite and week of summer camp
- This payment is made with your submission of the RKSR-A

Unit Count

Starts
Feb 15th

\$150
Per Scout

- Required for **each Scout** to register for sessions
- This must be changed manually by the Admin Team after **April 15th**
 - Please contact registration@ravenknob.com to adjust this number after April 15th

Session Registration

Weeks 1&2
Mar 16th

Weeks 3-6
Mar 18th

- Units are encouraged to complete Unit Count payments **before** your week's session registration date to avoid full sessions
- Session Registration will close **ONE WEEK** prior to your Unit's arrival to CRK
 - Please contact registration@ravenknob.com to adjust session registration after this date

Final Payment

Due by
Arrival Date

- Units can check and pay their remaining balance on MyCouncil at any time
- To qualify for Express Check-In, the final balance must be paid in full before your Unit's arrival to CRK

Unit Count

The Unit Count indicates the number of Scouts and leaders ("spots") that will be attending with your unit. Youth spots in the count are reserved by paying \$150 per Scout. This Unit Count payment must be completed in order for Scouts to be registered for merit badges and other programs. **We strongly recommend that this payment be made prior to the session registration day** so that Scouts seeking to participate in high-interest programs can be successfully registered before the sessions reach capacity. Unit Counts can be adjusted by the unit online anytime between February 15th and April 15th; after then, changes can be requested by emailing registration@ravenknob.com.

Session Registration

Beginning on an assigned date in March (see dates above), Scouts included in the \$150-per-Scout Unit Count can be registered for merit badges and other programs. Adult leaders can also be registered for training courses and other programs at this time. However, we recommend prioritizing Scout registration on these dates to ensure that Scouts are able to register for sessions before they reach capacity. If a merit badge or program is listed on the Registration Grid (see the *Program Guide*) but is not available online, then the session has reached maximum capacity and another session will need to be selected. Camp Administration reserves the right to limit the

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capacity of any program to ensure the safety of Scouts and quality of instruction. Sessions with particularly strict capacities include most Outback High Adventure programs, Range and Target sessions, and some merit badge programs in the Aquatics, Technology, and Handicrafts areas.

Age Recommendations

Per Scouting America policy, all merit badges are available to be taken by any Scout. However, the physical or mental demands of some of our programs are more suited toward Scouts of a particular age, maturity, or skill level. In the *Program Guide* and on ravenknob.com, you can view which merit badges and programs we recommend for younger Scouts, older Scouts, or all Scouts. Unit leaders are responsible for ensuring that all Scouts meet age, maturity, and skill level recommendations for all sessions. For programs with a specific age recommendation, MyCouncil's online registration system will not allow Scouts under these ages to be registered. Leaders can request an age override by filling out the form on ravenknob.com/ageoverride. This form can be submitted anytime before or after session registration opens.

Schedule Changes

Units can change their Scouts' schedules, T-shirt sizes, and other information through the MyCouncil online system up to one week prior to arrival at camp. Changes after that time must be approved and handled by the Administration Team. They can be contacted at registration@ravenknob.com.

Final Payment

After all Scouts and adults are registered online, the unit's remaining balance can be paid anytime through MyCouncil or by mailing a paper check to the Old Hickory Council office. During your week of camp, balances can also be paid at the Administration building. Please note that various incidental fees may be added to your unit's invoice throughout the week, such as visitor meals, additional unit photos, troop shooting activities, training courses, or session fees.

Refund Policies

Unit Deposit Refunds

Units that withdraw their reservation prior to February 1 may receive a partial Unit Deposit refund of \$50. Units with an active reservation who do not attend will forfeit their entire \$150 Unit Deposit. A Unit Deposit cannot be applied to next summer if the unit does not attend camp this summer.

Participant Refunds

Up to three weeks prior to your week of camp, all payments made are fully refundable or transferable to another participant. Cancellations made within three weeks prior to the start of your week of camp are subject to a non-refundable convenience fee of \$150. In certain cases, Camp Administration may waive the \$150 convenience fee due to documented medical emergencies or extraordinary circumstances. Refunds will be credited to the unit's account balance.

If a Scout must leave camp early, they may make arrangements with Camp Administration to return later that summer as a Provisional Scout and complete the rest of their week.

Refund Processing

At the end of the summer camp week, we will begin processing refunds for units with a credit on their account. Units from the Old Hickory Council will have their refund added as a credit to their council account that can be used year-round at the Old Hickory Council Office. Out-of-council units will receive their refund via check, mailed



Session Registration Cutoff

Week 1 – 6/13
Week 2 – 6/20
Week 3 – 6/27
Week 4 – 7/4
Week 5 – 7/11
Week 6 – 7/18

These dates indicate the last day you can make changes to your session registration for your week of camp.

to the contact address on file. Please allow at least 2-3 weeks for delivery. Under no circumstance may any refunds be carried over to the following summer.

Health & Medical Information

Medical Forms and Permission Forms

Scouting America Annual Health and Medical Record (680-001)

Youth and adult participants are required to bring a completed **Scouting America Annual Health and Medical Record, parts A, B, and C** to camp. This form is available through scouting.org. While at camp, the camp's health lodge staff will keep the unit's medical records on file for the week. The records will be returned to the unit at campfire on Friday evening.

Part C requires that Scouts and leaders have a physical examination conducted by a medical professional (such as an MD or PA) before coming to camp. Please make arrangements for Scouts and leaders to have their physical examination before departing for summer camp. **Any Scout or leader who does not have a completed health form – including the physical exam in Part C – will be restricted from all camp activities until an examination has been given.** There are no provisions for an examination to be given at camp. Each participant's health form must also be signed by all parties (including parents/guardians) in the appropriate places. We strongly recommend that the unit also retain a copy of each Scout's forms.

As indicated on the form, please attach a copy of each participant's insurance card to their medical form.

Outdoor Programs Parental Release (RKSR-R)

Each Scout (age 17 and under) must also have a signed Outdoor Programs Parental Release form (RKSR-R, available at ravenknob.com) to ensure that parents are aware of the rigorous nature of activities offered at summer camp. Please attach each Scout's signed form to their medical form and insurance card.

Express Health Check-In

While national policy requires that all youth and adults go through a Health Check upon arrival, participants whose medical and permission forms have been submitted at least **two weeks in advance** will be allowed to go through an expedited Health Check-In process on Sunday. To qualify for Express Health Check-In, units must mail paper copies (not originals) of ALL Scouting America Health Forms and Outdoor Release forms directly to camp for pre-screening. The camp mailing address is:

Camp Raven Knob
Attn: Health Lodge
266 Raven Knob Rd
Mt. Airy, NC 27030

Updates and corrections can also be faxed to the Health Lodge at 336-352-3505. Questions can also be emailed to healthlodge@ravenknob.com.



Required Medical Forms

All Scouts and leaders are required to have a physical examination before camp.

Scouting America Form 680-001 (Parts A, B, & C)

Personal Insurance Card

Outdoor Programs Parental Release Form



To qualify for Express Health Check-In, units must mail paper copies of ALL medical forms and Outdoor Release forms to camp at least **two weeks** prior to arrival.

Medications

Medication Storage Policy

All prescription medications (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. According to local laws, it is required that all schedule II Narcotics be secured under dual lock and key in the Health Lodge for participants under the age of 18.

In the campsite, adult leaders may lock prescription medications in whatever way works best for them. If desired, lockable ammo containers are attached to the shelter in each campsite and may be used for this purpose (units will need to provide a lock for the lockbox). The Health Lodge is also able to securely store medications as needed. If sending medication with your Scout to camp, please send it in its original container.

Inhalers and Epinephrine Autoinjectors

We recommend that Scouts and leaders who use inhalers, epinephrine autoinjectors, and other emergency medications carry the medications with them at all times.

Food Allergies

Our dining hall staff regularly accommodates Scouts and leaders with common food allergies such as wheat, peanuts, dairy, or eggs. **If any Scouts or leaders in your unit have specific food needs, please complete the Special Diet Request form (RKSR-D)** and submit it to registration@ravenknob.com.

Transportation

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 a trailer or in the bed of a pickup truck — whether it is covered or uncovered — is against Scouting America policy and **not allowed under any circumstances**. Driving directions, maps, and other useful travel information is available on ravenknob.com/travel and later in this guide.

Tour and Charter Buses

If your unit will be traveling to Raven Knob in a tour or charter bus, please notify the camp administration at registration@ravenknob.com at least one week prior to your arrival so that preparations can be made. Upon arrival to camp, please go **directly to the Maintenance Facility** parking lot (outside the camp gate) where you will need to unload. This area is one of the few places large enough to easily turn around such a large vehicle. Camp staff will make arrangements to transport all of your gear from the bus to your campsite.

Traveling by Plane or Train

If your unit will be traveling to Raven Knob via plane or train, we recommend arriving to the airports in Greensboro, Charlotte, or Raleigh; or, the train stations in High Point or Raleigh. Units may arrange their own transportation from the airport or train station to camp; or Camp Raven Knob can provide this transportation for \$60 per person (round trip). **Please notify us by May 15th** at registration@ravenknob.com if your unit would like Raven Knob to provide this service.

Parking

Troop vehicles are **not** to be parked in the roads or behind Dining Hall during the week. Units are encouraged to leave a trailer in the campsite in order to store gear, but all vehicles should be moved to designated parking areas as soon as gear has been unloaded. **Do not block the roads**, as they serve as vital arteries for camp logistics and during emergencies.

All campsites must be cleared of vehicles by breakfast Monday morning unless prior permission has been arranged with the administration staff or your campsite commissioner. Approved exceptions will receive a special tag for the vehicle.



While driving in camp,
please observe the camp
speed limit of 5 miles per
hour.



Program Information

Session Offerings

Camp Raven Knob is proud to offer programs for Scouts of all ages! First-year campers often enjoy our Raven Scouts program, Scouts of all ages enjoy our merit badge program, and older Scouts enjoy our Outback High Adventure programs. We offer training courses and special activities for adult leaders, and open programming in the evenings with come-and-go activities for Scouts and adult leaders alike! To ensure that all Scouts have a chance to enjoy our programs, Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again.

For more information about our program offerings for this summer, please check out our Program Guide!

Age Recommendations

Per Scouting America policy, all merit badges are available to be taken by any Scout. However, the physical or mental demands of some of our programs are more suited toward Scouts of a particular age, maturity, or skill level. In the *Program Guide* and on ravenknob.com, you can view which merit badges and programs we recommend for younger Scouts, older Scouts, or all Scouts. Unit leaders are responsible for ensuring that all Scouts meet age, maturity, and skill level recommendations for all sessions.

Prerequisites

Some programs have requirements that cannot be completed at camp and should instead be completed before or after camp. Details are available at ravenknob.com/sessionlist.

Your Week at a Glance

Your First Day

Arrival to Camp

Arrival Times

Camp Administration requests that units sign up for a Sunday arrival time between 1:00p.m. and 3:30p.m. Arrival sign-ups will be conducted digitally in April or May; specifics will be provided through spring webinars and emails.

All members of your unit should plan to arrive together at your scheduled arrival time.

Early Arrivals

Units that wish to arrive early (Sunday morning or Saturday afternoon) should notify Camp Management at registration@ravenknob.com so that we can assist you in working out specific plans.

After Arrival

Upon arrival to camp, proceed directly to your campsite where you will briefly unload and meet your staff troop guide who will lead you through the check-in process. After unloading, be sure to park vehicles in a designated parking area. Then, your troop guide will lead you around camp to each check-in location. **During the check-in tour, the unit leader should bring paper copies of all medical and outdoor release forms and the swim check form** (if completed). **Scouts who will need swim tests should bring swimming attire.**

Check-in Process

Admin Check-In and Health Screening

First, your troop guide will lead you to your admin check-in and health screening location. The unit leader should meet with the admin staff to go over paperwork, receive a Scoutmaster radio and shower key, and receive camp patches for each Scout and adult leader.

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Check-in Overview

1:00pm	Check-in Begins
3:30pm	Check-in Ends
6:00pm	Supper
8:15pm	Campfire
9:45pm	Call to Quarters
10:00pm	Taps

All participants will individually meet with a health staff member who will examine each person's health form and complete their required health re-check. The re-check is to make sure that no significant changes have occurred since the physical examination was given. The camp reserves the right to refuse admittance to any person who, in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to themselves or others. This medical re-check can be expedited by sending in forms early; see [Express Health Check-in](#) above for more information.

Unit Photographs

A photographer will be at camp on Sunday to take group photos. We recommend that your unit arrive at camp dressed in full Field Uniform ("Class A") to look their best for the picture. Photo prints can be ordered through MyCouncil. Each 8x10 print costs \$10 and will be distributed to the unit leader at the end of the week.

Swim Checks

Typically, all participants will take an annual Scouting America swim classification test at the Aquatics area as part of the check-in process. Units who have completed swim checks within 6 months before arriving at camp can bypass this step by using form RKSR-C to record the swimming ability for each Scout and adult leader in advance. The form can be submitted online before coming to camp at ravenknob.com/swimtests or can be physically delivered to the Aquatics Director during check-in.

All aquatic activities at Camp Raven Knob take place in Lake Sobotta, which has very different characteristics from a pool. The aquatics staff reserves the right to re-test any Scout, Leader, or unit at any time.

RAMPAGE! and Cripple Creek Participant Check-in

Participants in these high-adventure programs should complete the medical re-check and troop photo with their unit. RAMPAGE! participants should also complete a swim test if not completed prior to camp. Then, **all RAMPAGE! and Cripple Creek participants should meet in the Scoutcraft area (near the Log Cabin) by 4:30pm with their gear.** As needed, unit leaders may use vehicles to transport participant gear to the Scoutcraft area. Camp staff will be present in the area all afternoon to greet participants and help them sort their gear.

Camp Tour

After visiting the required stops on your check-in tour, troops may optionally request that their troop guide take them on a tour of the remaining main areas of camp. This tour could include locations such as program areas, the trading post, the dining hall, and other areas of interest.

Assembly and Supper

When the check-in process is complete, everyone will meet at the dining hall parade ground for flag assembly and supper. Assembly begins around 5:50pm; Supper begins at 6:00pm. The Harry R. Vaughn Sr. Dining Hall seats over 1,100 people and will be the central meeting place for assemblies and meals throughout the week.

Leader's Meetings

Our Sunday night Leader's Meeting is held after supper in the Chapel. We ask that at least one unit leader from each unit attend; SPLs may also attend if they wish. At this meeting, camp leadership will introduce themselves and will provide an overview of camp policies and procedures. There will be time for questions at the conclusion of the meeting. Members of the administration team will also be on hand to process session changes.

Additional Leader's Meetings are held after breakfast each day in the Philip Thompson Shelter, located across the parade ground from the dining hall.

During the Week

Daily Schedule

While Sunday and Saturday have unique schedules for check-in and check-out, each weekday follows a regular daily schedule, found at ravenknob.com/lifeatcamp.

Personalized Schedules

Personalized Scout schedules will be delivered to unit mailboxes at **breakfast Monday morning**. This “Raven Knob Passport” for each Scout includes their individual schedule, helpful tips, and a camp map with session locations.

CRK Passport App

Camp Raven Knob is proud to introduce the new Camp Raven Knob Passport App! The Passport app is your all-access pass to everything you need to know for your week of summer camp including personalized schedules, lists of twilight activities and adult trainings, live weather, interactive camp maps, and more. For more information and to download the app, please visit ravenknob.com/app.

Visitors’ Night on Wednesday

Visitors’ Night at camp is Wednesday evening! Parents, families, and other visitors are welcome to arrive at camp beginning at 5:30pm to visit with their Scout and friends. Many units choose to celebrate by having families bring in a potluck supper or picking up pizza from Mt. Airy. Units who would prefer to have supper provided by the Raven Knob dining hall can reserve to-go supper by speaking with camp administration. Regardless, all units will have supper in their campsite on Wednesday night rather than in the dining hall. The highlight of the evening’s activities is the campfire program and the Order of the Arrow ceremony. For more information on Visitor’s Night, visit ravenknob.com/visitorsnight.

Campfire Participation

Camp Raven Knob offers camp-wide campfires each week on Sunday, Wednesday and Friday! Our Campfire Committee works hard to create fun, enjoyable, and Scouting-appropriate skits and songs for everyone to enjoy. While we don’t have opportunities for troops to participate in the campfires, if you have any questions about campfires during your stay, feel free to chat with our Program Director.

Vespers

Vespers is a short, reflective, interfaith service held several evenings each week after supper in the Chapel. Everyone is encouraged to attend. Scouts and units may volunteer to assist with Vespers during the week; we particularly encourage Chaplain’s Aides to do so. All Scouts and adults will have an opportunity to be trained as a Chaplain’s Aide during an announced evening activity.

Fishing

Fishing is a popular activity with many Scouts at Raven Knob. Anyone wishing to fish during the week will need to obtain a Raven Knob Fishing Permit. Permits will be issued Monday after lunch following a brief orientation and safety session. The fishing program at Raven Knob is strictly a catch-and-release program.

Check-Out

Paperwork

At the conclusion of the Friday night campfire, all units will receive their check-out packets. These include merit badge advancement reports, health forms, and other paperwork for the entire unit. Leaders with questions about merit badge requirements and completions should speak with our administration staff on Saturday morning before leaving camp. Alternatively, we can be reached throughout the year at registration@ravenknob.com.

Saturday Departure

Our typical check-out procedure begins with a standard flag assembly and continental breakfast at the dining hall at 7:30am. After breakfast, your staff troop guide will walk back to your campsite with your unit to assist in the check-out process. They will collect your scoutmaster radio and shower key and will help inspect the campsite for inventory and damages. We ask that all units depart camp prior to 10:30am.

Early Departure

If your unit plans to depart camp prior to 8:00am on Saturday morning, or anytime on Friday evening, please stop by the administration building at any point during the week or speak with the admin team during a leader's meeting or meal so that we can help ensure a smooth early check-out process for your unit.

Damaged Equipment

The cost of any damaged tents, tarps, mattresses, cots, or other equipment will be billed to the unit. This charge is typically \$25 per inch of material damage, \$50 per radio, and \$20 per shower key. These fees may be adjusted at the discretion of the Camp Director depending on the severity of the damage.



Saturday Check-out Overview

7:30am	Continental Breakfast
8:00am	Clean-up, packing, and departure
10:30am	All units must be out of camp



Life at Camp

Your Campsite

Accommodations at Camp

All of our campsites feature either standard two-person wall tents or Adirondack shelters. Tents accommodate two people and are equipped with wooden floors and two metal-framed cots. Our tents are 8.8 feet in length, 7.3 feet in width, and 6.8 feet in height. Leaders should plan to share tents since the camp will only provide one tent for every two leaders. Leaders who wish to guarantee their own tent are welcome to bring one from home.

Adirondack shelters accommodate six people and have permanent wooden bunk beds and vinyl-covered mattresses.

Safeguarding Youth Guidelines for Tentmates

Camp Raven Knob requires all units to follow the Scouting America's Safeguarding Youth Guidelines for tenting in all tents and Adirondacks. This means that:

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than **two years** apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.
- Spouses may share tents.

For more information about the Scouting America's Safeguarding Youth policies please click [here](#).

Restroom and Shower Facilities

Latrines

Each campsite has a nearby latrine that includes pit toilets and hand-washing facilities. Some campsite latrines also include showers. Latrine facilities should be cleaned throughout the week by the unit(s) staying in the campsite.

Shower Facilities

Camp Raven Knob has numerous shower facilities conveniently located throughout camp. Each of these is shared by campsites in the area and offers private shower and restroom facilities. Separate shower times are indicated for males and females. Cleaning responsibilities are also shared between the campsites that use the shower facility. These cleaning schedules can be found on your campsite information board.

Commissioner Service

A member of the CRK Commissioner Staff will stop by your campsite each morning to visit with the leaders in the site and ensure that you have all the supplies and equipment that you need. If your unit would like to borrow any shovels or other hand tools, your campsite commissioner can also help you obtain those. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection form found [on our website](#). Your campsite commissioner will also be available at most Leader's Meetings and meals.

Quartermaster

The Quartermaster Shed, located beside the Dining Hall, is where units can obtain additional campsite supplies such as garbage bags, hand soap, paper towels, and toilet paper. The Quartermaster Shed is operated by our Ranger staff and is open during each meal time.

Personal Belongings

What to Bring

To help keep you from forgetting those all-important items, visit ravenknob.com/lifeatcamp to view our recommended packing lists for individuals and units.

Dress Code

Scouts are required to wear appropriate clothing and closed-toed shoes while at Raven Knob. Please read our full dress code policy at ravenknob.com/dresscode.

Lost and Found

Lost-and-found areas are located throughout camp at the Dining Hall, Trading Post, and most program areas. **We strongly recommend that all important items be labeled with the Scout's name and unit number** to make them easier to return if lost. At the end of each week of camp, all lost and found items will be boxed and stored. After camp closes for the summer, unclaimed lost and found items will be donated or discarded.

Camp Facilities and Hospitality

Dining Hall

Approximately 10 minutes before each meal, all units line up in formation on the parade ground outside of the Dining Hall. The Raven Knob staff raises the flags in the morning and lowers the flags in the evening, and leads the camp in returning thanks. The Raven Knob Grace is often said during the week — it is recommended that Scouts learn this grace so they will be able to join in.

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.

Dietary Restrictions

Our dining hall staff regularly accommodates Scouts and leaders with common dietary restrictions such as vegetarianism, gluten-free diet, and allergies to wheat, peanuts, dairy, or eggs. **If any Scouts or leaders in your unit have specific food needs, please complete the Special Diet Request form ([RKSR-D](#))** and submit it to registration@ravenknob.com.

As necessary, individuals with these conditions are encouraged to bring to camp any specialty foods that they may need to supplement our [regular menu](#). Such foods can be stored in our dining hall and should be labeled with the individual's name, unit number, and any specific instructions. We will make every effort to prepare these foods as required and have them ready for the Scout or leader at each meal.

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 during mealtimes and camp-wide activities such as campfires. It is a popular place for Scouts and leaders to get a snack and relax. Cash, debit/credit cards, and tap-to-pay options are all accepted. We recommend that Scouts bring a prepaid debit card to camp, labeled with their name, so that they don't have to carry cash around with them. More information about the Trading Post can be found in our *Parent's Guide* and on ravenknob.com/tradingpost.

Scoutmaster's Lounge

This comfortable lounge for adult leaders is located inside the Program Center. There are soft chairs and couches for relaxing, reliable Wi-Fi, and a coffee maker for your convenience.

Driving in Camp

Individuals who need mobility assistance are permitted to use golf carts or UTVs to navigate camp. Golf carts and UTVs are **NOT** allowed to be used as a shuttle service.

For the full rules of driving in camp, please visit ravenknob.com/driving.

Renting Golf Carts

Camp Raven Knob **will not** furnish golf carts or other modes of transportation for units or individuals. If your unit would like to use a golf cart for the week, you can arrange to rent one through one of the following vendors and they will deliver it to camp for you:

The Golf Cart Outlet of Mount Airy
(336) 789-0121

Cooke Rentals
(336) 789-5068



All golf carts/UTVs are required to have the following items on board:

Fire Extinguisher

First Aid Kit

Required Training and Permits

Training

All golf cart operators are **required** to take the recommended manufacturer's training. All UTV operators are **required** to take the ROHVA online training course and a hands-on Basic Driver's Course at Camp Raven Knob.

Permits

Camp Raven Knob also requires that all vehicles driving in camp during the week have a driving permit on display at all times. These permits will be issued on a case-by-case basis at the administration building after you arrive to camp. Any vehicle that does not have one of these permits on display will be asked to stop and pick up a permit. Camp Raven Knob reserves the right to revoke these permits at any time due to but not limited to, reckless driving, speeding, failure to follow approved driving times, and using a vehicle as a shuttle.

Driving Schedule

To help limit the number of vehicles on the roads during peak times, Camp Raven Knob has implemented a new driving schedule. All vehicles in camp are required to follow the approved driving times, unless there is an emergency. See the [Driving Schedule](#) in the reference section of this guide for approved driving times.

Communication

Postal Mail

Scouts and leaders may receive mail and packages at camp. The camp staff will deliver the mail and packages to the recipients during mealtimes. Please send mail addressed as follows:

Recipient Name
Unit Number
Camp Raven Knob
266 Raven Knob Road
Mount Airy, NC 27030

Please **be sure to include the Recipient's unit number** on all mail; this will make sure it is routed to the proper mailbox. Also, include a return address in case a letter arrives at camp after the recipient has left. Mail service is generally dependable, but it is recommended that mail not be sent to camp later than the Monday while the unit is at camp. Postal mail can take from two to five days to reach camp. Any letters or packages that contain currency or valuables should be insured. USPS, UPS, FedEx, and Amazon all regularly deliver to camp.

Telephone

The camp telephone number is (336) 352-4307. This phone is located in the camp office, and is staffed from 8:30a.m. until 8:00p.m., with the exception of meals and campfires. Unit leaders and parents are welcome to call with any questions about the camp, or in case of an emergency.

Send a Scout a Message

Scouts and leaders can receive special messages from their family and friends while at camp. Messages may be sent to Scouts through the banner on ravenknob.com. Enter the unit Number, Scout name, and message in the form provided, and the message will be printed and delivered to the unit mailboxes at an upcoming meal.

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 require parents, leaders, and Scouts to sign in and sign out at the Administration building when entering or leaving camp during the week. Scouts who are leaving camp before their unit will need to check out

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at the Administration Building with our staff while being accompanied by an adult from the unit to authorize the departure. If there are concerns about an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

Services for Leaders

Internet Access

Camp Raven Knob offers fast and reliable Wi-Fi for leaders in the Program Center, the Trading Post, and the Administration Building.

Enhanced Cell Coverage

Camp Raven Knob and Carolina West have worked together to install a new cell tower in camp that will help to enhance our cell coverage through the main parts of camp. Most cellular providers will receive coverage from this tower without any extra charges.

Scoutmaster Radios

To instantly relay important information, program updates and weather forecasts, Camp Raven Knob will issue each unit a scoutmaster radio upon check-in. All radios must be returned prior to departure. Damaged or lost radios will cost \$50 for replacement.

Safety at Camp

Medical Care

Medical Care at the Raven Knob Health Lodge

Camp Raven Knob has a Health Lodge staffed by paramedics and nurses that is open during the day and evening to treat minor illnesses and injuries and 24 hours a day for medical emergencies. In emergency situations, the Health Lodge staff can be contacted through the Scoutmaster radio channel.

Medical Care Outside of Camp

Camp Raven Knob has a working arrangement with physicians and hospitals in Mount Airy for the treatment of more serious ailments. In these situations, the Scout's parents/guardians will be notified by telephone and their wishes concerning treatment will be respected. Costs of treatment outside of camp will be billed to the person receiving the treatment (or their insurance company).

If outside treatment is required, we ask that the Scout's leaders obtain the Scout's Scouting America Medical Form from the Health Lodge and then drive the Scout to the physician or hospital so that our medical staff can remain in camp to respond to other illnesses and injuries. Unit leadership is also responsible for providing proof of insurance upon arrival at the doctor's office or hospital. We recommend that unit leaders work with their home council to obtain supplemental accident/sickness insurance forms should the need arise.

Fire Safety

No Flames in Tents!

Under no circumstances shall flames of any kind be used in any tent or Adirondack shelter. Battery-powered devices, which do not pose the threat of fire or asphyxiation, are the only acceptable light for use in tents.

Unit Fireguard Chart

Each campsite information board contains a standard Scouting America Unit Fireguard Chart, which should be filled out by the youth of your unit to indicate which Scouts are responsible for ensuring that campsite stoves and campfires are always attended when in use and are fully extinguished after use. If desired, Scouts may attend Fireman's Chit training, which is offered one night each week at the Scoutcraft area.

Fire Emergencies

In the event of a fire emergency at camp, everyone in camp will be notified via radio messages, CRK Passport App notifications, and in-person staff member directions. Typically, the camp population will be evacuated to the parade ground at the Dining Hall and a roll call will take place. Camp staff and out-of-camp emergency services will respond to the fire itself; Scouts **do not** fight fires under any circumstances and should instead evacuate the area.

Liquid and LP Fuels

Liquid-fueled equipment (such as lanterns or stoves fueled by propane, kerosene, white gas, etc.) may be used in campsites by adults or by Scouts under adult supervision. Empty propane cylinders should be taken home with the unit and not placed in fireplaces or trash cans, as they may explode when heated. All campsites have electrical lighting in the shelters, so LP lanterns may not be necessary.

Reference

Directions to Camp



Google Maps Addresses

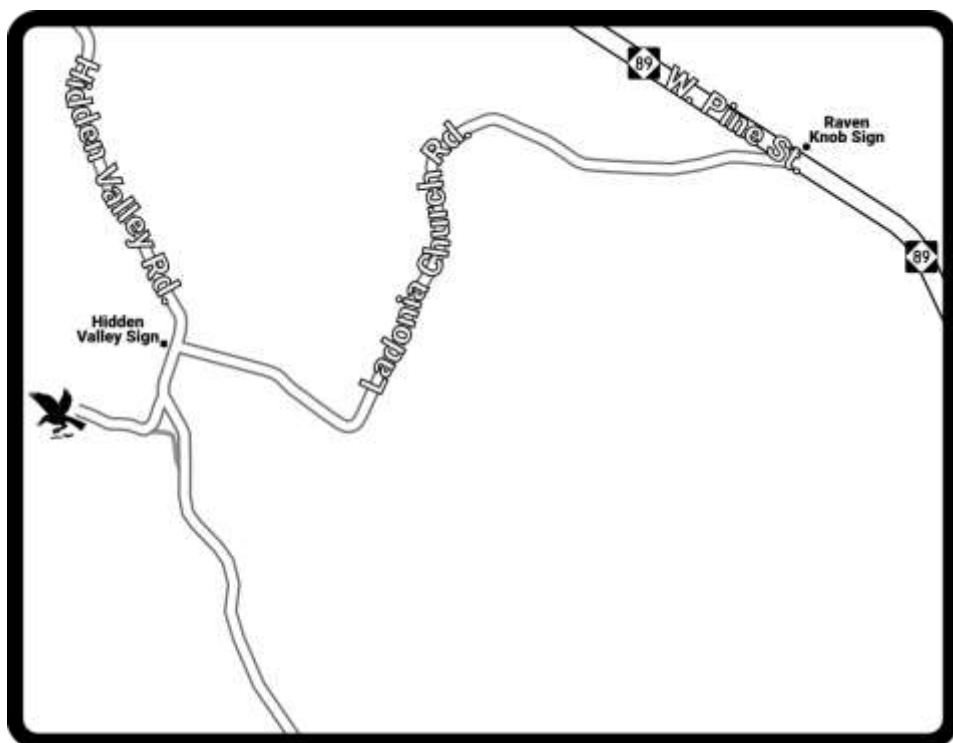
Personal Vehicles

[Camp Raven Knob](#)
[266 Raven Knob Road](#)
[Mount Airy, NC 27030](#)

Personal Vehicles can also have Google Maps navigate directly to your campsite.

Tour Busses

[Raven Knob Maintenance Lot](#)
[244 Raven Knob Road](#)
[Mount Airy, NC 27030](#)



Honor and Merit Troop

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

Please check the box of each requirement completed.

Troop _____

Council _____

Merit Troop

Complete the following mandatory requirement:

- ☐ 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.

Complete **7** of the 8 following requirements:

- ☐ The unit completes all registration materials by the proper deadlines, including completed forms and payments.
- ☐ The unit has 50% of its active membership at camp.
- ☐ Two-deep leadership – provided completely by the Unit – is present in camp at all times.
- ☐ The unit maintains a minimum ratio of one leader for every ten Scouts.
- ☐ Scouts attending camp participate in the scheduled activities (merit badges, free swims, and other activities during the camp). Older Scouts should try to take advantage of the Outback program.
- ☐ The Scouts and leaders in the Unit attend evening meals and campfires in the Field uniform.
- ☐ The Unit should have a clean campsite recorded on the daily inspection scoresheet.
- ☐ Bring 1 can of food per Scout to donate to the local food bank.

Honor Troop

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

- ☐ At least one leader from the unit completes the Scoutmaster merit badge.
- ☐ 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 Unit plans one Unit or campsite activity. The activity must foster a sense of Scouting friendship between at least two Units.

Troop Leader Signature _____

Driving Schedule

All vehicles driving in camp must display a CRK driving pass.

Any vehicle without a driving pass will be asked to park and obtain a pass from the administration building.

Driving passes can be distributed to those with medical needs.
Driving passes will not be distributed to units to use as a taxi/shuttle service.

Below is a list of all the approved driving times.

Before 7:10a
7:30 – 8:00a (during breakfast)
8:20 – 8:40a
9:10 – 9:40a
10:10 – 10:40a
11:10 – 11:40a
12:30 – 1:00p (during lunch)
1:20 – 1:40p
2:10 – 2:40p
3:10 – 3:40p
4:10 – 4:40p
5:10 – 5:40p
6:00 – 6:30p (during supper)
After 6:50p

Driving is not allowed 20 minutes before or after the campfire.

*Traffic should not use the Health Lodge Hill to access or leave the dining hall; instead, traffic should proceed up past Admin and the front gate.

These times are in effect from 5:40p on Sunday until 8:00a on Saturday each week.

Camp Map

