

PIPSICO SUMMER CAMP

Summer Camp 2016 Pipsico Scout Reservation

www.PipsicoBSA.com

CAMP ADDRESS:
PIPSICO SCOUT RESERVATION
57 Pipsico Road
Spring Grove, VA 23881

OFFICE
(757) 497-2688

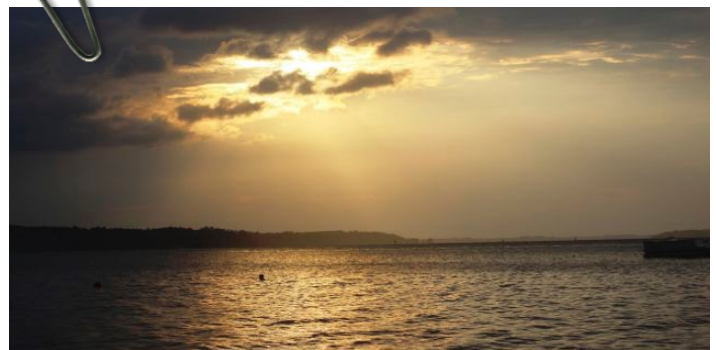
FACSIMILE
(757) 473-3305

BOYSCOUT CAMP 2016

Pipsico offers Scouts the opportunity to immerse themselves in a positive camping environment. Programs for every Scout make the Pipsico Scout Reservation a great choice for youth new to Boy Scouts that are eager to earn rank advancement. The diverse menu of approximately 60 merit badge programs is sure to cater to interests of the most experienced campers. And Scouts seeking the thrill of adventure may choose from a collection of high adventure opportunities.

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.

Annually, campers converge on Pipsico from all corners of the globe to experience genuine hospitality. Most importantly, Pipsico welcomes individual campers and contingents. All Scouts deserve the summer of a lifetime regardless of the size of their contingent.



Summer sunset



Whale vertebrae found on the beach



One of our eagle's nests

Pipsico has over a mile of beach with scenic views, great beach-combing, and beautiful wildlife.



BROWNSEA ISLAND

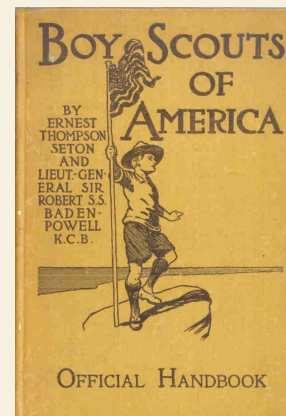
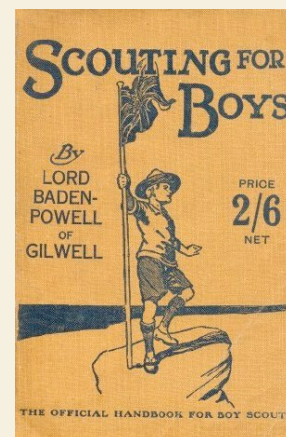
The original Brownsea Island is located in Poole Harbour, England and was the site of World Scouting's founding event. From August 1-8, 1907 Lt. Gen. Robert Baden-Powell and Major Kenneth McLaren took 21-boys from lower, middle, and upper-class families camping as an experiment for his book, *Scouting 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 (wether 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 a week-long either all morning or all afternoon. On Thursday night, Scouts spend the night at an outpost camp. At the end of the week Scouts are provided with a list of requirements they worked on during their stay.

IMPORTANT

Scouts participating in this program should bring a backpack and small tent with them for their outpost experience, as well as, their Boy Scout Handbook. It is also recommended that they bring a compass (available for sale at the Trading Post).





A Scout working on his leatherwork merit badge.



We just has to share this one. Ouch...

MERIT BADGE PROGRAM

Pipsico offers approximately 60-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, using the schedules and sign-up forms contained in this guide no later than June 1st. 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.

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.















Pipsico Scout Reservation 2016 Merit Badge Schedule (revised 12/20/2015)

	Merit Badge	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	
Aquatics	Canoeing	single		single	single		single	
	Kayaking		single			single		
	Small Boat Sailing		double session			double session		
	Motorboating	single	single		single	single		
	Watersports		double session			double session		
	Swimming	0900 to 1025	1035 to 1200		Pool Reserved for SCUBA	1535 to 1700		
	Lifesaving	0900 to 1025						
	Learn to Swim		1035 to 1200			1535 to 1700		
	Handicraft	Moviemaking	double session				double session	
Photography				single	single			
Pottery & Sculpture			double session		double session			
Art		single					single	
Composite Materials				single	single			
Wood Work			single			single		
Woodcarving		single					single	
Indian Lore		single		single		single		
Leatherwork			single		single		single	
Auto. Maint & Farm Mechanics		double session				double session		
Basketry				single	single			
Nature		Astronomy		single		single		
		Space Exploration	single		single		single	
		Weather						single
	Oceanography		single			single		
	Nuclear Science	single		single	single		single	
	Mining in Society			single	single			
	Environmental Sci.	double session				double session		
	Soil & Water Cons.			single	single			
	Forestry	single					single	
	Geology		single			single		
	Nature			single	single			
	Fish & Wildlife Mgmt.	single					single	
	Veterinary Medicine		single			single		
	Animal Science			single	single			

MERIT BADGE SCHEDULE CONTINUED

















Scoutcraft	Archaeology	double session			double session		
	Cit. in the Nation			single			single
	Search & Rescue		single		single		single
	Wilderness Survival	single		single		single	
	First Aid	single		single	single		single
	Fire Safety		single			single	
	Fishing	single		single	single		single
	Traffic Safety		single			single	
	Emergency Prep.	single		single	single		single
	Pioneering		single			single	
	Orienteering		single		single		single
	Geocaching	single		single		single	
	Signs, Signals & Codes		double session			double session	
	Scouting Heritage	single			single		
Shooting	Archery	0900 to 1025	1035 to 1200		1400 to 1525		1535 to 1700
	Rifle Shooting	0900 to 1025	1035 to 1200		1400 to 1525		1535 to 1700
	Shotgun Shooting	0900 to 1025	1035 to 1200		1400 to 1525		1535 to 1700
Other	Salesmanship			single			single
	Climbing	0900 to 1025	1035 to 1200				
	Public Speaking, Theatre & Communications					1400 to 1700	
	Brownsea Island	0900 to 1200			1400 to 1700		





Program Area	Merit Badge	Important information
Aquatics	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Canoeing</u>	Participants must successfully complete BSA swim test. Scouts must bring footwear to wear in the James River. The river bed is very shelly.
	<u>Kayaking</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly.
	Learn to Swim	Scouts who cannot pass the BSA swim test may choose to participate in the "Learn to Swim" program to work on their swimming skills.
	<u>Lifesaving</u>	Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp. Participants should be able to lift a 10lb. weight from the bottom of a pool.
	<u>Motorboating</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp. \$20 fuel recovery fee.
	<u>Small Boat Sailing</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly.
	<u>Swimming</u>	Scouts who cannot pass the BSA swim test may choose to participate in the "Learn to Swim" program to work on their swimming skills. This is physically exhausting merit badge.
	<u>Watersports</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp. \$20 fuel recovery fee.
Handicraft	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Art</u>	no special considerations
	<u>Automotive Maintenance</u>	Recommended minimum age is 14. This merit badge also includes a field trip to a local automotive service & parts retail facility. Camp will ask for volunteer driver support.
	<u>Basketry</u>	Requires purchase of kits. Approximate additional expense of about \$14.
	<u>Composite Materials</u>	no special considerations
	<u>Farm Mechanics</u>	Recommended minimum age is 14. This merit badge also includes a field trip to a local automotive service & parts retail facility. Camp will ask for volunteer driver support.
	<u>Indian Lore</u>	Requires purchase of kits. Approximate additional expense of about \$5-\$15.
	<u>Leatherwork</u>	Requires purchase of kits. Approximate additional expense of about \$6-\$12.

	<u>Moviemaking</u>	no special considerations
	<u>Photography</u>	no special considerations
	<u>Pottery</u>	no special considerations
	<u>Sculpture</u>	no special considerations
	<u>Wood Carving</u>	Scouts must have earned Totin' Chip.
	<u>Woodwork</u>	Scouts must have earned Totin' Chip. Not recommended for first year campers. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.
Nature	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Animal Science</u>	This field trip involves a field trip to a local dairy. Camp will ask for drivers.
	<u>Astronomy</u>	no special considerations
	<u>Environmental Science</u>	no special considerations
	<u>Fish & Wildlife Management</u>	no special considerations
	<u>Forestry</u>	no special considerations
	<u>Geology</u>	no special considerations
	<u>Mining in Society</u>	no special considerations
	<u>Nature</u>	no special considerations
	<u>Nuclear Science</u>	This field trip involves a field trip to the Surry Nuclear Power Station. Camp will ask for drivers. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp.
	<u>Oceanography</u>	no special considerations

MERIT BADGES WITH NOTES FOR CONSIDERATION

	<u>Soil & Water Conservation</u>	no special considerations
	<u>Space Exploration</u>	Requires purchase of kits. Approximate additional expense of about \$10.
	<u>Veterinary Medicine</u>	no special considerations
	<u>Weather</u>	no special considerations
Scoutcraft	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Archaeology</u>	no special considerations
	<u>Citizenship in the Nation</u>	This merit badge includes a trip to the Jamestown Settlement. Camp will ask for volunteer drivers. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp.
	<u>Emergency Preparedness</u>	Scouts must have already earned the First Aid merit badge. Requirement 8b cannot be completed at camp. Scouts may bring their “personal emergency service pack” to have it signed off at camp or this may be completed after camp.
	<u>Fire Safety</u>	no special considerations
	<u>First Aid</u>	Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp.
	<u>Fishing</u>	Scouts are encourage to bring personal fishing gear. Limited gear is provided at camp.
	<u>Geocaching</u>	Requirements 7&8 cannot be completed at camp. Scouts may bring verification that requirement 7 has been completed for counselors to sign it off.
	<u>Orienteering</u>	Scouts are highly encouraged to bring their own compass to camp. This is a time consuming merit badge that requires a lot of focus.
	<u>Pioneering</u>	no special considerations
	<u>Scouting Heritage</u>	Bring requirement 6 (or a photo(s) of requirement 6 to camp.
	<u>Search & Rescue</u>	Scouts must complete the online training for ICS-100 http://emilms.fema.gov/IS100b/index.htm and bring the certificate of completion to camp.
	<u>Signs, Signals & Codes</u>	Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.

MERIT BADGES WITH NOTES FOR CONSIDERATION

	<u>Traffic Safety</u>	no special considerations
	<u>Wilderness Survival</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Bring requirement 3 to camp.
Shooting	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Archery</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Archery is dangerous. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.
	<u>Rifle Shooting</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Firearms are dangerous. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts. Ammo fee is \$10 for the class.
	<u>Shotgun Shooting</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Firearms are dangerous. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts. Ammo & clay pigeon fee is \$15 for each 50-shots.
	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Climbing</u>	Minimum age 11. Program fee is \$10.
	<u>Communication</u>	Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.
	<u>Public Speaking</u>	no special considerations
	<u>Salesmanship</u>	no special considerations
	<u>Theatre</u>	no special considerations



PEX (Pipsico Experience)



SCUBA Camp

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, 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.

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.

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 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.

All High adventure programs are available to male and female Scouts aged at least 14 (or 13 AND completed 8th Grade). ALL programs require participants to pass the BSA swim test.

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

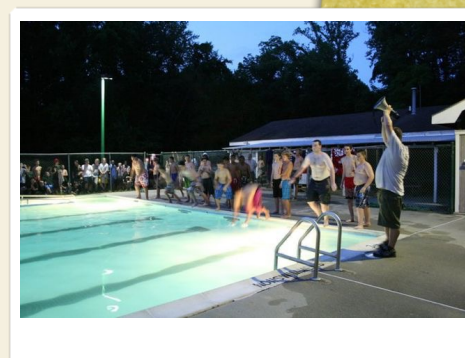
"Duty to God" is an essential element of scouting values that we strive to reinforce daily at camp. We begin every meal with the assertion that "a Scout is reverent," after which we offer Grace. Religious services are also an important part of the camping experience.

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 likely increase.



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:

- Fast Start
- Scoutmaster Specific
- Youth Protection
- Safe Swim Defense
- Safety Afloat
- Climb on Safely
- Leave No Trace
- Trek Safely
- Introduction to Outdoor Leader Skills

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.



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.

DAILY SCHEDULE (TENTATIVE)

Pipsico Scout Reservation Daily Schedule At A Glance

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM							
6:30 AM							
6:45 AM		Morning Swim	Morning Swim	Morning Swim	Morning Swim	Morning Swim	
7:00 AM							
7:30 AM							
7:45 AM		Waiters to D-Hall	Waiters to D-Hall	Waiters to D-Hall	Waiters to D-Hall	Waiters to D-Hall	Open Breakfast
8:00 AM		Flags & Breakfast	Flags & Breakfast	Flags & Breakfast	Flags & Breakfast	Flags & Breakfast	
8:30 AM							Check-out
8:45 AM		Leader Meeting	Leader Meeting	Leader Meeting	Leader Meeting	Leader Meeting	
9:00 AM		Session 1	Session 1	Session 1	Session 1	Session 1	
9:30 AM							
10:00 AM		Session 2	Session 2	Session 2	Session 2	Session 2	
10:30 AM							
11:00 AM		Session 3	Session 3	Session 3	Session 3	Session 3	
11:30 AM							
12:00 PM		Open Lunch	Open Lunch	Open Lunch	Open Lunch	Open Lunch	
12:30 AM							
1:00 PM	Check-in	Siesta	Siesta	Siesta	Siesta	Siesta	
1:30 PM							
2:00 PM		Session 4	Session 4	Session 4	Session 4	Session 4	
2:30 PM							
3:00 PM		Session 5	Session 5	Session 5	Session 5	Session 5	
3:30 PM							
4:00 PM		Session 6	Session 6	Session 6	Session 6	Session 6	
4:30 PM							
5:00 PM							
5:30 PM	Open Dinner					Open Dinner (family night)	
5:45 PM		Waiters to D-Hall	Waiters to D-Hall		Waiters to D-Hall		
6:00 PM		Flags & Dinner	Flags & Dinner	Cook-out	Flags & Dinner		
6:30 PM							
7:00 PM	Leader Meeting						
7:30 PM	Opening Show	Evening Program	Evening Program	Evening Program	Evening Program & Outpost Night	Campfire	
8:00 PM							
8:30 PM							
9:00 PM							
9:30 PM							
10:00 PM							
10:30 PM							
11:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out
11:30 PM							
12:00 AM							

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

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 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, Troop Leader and SPL 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. The packets will include merit badge records, training cards, Brownsea Island progress records, an evaluation form, and a camp reservation form. This is the time to make sure you have everything needed, and to resolve any questions. Plan on your troop 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.



Boy Scouts & High Adventure

Week #1 June 26 - July 4

Week #2 July 3-9

Week #3 July 10-16

Week #4 July 17-23

Week #5 July 24-30



BASE CAMP RATES

Regular Rate (if Paid in Full by 6/1)

Youth \$275
Adult \$115

SAVINGS OPPORTUNITIES

Early Bird (youth only)

\$20 discount if \$25 deposit made by 2/24 AND paid in full by 4/1

Sibling Discount (same week only)

\$10 only per sibling

Additional Week Discount (youth only)

\$20 off additional weeks attended

Free Adult Opportunities

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

Early Group Registration

Groups that make deposits for 8+ youth by 12/31 receive a \$100 discount applied to their final balance. Actual camp attendance must be at least 8-Scout youth. Discount may only be applied to youth campers

MAKING YOUR BASE CAMP RESERVATION

Troops may reserve space for their contingent by making an initial non-refundable deposit of \$25 per camper, with a minimum initial deposit of \$100. Deposits will be applied to the final balance due.

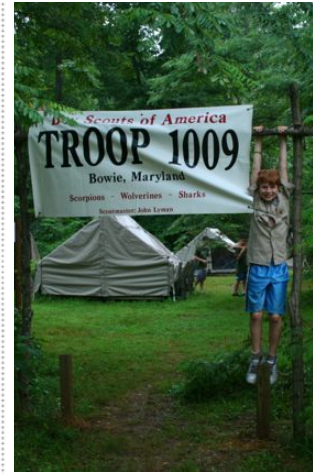
REFUND POLICY

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.



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.



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.

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. Latrines 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.



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.

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.

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 one 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

initiate the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member.

FIRES, STOVES, TENTS & OPEN FLAMES

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 waterproofing treatment.

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.

Troops 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 troop 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.



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.



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. Helmets are required.

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

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 troop during the week is also aware of this rule.

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.

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/VAPING

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

Under the current BSA Policy on swim tests, units may, if they choose to do so, conduct swim tests before arriving at camp. The details of how to conduct these tests at the unit level are included in the appendix to this guide. Units that do not conduct swim tests before camp will still have the opportunity to complete swim tests on Sunday. Please remember that it is imperative that each Scout and adult who plans to be in or on the water during the week completes this swim test.

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.

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 Troop 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. 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 troop 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 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. Firearms & fireworks of any kind are prohibited in camp. LEO's please notify the council prior to camp of any special requirements by your department.



The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be reviewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this is the only place where the test is conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer. The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

Please note that the Camp reserves the right to review or retest, at any time, any or all participants to ensure that standards have been maintained.

SWIMMER'S TEST

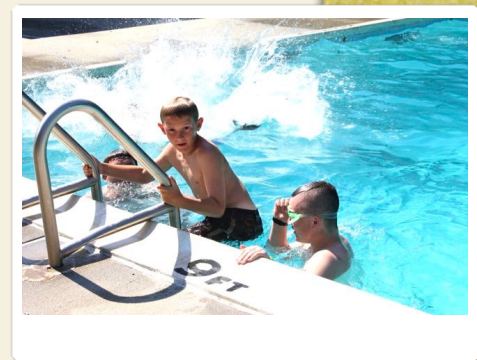
Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST

Jump feet first in to water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

ADMINISTERING THE SWIM TEST

Swim classification tests done at the unit level should be conducted by one of the following council approved resource people: Aquatics Instructor BSA, Aquatics Supervisor, BSA Lifeguard, certified lifeguard, swimming instructor, swim coach or Scoutmaster. The results of the test should be recorded on the Unit Swim Classification Record (see next page). When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp.



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 **Brownsea Island, 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, Brownsea Island 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.

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/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
- _____ Merit badge prerequisite work

OPTIONAL PERSONAL GEAR

- _____ Fishing Gear
- _____ Mosquito netting
- _____ Camera
- _____ Bug repellent
- _____ Sunscreen
- _____ Musical instrument
- _____ Alarm Clock – battery operated
- _____ Pillow
- _____ Bible or Prayer book

TROOP / PATROL EQUIPMENT

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

Scoutmaster Special Needs

- _____ Scoutmaster Handbook
- _____ Merit badge books
- _____ Troop advancement records
- _____ Pens/Pencils and paper
- _____ Alarm Clock
- _____ Skit or Song Book
- _____ All troop paper work

Participants in swimming merit badge need long pants and a button up shirt to get wet in.

Participants in any boating program should bring water shoes or an old pair of sneakers to wear that can get wet.

Participants in Brownsea Island should bring a tent, backpack and other essentials if they plan to go on the weekly overnighter.

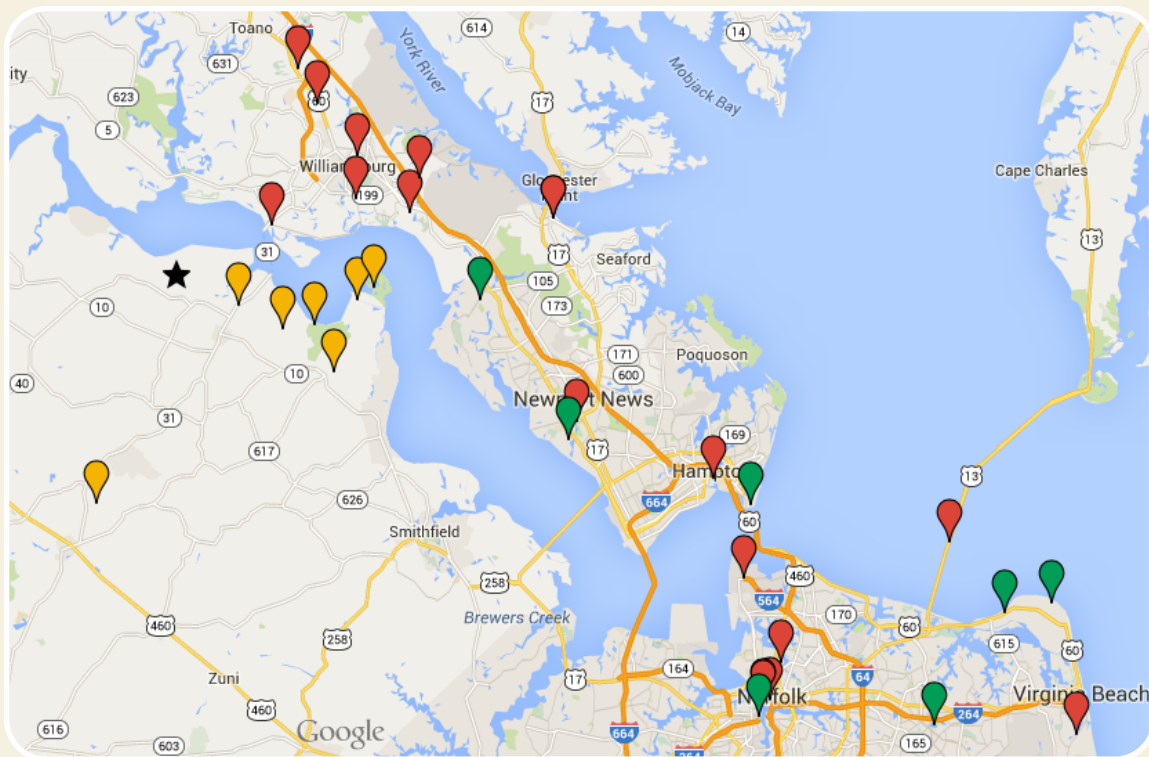


All summer camp participants are required to have a complete BSA medical form (parts A, B & C). This is an annual form that expires at the end of the month a year after the previous BSA medical form was completed.

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.

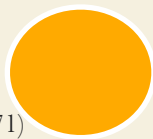
Virginia's Top Tourist Destinations (18 of 25 located in Hampton Roads)

- 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



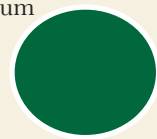
Surry County Attractions

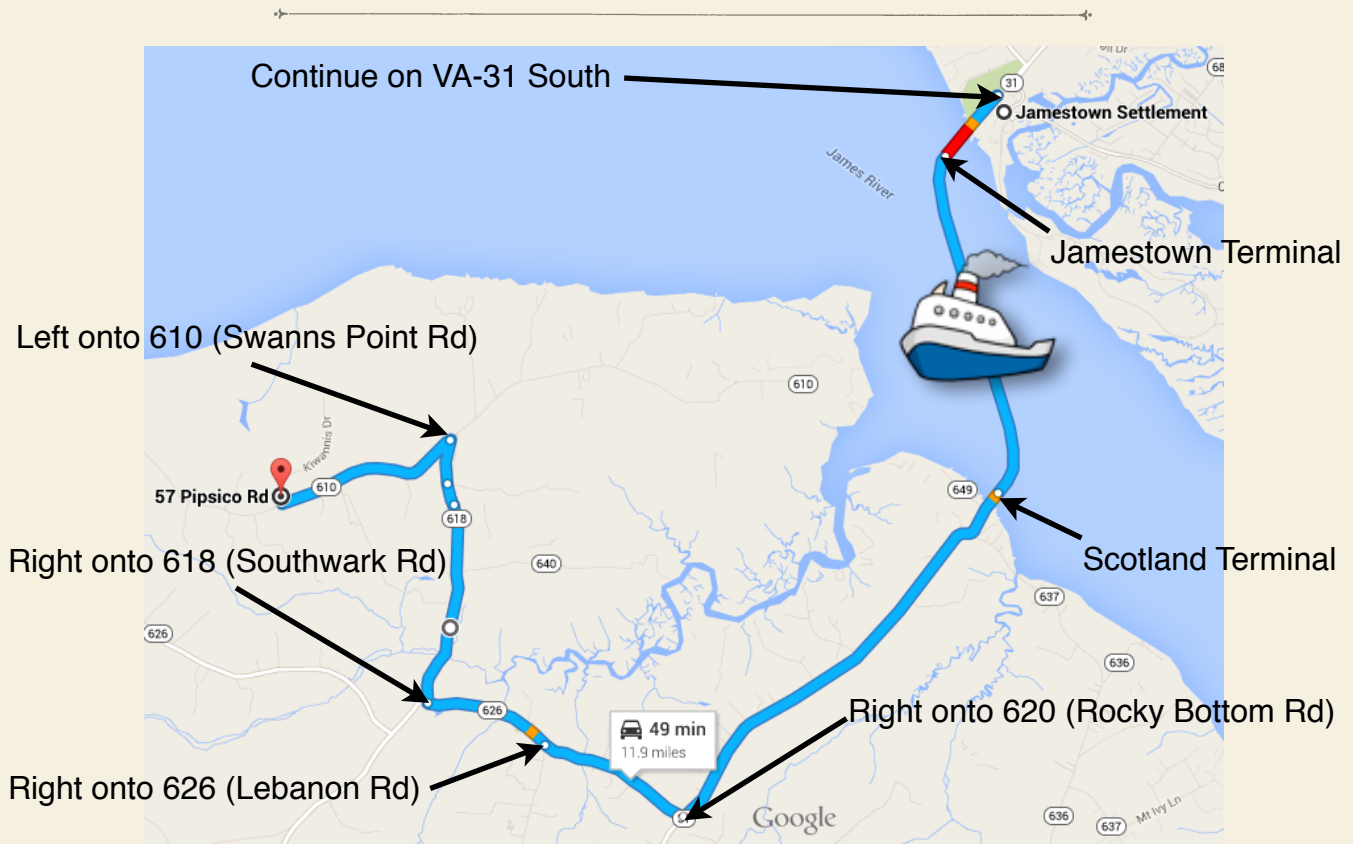
- College Run Farms
- Surry Nuclear Power Station
- Drewry Farms
- Hog Island Wildlife Area
- Bacon's Castle (est. 1665)
- Chippokes Plantation (est. 1671)
- Smith's Fort Plantation (est. 1609)



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



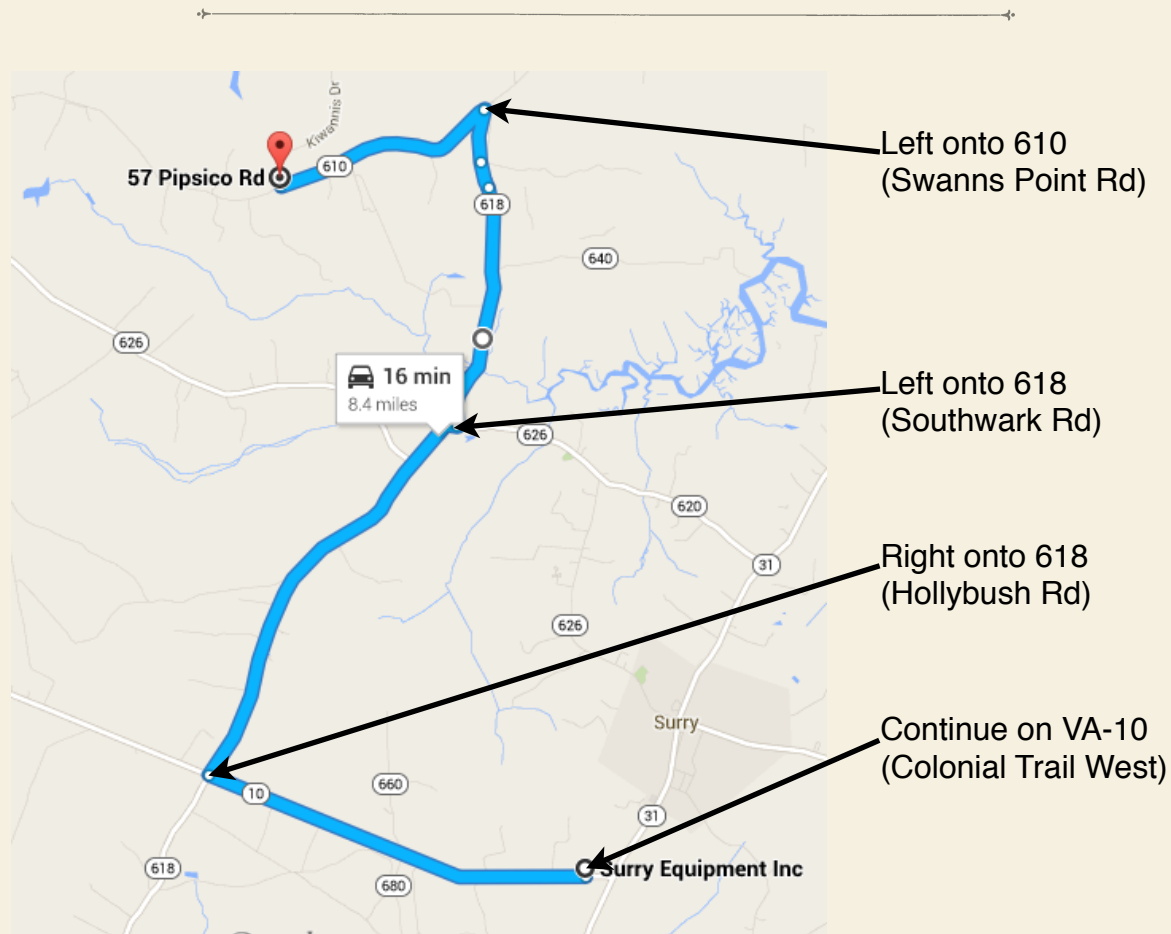


DIRECTIONS FROM JAMESTOWN SETTLEMENT

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

DIRECTIONS TO PIPSICO FROM THE SOUTH

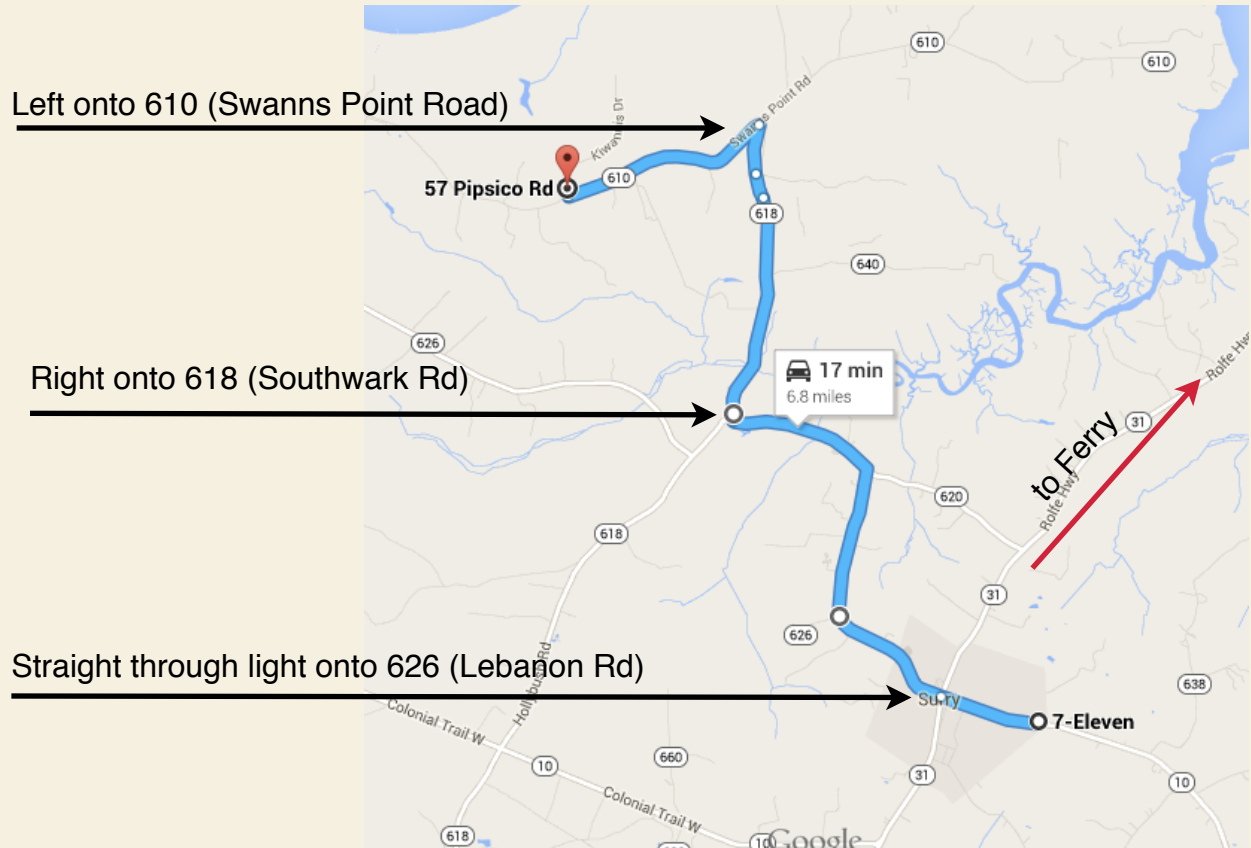


DIRECTIONS FROM SURRY EQUIPMENT

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

DIRECTIONS TO PIPSICO FROM THE EAST

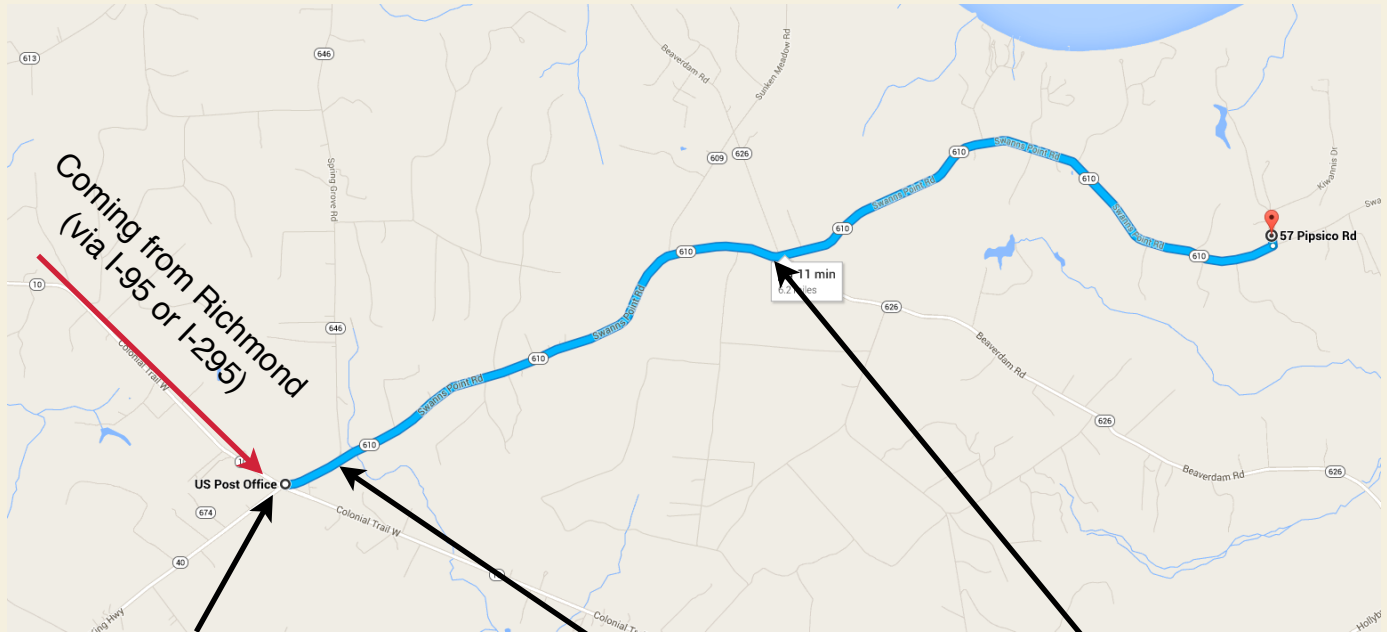


DIRECTIONS FROM SURRY 7-ELEVEN

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

DIRECTIONS 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

CAMP ROSTER FOR TROOP/CREW _____
(please complete this roster before checking in at camp)

Name of Scout or Adult	Youth (Y) Adult (A)	Age	Leadership Role at Camp	Current Rank

This is the individual's swim classification as of the date listed below. Any change in status after this date would require a reclassification test by the camp aquatics director. When swim tests are conducted at the unit level the Camp reserves the right to review or retest, at any time, any or all participants to ensure that standards have been maintained.

Unit#:	Date of Swim Test:	Swim Classification		
		Non-Swimmer	Beginner	Swimmer
Full Name (please print)				

Person Conducting Test: _____ Signature: _____

Unit Leader: _____ Signature: _____



MERIT BADGE / BROWNSEA ISLAND SIGN-UP SHEET

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Please complete this sign-up sheet and mail, or fax it to Tidewater Council using the contact information at the bottom of this age no later than June 1st. *List the Merit Badge in the appropriate column using the Merit Badge Schedule. Brownsea Island is offered twice daily. Sessions 1-3 or 4-6.*

Unit Leader: _____ Troop: _____

Email: _____ Phone: _____

Address: _____

Scout's Name	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6

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



Unit: _____

District: _____

Council: _____

Completed By: _____

Please check the week your unit will be attending camp.

- Week #1 June 26 - July 2
- Week #2 July 3-9
- Week #3 July 10-16
- Week #4 July 17-23
- Week #5 July 24-30

TYPE	SIZE	QUANTITY
Youth	Medium	
	Large	
Adult	Small	
	Medium	
	Large	
	X-Large	
	2X-Large	
	3X-Large	
Total shirts:		

Pipsico Scout Reservation



900+ acre Scout camp located along the historic James River in Surry, VA

**Boy Scouts &
High Adventure**
Week #1 June 26-July 2
Week #2 July 3-9
Week #3 July 10-16
Week #4 July 17-23
Week #5 July 24-30

Base Camp
Scout vs Wild
SCUBA Camp
Sail Hampton Roads
Pipsico Experience (PEX)

BOYSCOUTS OF AMERICA

FROM:

TIDEWATER COUNCIL, BSA
1032 Heatherwood, Drive
Virginia Beach, Virginia 23455
www.PipsicoBSA.com

Summer Camp

Pipsico Scout Reservation

MAIL TO: