



AMERICAN
HERITAGE
GIRLS™
FAITH | SERVICE | FUN

American Heritage Girls Island Adventure



Tenderhearts and Explorers > Rising 2nd - 6th Grade

July 20 - 23, 2014

Early Bird AHG Girls \$120

AHG Girls \$130, AHG Adults \$95

Cub Adventure Camp

1723 Maidens Road, Maidens VA

AHG *'Isle Belles'* will enjoy BB guns, fishing, archery, swimming in our pool & spray ground, BMX bikes, nature exploration, crafts and camp skills as they search for buried treasure and enjoy their *Island Adventure!* Meals are shared in our air-conditioned Dining Hall.

Come Join the FUN!



Questions? Sonja Myers

AhgSonja@gmail.com

804-334-1825

See *'Program Guide'* at CubAdventureCamp.net

2014 AHG Program Guide

Island Adventure Camp

Welcome Parents,

Summer is an incredible opportunity for your daughter to learn and grow. I hope you consider sending your daughter to the AHG ‘**Island Adventure**’ Camp. Adventure Camp offers a FUN 4-day, 3-night experience this summer in Goochland County. Meals are served in our air-conditioned Dining Hall, and you can stay in our Tent Village or in a Western Frontier Fort, Teepee, Yurt, or Cabin.

Activities include fishing, BB guns, archery, swimming in our pool, splashing in our spray ground, BMX bikes, and much more. The theme for this year’s Adventure Camp is “**Island Adventure**.” Your daughter will help find buried treasure. Each session of Adventure Camp will use this fun storyline, with staff members often in costume.

However, the most important part of the Adventure Camp experience is not the exciting activities or the engaging theme. No video games, no cellphones, no television in sight. We offer your daughter the opportunity to enjoy a campfire, look at the stars, and experience an awesome day with her troop and her new friends.

I hope your daughter has a great summer, and I hope you choose to include Adventure Camp in your plans. This packet has information that will explain what to expect from a session at Adventure Camp. It has a breakdown of our daily camp life and descriptions of the special programs offered at camp. For the most updated information please visit us at www.scoutadventurecamp.net. At the end is a camp hold-a-space form that will allow you to reserve a space for your troop for the 2014 camp season. All forms are also available on our Website and registration is available online.

We look forward to serving your summer camp needs for the 2014 season. It’s going to be an exciting summer, so register early and take advantage of our early bird camping rate. Most importantly, whether you attend Adventure Camp or not, spend time this summer with your daughter. You will create cherished memories, and your daughter will be a better person because of the time you invest in her life right now.

All the best,

Joseph Orr
2014 Adventure Camp Director
joseph.orr@scouting.org

2014 SEASON

Camp Fee Structure (All Campers must be registered with AHG)

Hold-A-Spot - \$10 per camper due at time of reservation,
This fee is applied to the balance of your registration.
This fee is non-refundable.

\$130 per AHG Girl / **\$120** Early Bird for AHG Girls*

**An Early Bird rate of \$10 off will be applied to all AHG Girls who have
50% of their camp fees paid **by May 5th, 2014** –
Balance due **June 2nd, 2014***

\$95 per AHG Adult

\$7 per meal for guest meals

NO ADDITIONAL FEES FOR ANY PROGRAM!

This includes Craft Projects, BB Guns, Archery, Fishing, etc.

Refund Policy

Adventure Camp strives to provide the very best program possible.

We enter into obligations with our staff and vendors during the winter before summer camp.

Prior to **May 5th, 2014**, cancellations will be refunded in full minus the \$10 hold-a-spot fee.

Cancellations after **May 5th** undermine our ability to provide quality program.

Reasons such as vacation schedule and last minute changes of mind are not acceptable reasons for refunds.

In the case of death of an immediate family member, sickness or injury, or a military transfer we will refund all but \$25 of fees paid when verified by a physician, military commander or other such official.

SUNDAY Basic Check-in Schedule and Procedures

2:00 – 3:30 PM **CHECK-IN** - Park in the upper parking lot, in front of the Welcome Pavilion.

Staff members will be there to play games with Girls while adults check in at the Welcome Pavilion. During check-in, each Troop will meet their Staff Guide. Your guide will walk your Girls to their living quarters, and give a tour of camp on the way. Troop leaders at check-in should have the following:

- All materials needed to complete any financial transactions, including **receipts**
- A copy of your **troop's roster** with Adults cell phone numbers listed
- Copies of **AHG Health & Medical Forms** for every Girl and Adult camping
- **AHG Swim Test Classification forms** are helpful, but *optional* since **ALL Girls** will want to take a swim test in our **3 foot deep** pool upon arrival to determine swim level and to cool off.
- All participants in AHG Regional Camps need to be **registered members of AHG**.

2:00 – 5:00 PM **CAMP TOUR** – Your Staff Guide will take the Troop on a tour of the camp.

All Campers can wear their modest bathing suits to camp since all tours end at the pool for swim test and a refreshing dip.

Aquatics – Campers will learn about procedures at the pool and spray ground. They will also get a chance to get in the pool and use the spray ground.

The Dining Hall – There will be a stop at the dining hall where a demonstration of the dining hall procedures will be reviewed. It is important for every camper to attend to better facilitate meals throughout the week.

Shooting Sports – a BB gun and archery use and safety briefing will be held at the Craft Lodge.

Afterwards, Campers will have some time to [settle into their living quarters and get dressed for Retreat](#)

5:45 PM **RETREAT CEREMONY** at the Crutchfield Flag Plaza – attendance (*in Uniform please*) is required. Evening announcements will be made prior to Retreat. Please be on time!!

6:00 PM **SUPPER** in Navas Lodge Dining Hall

7:00 – 7:45 PM **ADULT LEADER MEETING** is at the air-conditioned Camp Conference Room.

7:45 PM **ASSEMBLE** at the Crutchfield Flag Plaza prior to travel to Opening Show. *No uniforms, bring flashlight.*

8:00 PM **OPENING SHOW** at the Amphitheater

8:45 PM *Camp Trading Post is open.*
This is a great time to take showers and get the troop settled down for the night.

10:00 PM Taps—(**Lights out**—All quiet)

Basic Daily Schedule (Monday and Tuesday) *Schedules are subject to change*

TIME	EVENT
7:00 AM	First Call
7:30*	Reveille
7:45	Assemble at Announcements and Raising of the Colors - Crutchfield Flag Plaza
8:00	BREAKFAST
8:45	Troop assembly at villages, clean up for daily inspection. <i>Trading Post is open</i>
9:00 - 9:50	Activity Session #1
10:00 – 10:50	Activity Session #2
11:00 – 11:50	Activity Session #3
12:15*	Troop Assembly at Village
12:30	LUNCH at Dining Hall
1:00 – 2:00	Siesta
2:00 – 2:50	Activity Session #4
3:00 – 3:50	Activity Session #5
4:00 – 4:50	Activity Session #6
5:30*	Troop Assembly at Village
5:40	Troops to Retreat—required attendance (<i>in Uniform</i>)
5:45	Camp-wide Evening Retreat at the Crutchfield Flag Plaza (Full Uniform)
6:00	SUPPER (Full Uniform)
7:15 – 8:45	Monday - Island Adventure Celebration Tuesday CHAPEL at 7:15pm before Closing Show at 7:45 <i>(Not in uniform, bring flashlight)</i>
8:30	Troop activity period (Troop-planned activities in your village)
9:45	Call To Quarters
10:00*	Lights Out, All Quiet, Bed Check * Please count heads to make certain all your Girls are present.

NOTE: ATTENDANCE, PARTICIPATION, WEATHER OR OTHER UNFORSEEN FACTORS MAY NECESSITATE SCHEDULE CHANGES DURING THE WEEK.
IF THIS OCCURS YOU WILL BE NOTIFIED AS SOON AS POSSIBLE OF THOSE CHANGES.

Check-Out Procedures

Before 7:30 AM or after breakfast, one vehicle per Troop will be allowed to enter the camp to remove gear. Please, no vehicles on the road while campers are walking to and from the dining hall! Remember to drive slowly!

At 9:00 AM your village commissioner will arrive at your living quarters and complete the Check-out sheet. If you plan to leave earlier, please inform your commissioner so they can make special arrangements to have your area inspected.

Once inspection is complete you need to go to the Administration Building to pick up your check-out packet, which includes camp patches, other awards, medical & swim forms, and any medications held by the Health Officer.

Doubleknot Registration

Adventure Camp manages its camp registrations using the Doubleknot program. This is an online service used by our Council to manage events. You can register your Troop online through the Doubleknot program at the camp Website or through the Council's online calendar.

If you register using the paper hold-a-space form, your information will be entered into the Doubleknot system and you will receive a Doubleknot account. This will be assigned to the primary email address on the registration form. If you already have a Doubleknot user ID you would like to use, please include it on the registration form.

You will log back into Doubleknot periodically to update your registration and enter more information. ***It is very important to note that you need to log into your existing Registration, not create a new one – your payment history is linked to your Reservation and your campsite request.***

Right now you may know your Troop plans to go to Adventure Camp. You can go ahead and reserve a space for your Troop. Later you will know how many people plan to attend camp and you can update that information.

When you know the names of all your participants at camp you can go into the system and enter your roster. You will also have the option to pre-order camp merchandise through the Doubleknot system and have it waiting for your Troop when you arrive at camp.

Program Tracks for Adventure Camp

Adventure Camp will offer an age-specific program track for **American Heritage Girls**. Girls will be organized in groups by age, and will go from program area to program area with Girls from their home Troop and other Troops that are in the same age group. On Day 2 and Day 3, Girls will visit 6 program areas each day, 3 in the morning and 3 in the afternoon. While different age groups will visit the same program areas, the activities they do in those areas will be different.

For example, all Girls will visit the Handicraft Area to complete a project.

- **Tenderhearts** may build bookends or tool boxes or other provided project
- **Explorers** may build a bat house or a stool or other provided project

In addition, each group will have a staff member, called an *Adventure Guide*, assigned to work just with those Girls. The *Adventure Guide* will travel with the group of Girls from program area to program area. They will assist the program area directors and guide the group from place to place.

Program Area Activities

Here is a list of the program areas, and some of the activities that will be offered there:

- Archery:** Basic Bow and Explorer, Advanced Archery, Slingshots
- BB Range:** Basic BB Shooting, 3D Targets, Advanced BB Guns, Shooting Paintball Guns
- Aquatics:** PFD relay, Kickboard relay, snorkeling, water polo
- Mining:** Volcanoes, rock collecting, archaeology, panning for minerals
- Nature:** Identify poisonous plants, bird song, reverse periscope, & using a microscope.
- Fishing:** Using cane poles, baiting hooks, casting, using reels, types of fish
- Campcraft:** knots, map and compass, fire building contest, lashings
- Sports:** Soccer, kickball, ultimate Frisbee, flag football
- Handicraft:** Build bookends, toolbox, bat house, stool or other provided projects

Sample Schedule for Monday & Tuesday at Camp Activity Sessions

(Final schedule will depend on # of campers, ages, and may be multiple groups for each age level)

MONDAY	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Handicraft	Tenderheart 2	Tenderheart 3	Explorer 5-6	Tenderheart 2	Tenderheart 3	Explorer 4
Archery			Tenderheart 3	Tenderheart 2	Tenderheart 3	Explorer 4
BB's			Explorer 4	Explorer 5-6	Tenderheart 2	Explorer 5-6
Aquatics	Tenderheart 3	Tenderheart 2	Tenderheart 3	Explorer 4-6	Explorer 4-6	Tenderheart 2
Sports	Tenderheart 2	Tenderheart 3	Tenderheart 2	Tenderheart 3		
Flora	Explorer 4	Explorer 5-6			Explorer 4	
Fauna		Explorer 5-6	Explorer 5-6			Tenderheart 3
Fishing	Explorer 5-6	Explorer 4			Explorer 5-6	Tenderheart 2
Mining	Tenderheart 3	Tenderheart 2	Explorer 4			Explorer 5-6
Campcraft	Explorer 5-6	Explorer 4	Tenderheart 2	Tenderheart 3	Tenderheart 2	Tenderheart 3
Den Games	Explorer 4			Explorer 4		
TUESDAY	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Handicraft	Explorer 5-6	Explorer 5-6				
Archery			Explorer 5-6	Explorer 4	Tenderheart 2	Explorer 5-6
BB's			Tenderheart 3	Tenderheart 3	Tenderheart 2	Explorer 4
Aquatics	Explorer 4-6	Explorer 4-6	Tenderheart 2	Tenderheart 2	Tenderheart 3	Tenderheart 3
Sports	Explorer 4	Explorer 4	Explorer 5-6	Explorer 5-6		
Flora	Tenderheart 2		Tenderheart 2	Tenderheart 3	Explorer 5-6	Tenderheart 3
Fauna	Tenderheart 2	Tenderheart 3	Explorer 4	Explorer 4		Tenderheart 2
Fishing	Tenderheart 3	Tenderheart 2	Tenderheart 3		Explorer 4	
Mining		Tenderheart 2		Explorer 5-6	Tenderheart 3	Explorer 4
Campcraft					Explorer 4	Explorer 5-6
Cooking	Tenderheart 3	Tenderheart 3	Explorer 4	Tenderheart 2	Explorer 5-6	Tenderheart 2

Frequently Asked Questions

1. Where am I going to sleep?

Adventure Camp offers a diverse range of sleeping accommodations. The most common (and Coolest) is a large green canvas open wall tent (no netting), on a metal tent frame, mounted on a wooden platform. Each open tent has 2 canvas cots. Other sleeping areas include the Western Fort, the Mountain Cabins, the Yurts, and the Teepees with doors, with lights and electricity (which are much warmer). Those areas offer bunk beds with mattresses or canvas cots. Campers need to bring a light sleeping bag. Linens are not provided. Accommodations are assigned based on preferences and number of girls and adults. Please consider both the girls comfort level sleeping outside in an open tent vs sleeping in even warmer buildings (may want to bring a fan).

2. Where do I eat?

All meals are served in Navas Dining Lodge, our Camp Dining Hall. The Dining Hall is air-conditioned, and nutritious meals are served by our kitchen staff 3 times a day. Hot coffee, water, bread, and peanut butter and jelly are available in the Dining Hall 24 hours a day. Campers with special dietary needs should communicate with the Camp Director prior to camp about those needs. The well water is potable.

3. What are the showers and bathrooms like?

Adventure Camp has hot showers and flush toilets available for all campers. Campers in the Baloo Tent Village, Yurts, and Mountain Cabins shower at the Castle (Pool Complex). Campers in the Teepees and Mowgli Outpost shower at the Western Fort. Those facilities, Navas Dining Lodge, and the Welcome Pavilion also have flush toilets. 5 primitive latrines are also strategically placed around Camp.

4. Where do I go if I get an injury?

Adventure Camp employs a Camp Health Officer who lives on-site. They are a certified EMT who is in radio contact with Goochland County Emergency Services. The Camp Health Lodge is fully stocked to handle almost any emergency, and EMS response time to camp is less than 5 minutes.

5. What is there to do during the day?

Fishing, Swimming, BB gun shooting, Archery, Slingshots, Volleyball, Nature Hikes, Soccer, Frisbee, Flag Football, Kickball, Craft Projects, Obstacle Course, Panning for Gold, and much more.

6. Can we attend as a parent / daughter pair or do we have to come as a troop?

Parent/daughter pairs are welcome to attend Adventure Camp if they are both registered with an AHG troop. They will be combined provisionally with another troop.

7. How do I communicate with my daughter?

The mailing address is: Attn: *Jane Doe*, Troop xx1234, AHG
Cub and Webelos Adventure Camp
1677 Maidens Road

Maidens, VA 23102

8. What should I bring to camp?

Bedding, personal clothes, toiletries, sunscreen, insect repellent, AHG uniform, AHG handbook, spending money, towel & washcloth, sturdy closed-toe shoes, daily medications needed, **AHG Health & Medical Forms** and modest bathing suit, SWAPS, spending money.

9. What should I leave at home?

Electronic devices, fireworks, alcoholic beverages of any sort, sheath knives, firearms.

10. How are medications handled at camp?

Adult Leaders and Parents have the option of keeping prescription medications in their sleeping quarters under lock and key or keep them at the Health Lodge and let the Health Officer dispense them.

11. What do I do if I want to visit my Daughter?

You are welcome to do so, but we ask that you park in the upper lot and walk to the Camp Administration Building. Only camp service vehicles are allowed in camp after check-in day. At the Admin Building, you will need to sign in and get a visitor wristband. (Staff are trained to escort people found in camp without a wristband to the Camp Director immediately.) At the Admin Building, we will also be able to tell you where your daughter should be in camp. Visitor meals are **\$7.00**.

AWARDS AND PATCHES

Camp Patch: Each camper will earn a camp patch once they complete an entire session.

Clean Camp Award: Troops must meet the standards of the camp commissioner on daily inspections.

Spirit Award: Troops that display Camper Spirit throughout the session can earn the Spirit Award.

Adult Service Award: This award can be earned by adult participants who actively participate in Adventure Camp and perform some simple service requirements.

Advancement in Camp

Girls will satisfy many **Badge Requirements** while at Adventure Camp. However, it is the responsibility of the Troop Leader or parent, and not the Adventure Camp staff, to certify completion of Badge Requirements. Advancement requirements that are covered by each age group's program will be given to troops in their check-out packet and posted at www.scoutadventurecamp.net.

American Heritage Girl completed Badge requirements will be available after camp from AHG staff or sent by email. Contact Sonja Myers ahgsonja@gmail.com or 804-334-1825 with questions.

SPECIAL PROGRAM ACTIVITIES

OPENING SHOW

Sunday evening, all campers should meet at the Crutchfield Flag Plaza at **7:45 PM**. The Camp Commissioner and Village Commissioners will lead the camp down to the amphitheater for the opening show. The Opening Show will be based around the “**Island Adventure**” theme. The Camp Staff will perform skits, lead the camp in songs, and tell a story about adventure on the high seas. The Opening Show is a lot of fun and a highlight of the camp session.

ISLAND ADVENTURE CELEBRATION

The **Monday evening**, ‘**Isle Belles**’ (campers) should gather at the Crutchfield Flag Plaza at **7:45 PM** for *Island Adventure Celebration*, a round-robin of fun activities that will include SWAPS, ship races and ship to ship communications until 8:45 PM.

SWAPS - Girls may want to prepare SWAPs ahead of time with their name and troop number on them.

FAMILY NIGHT

On **Tuesday evening**, Adventure Camp especially encourages *nearby* family visitors to eat supper with their Daughters in the Dining Hall (for **\$7.00** per person), tour camp, and attend the Closing Show. Troop Leaders are asked to let the Camp Business Manager **know how many visitors will attend by lunchtime Monday** so that enough food can be prepared. Visitors should park in the Welcome Pavilion Parking Lot. They must check-in at the Admin Building, pay for meals, and receive a camp wristband. It is not practical for families from a long distance away to attend since camp does not end until the next morning and we do not provide overnight family accommodations.

CHAPEL SERVICE

At **7:15 PM Tuesday**, a brief Christian worship service will be held in the Cochran Chapel. Located in the woods just past the teepees, the Cochran Chapel is nestled in a cedar grove, away from the bustle of camp. It’s a great place to meditate, pray, and find solace.

CLOSING SHOW

At **7:45 PM Tuesday**, all campers and visitors should gather at the Crutchfield Flag Plaza. The Camp Commissioner will lead everyone down to the Amphitheater for the Closing Show. AHG Troops can sign up to perform their own skits and songs at the Closing Show with the Camp Commissioner. Many Troops plan their skit or song before they arrive at camp, and they often wear theme-based costumes during their performance. At the end of the show, the Camp Staff conducts a flag retirement ceremony. Troops are welcome to bring worn flags to camp for retirement. Please give worn flags to the Program Director prior to the Closing Show.

General Camp Policies

1. Adventure Camp is a BSA **Nationally Accredited Camp**, owned and operated by the Heart of Virginia Council. Its staff are all members of BSA. All Girl and Adult campers must be currently registered members of **American Heritage Girls**. All Troops in camp must abide by AHG two-deep leadership requirements. We encourage a ratio of one adult for every two Girls, and require a ratio of one adult for every four Girls.
2. All campers, Girls and Adults are required to submit an **AHG Health and Medical Form** at check-in. AHG High Adventure Medical forms are not necessary for this camp.
3. All campers are issued wristbands at check-in, and must wear them during their stay at Adventure Camp.
4. Visitors must check-in at the Camp Administration Building and are issued a wristband at that time. Any non-staffer found in camp without a wristband will be escorted to the Camp Administration Building immediately.
5. Per BSA policy, smoking and use of tobacco products is prohibited in buildings, throughout the camp, and in the presence of the Girls. The designated adult smoking area is the Welcome Pavilion parking lot.
6. Camper Vehicles are not allowed in camp except to pick up and drop off gear during check-in and check-out. Vehicles must stay on roads or on gravel parking areas and must observe posted speed limits. No one under 18 is allowed to operate a vehicle at Adventure Camp. Absolutely no one is allowed to ride in the bed of a truck.
7. No alcoholic beverages or harmful drugs are allowed in camp. Anyone failing to comply with this policy will be dismissed from camp.
8. BSA youth protection policies are followed at camp. If you suspect that child abuse has occurred, report this suspicion immediately to the Camp Director. All adult campers should complete Youth Protection Training online and review the AHG Youth Protection Supplement before arriving at camp.
9. The camp phone number is reserved for camp business and emergency use only. The number is **804-556-3170**.
10. A lost and found box is located at the Camp Administration Building. Found items should be brought there and put in the box. In general, valuable personal items should not be brought to camp. The camp carries no insurance on personal items.

11. We ask that all campers wear closed toe shoes while at camp to prevent foot injuries.
12. Personal firearms are not allowed at camp. Adventure Camp provides BB guns for campers to use at the BB range with staff supervision.
13. No liquid fuels, candles, gas lanterns, stoves, or open flames of any kind are allowed in sleeping quarters.
14. Campfires are only allowed in the permanent fire rings at each housing area.
15. Girls should use the buddy system while in camp. No Girl should go anywhere by herself.
16. Scheduled events, including meals and flag ceremonies, will start on time whether all campers are present or not. Please be on time for scheduled events and activities.
17. Quiet hours are **10 PM to 7 AM**. Campers should be quiet and in their bunks.



Religious Emblems Training

Right after lunch on Tuesday, a special training is offered to adults in camp, promoting earning *Religious Emblems*, implementing these programs in their troops and based on the PrayPub.org **Love God Promotion Patch** (available for American Heritage Girls).

Join us in our air-conditioned conference room.

http://www.praypub.org/main_frameset.htm

(click on Puzzle Patches, American Heritage Girls)

Service Project – Donations for ARK

Campers are encouraged to bring in-kind donations for ARK of Virginia, a non-profit dedicated to rehabilitation of injured wildlife.

Their wish list and organization details are at www.arkofva.com.

Camp Facilities

The camp's facilities and program features were designed to be used specifically by elementary-age youth and their parents.

PROGRAM FEATURES include:

Medieval Castle – Girls can climb the towers and see the “Jamestown” style fort, Ship and Mine Shaft

Inside the Castle – Girls can use the “Sprayground” and pool, designed for the needs of young campers.

Fort Dunn – In the “Jamestown” style fort, Girls practice their shooting sports skills. The ranges have permanent roofs.

Ship in Lake Boisseau – This ship has two decks for play and exploration. Girls can imagine it is a pirate ship, an explorer ship, or a ship on the seven seas with large sails.

Lake Boisseau – The Girls can fish from the bank, ship or fishing dock. The fish love to bite, unless there has been a severe rainstorm. There is a worm farm and poles for fishing. The Blue Heron of Lake Boisseau is frequently seen when approaching the lake. Beavers live on the lake and build dams across the creek.

Mine Shaft and its Cave – An old fashioned mine shaft entrance stands on the hill. Inside, Girls will find a network of tunnels. A tunnel could hold buried treasure. Another tunnel goes through the hill.

Nature Center – The nature lodge has many live and stuffed animals. There is a trail to a salt lick where the deer visit. Another trail takes Girls through the Camp's wetland ecosystem. All stages of a forest are seen on this trail. If you are quiet on the trails, Girls can see real animals in their natural habitats.

BMX Bike Course – The bike course is one of the features of the sports field.

Sports Field – A sand volleyball court and a fitness adventure obstacle course are features in the sports field.

Campcraft – Outdoor camping skills help establish a positive self-esteem by accomplishing something new and unusual. Camping skills are also essential for *American Heritage Girl* camping. Some of the skills that are introduced are fire building, tent pitching, and knot tying.

Handicraft – The Handicraft area allows Girls to use tools while creating an item they can use.

Amphitheater – The Opening and Closing shows are performed in our 800-seat stage facility. During Family Night, families are encouraged to enjoy this open-air facility while they watch their daughter perform.

OTHER BUILDINGS include:

Dining Hall – hot, healthy meals are served 3 times a day. Also has WiFi internet access.

Trading Post – our camp store has snacks, camping supplies, and camp memorabilia.

Health Lodge – staffed by an EMT and fully stocked to handle emergencies.

Administration Building – the camp business office.

Conference Room – a room for meetings and trainings, also with WiFi internet access.



Register NOW to attend **AHG Island Adventure Camp**, July 20-23, 2014
 1723 Maidens Rd, Maidens, VA www.scoutadventurecamp.net.

AHG 'Isle Belles' will enjoy BB guns, fishing, archery, swimming in our pool & spray ground, BMX bikes, nature exploration, crafts and camp skills as they search for buried treasure and enjoy their **Island Adventure!** Meals are shared in our air-conditioned Dining Hall.
 Cub Adventure Camp, Maidens, VA 804 355-4306



2014 Hold-A-Spot Registration Form for AHG			
Registration will be available Online at http://scoutingvirginia.doubleknot.com			Date
AHG Troop #		Doubleknot ID (if you have one)	
Registered Adult in charge of Troop			
Address			
City		State	Zip
Phone	(H)	(W)	(M)
Email			
ROSTER		AHG Session (July 20-23, 2014)	
Registered Girls	#	Fee	Totals
Tenderhearts (rising 2nd & 3rd graders)		x \$130	
Early Bird Girls if 50% of youth Fee paid by 5-5-14		x \$120	
Explorers (rising 4th-6th graders)		x \$130	
Early Bird Girls if 50% of youth Fee paid by 5-5-14		x \$120	
Registered Adults			
Female		x \$95	
Male		x \$95	
Total # Campers		Total Registration	
(enter Roster online at Doubleknot)			
Pay \$10 Hold-A-Spot (reserve now)	# Campers		
Less \$10 Hold-A-Spot (if pre-paid)	# Campers	x \$10	(Less)
Balance Due (Total Registration less Hold-a-Spot)			
Payment Method (select)			
Cash	Name on Card		
Check #	Card #		
Credit Card Type	Expiration Date		
Other	Signature		
Housing Preferences (please mark your 3 preferences)			
	Baloo Village (54 canvas tents/sleeps 2 each)		
	Mowgli #1 (12 canvas tents/sleeps 2 each)		
	Teepee Village (5 wooden teepees/sleeps 6 @, + 4 canvas tents/sleeps 2 @)		
	Yurt Village (2 yurts/sleeps 16 each, + 4 canvas tents/sleeps 2 each)		
	Western Fort (10 rooms/sleeps 6 each)		
	Mountain Cabins (3 cabins/sleeps 16 youth, + 2 adult rooms/sleeps 4 @)		
2014 Season Notes			
Hold-A-Spot Fees are \$10 per anticipated camper and are transferable but are Non-Refundable			
Hold-A-Spot Fees will be applied to an individual's total Fees due			
Early Bird Discount of \$10 per girl, if 50% of girl Fee paid by May 5, 2014			
100% of all Fees due June 2, 2014			
Form & Payment to Heart of Virginia Council, Fitzhugh Ave, Richmond, VA 23230 804-355-4306			

Questions? Contact **Sonja Myers**, Ministry Expansion Lead
 AHG Central Virginia ahgsonja@gmail.com or 804-334-1825