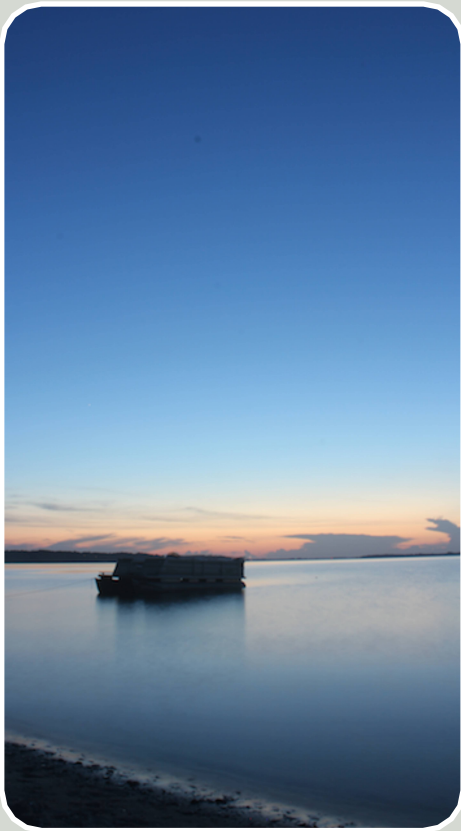


Summer

PEX (PIPSICO) EXPERIENCE 2015





The PEX program (Pipsico Experience) was entirely conceptualized by youth Venturers for older Scouts and young (at heart) adults looking for a summer camp experience. Fundamentally, the program was required to:

- Offer a co-ed long-term resident camp experience for older youth.
- Provide a diverse collection of on-site & off-site activities.
- Offer challenging programs.
- Include teamwork/building exercises into the experience.
- Visit site(s) of local historical significance.
- Allow ample opportunity to share time in fellowship with others.
- Accommodate individual participants and larger contingents.
- End the week by going to Busch Gardens (that part was non-negotiable).



PEX is a high adventure program. Participants camp with their units (or assigned site) and enjoy program with PEX staff during the day. This program is physically challenging. Although BSA high adventure medical forms are NOT required, participants should be ready to test their physical abilities.

At check-in every participant is given a PEX t-shirt. Throughout the week there are occasions (primarily off-site trips) when participants will be asked to wear this shirt with khaki-shorts as their "Class PEX" uniform. Likewise, participants will each be issued a bike and helmet that they may use to travel around camp and get from one activity to the other. Participants will check these bikes out Monday morning and be responsible for them until they are checked back in Thursday evening. Any lost or broken bikes/helmets will be the responsibility of the participants to replace. Attendees are welcome to bring their own mountain bikes and helmets. During the week we will be exploring the waters and areas along the James and Chickahominy Rivers. Participants must expect to get wet during their visit and be able to pass a BSA swim test. Pipsico camp staff will provide supervision. Adults provided by the unit are not required.

SCHEDULE

Sunday

- Check-in
- Dinner
- High Adventure Program Meetings
- Campfire

Monday

- Breakfast
- Ice Breakers
- Safe Swim Defense
- Safe Swim Afloat
- Lunch
- Canoeing
- Dinner
- Tubing
- Climb On Safely
- Night Climbing

Tuesday

- Breakfast
- Shooting Sports
- Lunch
- Shooting Sports
- Dinner
- Pool Party

Wednesday

- Breakfast
- Head Boat Fishing Trip (lunch underway)
- Dinner
- Visit to Colonial Williamsburg

Thursday

- Breakfast
- Mountain Biking
- Museum Tour
- Tomahawks
- Lunch
- High COPE & zip-lines
- Beach Party/Dinner

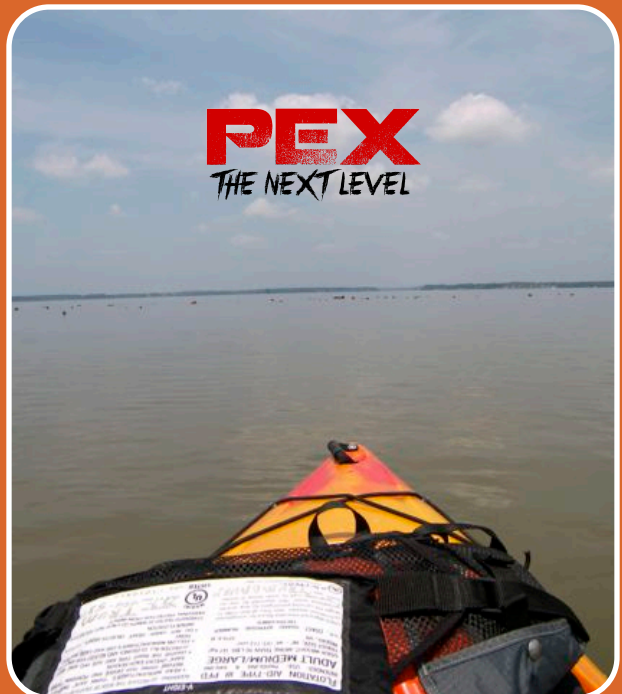
Friday

- Breakfast
- Busch Gardens (packed lunch)
- Dinner
- Camp Fire

Saturday

- Check-out

Actual times/days of activities may vary depending on weather, group sizes & vendor bookings.



OTHER HIGH ADVENTURE PROGRAMS



SCUBA CAMP - OPEN WATER

Earn Open Water SCUBA Certification and your SCUBA Merit badge! Pipsico has partnered with the Chesapeake Bay Diving Center to produce full week of underwater adventure concluding at Lake Rawlings. With this SSI certification, it is possible to dive all over the world. The course consists of three parts: Classroom, Confined Water, and Open Water.

IMPORTANT: Previously, participants were required to purchase and bring their own SCUBA grade mask, snorkel, boots and fins. This expense is now built into the program fee at a heavily discounted rate. Participants who already own (ALL) the required equipment may receive a credit of \$160.

SCUBA CAMP - ADVANCED

Earn Scouts and Scouters who have already been certified as open water divers now have the opportunity to enhance their skills by earning four specialty certifications: night & limited visibility, navigation, search & recovery, and perfect buoyancy. Divers must bring their own mask, snorkel, boots, and fins. The

purchase of all specialty dive equipment, and underwater compass rental) is built into the program fee.

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 where they will 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 lunch tour at the historic Fort Wool at the mouth of Hampton Roads.

SCOUT VS WILD

The emphasis for Scout vs Wild is to instill a genuine appreciation for natural resources, teamwork, resourcefulness, and survival skills.

Scout vs Wild is an all terrain adventure through hardwood forests, pine forests, open fields, along the James River, within ravine systems, and next to natural swamps.

Activities will occur in various settings, to include, skills challenges, educational demonstrations, and team exercises. During their adventure, Scouts will make tools to complete challenges and will navigate between activities by land navigation, orienteering, GPS, established trails, and afloat.

Scouts must be physically prepared for this adventure. Participants who are not physically prepared will be removed to base camp.

PEX, SCUBA Camp, and Sail Hampton Roads are CO-ED and available to Boy Scouts, Venture Scouts, Explorers, youth and adults.

MONEY

WEEKS OF OPERATION

Week 1 June 28 - July 4
Week 2 July 5 - July 11
Week 3 July 12 - July 18
Week 4 July 19 - July 25
Week 5 July 26 - August 1

HIGH ADVENTURE RATES

Regular \$525	Sail Hampton Roads
Regular \$405	PEX
Regular \$655	SCUBA Camp (beginner)
Regular \$670	SCUBA Camp (advanced)
Regular \$285	Scout vs Wild

EARLY DISCOUNT

\$20 off if \$100 deposit made by 2/24
AND paid in full by 6/1.

LATE FEE

Add \$25 if not paid in full by 6/1.

MAKING YOUR RESERVATION

Participants may reserve space for their by making an initial non-refundable deposit of \$100 per camper. Deposits will be applied to the final balance due. The high adventure reservation form can be downloaded here: <http://www.tidewaterbsa.com/PSR/summer-camp-programs/high-adventure-camp/>



IMPORTANT

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 6/1/15 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 6/1/15 no refunds are available for any reason.

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.

FACILITIES



Each campsite has platform tents for two. Platforms are 9ft x 7ft and equipped with two cots. Personal tents ARE permitted.

CAMPSITES

Every campsite in Pipsico is divided into patrol sites. Larger units will have a campsite to themselves, while smaller units 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.

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.

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 unit 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. 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 two 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 strict adherence to the buddy system and BSA's 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 unit's campsite. Except for a parent or guardian, an adult cannot be a Scout's buddy.

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.



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 youth. 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. While underway medications will be secured by the Skipper.

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 BSA, 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

HEALTH & SAFETY



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

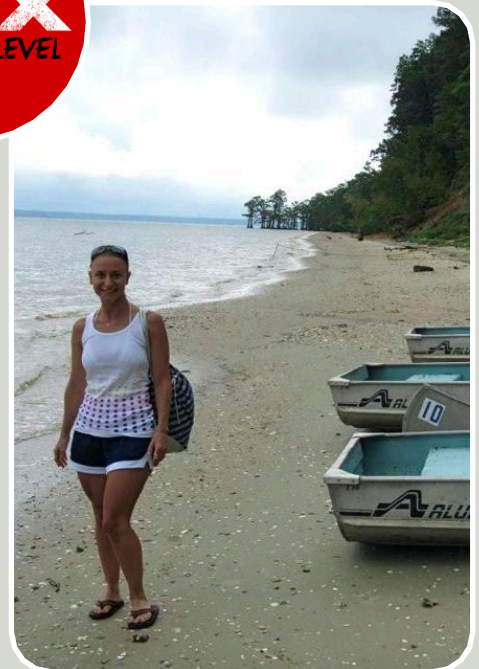
All injuries and illnesses, regardless of severity, must be reported to and treated immediately. This applies to all campers, youth and adult. The Health Officer/Skipper is required to keep a log of all injuries or illnesses. Pipsico has a Health Officer/Skipper on duty at all times. Other key staff 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.

VERY IMPORTANT

Before you leave home, make sure everyone has a complete & current BSA medical form (parts A, B & C). 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. [Download form here](#)



ARRIVAL & DEPARTURE



VERY IMPORTANT

Before you leave home, make sure everyone has a complete & current BSA medical form (parts A, B & C). 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.

[Download form here](#)

CHECK-IN

Plan on arriving between 1:00PM and 4:30PM on Sunday. 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 unit 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 for a brief orientation
- Pool for swim checks
- Your campsite

During check-in, your Camp Guide will point out our program areas. After dinner at 6:45 in the evening, participants will go to the Archeology Program Area where you will be introduced to other high adventure participants.

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 Saturday. 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.

PEX
THE NEXT LEVEL



GENERAL

ADULT & YOUTH REGISTRATION

Every unit must have at least one 21+ registered volunteer. All youth participants must be registered members of a Scout Unit, 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 Unit leader to make sure that all bikes the Unit 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 unit 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

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.

PROVISIONAL CAMPERS

If a Scout is unable to attend camp with their own unit, or wants to attend a second week of camp, we can arrange for them to attend camp with another unit. Fees for provisional campers are the same as for other Scouts. On occasion, we ask a unit to include a

provisional camper in their unit for the week at camp.

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 unit. 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.

GENERAL

SWIM TESTING

All high adventure program participants will be swim tested upon arrival at Pipsico.

TELEPHONES

A phone for outgoing calls is available at the Burton Center. An adult leader must be present for a Scout (with 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 unit 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.

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. Note that appropriate uniforms are a criterion for the Honor Unit Award.

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. 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 (Friday). 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 unit 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.

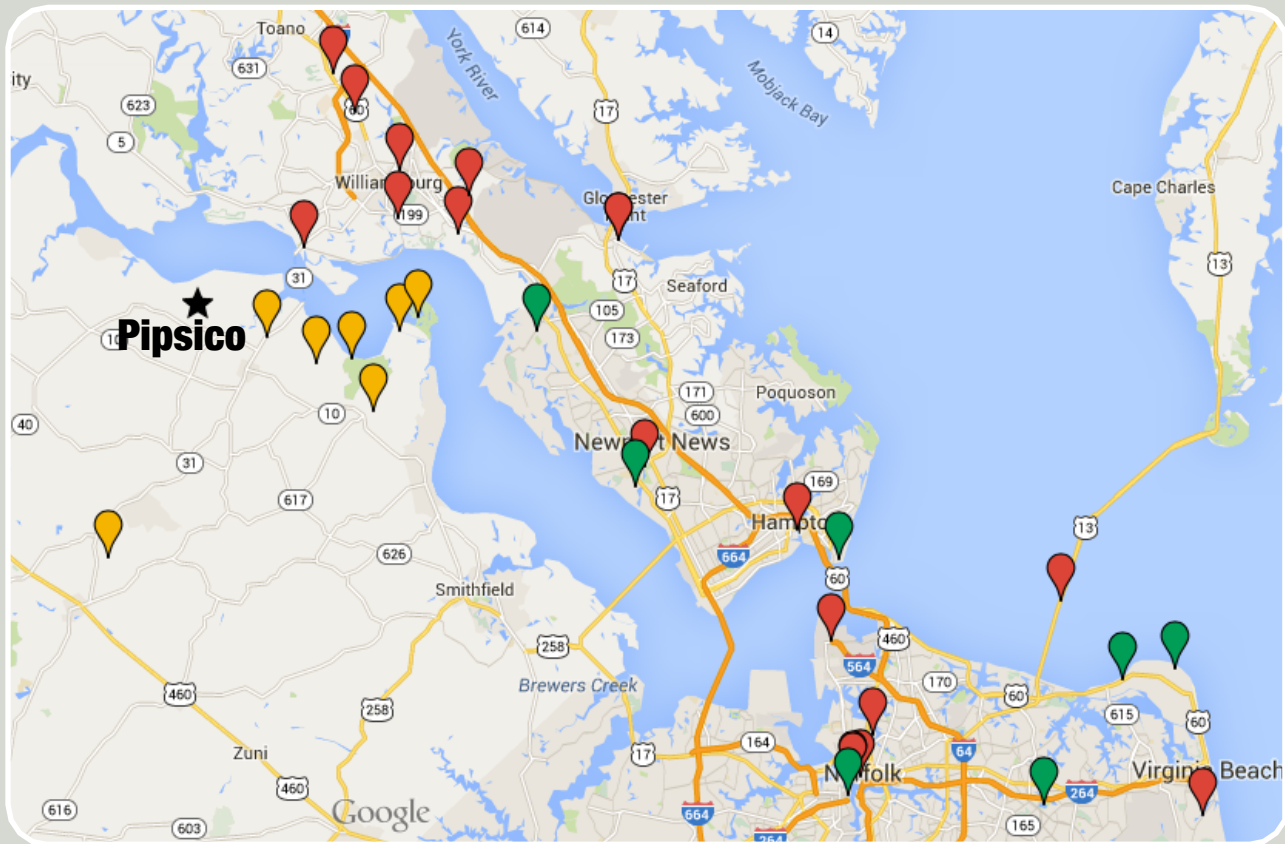
AROUND PIPSICO

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)

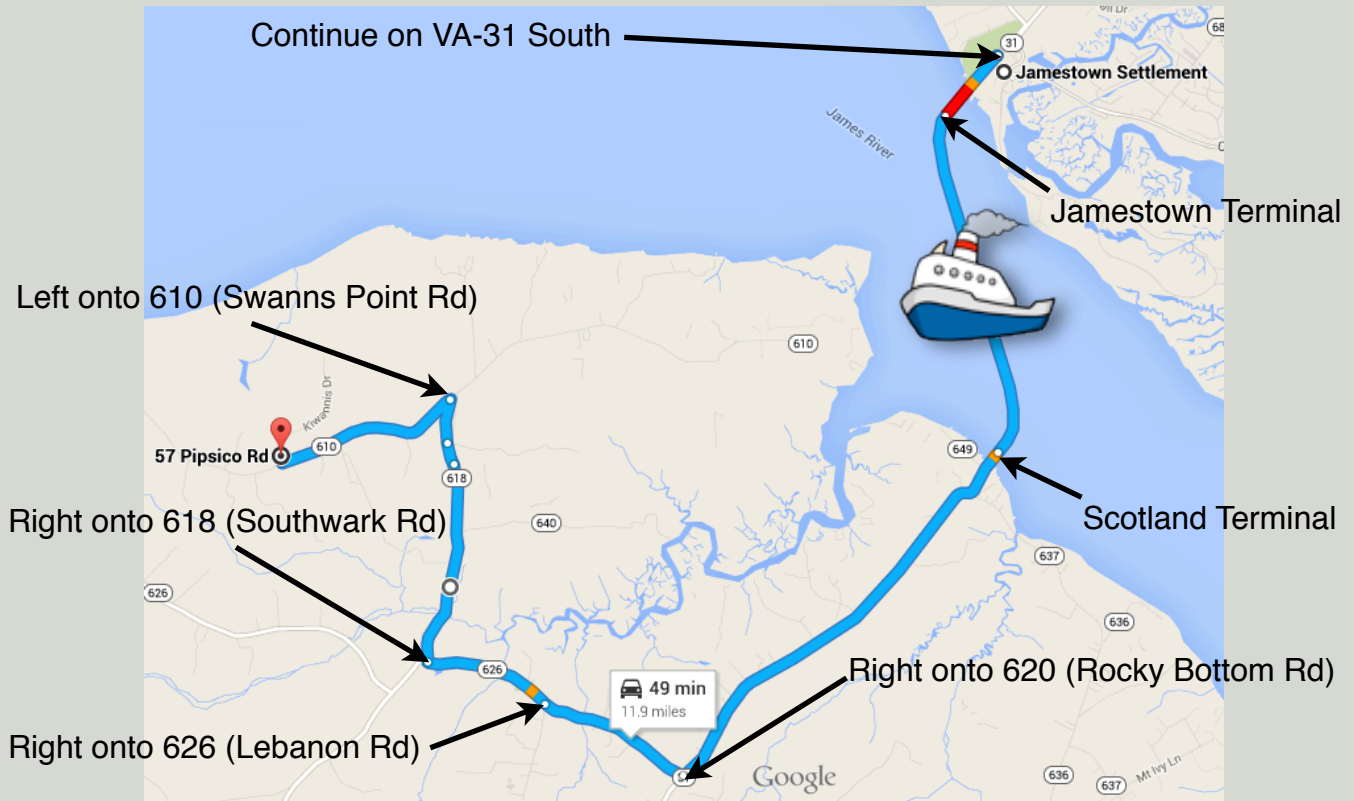


Other Local Attractions

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



GETTING TO PIPSICO FROM THE NORTH

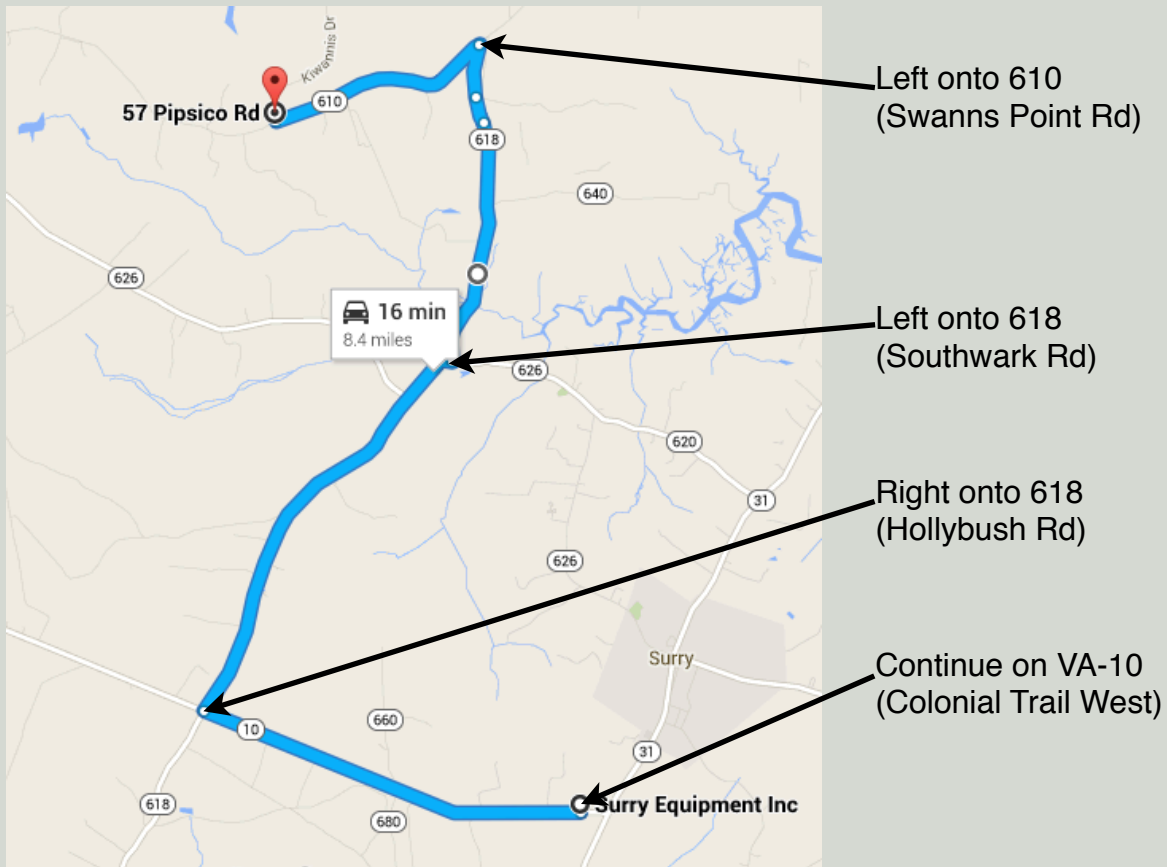


DIRECTIONS FROM JAMESTOWN SETTLEMENT

START: JAMESTOWN 2100 JAMESTOWN ROAD, WILLIAMSBURG, VA 23185
END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. CONTINUE ON VA-31 SOUTH (JAMESTOWN RD)
2. TAKE JAMESTOWN-SCOTLAND FERRY
3. CONTINUE ON VA-31 SOUTH (ROLFE HWY) FOR 3.3 MILES.
4. TURN RIGHT ONTO 620 (ROCKY BOTTOM RD) FOR 1.1 MILES.
5. TURN RIGHT/CONTINUE ONTO 626 (LEBANON RD) FOR 0.9 MILES.
6. TURN RIGHT ONTO 618 (SOUTHWARK RD) FOR 2.0 MILES.
7. TURN LEFT ONTO 610 (SWANNS POINT RD) FOR 1.4 MILES.
8. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

GETTING TO PIPSICO FROM THE SOUTH

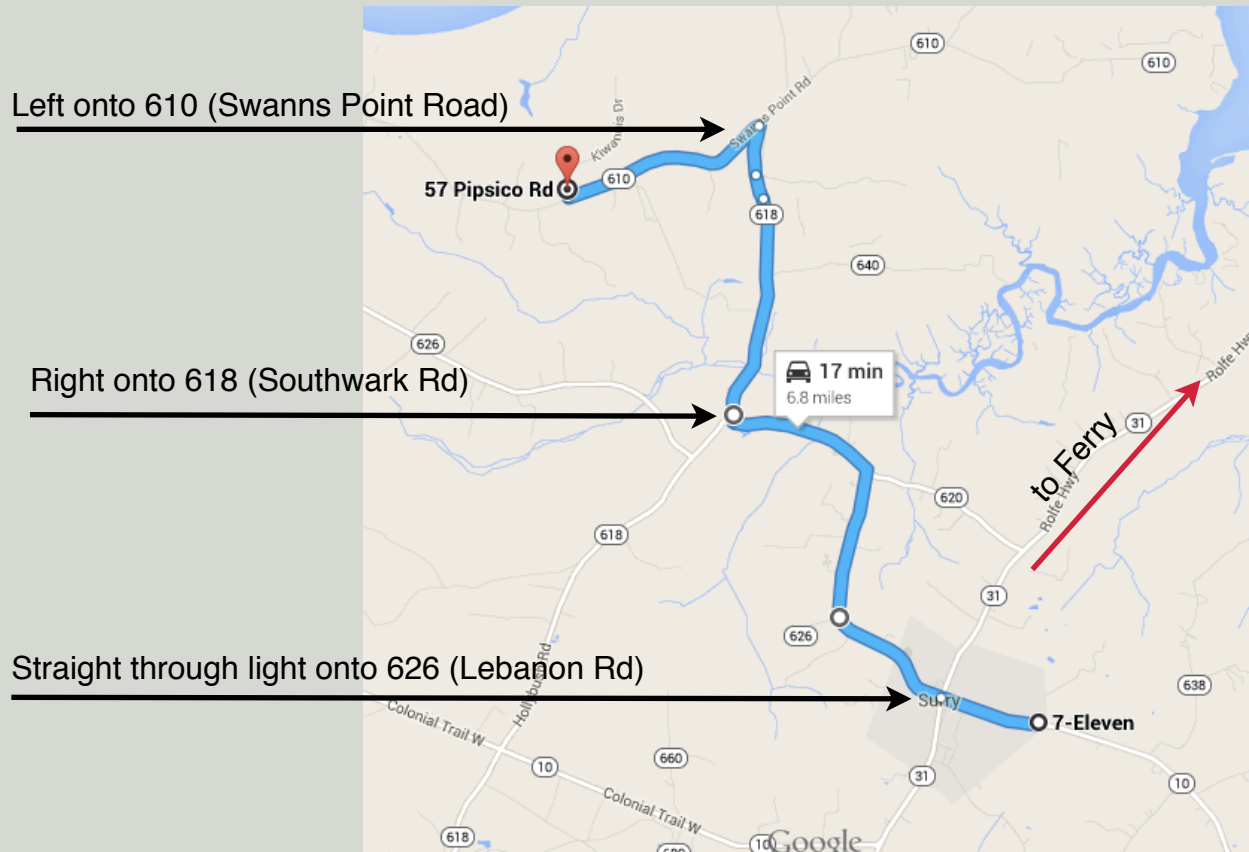


DIRECTIONS FROM SURRY EQUIPMENT

START: SURRY EQUIP. 156 COLONIAL TRAIL WEST
END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. CONTINUE WEST ON VA-10 WEST (COLONIAL TRAIL WEST) FOR 2.4 MILES.
2. TURN RIGHT ONTO 618 (HOLLYBUSH RD) FOR 2.7 MILES.
3. TURN LEFT TO CONTINUE ON 618 (SOUTHWARK RD) FOR 2.0 MILES.
4. TURN LEFT ONTO 610 (SWANNS POINT RD) FOR 1.4 MILES.
5. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

GETTING TO PIPSICO FROM THE EAST

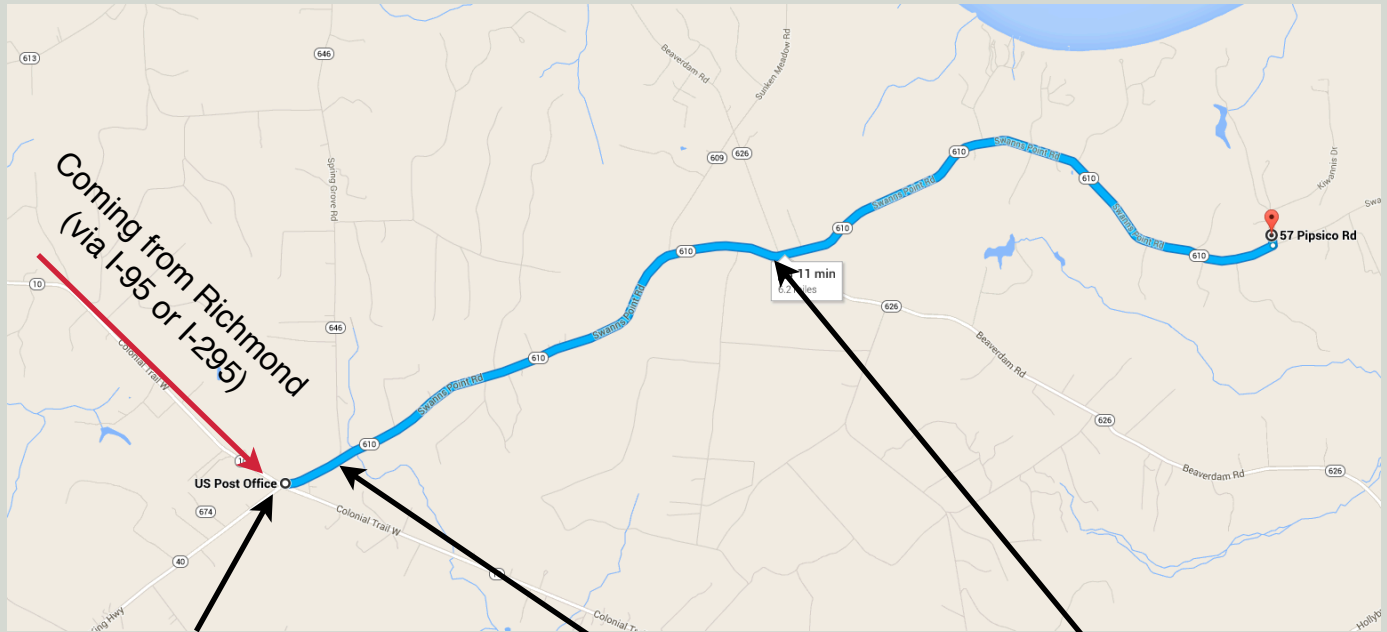


DIRECTIONS FROM SURRY 7-ELEVEN

START: 7-ELEVEN 639 COLONIAL TRAIL E, SURRY, VA 23883
END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. HEAD WEST ON COLONIAL TRAIL E TOWARD BANK ST FOR 0.6 MILES TO LIGHT
2. CONTINUE THRU TRAFFIC LIGHT ON 626 (LEBANON RD) FOR 2.8 MILES.
3. TURN RIGHT ONTO 618 (SOUTHWARK RD) FOR 2.0 MILES.
4. TURN LEFT ONTO 610 (SWANNS POINT ROAD) FOR 1.4 MILES.
5. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

GETTING TO PIPSICO FROM THE WEST



Turn left from VA-10 onto Swanns Point Rd.

State Rte 610 & 646 split. Stay right on 610.

Stop for the stop sign. Then continue straight.

DIRECTIONS FROM SPRING GROVE POST OFFICE

START: POST OFFICE 17 SWANNS POINT RD, SPRING GROVE, VA 23881
END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. FROM VA-10 TURN LEFT ONTO 610/646 (SWANNS POINT RD)
2. CONTINUE TO FOLLOW 610 (SWANNS POINT RD) FOR 6.1 MILES.
3. TURN LEFT TO ENTER PIPSICO SCOUT RESERVATION

RECOMMENDED PACKING LISTS

INDIVIDUAL SCOUT EQUIPMENT

- Full Scout uniform
- Sneakers or Hiking Boots
- Underwear (7-pairs)
- Extra Clothing
- Hat(s)
- Socks (7+ pairs)
- Jacket
- Swim trunks
- Rain Gear
- Flashlight w/ batteries
- Sleeping bag / sheets
- Pack / 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
- Merit badge perquisite work

OPTIONAL PERSONAL GEAR

- Fishing Gear
- Mosquito netting
- Camera
- Bug repellent
- Sunscreen
- Musical instrument
- Battery Alarm Clock
- Pillow
- Bible or Prayer book



UNIT / PATROL EQUIPMENT

- 100 ft. Rope
- US/Unit/Patrol Flag
- Camping and project materials
- Propane lanterns/table top lantern
- Props for skits
- Thumbtacks
- Unit first aid kit

CONTINGENT LEADER SPECIAL NEEDS

- Scoutmaster Handbook
- Merit badge books
- Unit advancement records
- Pens/Pencils and paper
- Alarm Clock
- Skit or Song Book
- Blue Cards
- All unit paper work

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.](#)

JUNE/JULY WEATHER

Average High: 88F

Average Low: 66F

Average Precipitation: 5.1"

Source: weather.com

Zip Code: 23881

PRESCRIPTION MEDICATION INFORMATION

Unit #: _____ Council: _____ Date Attending Camp: _____

Camper's Name: _____

Name of Parent / Guardian: _____ Phone: _____

Doctor's Name: _____ Phone: _____

Medication / Strength: _____

Reason for Medication: _____

When was medication started?: _____ Temporary: _____ Permanent: _____

Side effects (reactions to food, dehydration, stress, iodine, other medications, decreased balance, motor activity, concentration, drowsiness, lethargy, etc.): _____

Special storage instructions: _____



Unit #: _____ Council: _____ Date Attending Camp: _____

Camper's Name: _____

Name of Parent / Guardian: _____ Phone: _____

Doctor's Name: _____ Phone: _____

Medication / Strength: _____

Reason for Medication: _____

When was medication started?: _____ Temporary: _____ Permanent: _____

Side effects (reactions to food, dehydration, stress, iodine, other medications, decreased balance, motor activity, concentration, drowsiness, lethargy, etc.): _____

Special storage instructions: _____

