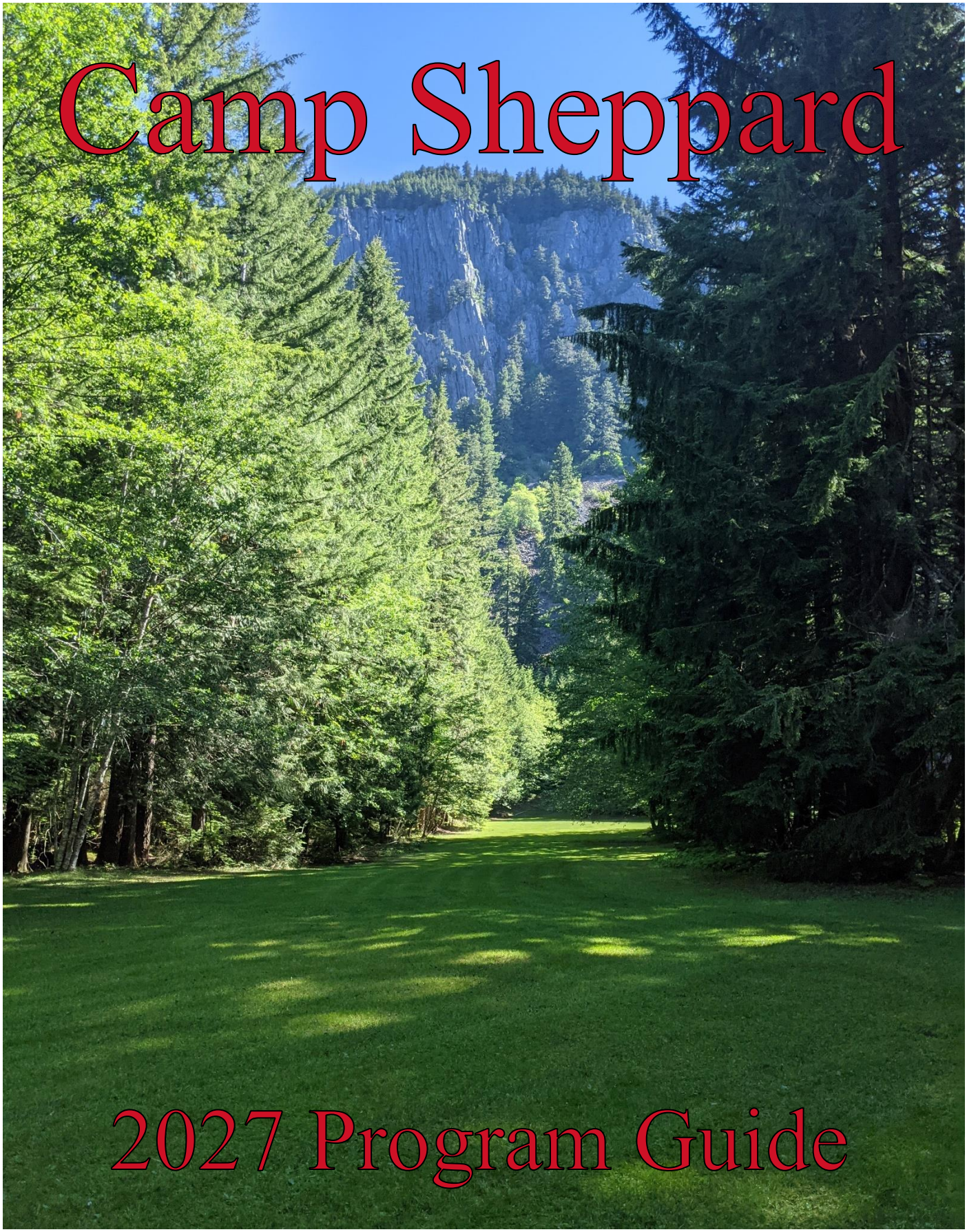


Scouting America

A Letter from the Camp Director

Fellow Scouts and Scouters,

Welcome to the wonderful world of Scouting Adventures at Camp Sheppard! Camp is a unique place where youth and adults build memories and friendships that last a lifetime. Camp Sheppard will act as your base for exciting alpine adventure. Your weekend will be packed full with activities and experiences that help youth grow.

Camp Sheppard is operated by the Chief Seattle Council as an outdoor education center, as well as an alpine camping experience for Scouts of all ages. Established for youth activities in 1947, camp has been in continuous operation ever since. Camp Sheppard has an impressive history of outdoor adventure, as well as environmental stewardship though partnerships with the National Forest & National Parks Services. Nestled deep in the heart of the Mt. Baker-Snoqualmie National Forest, and in shadow of Mt. Rainier, it is hard to find a more suitable location for adventure in the out-of-doors.

This Program Guide has been crafted to help prepare you for a successful Scout outing in our beautiful alpine setting. Among these pages you will find information on registration, camp accommodations, program offerings, as well as directions to camp. Please feel free to reach out with questions!

Our staff is excited to host you for a weekend of Scouting experiences you won't soon forget "In the Shadow of the Mountain!"

Yours in Scouting,

Josh Cunningham, Camp Sheppard Director

Chief Seattle Council – Scouting America
65301 SR 410 East
Enumclaw, WA. 98022
P 206-902-2318
Josh.Cunningham@scouting.org

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Updated 11/10/2026

Contact Information & Directions

Reservation Information

Chief Seattle Council Camping Department

3120 Rainier Ave. South

Seattle, WA 98144

Camping Registrar: Kali Thompson

(206) 725-0361 or campingdept@seattlebsa.org

Program and Facilities

Camp Sheppard

65301 State Rout 410 East

Enumclaw, WA 98022

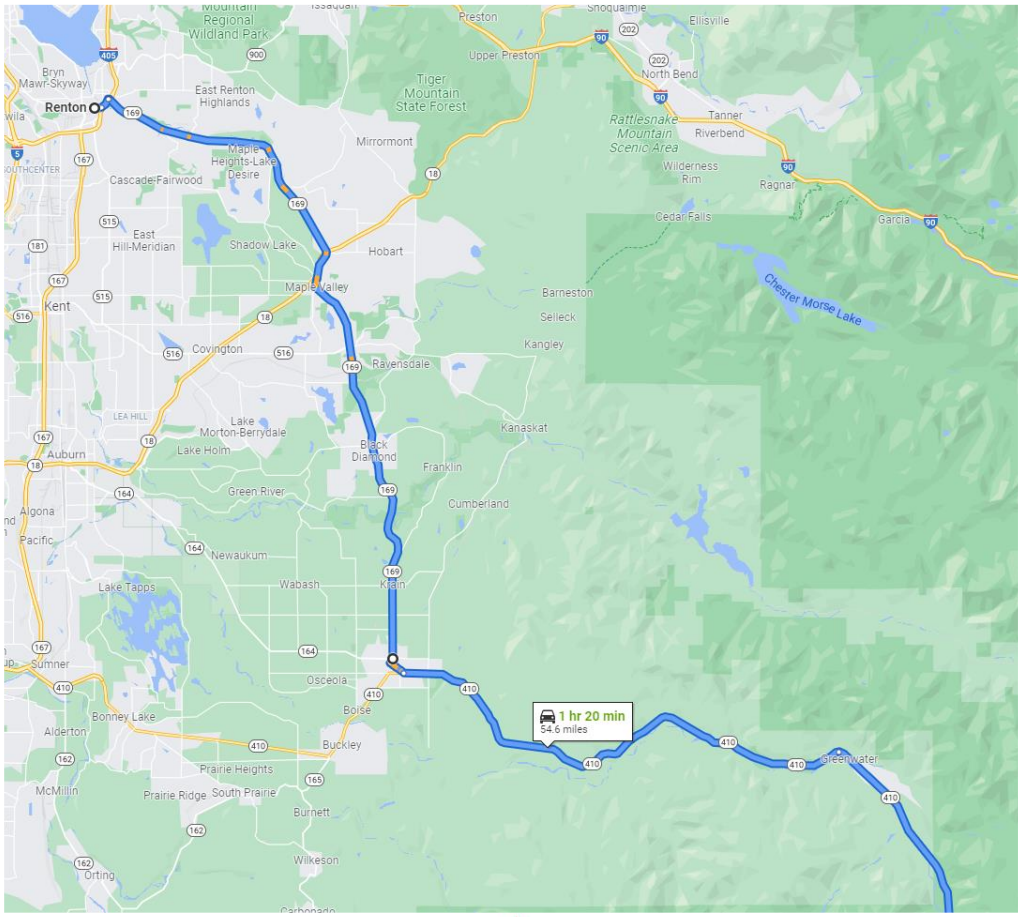
Camp Director: Josh Cunningham

206-902-2318or Josh.Cunningham@scouting.org

Directions to Camp

From Seattle:

Take I-405 toward Renton. Exit I-405 for Highway 169 (Maple Valley Highway). Proceed on Hwy 169 through Maple Valley and Black Diamond to Enumclaw. Take a left onto Highway 164 and proceed to the intersection with State Route 410. Take a left onto SR 410 and drive eastbound approximately 28 miles. Proceed past mile post 52 by 1/2 mile and turn left into the camp driveway (marked immediately before with a brown reflective sign).



Know before you go!

Road Conditions

Camp Sheppard is located along the Mather Memorial Parkway (SR 410) at about 2,500 feet elevation. Conditions in the Winter and Spring vary from bare and dry to snow and ice in a matter of hours. Our chief concern is the safety of participants and staff. For up-to-date road conditions and weather please visit the Washington State Department of Transportation website prior to departing for camp. Updates are also made to the Chief Seattle Council website when appropriate or in the event a session must be cancelled due to unsafe conditions.

Between November 1st and April 1st, WSDOT requires tire chains in all vehicles without all-wheel drive on State Route 410.

Parking

The camp parking lot is small and shared with a public trailhead. **Please carpool** if possible to help ensure all have room to park. Camp staff members will greet you in the parking lot and direct you to the dining hall for check-in. A limited number of carts & wheelbarrows are available to transport gear to your cabin. No vehicles are allowed past the camp gate.

Check-In at Camp

Upon arrival at camp, staff members will direct all youth and adults to the dining hall for check-in. Adult leaders or parents should come prepared with their unit number, and the current Scouting America Medical form for all youth and adult campers. Once checked in you will be directed to your cabin for the weekend. During winter camp, at 9:00pm on Friday evening, there will be an Adult Leader/Senior Patrol Leader meeting held in the dining hall to answer questions about the camp program and assign meal times. One adult leader minimum should attend from each cabin.

Communicable Disease & Camp

Camp Sheppard has worked hard to prepare a fun and safe program for every Scout and adult who attends our programs. If any youth or adult has symptoms, fever, or have been in known contact with an individual with a communicable disease the vehicle will be sent home. For up-to-date guidelines please contact the camping department.

Peanut Policy

No peanut products, including peanut oil, will be used in the meals, snacks, cracker barrels, or any other food service provided in the dining halls of Chief Seattle Council camps.

While this prohibition is in place in the dining halls, those with allergies must be aware that camp trading posts may contain some peanut products. It is also important to note that peanut products may be brought to camp by individual Scouts or leaders without the knowledge of the camp staff or the Chief Seattle Council.

Accommodations

Bathrooms

Two central bathroom & shower facilities are available for use at camp. One for males and one for females. One camper bathroom is available in the dining hall. Bathrooms are open to use 24 hours, and shower facilities are scheduled for youth and adult use (odd and even hours). Paper products and hand soap are stocked. Other toiletries are not provided, and campers should bring their own for bathroom and shower needs.

Cabins

Equipped with eight heated cabins, Camp Sheppard is the perfect place for Scouts and Scouters to enjoy a weekend of fun. Each cabin has bunks with a camp mattress (bedding not provided or available). **Male and female youth will be housed separately.** Separate bunk rooms at the back of the cabin are available for adult accommodations. Depending on the number of people with your unit there is a chance your unit will be split between multiple cabins & activity groups.

Please update your online account with any changes in registration, including genders of attendees. This impacts the manner in which accommodations are allocated. We cannot guarantee that female leaders are housed in the same cabin as male youth and vice versa although we do try to keep families together when we can.

Dining Hall

Camp Sheppard's Dining Hall/Lodge is a perfect place to warm up at meal time, or get a cup of hot cocoa & coffee during the day. The dining room is quaint and seats about 70 campers at a time. For that reason, cafeteria style food service is offered, and meals are served in shifts.

Meal Shift Program

For Winter Camp at the Friday evening meeting, at 9:00pm cabins will be assigned to a specific meal rotation. For Cub Getaway, upon check-in, cabins will be assigned to a specific meal rotation. It is important that Scouts and Scouters show up on time for their assigned meal time, as the kitchen prepares food for each service based on these assignments. Please reach out to the Camp Director with questions regarding food service.

Dietary Needs

The camp kitchen can provide meals that consider the following common dietary needs: vegetarian, peanut free, dairy free, & gluten free. Please submit information on all dietary needs **one week prior** to attending camp through the online registration system. We pride ourselves on developing a healthy menu for the weekend to cook for the whole camp and do not make special accommodations for picky eaters. Attendees with more complex needs, or wants, can contact camp for more additional information however should be prepared to bring their own special foods & store them in the camp kitchen where refrigeration is available. Stored foods can be retrieved by the staff upon coordination.

Saturday Arrival

Arrival

Cub Scout day program participants may begin arriving at 8:00am and program begins at 9:00am. Staff members will greet you in the parking lot, and help you check-in.

Upon arrival participants will be directed into camp. At 8:40am an opening flag ceremony will be held and staff members will explain their activity stations. Then we will dismiss participants to their first rotation of the day.

If you arrive after 9:00am, please park and check in at the administration office in the Dining Hall for your parking pass and information for the day.

Departure

Program and meals will run from 9:00am to 7:00pm with a break for lunch. Day program participants can depart at any time they wish, once they have signed out at the dining hall. Participants are also welcome to stay until after the campfire program Saturday evening.

All Scouts and Scouters must sign out in the dining hall prior to departing camp.

Meals

Scouts and Scouters will be assigned a meal rotation group to dine with for lunch and dinner in the Camp Sheppard Dining Hall. **Breakfast is not provided**. Hot cocoa, tea, and coffee are all available throughout the day in the Dining Hall as well. Other snacks and drinks may be purchased in the camp Trading Post.

Forms & Packing List

- Warm Clothes (extra socks recommended)
- Water Proof Boots
- Hat & Gloves
- Travel mug for coffee, tea and hot cocoa
- Flashlight (if staying for Campfire)
- Bicycle helmets (required for tubing activities)
- **Annual Health & Medical Record (Part A, B1, & B2)**
- $50 for the Trading Post and advancement offerings

Scouts who attend as day program participants may not change their reservation at camp to stay overnight.

Registering for Winter Camp

Reservations

Reservations for camp programs are made online through seattlebsa.org on a first come, first serve basis. Full payment is due upon registration. For payment options please contact the Camping Department.

When registering you will be prompted to log-in to the registration website. If you do not have an account, please create one, and proceed to register.

Cub Scout Packs and Scout Units may register as a group or separately. We will do our best to group Scouts and Scouters from the same unit in cabins together. Provisional Scouts are not allowed at Winter Camp without at least one parent or guardian who is a registered leader in Scouting America with current Safeguarding Youth Training. Units must be able to provide adequate youth protection supervision.

There are no cabin buyouts. Packs and Toops may be split and/or combined with others, if needed, to accommodate youth protection requirements.

Fee Schedule

Options	Nights	Meals	Scouts/Scouters
Friday Night Arrival	2	4	$168.00
Saturday (Cub Scout Only Day Program)	0	2	$100.00

Forms

All youth and adult participants must arrive at camp with a complete Scouting America Annual Health & Medical Record (Parts A, B1, & B2). Winter Camp is not more than 72 hours and does not require Part C (Doctor's Physical). Day participants will be asked to keep your medical form with you throughout your time at camp in case of a medical emergency. Overnight participants will turn in their medical forms to the Camp Health Officer.

The Scouting America health form can be found at: https://www.scouting.org/health-and-safety/ahmr/

Refund Policy

For the current Chief Seattle Council Refund Policy please visit the council website or contact the Camping Department at campingdept@seattlebsa.org.

Program Options

Friday Night Arrival: This option is for a full weekend of fun! It includes four meals (Breakfast, Lunch, Dinner Saturday & Breakfast Sunday), and two nights at camp.

Saturday (Cub Scout Only Day Program): This option is for Scouts who are not yet comfortable with overnight camping and is a day long program. It includes two meals (Saturday Lunch & Dinner), and no overnight.

What to Bring to Winter Camp

Units

- Roster of Participants (two copies)
- Self-guided crafts or board games
- Unit advancement materials (for unscheduled times)
- Scout Books
- First Aid Kit
- Fire starting materials
- Boot or glove dryer (some units choose to bring for use in cabins)

Scouts & Adults

- **Annual Health & Medical Record (Part A, B1, & B2) for each Youth and Adult**
- Plenty of warm clothes including extra socks, sweatshirt & waterproof jacket/pants (clothes will get wet!)
- Gloves & Hats
- Waterproof boots (snow boots recommended)
- Sleeping bag & camp pillow
- Bicycle helmet (required for tubing activities)
- Flashlight
- Toiletries & towel for the showers
- Travel mug for coffee, tea and hot cocoa
- Shoe traction devices
- 10 Essentials (Scouts BSA)
- $50 for the Trading Post and advancement offerings

NOTE: Camp will provide inner tubes. No sleds are allowed in camp.

Prohibited in Camp

Camp Sheppard is a dry facility. No alcohol or illegal drugs are permitted on the premises. Camp is located on federal land and is subject to federal law. Marijuana is not permitted anywhere on National Forest Service land.

Pets are not allowed at Chief Seattle Council properties. Scouts or Adults with service animals will be accommodated. Please contact the Camp Director at least one week prior to your visit to discuss how we can best serve you!

Cub Scout Program

Leadership

The Chief Seattle Council uses the Guide to Safe Scouting and the current Youth Protection Policy at all of our properties. Adult are responsible for monitoring the behavior of youth. Two adult leaders who must be at least 21 years old, and are Scouting America registered, are required of any group that registers as a Pack. Male and female youth will have separate sleeping accommodations.

It is recommended that a parent or guardian is present for each family present. For very young Scouts (Lion & Tiger Scouts) a parent, or guardian, is required to attend with their son/daughter. A registered Cub leader may only take responsibly for one youth outside of their own family on a camp out. For more specific policies on supervision, please see the current Youth Protection Standards.

The weekend program is for Cub Scout aged youth and their parents/guardians. Older youth, including those in other Scouting programs, **are not permitted**.

Cub Scout parents, or legal guardians, taking part in an overnight Cub Scout program with their own child, or legal ward, are not required to register as leaders.

Because of cabin sleeping arrangements, depending on space, changes to registration must be made to your online account at least one week prior to your weekend stay.

Arrival

Participants may arrive as early as 7:00pm and must be checked in by 9:00pm Friday evening. Staff members will direct you where to park then direct Scouts & Scouters to the dining hall to check in.

All participants should plan to eat dinner prior to arrival!

Departure

Participants should plan to depart camp around 9:45am Sunday morning following cabin check out. Early departure is allowed with proper parent and camp permission. Those transporting Scouts should be listed on their Annual Health & Medical record form.

All Scouts and Scouters must sign out in the dining hall prior to departing camp early.

Cub Scout Program

Program Overview

Cubs will have the opportunity to participate in an open program throughout the day Saturday. Scouts can decide what they want to do and when they want to do it based on the camp schedule! Activities are designed with a fun first mentality and are not geared solely toward advancement. Winter Camp is a great time for Cubs to experience the great outdoors, build lasting friendships and memories, as well as grow personally.

Winter Camp offers activities that are fun for all ages!

Program Areas

Activities are educational, interactive, and just plain fun! Learn to tie knots or cook in the outdoors at Scoutcraft. Try your skills and accuracy at the Archery and BB Gun ranges. Slide as far and as fast as you can at the Tube Hill (weather permitting). Show us your creativity at the Craft Lodge. Take a hike through the snowy woods of the Cascade Mountain Range. Last but not least take part in Winter Camp's newest program activity area, Cub Scout STEM.

Fun and adventure await your Cub Scouts at Winter Camp in 2026!

Activities are tentative, and subject to change as we hire our staff.

Campfire

Scouts will be offered an opportunity and are encouraged to perform in the Saturday evening campfire. Perform your favorite song, skit, story or joke for the whole camp to see. Just make sure it's Scouting appropriate! A sign up can be found in the dining hall next to the admin office.

Hikes

No experience at Camp Sheppard is complete without going on one of our wonderful hiking trails around the property. Hikes vary in length and difficulty. The White River trail takes you down to the glacial fed White River, while finally the Moss Lake Loop is an easy 0.7-mile hike which offers old growth Douglas Firs that stood tall when Columbus landed in the Americas. There is a hike for everyone at Camp Sheppard!

CAMP SHEPPARD
CUB SCOUT WINTER CAMP
2027 SCHEDULE ** DRAFT**

FRIDAY NIGHT		
7:00 to 8:45	Check-in/Move-in	Dining Hall
9:00	Leader's Meeting	Dining Hall
10:00	In cabins / Quiet time	Cabins
11:00	Lights Out	Camp Wide
SATURDAY		
6:00	History Hike	Dining Hall
7:00	1 st Breakfast	Dining Hall
7:35	2 nd Breakfast	Dining Hall
8:10	3 rd Breakfast	Dining Hall
8:40	Flag Ceremony	Flag Pole
9:00 to 11:50	Program Areas Open	Camp Wide
12:00 to 12:45	Grab & Go Lunch	Dining Hall
1:00 to 4:45	Program Areas Open	Camp Wide
5:00	Flag Ceremony	Flag Pole
5:10	1 st Dinner	Dining Hall
5:45	2 nd Dinner	Dining Hall
6:20	3 rd Dinner	Dining Hall
7:00 to 8:00	Personal Free Time	Camp Wide
8:15	Assemble for Campfire	Flag Pole
After Campfire	Cracker Barrel	Dining Hall
10:00	In cabin / Lights out	Camp Wide

SUNDAY		
6:00	Polar Bear Hike	Dining Hall
7:30	Flag Ceremony	Flag Pole
After Flags	Scouts Own Service	Chapel
8:00 to 9:20	Breakfast / Pack up / Clean Cabin / Check Out	Dining Hall
9:30	Closing Ceremonies	Flag Pole

HAVE A SAFE TRIP HOME!

TRADING POST HOURS	
Friday	7:00 to 8:50
Saturday	8:00 to 8:00
Sunday	8:00 to 9:00

For specific advancement needs, please ask any Area Director

PROGRAM AREA SCHEDULE

	BB'S/Arche	Craft Lodge	Nature	Scout Skills			STEM
9:00 to 9:50	Archery Basics	Art Explosion	Forest Foraging	Bear Knife Adventure	Winter First Aid	Camping Adventure	Forensics
10:00 to 10:50	Open Shoot	Build It/ Baloo the Builder	Nature Games	Field Games (from 10:30)			Forensics
11:00 to 11:50		Open Craft	Moss Lake Hike				Science Experiment
1:00 to 1:50	BB Basics	Hammerless Crafts	Service Project	Snoquera Hike	Patrol Method	Citizenship / Knot Tying	Mission to Mars
2:00 to 2:50	Challenge Shoot	Crafting Competition And Open Crafts	Natural Disaster	Snoquera Hike	Bear Knife Adventure (Until 3:30)	Webelos Knife Adventure (Until 3:30) / Orienteering Skills (Until 3:30)	Mission to Mars
3:00 to 3:50			Hydrology	Cooking Demo	Field Games (From 3:30)	First Aid Skills / Camping Adventure (From 3:30)	Bridge Builder
4:00 to 4:45			Moss Lake Hike	Cooking Demo			Bridge Builder
9:00	Star Watching – Weather permitting – Meet in Scout Skills						

Scouts BSA Program

Leadership

The Chief Seattle Council uses the Guide to Safe Scouting and the current Youth Protection Policy at all of our properties. Adult leaders are responsible for monitoring the behavior of youth Scouts. Two adult leaders who must be at least 21 years old, and are Scouting America registered, are required. Male and female youth Scouts will have separate sleeping accommodations and will need minimum supervision per gender. Female youth Scouts must attend camp with at least one female adult leader per youth protection standards. A minimum of two adults are required for each 14 Scouts of a single gender or portion thereof. If a Scout attends without their Troop, they must either have appropriate two deep supervision or a parent/guardian supervising them who is who is currently registered with Scouting America.

All adults staying one night or more in connection with a Scouting activity must be currently registered in an adult, fee-required position or as an adult program participant. Our cabins have separate rooms in the back where adults of opposite genders may be assigned, space permitting, in accordance with Youth Protection policies.

Troops may need to be divided between multiple cabins or combined with other Troops based upon the session's attendance.

Because of cabin sleeping arrangements, depending on space, changes to registration must be made to your online account at least one week prior to your weekend stay.

Arrival

Participants may arrive as early as 7:00pm and must be checked in by 9:00pm. Staff members will direct Scouts & Scouters to the dining hall to check in.

All participants should plan to eat dinner prior to arrival!

Departure

Participants should plan to depart camp around 9:45am Sunday morning following cabin checkout. Early departure is allowed with proper parent and camp permission. Those transporting Scouts should be listed on their Annual Health & Medical record form.

All Scouts and Scouters must sign out in the dining hall prior to departing camp early.

Scouts BSA Program

Program Overview

Scouts will have the opportunity to participate in an open program throughout the day Saturday. Activities are designed with a fun first mentality, and an advancement focus second. Winter Camp is a great time for units to bond and enjoy a weekend of fun in the snow without the pressure to advance!

Program Areas

Camp offers a variety of programs including: snow tubing (weather permitting), archery, crafts, outdoor skills, team building exercises, ecology/conservation, as well as hiking. For a general list of activities see the Scouts BSA see below. Please note these activities are tentative and subject to change as we hire our staff.

Archery: Archery basic skills, archery qualification, competition shooting & open shooting.

STEM: Photography Merit Badge, Chemistry Merit Badge

Craft Lodge: Leatherwork Merit Badge, Basketry Merit Badge & open craft time.

Nature: Second Class requirement 4, First Class requirement 5 & Moss Lake Trail nature hike.

Scout Skills: Totin Chip, Fireman Chit, Leave No Trace, Trail to First Class, E.D.G.E. method training & fire building competitions.

Scoutcraft: Snow Sports Merit Badge (weather dependent) & Fire Safety Merit Badge.

Hikes: History Hike, Polar Bear Hike, & the Snoquera Falls Hike.

Inner Tubes: Open anytime a staff member is supervising with proper safety equipment in use (weather dependent).

Campfire

Scouts will be offered an opportunity and are encouraged to perform in the Saturday evening campfire. Perform your favorite song or skit for the whole camp to see, just make sure it's Scouting appropriate! A sign up can be found in the dining hall next to the admin office.

Hikes

No experience at Camp Sheppard is complete without going on one of our wonderful hiking trails around the property. Hikes vary in length and difficulty. The Snoquera Falls is a moderate 2.7-mile hike that features scenic views of the White River valley, the White River trail takes you down to the glacial fed White River. Finally, the Moss Lake Loop is an easy 0.7-mile hike which offers old growth Douglas Firs that stood tall when Columbus landed in the Americas. There is a hike for everyone at Camp Sheppard!

CAMP SHEPPARD
SCOUTSBSA WINTER CAMP
2027 SCHEDULE ** DRAFT**

FRIDAY NIGHT		
7:00 to 8:45	Check-in/Move-in	Dining Hall
9:00	SPL/Leader's Meeting	Dining Hall
10:00	In cabins / Quiet time	Cabins
11:00	Lights Out	Camp Wide
SATURDAY		
6:00	History Hike	Dining Hall
7:00	1 st Breakfast	Dining Hall
7:35	2 nd Breakfast	Dining Hall
8:10	3 rd Breakfast	Dining Hall
8:40	Flag Ceremony	Flag Pole
9:00 to 11:50	Program Areas Open	Camp Wide
12:00 to 12:45	Grab & Go Lunch	Dining Hall
1:00 to 4:45	Program Areas Open	Camp Wide
5:00	Flag Ceremony	Flag Pole
5:10	1 st Dinner	Dining Hall
5:45	2 nd Dinner	Dining Hall
6:20	3 rd Dinner	Dining Hall
7:00 to 8:00	Personal Free Time	Camp Wide
8:15	Assemble for Campfire	Flag Pole
After Campfire	Cracker Barrel	Dining Hall
10:00	In cabin / Lights out	Camp Wide

SUNDAY		
6:00	Polar Bear Hike	Dining Hall
7:30	Flag Ceremony	Flag Pole
After Flags	Scouts Own Service	Chapel
8:00 to 9:20	Breakfast / Pack up / Clean Cabin / Check Out	Dining Hall
9:30	Closing Ceremonies	Flag Pole

HAVE A SAFE TRIP HOME!

TRADING POST HOURS	
Friday	7:00 to 8:50
Saturday	8:00 to 8:00
Sunday	8:00 to 9:00

For specific advancement needs, please ask any Area Director

PROGRAM AREA SCHEDULE

	Range Sports	Craft Lodge	Nature	Scout Skills				STEM
9:00 to 9:50	Range Sport Essentials	Textiles MB (Until 10:30)	Forestry MB	Pioneering Skills		Totin' Chip	Game Design Merit Badge	Electronics Merit Badge
10:00 to 10:50	Open Shoot	Leatherwork MB (From 10:30)						
11:00 to 11:50				Geocaching & Navigation		Firem'n Chit		
1:00 to 1:50	Range Sport Essentials	Basketry MB	Pulp & Paper MB	Snoquera Hike	Winter First Aid Simulation (Until 3:30)	Skills by Request	Fire Safety Merit Badge	Chemistry Merit Badge
2:00 to 2:50	Range Sports Challenge Select							
3:00 to 3:50		Open Crafts			Outdoor Cooking (From 3:30)	Fire Building Competition		
4:00 to 4:45								
After Campfire	Midnight Animation meet at the Craft Lodge							

Cub Getaway Program

Leadership

The Chief Seattle Council uses the Guide to Safe Scouting and the current Youth Protection Policy at all of our properties. Adults are responsible for monitoring the behavior of youth. Male and female youth Scouts will have separate sleeping accommodations.

It is recommended that a parent or guardian is present for each family present. For very young Scouts (Lion/Tiger Scouts) parents, or a guardian, is required to attend with their son/daughter. A registered Cub leader may only take responsibly for one youth outside of their own family on a camp out. For more specific policies on supervision, please see the current Youth Protection Standards.

Because of cabin sleeping arrangements, depending on space, changes to registration must be made to your online account at least one week prior to your weekend stay.

Arrival

Participants may arrive as early as 8:00am and must be checked in by 9:00am. Staff members direct Scouts & Scouters to the dining hall to check in.

All participants should plan to eat Dinner prior to arrival!

Departure

Participants should plan to depart camp around 10:00am Sunday morning. Early departure is allowed with proper parent permission. Those transporting Scouts should be listed on their Annual Health & Medical record form.

All Scouts and Scouters must sign out in the dining hall prior to departing camp early.

Registering for Cub Getaway

Reservations

Reservations for camp programs are made online through seattlebsa.org on a first come, first serve basis. Full payment is due upon registration. For payment options please contact the Camping Department.

When registering you will be prompted to log in to the registration website. If you do not have an account, please create one, and proceed to register.

Cub Scout Packs may register as a group or separately. We will do our best to group Scouts and Scouters from the same unit in cabins together. We will also do our best to keep families together, but **male and female youth participants will be roomed or housed separately.** Provisional Scouts are not allowed at camp. All youth Scouts must be accompanied by a parent, legal guardian or Scout Leader.

Cabin Fees

Options	Nights	Meals	Scouts/Scouters
Saturday through Sunday	1	3	$150.00
Saturday (Day Program Only)	0	2	$90.00

Forms

All youth and adult participants must arrive at camp with a complete Scouting America Annual Health & Medical Record (Parts A, B1, & B2). Camp is not more than 72 hours and does not require Part C (Doctor's Physical). Day participants will be asked to keep your medical form with you throughout your time at camp in case of a medical emergency. Overnight participants will turn in their medical forms to the Camp Health Officer.

The Scouting America health form can be found at: https://www.scouting.org/health-and-safety/ahmr/

Refund Policy

For the current Chief Seattle Council Refund Policy applicable to Cub Getaway please visit the council website or contact the Camping Department at campingdept@seattlebsa.org.

Program Options

Saturday Overnight: This option is for a full weekend of fun! It includes 3 meals (lunch, dinner, & Dinner Sunday) and 1 night at camp.

Saturday (Cub Scout Only Day Program): This option is for Scouts who are not yet comfortable with overnight camping and is a day long program. It includes two meals (Saturday Lunch & Dinner), and no overnight.

What to Bring to Cub Getaway

Scouts & Adults

- Self-guided crafts or board games
- First Aid Kit
- Plenty of warm clothes including socks, sweatshirt & waterproof jacket/pants (clothes will get wet!)
- Gloves & Hats
- Sleeping bag & camp pillow
- Flashlight
- Toiletries & towel for the showers
- 6 Essentials
- Travel mug for coffee, tea and hot cocoa
- **Annual Health & Medical Record (Part A, B1, & B2)**
- $50 for the Trading Post and advancement offerings

Prohibited in Camp

Camp Sheppard is a dry facility. No alcohol or illegal drugs are permitted on the premises. Camp is located on federal land and is subject to federal law. Marijuana is not permitted anywhere on National Forest Service land.

Pets are not allowed at Chief Seattle Council properties. Scouts or Adults with service animals will be accommodated. Please contact the Camp Director at least one week prior to your visit to discuss how we can best serve you!

Cub Getaway Program

Program Overview

Cubs and their families will have the opportunity to participate in an open program throughout the day Saturday. Families can decide what they want to do and when they want to do it based on the camp schedule! Activities are designed with a fun first mentality and are geared towards having the Scout and their family participating together. Cub Getaway is a great time for cubs and their families to experience the great outdoors, build lasting friendships and memories, as well as grow personally.

Cub Getaway offers activities that are fun for all ages!

Program Areas

Activities are educational, interactive, and just plain fun! Learn to cook in the outdoors at Scoutcraft. Try your skills and accuracy at the Archery and BB Gun ranges. Build personal and teamwork skills with our Challenge Course staff. Show us your creativity at the Craft Lodge. Take a hike through the woods of the Cascade Mountain Range. Last but not least take part in Camp's newest program activity area, STEM.

Fun and adventure await your family at camp in 2026!

Activities are tentative, and subject to change as we hire our staff.

Campfire

Scouts will be offered an opportunity to perform in the Saturday evening campfire. Perform your favorite song or skit for the whole camp to see, just make sure it's Scouting appropriate! A sign up can be found in the dining hall next to the admin office.

Hikes

No experience at Camp Sheppard is complete without going on one of our wonderful hiking trails around the property. Hikes vary in length and difficulty. The Snoquera Falls hike features scenic views of the White River valley, the White River trail takes you down to the glacial fed White River, while finally the Moss Lake Loop hike offers old growth Douglas Firs that stood tall when Columbus landed in the Americas. There is a hike for everyone at Camp Sheppard!

CAMP SHEPPARD CUB GETAWAY 2027 SCHEDULE ** DRAFT**

SATURDAY		
7:30 to 8:30	Check-in	Dining Hall
8:40	Morning Flags	Flag Pole
9:00 – 11:50	Morning Open Program	Camp Wide
12:00 – 12:50	Grab & Go Lunch	Dining Hall
1:00 – 3:50	Afternoon Open Program	Camp Wide
4:00 to 6:00	Picnicking Programs! (Dinner starts @5PM)	Camp Wide
6:10	Evening Flags	Flag Pole
After Flags	Personal Free Time	Dining Hall
7:30	Assemble for Campfire	Flag Pole
After Campfire	Cracker Barrel	Dining Hall
10:00	In cabin / Lights out	Camp Wide

SUNDAY		
8:00	Morning Flags	Flag Pole
8:10	Scouts Own Service	Chapel
8:30 to 9:30	Rolling Breakfast	Dining Hall
8:00 to 9:50	Cabin Cleaning	Cabins
10:00	Closing Ceremonies	Flag Pole

HAVE A SAFE TRIP HOME!

TRADING POST HOURS	
Saturday	7:30 to 7:30*
Sunday	7:30 to 10:00
*Closed during evening picnic	

All Campers must check in and out with the office in the Dining Hall. Thank you!

PROGRAM AREA SCHEDULE

	Tower	Scoutcraft	Ecology & Sciences		Craft Lodge		Shooting Sports	Camp Wide
9:00	Sunrise & Buck Mtn	Cooking Demo 1	Aerodynamics of Paper		Pot Painting Palooza!	Open Crafting	Archery Shoot	Selfie Scavenger Hunt!
10:30	Skookum & Suntop	Cooking Demo 2	Lights! Electricity! ACTION!		Pot Painting Palooza!			
1:00	Minihaha & Noble Knob	Cooking	Life of a Seed		Pablo Cub-Passo	Open Crafting	BB Shoot	
2:30	Castle Mtn & Big Crow	Cooking	Life of a Seed		Pablo Cub-Passo			
4:00 to 6:00	Skyward	Field Games	Camp Bingo!		Board Game Parlor		BB Prize Shoot	
	Picnic Dinner Available in Dining Hall (Starts @ 5PM)							

Create your own Camp Experience

Has your Unit been looking to plan a camp outing that all Scouts in the unit can participate in and enjoy. We have the opportunities for you! We have everything from cabins and tents to programs or just a base sight while you explore the Mt. Rainier National Park.

Cabin Rentals

At Camp Sheppard we have eight heated cabins that are available for rental throughout the year! Our cabins fit a maximum of 16 people for sleeping, and we charge a rate of $150 per cabin per night.

Throughout most of the year we do also offer lots of space for tent camping as well (tents are not provided). Tent camping is $5 per person per night. It is recommended that tent campers consider renting the Scoutcraft Shelter.

Facilities Rentals

Camp Sheppard has several facilities that are available for rental throughout the year. These facilities offer a wide range of usages depending on your rental needs with both indoor and open-air facilities available. Prices vary depending on the facility.

Dining hall/ Kitchen (electricity, running water)

The Craft Lodge (electricity)

The Scout Skills Structure (Electricity)

Programs that could be Provided

There are a number of programs that can be arranged with the Camp Director to be run by the Camp Sheppard Staff for your unit's camping trip. These programs vary in price depending on the program being offered. Please feel free to reach out for any specific questions about programs or pricing.

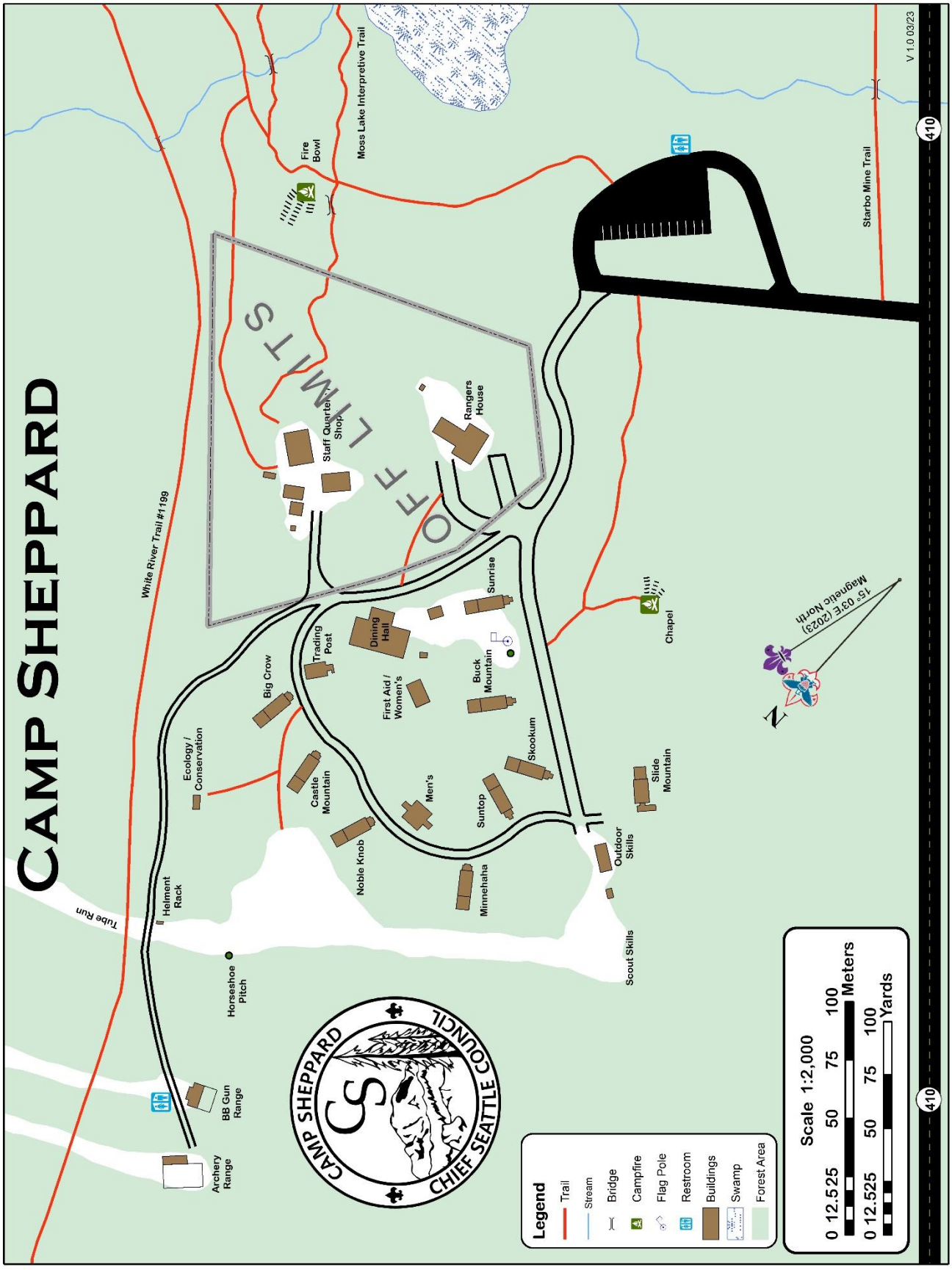
Some examples of program offerings include:

Crafts, Archery, BB's, Hike leader, Outdoor skills (This could be anything from an outdoor cooking demo to trail to first class skills), Nature or S.T.E.M. programs.

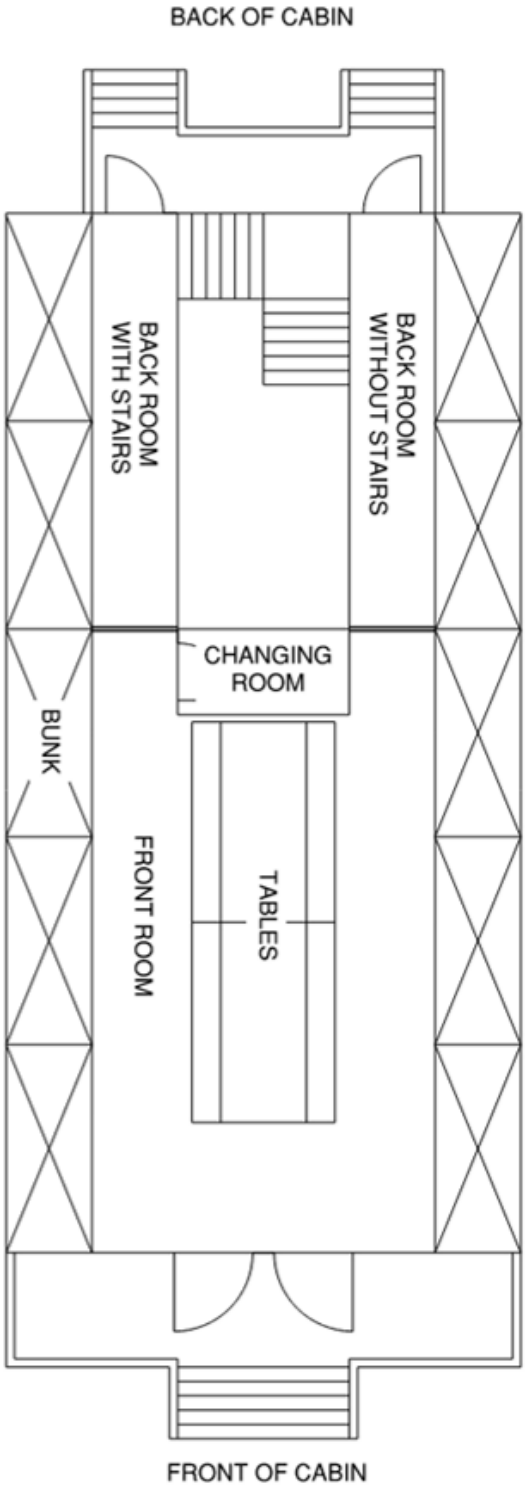
Visit for More information

For more information on programs, prices, or to check availability of Camp Sheppard. Please visit the Rentals page on the Chief Seattle Council website at seattlebsa.org/camping/rentals/.

With questions about our programs or facilities or to receive a quote please reach out to the Camp Sheppard Director Josh Cunningham by phone 206-902-2318or by email Josh.Cunningham@scouting.org.


CAMP SHEPPARD
OFF LIMITS
White River Trail #1199
Moss Lake Interpretive Trail
Starbo Mine Trail
Fire Bowl
Staff Quarters
Shop
Rangers House
Sunrise
Dining Hall
Trading Post
Big Crow
First Aid / Women's
Buck Mountain
Chapel
Ecology / Conservation
Castle Mountain
Men's
Skookum
Slide Mountain
Suntop
Noble Knob
Outdoor Skills
Minnehaha
Scout Skills
Helment Rack
Horseshoe Pitch
BB Gun Range
Archery Range
Tube Run
410
V 1.0 03/23
15° 03'E (2023)
Magnetic North
N
CAMP SHEPPARD
CHIEF SEATTLE COUNCIL
Legend
Trail
Stream
Bridge
Campfire
Flag Pole
Restroom
Buildings
Swamp
Forest Area
Scale 1:2,000
0 12.525 50 75 100 Meters
0 12.525 50 75 100 Yards

Typical Cabin Layout



Cabin Layout

To help you better understand our cabin arrangements, we have provided this typical cabin layout drawing.

Typical arrangements are that youth are housed in the Front Room and adults are housed in the Back Rooms. If adults are placed in cabins with youth of the opposite gender, they will be housed in the back room without stairs.

Note that there are more bunks located in cabins than we are permitted to use. Camp staff will provide cabin assignments as you arrive at camp.