

CUB CAMP '14

Are your super powers getting out of control?
We can help.



SUPER POWER TRAINING CAMP

Calling all super heros! Don't take your powers for granted. Come to the Pipsico Scout Reservation this summer to enhance your skills, develop new skills, and meet other super people.

Cub Camp at Pipsico is a resident camping experience. Families have three Cub Scout camps to choose from. There is one 3-night camp and two 5-night camps. All camps are family friendly and open to every level of Cub Scouting. Siblings, family members, and den chiefs are more than welcome. All camps overlap weekends to help minimize work conflicts.

Pipsico is the perfect spot for your family to have a great outdoor adventure. It has 917 acres of land, with a mile of unspoiled beach on the bank of the James River in Surry County, Virginia. It is home to bald eagles, blue herons, wild turkeys, deer, and much more. On the beach you will find fossil remains of sharks and whales amongst shells and fossils pouring out of

the cliffs on our beach. Facilities include a 40-foot climbing/rappelling tower, a modern air-conditioned dining hall, a swimming pool (with handicap access), shower and latrine facilities (for both male and female participants), a fully equipped health lodge, a trading post, shooting ranges (for archery, rifle and shotgun programs) and more.

All Cub Scouts, leaders, den chiefs, parents, and siblings are encouraged to participate in the theme during their stay at Pipsico. We will have games, crafts and projects related to our theme, in addition to swimming, shooting sports, nature and many other opportunities.



Let your inner crazy out. Summer camp program is wildly diverse and non-stop. All participants are encouraged to immerse themselves in the super hero theme.

YOUTH PROGRAM

Daily Program

After breakfast each day, Scouts will assemble into activity dens for a filled day of non-stop activities that includes archery, BB guns, swimming, handicrafts, and much more. Scouts will have the chance to earn belt loops, achievements/electives, and various requirements for Activity Pins. Before you leave for home, you will receive a list of advancement requirements that were met during your time at camp.

All leaders will receive a schedule of events by day during camp. Make sure your unit is on time for camp-wide activities such as mealtime musters, religious services, and campfires.

Some meals in our Dining Hall are served family-style. Your pack will be asked to provide a table host and a waiter for each table at each meal; the duties of the table host and waiter will be explained during check-in. Normally you will have one or more

camp staff members as your guests at each table. Guests are chosen by selecting camp staff members' totems and placing them on the tables prior to the meal. Be sure to select different totems each meal so you can meet as many of our camp staff as possible.

Special Events

During your stay at camp, we will have several special camp-wide programs. These include an opening campfire on your first evening and a closing campfire the night before you depart. We encourage you to prepare a song, skit, or story for the closing campfire. Your performance should be in keeping with Scouting values and not single out unsuspecting individuals as "victims" (such as when someone is soaked with water or made to appear foolish) and have prior approval from the Program Director. A non-denominational worship service and a Catholic mass will be offered. All Scouts will be encouraged to attend one of these events as part of their "duty to God."



2014 Theme
Super power
training camp

CUB CAMP



Program Areas Include

Aquatics - River
Aquatics - Pool
Handicraft
Nature
Scoutcraft
Shooting Sports
Showmanship
Sports

DAILY SCHEDULE (SAMPLE FROM 2013)

	Wednesday	Thursday	Friday	Saturday	Sunday	Monday
7:00 AM						
7:30 AM		Breakfast	Breakfast	Breakfast	Breakfast	Open Breakfast & Checkout
7:45 AM						
8:00 AM						
8:30 AM		Flags	Flags	Flags	Flags	
9:00 AM		Session 1	Session 1	Session 1	Session 1	
9:50 AM		Session 2	Session 2	Session 2	Session 2	
10:40 AM		Session 3	Session 3	Session 3	Session 3	
11:30 AM		Session 4	Session 4	Session 4	Session 4	
12:20 AM		Open Lunch	Open Lunch	Open Lunch	Open Lunch	
1:00 PM	Check-in					
1:30 PM		Siesta	Siesta	Siesta	Religious Svc.	
2:30 PM		Session 5	Session 5	Session 5	Session 5	
3:20 PM		Session 6	Session 6	Session 6	Session 6	
4:10 PM		Session 7	Session 7	Session 7	Session 7	
5:00 PM		Session 8	Session 8	Session 8	Session 8	
5:30 PM	Open Dinner				Open Dinner	
5:45 PM						
6:00 PM		Dinner	Dinner	Dinner		
6:30 PM						
7:00 PM	Leader Meeting	Flags	Flags	Flags		
7:30 PM	Campfire	Evening Program	Evening Program	Evening Program	Campfire	
8:00 PM						
8:30 PM						
9:00 PM						
9:30 PM						
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

ADULT PROGRAMS

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.

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:

- Fast Start
- New Leader Essentials
- Youth Protection
- Safe Swim Defense
- Safety Afloat
- Climb on Safely
- Leave No Trace
- Trek Safely
- OWLS & BALOO

Most of these sessions are approximately one hour each. In addition to regularly scheduled training, our staff will be glad to work with your leaders one-on-one.



Take advantage of training opportunities



Catch up on your BSA training during your stay. There's no additional cost. Do training online or face-to-face. We even offer Outdoor Leader Skills.



FACILITIES



Each campsite has platform tents for two. Platforms measure 9ft x 7ft and are equipped with two cots. Campsites have latrines with wash stands, designated fire pits, picnic tables, message boards. Personal tents ARE permitted.



CAMPSITES

Every campsite in Pipsico is divided into patrol sites.

Larger troops will have a campsite to themselves, while smaller troops may share a campsite, each occupying their own patrol site(s). Every campsite has a common latrine facility. Every latrine has a washstand with running water for washing and drinking. Hot showers are available at the pool, the Shower House between campsites 8 and 9, and the women's shower adjacent to the pool.

The tents are equipped with two army-style cots each. For your sleeping comfort, we recommend each camper bring a mosquito net and poles to support it (these may be lashed or taped to the cot legs.) Mosquito nets are also available in the Trading Post.

You will need to label each tent so the occupants can be easily identified. This may be as fancy as routed wooden

signs, or as simple as names written on pieces of duct tape at the foot of each cot.

There is a trashcan at each latrine. Each latrine also has a shovel, rake, and hose that serve as fire-fighting equipment; the hose serves double duty for daily cleaning of the latrine.

Your bulletin board will have a Fireguard Chart, which you should fill out upon arrival. Most campsites have an established fire ring, where you are welcome to have troop or patrol campfires in the evenings. Do not dig into the ground to form fire pits. There is ample dead wood on the ground around camp, which you are welcome to cut and burn; do not cut any standing trees or saplings, dead or alive. For safety, you should establish a properly marked ax yard.

HEALTH & SAFETY

MEDICALS

All Scouts and leaders must submit a copy of their BSA Annual Health and Medical Record form (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 within 72 hours. 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.

EMERGENCY PROCEDURES

The Tidewater Council maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist - their life, your life, or someone else's life could depend on it. It is also part of the BSA's national standards that we conduct an emergency drill during your stay at camp. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not

attempt to resolve an emergency situation alone. Notify the nearest staff member.

FIRES , STOVES & TENTS

For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built in designated areas and must be extinguished so that they are cold to the touch when unattended. Spraying aerosol cans of any type (insecticide, deodorant, hair spray, etc.) are also prohibited in tents. The propellants in these products will damage the waterproofing treatment on the canvas.

YOUTH PROTECTION

Leaders are asked to review the Guide to Safe Scouting before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action.

Units must have at least two adults in camp at all times; at least one must be registered with BSA, and at least one must be 21 or older. Units may rotate leaders, provided the incoming and outgoing leaders follow the prescribed check-in and checkout procedures at the camp office. The leaders need not be together nor in the campsite at all times. However, one youth may not

be alone in the campsite (or anywhere else in camp) with an adult who is not his parent or guardian. This situation may be avoided by adherence to the buddy system and Youth Protection guidelines.

We recommend that every unit have a "buddy board" or other tracking system in the campsite so Scouts may be easily located at all times. Every Scout should be with a designated buddy at all times when outside the troop's campsite. Except for a parent or guardian, an adult cannot be a Scout's buddy. A Scout may be without a buddy only when he is traveling between merit badge sessions and no other Scout from his troop or from the previous merit badge session is going his way. This exception will only be allowed during scheduled rotation times, and only on the most direct route between program areas.

Adult leaders must respect the privacy of youth members and protect their own privacy at all times. Except in emergencies, adults and youth may not enter each other's designated sleeping and shower areas. No Scout may share a tent with an adult who is not his own parent or guardian.



HEALTH & SAFETY

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.



ARRIVAL & DEPARTURE



Check-in

Plan on arriving between 1:00PM and 4:30PM. Upon arriving at Pipsico, follow the signs for Lions (a sub-camp of the Pipsico Scout Reservation) and park in the main parking lot in front of the Burton Center. If you plan to arrive late, please notify us in advance so special arrangements can be made. If you are delayed on the way to camp, let us know. At initial check-in, we will verify the number of campers with your troop and confirm paperwork is in order. Your pre-ordered T-shirts will be given to you at this time. Then you will meet your Staff Guide, who will escort you through the remaining check-in procedures:

- Gear drop at campsite.
- Dining Hall, where you will turn in Health Record Forms with the Health and Safety Officer.
- Dining Hall for a brief orientation on mealtime procedures.
- Pool for swim checks.
- Your campsite to unpack and get settled for the week.

At this time, the Camp Guide your contingent leader will conduct an

inspection of the campsite to ensure that all equipment is in place and in good condition. During check-in, your Camp Guide will point out our program areas. This is the time to ask questions about the locations of merit badges, or ask for a camp tour.

Check-out

After the campfire Friday night, leaders are encouraged to come to the Burton Center (camp office) to review their checkout packets for completeness. This is the time to make sure you have everything needed, and to resolve any questions. Plan on leaving between 8:00 and 10:00 AM on Monday. A continental breakfast will be served between 8:00 and 9:00 AM. One vehicle at a time may enter the campsite to load gear, no earlier than 7:30 AM. Once your gear is packed out and your campsite and latrine are clean, a staff member will inspect the campsite and release you from camp. Once you have been checked out of your campsite and picked up your health records and medications from the Health Lodge, we will distribute participant patches.

Camp Dates

3-Night Camp Aug. 1-4
5-Night Camp #1 Aug. 6-11
5-Night Camp #2 Aug. 13-18

For more information

Phone: (757) 497-2688
Visit: www.PipsicoBSA.com



MONEY

SUPER POWER TRAINING CAMP

3-NIGHT CAMP RATES

Early (paid in full by 4/30/14)	
Cub Youth	\$150
Regular (paid in full by 5/31/14)	
Cub Youth	\$160
Adults (& den chiefs)	\$80
Siblings (age 2-5)	\$50
Siblings (cub age)	\$160
Siblings (11+)	\$80
Late (paid in full after 5/31/14)	
Cub Youth	\$180
Adults (& den chiefs)	\$90
Siblings (age 2-5)	\$60
Siblings (cub age)	\$180
Siblings (11+)	\$90



5-NIGHT CAMP RATES

Early (paid in full by 4/30/14)	
Cub Youth	\$190
Regular (paid in full by 5/31/14)	
Cub Youth	\$210
Adults (& den chiefs)	\$100
Siblings (age 2-5)	\$75
Siblings (cub age)	\$210
Siblings (11+)	\$100
Late (paid in full after 5/31/14)	
Cub Youth	\$230
Adults (& den chiefs)	\$110
Siblings (age 2-5)	\$85
Siblings (cub age)	\$230
Siblings (11+)	\$110



DISCOUNTS

2nd Cub Scout -\$10

MAKING YOUR CAMP RESERVATION

Packs may reserve space for their contingent by making an initial non-refundable deposit of \$25 per camper: with a minimum deposit of \$100. Deposits will be applied to the final balance due. All reservations are first-come-first-serve.

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 6/1/14 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 6/1/14 no refunds are available for any reason.

important

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.

GENERAL

ADULT & YOUTH REGISTRATION

Every unit must have at least one 21+ registered volunteer. All youth participants must be registered members of a Scout Troop, Venturing Crew, or Varsity Scout Team.

BICYCLES

Scouts and Leaders are permitted to bring their bicycles and helmets to camp. It is the responsibility of the Troop leader to make sure that all bikes the Troop brings are safe to use and properly maintained.

CELL PHONE POLICY

We would request that Scouts not to take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is

inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts using axes, climbing, lighting fires, etc, should not be distracted by a ringing phone).

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. Outgoing mail may be deposited at the camp office; it is picked up daily after breakfast. 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



GENERAL

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. Do not bring them into camp. If you permit them during travel to and from camp, please leave them in the car during your stay at camp. Youth campers are not permitted to have two-way radios or pagers in camp, as these have proven to be highly disruptive of the camp routine.

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. Adults leaving camp must ensure that the unit still has two-deep leadership.

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.

PETS

No pets are allowed in camp. Please ensure that anyone planning to visit

your unit during the week is also aware of this rule.

RESTRICTED AREAS

The following areas are off limits to all campers: The ranger's home and maintenance areas, camp staff living areas, the kitchen and food storage areas (except for authorized adult volunteers,) any program area where staff is not present, and the cliffs along the James River. Scouts may visit the waterfront for beach combing or fishing only when staff is present or when accompanied by an adult leader.

SMOKING

Anyone under 18 years old is prohibited from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle.

STAFF

We work hard to recruit and train the best possible staff to provide a dynamic program in support of your troop. All have been selected based on Scouting skills, leadership experience, enthusiasm, and maturity. They have one of the most demanding jobs imaginable, and they do it cheerfully because they love Scouting. They have made personal sacrifices to be here for you.

As we all do, they occasionally make honest mistakes or judgment errors, and will work hard not to repeat them. In such cases, do not confront them or intervene in their work unless there is

an immediate safety concern. If you feel that the performance of any staff member does not meet the highest standards of Scouting, please see the Camp Director or Program Director immediately.

SWIM TESTING

Swim testing is part of the check-in process. The Boy Scouts of America maintains standards for Cub Scouts to safely participate in aquatic activities. These standards maintain ratios of youth to adults. The more adults that take the swim test, the more youth we can have in/on the water/

TELEPHONES

A phone for outgoing calls is available at the Burton Center. An adult leader must be present for a Scout (with his buddy) to use this phone. Calls must be collect or by calling card, and must be limited to five minutes. Should anyone need to contact a camper on an important matter, the number is (757) 294-3912.

This is our business phone, and cannot be tied up with personal calls, so parents will not be able to speak to their children on this line. Phone messages will be placed in the troop mailbox; emergency messages will be delivered as soon as possible. If adult leaders need to receive regular calls at camp, bring a cell phone or pager, or make arrangements to check with their office on a regular schedule.

GENERAL

TRADING POST & SPENDING MONEY

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).

TRAILERS

Parking will be at the Burton Center; One vehicle may move equipment to the front of each campsite-not past the post. **NO VEHICLES ARE ALLOWED TO STAY IN CAMP.** If your unit has a trailer, check in with the office, place your trailer at the entrance of your site, then promptly move the towing vehicle to the parking lot. **PARKING ON THE ROAD IS NOT PERMITTED.**

UNIFORM & DRESS CODE

The BSA Class A uniform is the expected uniform for retreat ceremonies. At other times, we encourage campers to wear an activity uniform including Scout shorts, Scout belt, and a casual shirt or T-shirt with a Scouting theme. Shirts that promote alcohol, tobacco, or are otherwise inconsistent with Scouting values are not allowed.

The camp Trading Post has a limited selection of uniform items including socks, belts, and T-shirts.

Not having a uniform should not prevent any Scout from attending camp; however, every effort should be

made to ensure that every Scout has one, using every means available: unit and Council fund raising activities, financial assistance from your chartered organization, recycling “experienced” uniforms, etc.

Closed-toe shoes must be worn at all times, including during activities at the waterfront. Scouts taking **waterfront** merit badges should bring an extra pair of sneakers or water shoes to wear during those activities. The only exceptions are while in a shower building, inside the pool perimeter fence, or in bed.

VEHICLES IN CAMP

While camp is in session, all Scouts, leaders, and visitors are prohibited from driving past the gate in front of the Health Lodge. One vehicle will be allowed to your campsite during check-in to drop off unit gear. As soon as it is unloaded, it must be promptly moved to the Burton Center parking lot.

VISITORS

Visitors are welcome at any time between 9:00 AM and 9:00 PM. Normally, the best time to visit is on Family Night (Sunday). 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.

DANGEROUS STUFF

Pipsico provides all necessary and appropriate equipment for our shooting programs. Personal firearms, ammunition, bows and arrows are not permitted in camp. Also, no water guns are permitted at camp. Sheath knives are prohibited in camp by Tidewater Council policy. Pocketknives may be carried by adult leaders and any Scout who has earned the Totin’ Chip. Fireworks & firearms of any kind are prohibited in camp. LEO’s please notify the council prior to camp of any special requirements by your department.



HOW TO GET TO CAMP

Pipsico is located in Spring Grove, Virginia, approximately midway between Norfolk and Richmond. It is about 25 miles off Interstate 295 from Hopewell, Virginia.

Pipsico is centrally located to a host of attractions. The first permanent English settlement at Jamestown is a short distance via the nearby ferry. Many fascinating historical sites from the first 250 years of American history are within easy driving distance (an hour or so). Among these are Colonial Williamsburg, restored colonial plantations, the Revolutionary War battlefield at Yorktown, and Civil War battlefields around Richmond and Petersburg.

For those who want more modern adventure, local amusement parks include Busch Gardens and Water Country USA. A moderate drive from camp brings visitors to the Naval base in Norfolk, the NASA Langley Research Center, the Atlantic Ocean beaches and boardwalk at Virginia Beach, and much more.

If you are coming from outside the local area, we would be glad to have you as our guests in Camp Rotary for a few extra days so you can add some of these world-class attractions to your summer camp experience. With advance notice, we can provide breakfast, dinner, and box lunches on the days you are in Camp Rotary for a nominal cost.



UNIT PRE-CAMP CHECKLIST

Request Your Unit Committee To:

- ___ Prepare and distribute a **unit summer camp information pack** to include information on Pipsico, travel plans, medical forms, power of attorneys and equipment lists.
- ___ Arrange **transportation**.
- ___ Visit homes of Scouts who are not signed up for camp and encourage them to attend.
- ___ **Collect all fees** and forward them to the Tidewater Council.
- ___ Arrange for **unit swim test**.
- ___ Arrange for troop **progress reviews/Board of Reviews** in camp if desired.
- ___ File a **Council Tour Permit** with the Council Service Center (if required).
- ___ Submit the **Huskanaw, Merit Badge and /or High Adventure Sign-Up Forms**.

At A Troop Meeting:

- ___ Review the different programs with your Scouts.
- ___ Conduct conferences with your Scouts to enable them to set realistic goals for what they want to do at camp.
- ___ Review the personal equipment list with your Scouts.
- ___ Fill out **merit badge, Huskanaw program sign-up**.

At A Meeting of Your Troop Patrol Leader's Council:

- ___ Make **patrol service assignments**.
- ___ Review **unit and patrol equipment lists**.
- ___ Review **program opportunities**.
- ___ Review **travel plans**.

At A Parents' Meeting Held At Least Two Weeks Prior To Camp:

- ___ **Confirm travel plans** both to and from camp.
- ___ **Check on progress towards medical examinations** and follow up on any problems.
- ___ Confirm with parents the activities and merit badges their Scout(s) want to work on.
- ___ Review program opportunities.
- ___ Make sure you have a completed medical (with power of attorney) for each Scout and adult.
- ___ Make sure you have a completed the Media Release form for each Scout and adult (on annual medical exam form).
- ___ Prepare the Camp Roster (included in this guide).
- ___ Make sure you have any receipts received for payment of camp fees and that you have cash or checks for the balance of any fees due for payment at camp.
- ___ Ensure that a tour permit has been filed.
- ___ Ensure that you bring the completed Unit Swim Classification Record (found in the appendix) with you, if applicable.
- ___ Before pulling out of the parking lot to leave for camp make sure that you have everyone that is going, all of the unit's and the individuals' equipment, and that you have the medicals.



RECOMMENDED PACKING LISTS

INDIVIDUAL SCOUT EQUIPMENT

- Full Scout uniform
- Sneakers or Hiking Boots
- Underwear
- Extra Clothing
- Hat(s)
- Socks
- Jacket
- Swim trunks
- Rain Gear
- Flashlight w/extra batteries
- Sleeping bag or 2 sheets and blanket
- Pack or footlocker for gear
- Scout Handbook
- Pen/Pencils and paper
- Completed medical form
- Spending money (\$50.00)
- Hand Towel
- Bath Towel (2-3)
- Wash Cloth
- Soap
- Toothbrush
- Toothpaste
- Brush or Comb
- Canteen or Water Bottle

OPTIONAL PERSONAL GEAR

- Fishing Gear
- Mosquito netting
- Camera
- Bug repellent
- Sunscreen

- Musical instrument
- Alarm Clock
- Pillow
- Bible or Prayer book

PACK / DEN EQUIPMENT

- 100 ft. Rope
- US/Pack/Den Flag
- Propane lanterns
- Props for skits
- Thumbtacks
- First aid kit

LEADER SPECIAL NEEDS

- Pens/Pencils and paper
- Alarm Clock
- Skit or Song Book
- All pack/den paper work



Be Prepared

All summer camp participants are required to have a complete BSA medical form (parts A, B & C). This is an annual form that expires at the end of the month a year after the previous BSA medical form was completed.

Personal Tents

Although tents and cots are provided, families are permitted to bring their own tents. Please notify the staff at check-in (or later that day) how many personal tents your contingent is bring. The Boy Scouts of America requires that all tents be marked/posted with, "NO FLAMES IN TENTS" to comply with national standards.

BSA Medical Form

- Parts A, B & C are required.
- Part C must be completed by a qualified medical professional.
- [Download form here.](#)

AUGUST WEATHER

Average High: 88F

Average Low: 66F

Average Precipitation: 5.1"

Source: weather.com

Zip Code: 23881

T-SHIRT ORDER FORM

All paying participants receive a shirt upon arrival. Please use this form to indicate shirt sizes for your contingent.

PLEASE RETURN THIS COMPLETED FORM TO PVICKREY@BSAMAIL.ORG BY 5/31/14

Unit: _____

District: _____

Council: _____

Completed By: _____

Please check the week you will be attending camp.

- 3-Night Camp August 1-4
- 5-Night Camp #1 August 6-11
- 5-Night Camp #2 August 13-18

TYPE	size	quantity
Youth	Medium	
	Large	
Adult	Small	
	Medium	
	Large	
	X-Large	
	2X-Large	
	3X-Large	
Total shirts:		

CUB SCOUT SUMMER CAMP

Cub Camp at Pipsico is a resident camping experience. All camps are family friendly and open to every level of Cub Scouting. Siblings, family members, and den chiefs are more than welcome. All camps overlap weekends to help minimize work conflicts.

Pipsico is the perfect spot for your family to have a great outdoor adventure. It has 917 acres

Save the date...

3-Night Camp Aug. 1-4
5-Night Camp #1 Aug. 6-11
5-Night Camp #2 Aug. 13-18

of land, with a mile of unspoiled beach on the bank of the James River in Surry County, Virginia. Pipsico is home to bald eagles, blue herons, wild turkeys, deer, and much more. On the beach you will find fossil remains of sharks and whales amongst shells and fossils pouring out of the cliffs on our beach. Facilities include a 40-foot climbing/rappelling tower, a modern air-conditioned dining hall, a swimming pool, a shower and latrine facilities, a fully equipped health lodge, a trading post, shooting ranges (for archery, rifle and shotgun programs) and more.

All Cub Scouts, leaders, den chiefs, parents, and siblings are encouraged to participate in the theme during their stay at Pipsico. We will have games, crafts and projects related to our theme, in addition to swimming, shooting sports, nature and many other opportunities.



Fun for
everyone.

For more information

Phone: (757) 497-2688
Visit: www.PipsicoBSA.com

TIDEWATER COUNCIL, BSA

1032 Heatherwood Drive
Virginia Beach, VA 23455