

SUMMER CAMP 17



BOY SCOUT RESIDENT CAMP | PIPSICO SCOUT RESERVATION




**NATIONALLY
ACCREDITED**
BOY SCOUTS OF AMERICA CAMP



BOY SCOUTS OF AMERICA
TIDEWATER COUNCIL



CAMP WEEKS

Week #1 June 25 - July 1
Week #2 July 2 - July 8
Week #3 July 9 - July 15
Week #4 July 16 - July 22
Week #5 July 23 - July 29

BASE CAMP RATES

Regular Rate (if paid in full by 6/1)
Youth \$290 & Adult \$130

YOUTH SAVINGS

\$20 Early Bird Discount
(if \$50 deposit made
by 2/24 & paid in full by 4/1)

ADULT SAVINGS

1 Free Adult for 3-7 youth
2 Free Adults for 8+ youth

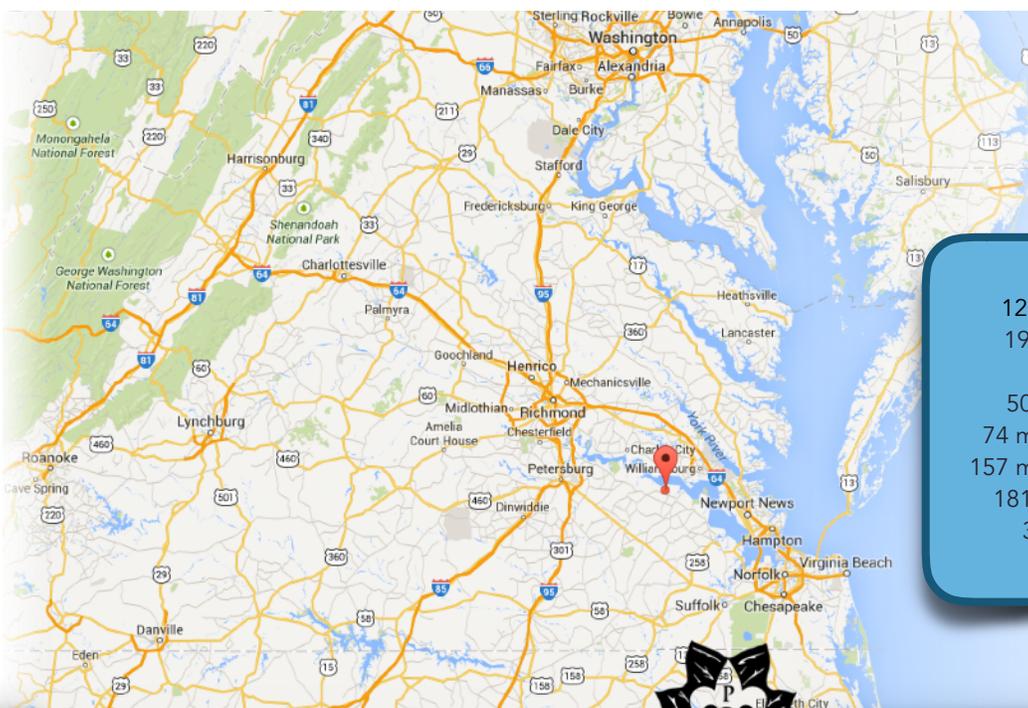
BOY SCOUT SUMMER CAMP

Pipsico offers Scouts and Scouters the opportunity to immerse themselves in a positive camping environment, at a beautiful property, with a friendly camp staff. The Tidewater Council, BSA is proud to offer quality programs for everyone. Pipsico is geographically located along the James River and adjacent the epicenter of Virginia's colonial attractions and thrilling entertainment; such as Busch Gardens and Water Country USA.

The Brownsea Island program is managed by a Boy Scouts of America National Camping School certified director and focuses on requirements for Tenderfoot, Second Class, and First Class ranks; in a setting that teaches new/younger Boy Scouts about Troop structure, the value of the Patrol Method, the importance of the Buddy System, and the benefits of learning and applying new skills using the E.D.G.E. Method (Explain Demonstrate Guide Enable).

There are approximately 60 merit badge programs available to capture the interests of all Scouts. Those seeking more thrill and less advancement may choose from a collection of specialty programs.

Annually, campers converge on Pipsico from all corners of the globe to experience genuine hospitality.



VISIT US

12 miles to Jamestown Settlement
19 miles to Colonial Williamsburg
22 miles to Busch Gardens
50 miles to Downtown Richmond
74 miles to Virginia Beach Oceanfront
157 miles to the Washington Monument
1810 miles to Philmont Scout Ranch
3679 miles to Brownsea Island
3743 miles to Gilwell





BROWNSEA ISLAND PROGRAM

The original Brownsea Island is located in Poole Harbour, England and was the site of World Scouting's founding event. From August 1-8, 1907 Lt. Gen. Robert Baden-Powell and Major Kenneth McLaren took 21-boys from lower, middle, and upper-class families camping as an experiment for his book, *Scouting for Boys*. Baden-Powell's revolutionary idea was to teach camping, observation, woodcraft, chivalry, life saving, and patriotism. Fundamentally, the purpose was to teach young men to "be prepared" and to realize that their station in life was not confined to the Edwardian class system.



At Pipsico the Brownsea Island program area is designed to welcome new boys to Boy Scouts (whether they have recently crossed-over from Cub Scouts or just joined a Boy Scout troop). The program's purpose is to teach Scouts about the patrol method, Troop organization, being prepared, resourcefulness, and skills for Scout, Tenderfoot, Second Class, and First Class ranks.

Pipsico's Brownsea Island program is either all morning or all afternoon. At the end of the week Scouts are provided with a list of requirements they worked on during their stay. Scouts may enroll in merit badge program for the remainder of their available session with the counsel of their Scoutmaster

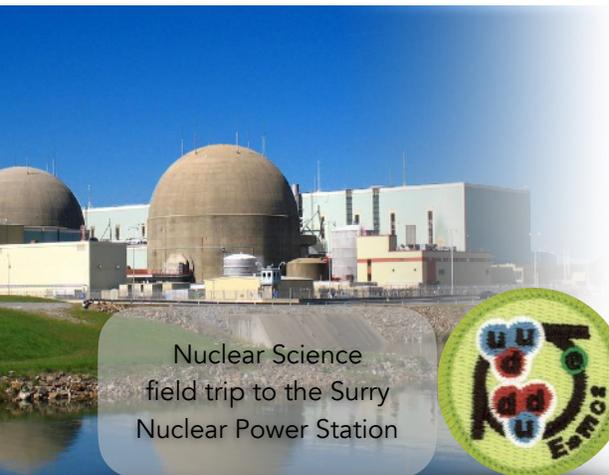
IMPORTANT

Scouts participating in this program should bring a backpack and their Boy Scout Handbook. It is also recommended that they bring a compass.

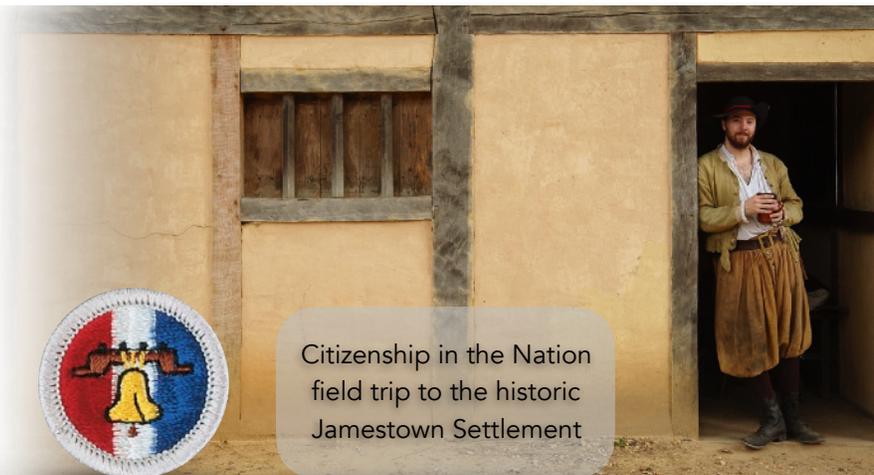


This Stone
Commemorates the
experimental Camp of
20 boys held on this site
from 1-8 August 1907 by
Robert Baden-Powell
later Lord Baden-Powell
of Gilwell
Founder of the Scout
and Guide Movements





Nuclear Science
field trip to the Surry
Nuclear Power Station



Citizenship in the Nation
field trip to the historic
Jamestown Settlement



MERIT BADGE PROGRAM

Pipsico offers nearly 55-merit badges during summer camp. These are all listed on the following pages, along with the merit badge schedule. Some Scouts will be encouraged by their units to take as many merit badges as possible. While this is a unit decision, experience shows that trying to learn six new skills at the same time is difficult, especially when some merit badges require a number of additional hours of work or practice. Accordingly, a Scout who works on six merit badges will learn how to get by with the least amount of work, rather than actually learning skills. We recommend that, before camp, Scoutmasters hold a conference with each Scouts to assist them in setting realistic goals. Scouts should be encouraged to allow time for the proper completion of merit badges. The underlying purpose of these programs is to expose Scouts to new activities/studies that may positively impact character values, connect the practical application of material learned in school, to develop career or hobby interests and to learn new ways of having fun.

We have developed our merit badge schedule based on the demand of past years. We do, however, reserve the right to adjust the schedule to meet demand and therefore all units must register for merit badges before camp. Some of our sessions have maximum numbers to ensure teaching quality, so if a unit does not sign-up for merit badges before camp, there is a chance that their Scouts will not be able to work on some merit badges. Please note that if units sign up for merit badges before camp, they do not need to rush to arrive first! Once a Scout is signed up for a merit badge we assume that he has Scoutmaster approval to work on that badge. We will only approve requirements completed at camp. In cases where a Scout comes to camp with a partial merit badge, a unit leader needs to provide the area director with proof of the requirements that have already been completed. The proof can either be a "blue card" showing the completed requirements or a signed statement listing the completed requirements. Lastly, we do offer some merit badges that require field trips. In most cases volunteers (and vehicles) are needed to transport Scouts to and from locations.

PREREQUISITES

In addition, there are some merit badges with prerequisites, which may include the completion of the BSA Swim Test, a rank or a merit badge. Where this is the case the prerequisite must be completed before a Scout starts working on the merit badge. There will not be any exceptions to this rule.





THERE IS A WHOLE LOT MORE TO DO THAN JUST MERIT BADGES...

AQUAFEST

A special evening of water-related games including both on the James River and in our pool.

CAMPFIRES

CLIMBING & RAPPELLING

Scouts have the opportunity to try the camp's climbing tower.

FREE SWIM

We know camp can get a little warm every once and awhile so we have made sure to have plenty of opportunity to cool off.

HONOR TROOP

Each unit will be visited by a Camp Commissioner. The assessment focuses on camp cleanliness, creativity, weather preparedness, uniforming, on-time attendance and more.

LEARN TO SWIM

We offer a "Beginner Swimming" program for any scout who wishes to learn how to swim, or who wishes to improve his swimming ability.

MILE SWIM

Mile Swim includes swimming a mile and the process of working up to that high goal. Before attempting to swim a mile, Scouts and adults are required to complete the four one-hour long practice sessions.

MOVIE NIGHT

Pull up your favorite camp chair or bring a blanket to enjoy an evening at the movies in the open air of Pipsico.

OA DAY

There will be an OA Day with a fellowship on Monday evening. Members of the Order of the Arrow are encouraged to wear their sashes with their field uniform (Class A's) for the day or retreat and dinner.

RELIGIOUS PROGRAMS

"Duty to God" is an essential element of scouting values that we strive to reinforce daily at camp. We begin every meal with the assertion that "a Scout is reverent," after which we offer Grace. Religious services are also an important part of the camping experience.

SHOOTING COMPETITIONS

Scouts and Scouters can show off their stuff.

SERVICE PROJECTS

VOLLEYBALL, HORSESHOES, FRISBEE GOLF & MORE

We reserve the right to exercise our creative juices between now and camp. Our portfolio of special programs will be modified as summer camp approaches.





ADULT LEADER PROGRAMS

We believe you should get as much out of camp as your Scouts. We have a broad range of programs especially for adults. We have adult training sessions, and a variety of special activities. A sure way to grow in Scouting is to earn the Awesome Leader Award. Those who earn this coveted recognition will come away from camp with new insight and incomparable memories. Leaders are encouraged to visit the program areas to learn and observe but we do ask that you stay behind the proverbial picture frame as a spectator. If you have expertise to offer in a particular area feel free to offer a hand in between program sessions. Staff will welcome an extra set of eyes, ears, and hands. This is especially true in the Brownsea Island program, where you are ultimately responsible to certify that your Scouts have met the advancement requirements.



AWESOME LEADER AWARD

This is our adult leader recognition program for those who truly immerse themselves in the spirit of Scouting while at camp. It includes participation in fun activities, helping out our staff in certain areas, service to camp and more. This is a great program to participate in and be recognized at the closing campfire.

TRAINING OPPORTUNITIES

Have you been too busy to get the training you need? Did you bring along some new leaders or adult volunteers you hope will take a more active role in troop leadership? Then take advantage of our wide selection of training while you're with us! Here's some of what we offer:

- Scoutmaster Specific
- Safe Swim Defense
- Safety Afloat
- Climb on Safely
- Leave No Trace
- Trek Safely
- [Introduction to Outdoor Leader Skills](#)





PEX (PIPSICO EXPERIENCE)

The PEX program is an adrenaline sampler if we may be so bold. PEX was designed by teenagers; for teenagers. Campers rotate through a series of programs such as canoeing, tubing, rifle, shotgun, airsoft/ paintball, tomahawk, climbing, fishing, cooking, and pool partying! There will be four off-site experiences to include fishing head-boat trip in the Chesapeake Bay, a casual stroll through colonial Williamsburg, high COPE, while concluding their week at Busch Gardens.

SAIL HAMPTON ROADS

This is a full week of sailing and nightly port visits on the James and Elizabeth Rivers plus a stop over along the southern Chesapeake Bay. Monday morning after breakfast, crews will muster, stow gear, and make ready for travel to board the sail boats. Setting Sail, the group will head towards ports in Cape Charles, Hampton, Smithfield, and Norfolk.

Each port visit will provide a variety of fun, interesting, and educational experiences. Stops along the way include but are not limited to: A tour and dinner in historic Cape Charles, a stop in Hampton River, a seafood dinner at Smithfield Station Marina, a tour of Nauticus and the battleship Wisconsin at the City of Norfolk and lastly a





MAKING YOUR BASE CAMP RESERVATION

Troops may reserve space for their contingent by making an initial non-refundable deposit of \$50 per camper. Units may make their initial deposit using the paper form at the back of this planning guide. All business after the initial deposit will occur through an online event portal called Tentaroo. Instructions for Tentaroo will be at www.PipsicoBSA.com.

SCHOLARSHIPS

Our mission to make summer camp available to every Scout. A limited fund is available to provide assistance to Tidewater Council Scouts who would otherwise be unable to attend. Scouts are expected to participate in council and unit fund raising programs to help pay the cost of camp.

REFUND POLICY

In cases of death of an immediate family member, sickness or injury, or military transfer, we will refund all but \$100 of fees paid until 6/1 when verified by a physician, military commander, or such official. Reasons such as vacation schedule, summer school, and last minute changes of mind are not acceptable reasons for refunds. Camper deposits are transferrable within a unit, but are not refundable. After 6/1 no refunds are available for any reason.



TIDEWATER COUNCIL

Phone: (757) 497-2688

Fax: (757) 473-3305

Council Web Page: www.TidewaterBSA.com

1032 Heatherwood Drive, Virginia Beach, VA 23455

PIPSICO SCOUT RESERVATION

Phone: Number published and in use 6/15/17

Camp Web Page: www.PipsicoBSA.com

57 Pipsico Road, Spring Grove, VA 23881





HEALTH & SAFETY

MEDICALS

All Scouts and adults must submit a copy of their BSA Annual Health and Medical Record (parts A, B & C) to the camp Health Officer during check-in. Anyone staying in camp overnight must have a BSA physical form on file at the Health Lodge. The official BSA form is located here: www.scouting.org/filestore/HealthSafety/pdf/whole.pdf. Anyone reporting to camp without a current physical will be required to get one at his or her own expense. The nearest source of physicals is a one-hour round trip from camp, and the cost is likely to range from 100 to 150 dollars. Please make sure you bring copies of current physicals with you for all unit members attending camp! Physicals expire at the end of the month one year after signed by a physician (for example, a physical signed 6/3/12 expires 6/31/13). Physicals must be valid for the duration of camp.

PRESCRIPTION MEDICATIONS

All prescription drugs are kept and administered by the unit. It is to be kept in a secured location out of the reach of the children. If medication requires refrigeration, it can be checked in with the Health Officer check-in. Provide a list of medication, dosage and to whom you are administering medication to when you check in with the Health Officer. By law, medications must be in a container with a typed label from the pharmacy. Medications will be given only in accordance with the label. Handwritten changes will not be accepted.

ALLERGIES & MEDICAL NEEDS

All individuals, youth and adult alike, who have allergies or special medical needs (e.g. asthma), must be brought to the attention of the Camp Health Officer. Unit leaders who have individuals with special dietary requirement or food allergies should contact the Food Service Director at check-in to discuss food requirements.

Pipsico is open to any registered member of the Boy Scouts, and every effort will be made to accommodate

special needs. Food allergies/intolerances need to be reported in advance of camp to give the food service staff adequate opportunity to prepare alternate menus. *Vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for their time at Pipsico. Please contact the staff closer to camp to make necessary arrangements.*

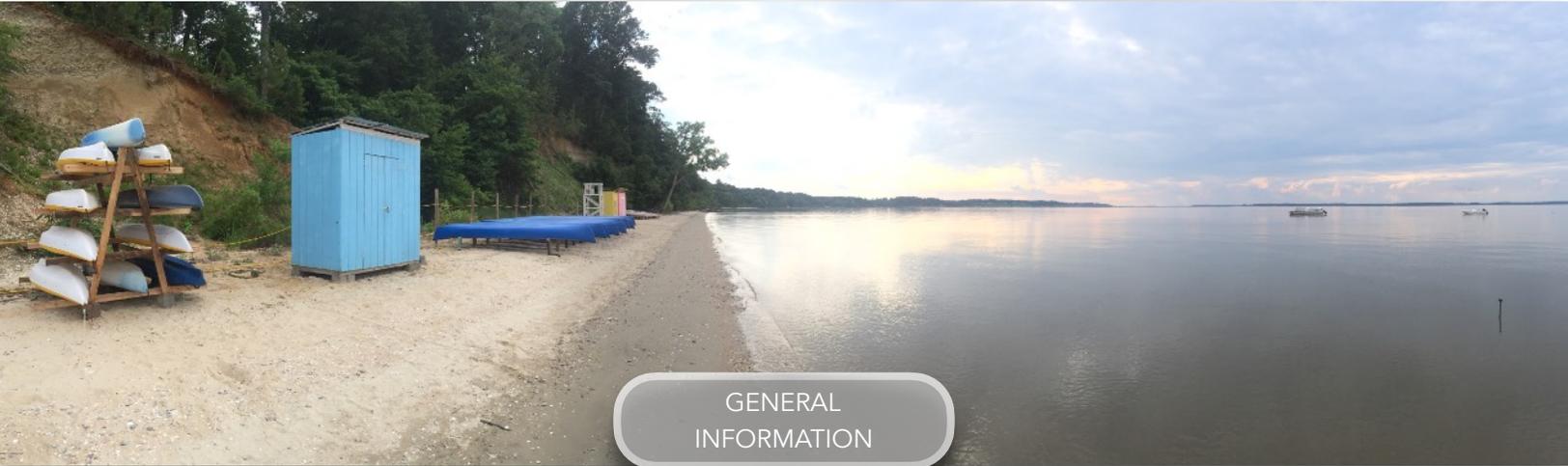
While summer camp is a totally different experience from school, the need for discipline, attentiveness, and social interaction is much the same. If a Scout uses medication during the school year to manage behavioral conditions such as ADHD, we strongly encourage that he continue on those medications during camp.

MEDICAL TREATMENT

All injuries and illnesses, regardless of severity, must be reported to and treated at the Health Lodge immediately. This applies to all campers, youth and adult. The Health Officer is required to keep a log of all injuries or illnesses. Pipsico has a Health Officer on duty at all times. Other key staff members are also trained in first aid and CPR. In the event of serious medical problems, the camp has agreements with the Surry County Rescue Squad, a medical treatment facility in Smithfield, and local hospitals in Suffolk and Hopewell.

The cost of medical treatment away from camp will be billed to the camper's primary insurance carrier. Registered Tidewater Council units are covered by supplemental insurance, which covers certain deductibles and other expenses for injuries and illnesses incurred at camp. Parents must make arrangements for treatment of pre-existing conditions. Tidewater Council's policy does not cover out-of-council units; those units need to submit a certificate of insurance from their home council or unit prior to arriving at camp. We recommend that this be done when making your final camp fee payment.





GENERAL INFORMATION

BICYCLES

Scouts and Leaders are permitted to bring their bicycles and helmets to camp. Helmets are required.

CONTACT INFORMATION

One of the best remedies for homesickness is regular mail from home. Mail will be placed in the troop mailbox at the camp office. Mail service usually takes two to four days, so encourage parents to send the first mail by the Friday before you come to camp. Use the following address:

Scout's name and Unit
57 Pipsico Road
Spring Grove, VA 23881

LEAVING CAMP

Anyone leaving the camp at any time during the week must sign out at the camp office and sign in upon their return. We strongly discourage Scouts from leaving camp during the week. Scouts may only leave with a parent, guardian or other individual designated in writing by a parent. Photo IDs are required. An adult unit leader must accompany a Scout to the office to check out.

MONEY & VALUABLES

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Regardless, all items should be clearly marked, with the boy's name and unit number. In addition to program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico

souvenirs. In addition to money for program fees, we recommend each Scout have some extra cash for camping supplies, snacks and souvenirs at the Trading Post (about \$50).

PROVISIONAL CAMPERS

If a Scout is unable to attend camp with his own troop, or wants to attend a second week of camp, we can arrange for him to attend camp with another troop. Fees for provisional campers are the same as for other Scouts. On occasion, we ask a troop to include a provisional camper in their troop for the week at camp. In such cases, we require that a parent or guardian meet with the troop's camp leader prior to camp or during check-in.

VISITORS

Visitors must sign in at the camp office upon arrival and sign out upon departure. Visitors must be escorted at all times by either a member of the camp staff or a registered camper from their own unit. All visitors must be wearing appropriate clothing (consistent with scouting values), including closed toe shoes.

For those unexpected visitors, meal tickets may be purchased at the Trading Post after checking in at the Burton Center. The cost for guest meals is \$5 for those aged six and up. Children under the age of six are free. Reservations and meal payments may be made when your troop checks in on Sunday. After dinner, visitors are encouraged to attend the campfire with their scouts. No pets are allowed in camp. Please ensure that anyone planning to visit your troop during the week is also aware of this rule.



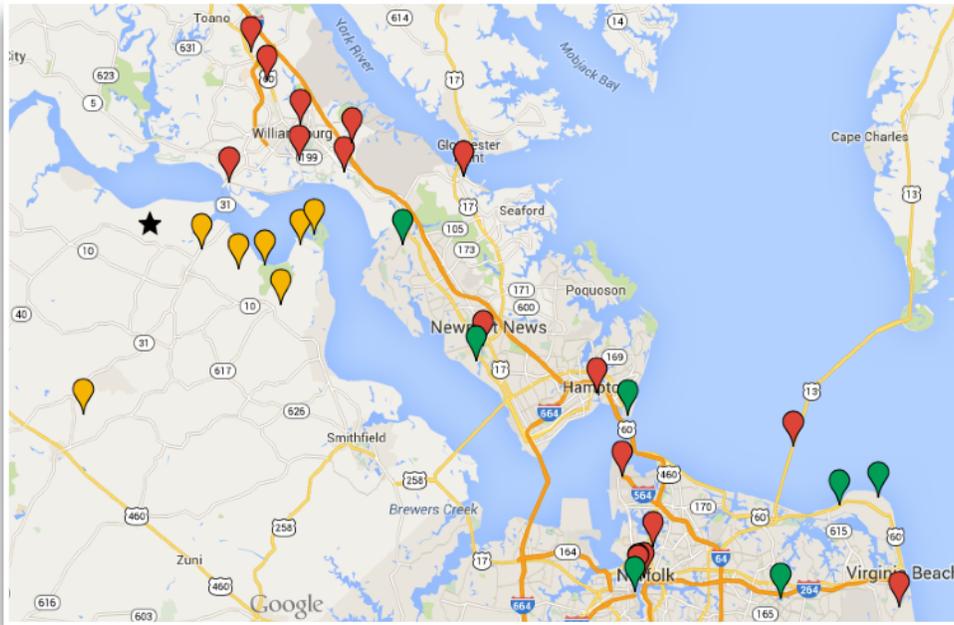
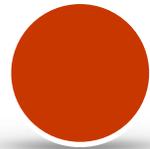


WHERE IS PIPSICO?

Pipsico is located in Surry, VA just across the river from the Jamestown Settlement in a very historical part of Virginia. The Hampton Roads area is home to 18 of 25 of Virginia’s top tourist attractions. There is no shortage of amusement to be found for those interested in American history and heritage; while the area still boasts an abundance of hot spots for thrill seekers. If your Pack, Troop, Crew, Ship, or Post is Visiting Pipsico for summer camp, feel free to come early or stay a little longer and soak up some of the local amenities.

VIRGINIA'S TOP TOURIST DESTINATIONS (18 OF 25 LOCATED IN HAMPTON ROADS)

- Colonial Williamsburg
- Chesapeake Bay Bridge Tunnel
- Busch Gardens
- Williamsburg Premium Outlets
- Naval Station Norfolk
- Williamsburg Pottery
- Virginia Zoo
- MacArthur Center Mall
- Yorktown Battlefield
- Colonial Parkway
- Jamestown Settlement
- Virginia Aquarium
- Virginia Air & Space Center
- Virginia Living Museum
- Water Country USA
- Nauticus / USS Wisconsin
- Hampton Roads Naval Museum



SURRY COUNTY ATTRACTIONS

- College Run Farms
- Surry Nuclear Power Station
- Drewry Farms
- Hog Island Wildlife Area
- Bacon’s Castle (est. 1665)
- Chippokes Plantation (est. 1671)
- Smith’s Fort Plantation (est. 1609)



OTHER LOCAL ATTRACTIONS

- The Mariners’ Museum
- US Army Transportation Museum
- Fort Monroe
- Virginia Sports Hall of Fame
- Cape Henry Lighthouses
- Mount Trashmore
- First Landing State Park



SUMMER CAMP 17



PIPSICO OR BUST

WWW.PIPSICOBSA.COM