

Pipsico 2013

Boy Scout Resident Camp

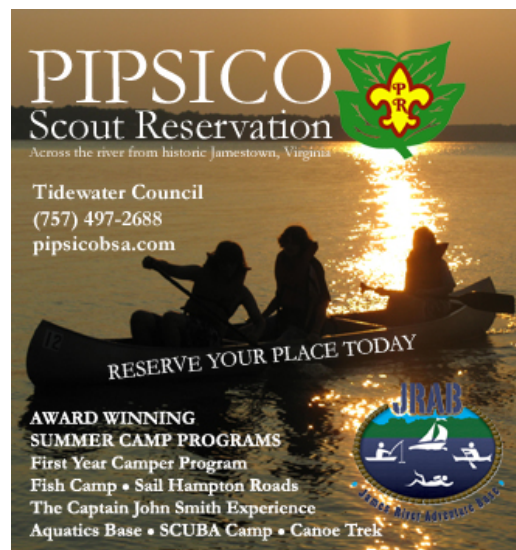
Leader Guide

(rev. 8/27/13)



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FIRST YEAR CAMPER PROGRAM – HUSKANAW “RITE OF PASSAGE”

Huskanaw is the Powhatan Indian name for the rite of passage that taught young men the skills needed to meet their responsibilities in the tribe. Our Huskanaw program does much the same thing by teaching new Scouts the skills they need to fully participate in troop activities. Huskanaw Scouts spend three hours each morning or afternoon learning advancement skills for Tenderfoot through First Class. During the remainder of the day, they can participate in up to three merit badge sessions. On Thursday night, the Huskanaw Scouts spend the night at an outpost camp. At the end of the week we will provide you with a list of requirements your Huskanaw Scouts have completed.

NOTE: Huskanaw Scouts should bring a backpack and small tent with them for the overnighiter. They also need their Boy Scout Handbook with them for reference during program times. We also recommend they bring a compass (also available for sale at the Trading Post).

MERIT BADGE PROGRAM

Pipsico offers over 40 merit badges at camp and 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. Whilst 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 of their 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 3rd. 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 - Some merit badges offered in camp may require some work either before, or after, camp in order to complete the merit badge. These requirements are shown in the prerequisites column in the listing of merit badges on the next page. 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.

MERIT BADGES WITH ADDITIONAL COSTS, NOTES, OR PREREQUISITES

Canoeing	<ul style="list-style-type: none"> • Closed-toe shoes must be worn in the water and on boats. Bring a pair that can get wet. • Canoeing will go on a mini canoe trek over-nighter on Wednesday evening.
Motorboating	<ul style="list-style-type: none"> • Closed-toe shoes must be worn in the water and on boats. Bring a pair that can get wet. • Not for Huskanaw Scouts.
Rowing	<ul style="list-style-type: none"> • Closed-toe shoes must be worn in the water and on boats. Bring a pair that can get wet.
Small Boat Sailing	<ul style="list-style-type: none"> • Closed-toe shoes must be worn in the water and on boats. Bring a pair that can get wet. • Not for Huskanaw Scouts.
Watersports	<ul style="list-style-type: none"> • Closed-toe shoes must be worn in the water and on boats. Bring a pair that can get wet. • Not for Huskanaw Scouts.
Swimming (strong swimmers)	<ul style="list-style-type: none"> • This is an intense daily hour of Swimming for very confident and strong swimmers. • Scouts in this program are required to bring/purchase a mask, fins and snorkel (\$). • Passing the BSA swimmer test is a prerequisite. • Scouts must provide their own long pants, long-sleeved button shirt, and belt.
Swimming (regular)	<ul style="list-style-type: none"> • Passing the BSA swimmer test is a prerequisite. • Scouts must provide their own long pants, long-sleeved button shirt, and belt.
Lifesaving	<ul style="list-style-type: none"> • Must provide evidence of prior completion of Swimming merit badge • Participant will be required to retrieve a 10 lb. weight from the bottom of the pool.
Automotive Maint. & Farm Mechanics	<ul style="list-style-type: none"> • Scouts will go on a field trip to a local tractor dealership and service center. • Camp will ask for volunteer drivers.
Cinematography & Photography	<ul style="list-style-type: none"> • Scouts are encouraged to bring cameras to camp for this program.
Indian Lore \$5-15	<ul style="list-style-type: none"> • Kits may be required to complete requirement 2.
Leatherwork \$6-12	<ul style="list-style-type: none"> • Requires purchase of a kit from the Trading Post.
Woodcarving ~\$3	<ul style="list-style-type: none"> • Neckerchief slide kit from the Trading Post is optional.
Nuclear Science	<ul style="list-style-type: none"> • Scouts will go on a field trip to Surry Nuclear Power Station. • Camp will ask for volunteer drivers.
Space Exploration \$8-12	<ul style="list-style-type: none"> • Scouts will be required to build a model rocket. Kits are available for purchase in our camp Trading Post.
Climbing \$15	<ul style="list-style-type: none"> • The Climbing Director maintains the responsibility to evaluate each Scouts readiness. • Due to the high cost of operating a climbing program (certifications, equipment, facilities, training, etc) a fee is charged to recover a portion of the costs. • Minimum age of 11 to participate in this program.
First Aid	<ul style="list-style-type: none"> • Requirement 1 should be completed in advance • Requirement 2b needs to be completed in advance and brought to camp.
Fishing	<ul style="list-style-type: none"> • Scouts are encouraged to bring their own fishing gear (Limited supplies will be available in the program area. Supplies will also be available from the trading post).
Geocaching	<ul style="list-style-type: none"> • Camp provides GPS devices for Scouts to share. Scouts may bring their own GPS.
Orienteering	<ul style="list-style-type: none"> • Scouts must bring their own compass.
Wilderness Survival	<ul style="list-style-type: none"> • Complete requirement 5 prior to camp and bring the kit with you. • Scouts will be participating in a wilderness survival over-nighter on Thursday evening.
Archery \$5	<ul style="list-style-type: none"> • The Shooting Shorts Director (NRA Certified) reserves the right and maintains the responsibility to screen Scouts for physical preparedness and maturity to participate in this program. • For purchase of an arrow making kit.
Rifle \$8	<ul style="list-style-type: none"> • There is a fee for targets and ammunition. • The Shooting Shorts Director (NRA Certified) reserves the right and maintains the responsibility to screen Scouts for physical preparedness and maturity to participate in this program.
Shotgun \$15	<ul style="list-style-type: none"> • There is a fee for targets and ammunition. • The Shooting Shorts Director (NRA Certified) reserves the right and maintains the responsibility to screen Scouts for physical preparedness and maturity to participate in this program.

	Program	\$	Note	Session 1 (0900-0950)	Session 2 (1000-1050)	Session 3 (1100-1150)	Session 4 (1400-1450)	Session 5 (1500-1550)	Session 6 (1600-1650)
Aquatics	Canoeing		X	Single	Single	Single			
	Motorboating		X		Single	Single	Single	Single	
	Rowing		X				Single	Single	
	Small Boat Sailing		X	Double Session			Double Session		
	Watersports		X	Double Session			Double Session		
Pool	Swimming (strong swimmers)	\$	X	Single					
	Swimming (regular)		X		Double Session			Double Session	
	Learn to Swim		X		Double Session			Double Session	
	Lifesaving		X	Single			Single		

Handicraft

Art						Single			Single
Automotive Maint. & Farm Mechanics		X		Double Session			Double Session		
Cinema. & Photography		X		Double Session		Double Session		Double Session	
Indian Lore	\$	X		Single			Single		
Leatherwork	\$	X				Single			Single
Woodcarving	\$	X				Single			Single
Woodwork								Double Session	
Home Repairs						Double Session			
Painting					Single			Single	
Plumbing				Double Session					

Nature

Astronomy				Single			Single		
Environmental Sci.				Double Session		Double Session		Double Session	
Fish & Wildlife Mgmt.					Single			Single	
Forestry				Single			Single		
Geology					Single			Single	
Nature						Single			Single
Nuclear Science		X				Single			Single
Oceanography					Single			Single	
Soil & Water Cons.				Single			Single		
Space Exploration	\$	X				Single			Single
Weather						Single			Single

Scoutcraft

Archaeology.				Double Session		Double Session		Double Session	
Climbing	\$	X		0900 - 1020					
Climbing	\$	X			1030 - 1150				
Emergency Prep.				Single		Single			Single
First Aid		X		Single		Single			Single
Fishing		X		Single			Single		
Geocaching		X				Single	Single		Single
Orienteering		X			Single			Single	
Pioneering					Single			Single	
Wilderness Survival		X			Single		Single		

Shooting Sports

Archery	\$	X		Single	Single	Single	Single	Single	Single
Rifle	\$	X		0900 - 1020			1400 - 1520		
Rifle	\$	X			1030 - 1150			1530 - 1650	
Shotgun	\$	X		0900 - 1020			1400 - 1520		
Shotgun	\$	X			1030 - 1150			1530 - 1650	

Other

Salesmanship						Single			Single
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HIGH ADVENTURE PROGRAMS

Due to the nature of the high adventure activities there are specific age requirements for each high adventure activity. These requirements are *not negotiable under any circumstances*. Dates for these programs align with the same weeks of Boy Scout Resident Camp.

PEX Participants spend a weeklong summer camp experience along the banks of the Historic James River running through a gauntlet of diverse activities.

\$395 Early

\$420 Regular

(All Members
Aged 16+ by 6/1/13
& pass BSA swim test)

Participants rotate through a series of programs such as canoeing, tubing, rifle shooting, shotgun shooting, black-powder rifle shooting, tomahawk throwing, paintball flinging, climbing, blacksmithing, cooking, and pool partying! There will be three off-site experiences to include fishing on a head-boat in the Chesapeake Bay, taking a ghost tour in colonial Williamsburg, and finishing the week riding roller coasters at Busch Gardens.

SCUBA Camp

Earn your Open Water Scuba Certification and your Scuba Merit badge! Participants must have earned the Swimming merit badge prior to camp.

\$495 Early

\$520 Regular

(All Members
Aged 13+ by 6/1/13
& pass BSA swim test)

Pipsico has partnered with the Chesapeake Bay Diving Center (organizers of the annual SCUBA Jam) to produce an intense week of underwater adventure concluding at Lake Rawlings. With this SSI certification, it is possible to dive all over the world. Unlike many certifications, the Open Water Certification never expires. The course consists of three parts: Classroom, Confined Water, and Open Water. Each component must be completed to achieve the course certification. Participants will have the opportunity to have 2 days worth or 4-6 open water dives at Lake Rawlings in VA. All divers will need to complete a specific SCUBA medical form and have their own mask, boots, fins, snorkel. Chesapeake Bay Diving Center offers two gear packages with "Scout Discounts" for enthusiasts.

Sail Hampton Roads

This event is designed to provide older Boy Scouts and Venturers with the opportunity to experience a full week of sailing including port visits every night along the James and Elizabeth Rivers.

\$495 Early

\$520 Regular

(All Members
Aged 13+ by 6/1/13
& pass BSA swim test)

Life aboard is not a luxury cruise; rather it is a continuous learning experience aboard a working sailboat. All members of the crew will be needed to successfully operate their boat while underway. Highlights include a cookout and port visits to Nauticus in Norfolk, a tour of the battleship USS Wisconsin, and the Mariners' Museum, ending in a seafood dinner at Smithfield Station.

John Smith Experience

An adventure program that takes the participants into an interactive, open ended scenario approximating the circumstances of the settlers of Jamestown. Scouts will be making decisions that will directly impact the outcome of the events around them. Everything from making money for the Virginia Company, to finding sources of food and water, to relations with the native population will be left in the hands of the participants.

\$275 Early

\$300 Regular

(Boy Scouts
aged 14+ by 6/1/13
& pass BSA swim test)

Scouts will begin Monday with a trip to the Jamestown Settlement and gain a deeper understanding and appreciation for the challenge of the early settlers of the Americas. Participants will learn how to use colonial era building materials, equipment, and tools (including wood working, food preparation, black powder rifles, fishing, metal working, and more). Mid-week colonists visit colonial Williamsburg for a ghost tour.

This is a challenging wilderness survival outpost program designed from those truly seeking an adventure to test Scouting skills and establish an appreciation for the early colonists of the Americas.

SPECIAL PROGRAMS

Aquafest

A special evening of water-related games including “War on the James” (our unique version of Capture the Flag, in canoes, with a twist), swamped canoe races, “Up the Creek Without a Paddle,” and more.

Campfires

Two campfires are held every week. The opening campfire is our way to welcome you to Pipsico and introduce you to the staff, relax after long drive, setting up camp, taking swim tests and settling in. At the end of the week, the participants host a campfire for all of camp. Visitors are welcome to attend and join in the fun and fellowship.

Climbing & Rappelling

As an additional program, all Scouts will have the opportunity to try the camp's climbing tower, which uses the latest climbing technology. Patrol Leaders should sign-up their patrols at the Trading Post once at camp. Huskanaw participants will have the opportunity to climb the tower as part of their schedule, but can also participate with their unit.

Cook In Campsite Night

Every week one evening meal is sent to the field for units to prepare and cook as a group. In addition, the cobbler cook-off (AKA Scoutmaster Cook-off of Doom) is sponsored by the Scoutcraft Area. This competition is open to adults and Scouts and is not limited to the food provided by the Camp. You are free to bring your secret ingredients from home to try and produce the best cobbler in camp.

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 of the Day

Each unit will have its campsite inspected daily by the Camp Commissioners. The inspection focuses on camp cleanliness, preparation for inclement weather, Scout uniform, on-time attendance and many, many other things! Any troop, which passes the standard for Honor Troop of the Day will be recognized at that evening's retreat ceremony. A courtesy inspection is carried out by the Camp Commissioners on Sunday to give you a heads up on what they will be looking for. *Troops are expected to have cheers at Retreat Ceremonies (part of Scout Spirit). However do not expect to be an Honor Troop if your cheer is negative (pokes fun at another troop, staff, leaders etc....). Everything we do and say should reflect the best aspects of Scouting...our oath and law.*

Learn to Swim Program

We offer a “Beginner Swimming” program for any scout who wishes to learn how to swim, or who wishes to improve his swimming ability. Interested Scouts should sign-up for one of the two-hour swimming merit badge sessions.

Leave No Trace Training

As part of our Staff Guide program units are offered the opportunity to learn about the principles of Leave No Trace. Leave No Trace is an international program designed to build awareness, appreciation and respect for the outdoor wilderness, and the program is an important part of Scouting's outdoor ethics. More details will be available from your Staff Guide once you have arrived at camp.

Mile Swim

This is a program for the advanced swimmer. Mile Swim BSA includes swimming a mile and also 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 (one on each day). Then, it is time to see just how far you can really swim. Please be aware that attendance and completion of the practice sessions is mandatory for those who wish to attempt the mile swim. More information will be available upon check-in.

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.

Order of the Arrow

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. The Order of the Arrow promotes the spirit of brotherhood, cheerfulness, and service throughout camp. Anyone interested in Patch trading is encouraged to bring supplies for trading.

Paintball (target course)

Paintball target courses fall well within the parameters of BSA as long as we're not shooting at each other. This activity is not restricted to certain ages. Also, no personal equipment will be allowed in camp. All gear will be provided. Tokens will be for sale in the Trading post for \$2.50/50 shots.

Patrol Challenge

Throughout the week we will have special activities in which patrols can compete against the clock or against other patrols.

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.

Our Camp Chaplain will hold a short, non-denominational service on Wednesday evening immediately following dinner, and a brief Catholic mass will be offered on Thursday morning before breakfast. To encourage maximum attendance, no other activities will be scheduled during these times.

The chaplain will be available at other times of the week to discuss religious awards, offer counseling, train Chaplain's Aides, and promote morale in camp.

Robin Hood Competition

Scouts and Scouters can show off their stuff in this archery. We want to find the sharpest shot in camp! This event is open to youth and adults alike. More information will be provided at check-in.

Service Projects

There are plenty of opportunities at Pipsico for service to others and service to our camp. The Nature Director has a list of available conservation projects and other project ideas are available at the camp office.

Volleyball, Horseshoes, Ultimate Frisbee, Frisbee Golf, Geocaching Course, and Wiffle Ball

Put on your shades, take off your socks, rehearse your Top Gun moves and enjoy some beach volleyball in the heart of camp or participate in some of the other fun games and activities offered at the Pipsico Scout Reservation.

DAILY PROGRAM SCHEDULE
(Monday to Friday)

0800-0850	Breakfast & Flag Raising
After Breakfast	Leader's Meeting (Scoutmaster & SPL)
0900-0950	Program Session 1
1000-1050	Program Session 2
1100-1150	Program Session 3
1215-1300	Lunch
1400-1450	Program Session 4
1500-1550	Program Session 5
1600-1650	Program Session 6
1800	Flag Lowering & Dinner
1930	Evening Activities
2300	Taps

SPECIAL PROGRAM SCHEDULE

Sunday	Opening Camp Fire
Monday	OA Day Robin Hood Competition
Tuesday	Aquafest
Wednesday	Scoutmaster Challenge Events
Thursday	Movie Night Cook in Campsite Night Outpost Night (Huskanaw & Wilderness Survival participants) Cobbler Cook-off
Friday	Closing Campfire / Family Night

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 Huskanaw program, where you are ultimately responsible to certify that your Scouts have met the advancement requirements.

Caveman Golf

Start practicing in your living rooms, backyards, office and the country club because Caveman Golf is coming to Pipsico so find someone else to keep your camp chair warm because the game is on.

Cobbler Cook-off (AKA Scoutmaster Cook-Off of Doom)

The cobbler cook-off is sponsored by the Scoutcraft Area. This competition is open to adults and Scouts and is not limited to the food provided by the Camp. You are free to bring your secret ingredients from home to try and produce the best cobbler in camp. Sign up will take place at camp in the Trading Post.

Horseshoes

Spend some of your time throwing shoes with other leaders, new friends or even your youth. Show them how it was done before Nintendo came out with the "wii."

Awesome Scoutmaster Award

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

Training Opportunities

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

- Fast Start
- New Leader Essentials
- Youth Protection
- Safe Swim Defense
- Safety Afloat
- Climb on Safely
- Leave No Trace
- Trek Safely
- 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 to teach or refine any Scouting skills you wish to develop.

Ultimate Easy Chair

Perhaps the greatest test of your Scouting skills is our unique Ultimate Easy Chair Contest. Leaders are challenged to build easy chairs using no manmade materials other than rope or twine. The results will be judged at the evening gathering on Wednesday based on ingenuity, workmanship, and comfort.

FACILITIES

Campsites

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

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

You will need to label each tent so the occupants can be easily identified. This may be as fancy as routed wooden signs, or as simple as names written on pieces of duct tape at the foot of each cot.

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

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

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).

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).

Emergency Procedures

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

Fires, Stoves, Tents & 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 the waterproofing treatment on the canvas.

Liquid Fuels

Adult leaders only may use Stoves and lanterns requiring liquid fuel. Extra fuel must be turned over to the Quartermaster for safekeeping in locked storage.

YOUTH PROTECTION POLICIES

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. Key portions of the youth protection policies found in the Guide to Safe Scouting are reproduced below. Other Guide to Safe Scouting policies are also contained elsewhere in this guide.

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.

Barriers for Youth Protection

1. Two-deep leadership:
Two registered adult leaders or one registered leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.
2. No one-on-one contact:
One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, such as a Scoutmaster's conference, the meeting is to be conducted in view of other adults and youths.
3. Respect of privacy:
Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.
4. Separate accommodations:
When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Councils are strongly encouraged to have separate shower and latrine facilities for females. When separate facilities are not available, separate times for male and female use should be scheduled and posted for showers.
5. Proper preparation for activities:
Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision, and safety measures.
6. No secret organizations:
The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.
7. Appropriate attire:
Proper clothing for activities is required. For example, skinny-dipping is not appropriate as part of Scouting.
8. Constructive discipline:
Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted.
9. Hazing prohibited:
Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.
10. Training & supervision:
Adult leaders must monitor and guide the leadership techniques used by junior leaders and ensure that BSA policies are followed.

Leadership Requirements for Trips and Outings

1. Safety rule of 4:
No fewer than four individuals (always with the minimum of two adults) go on any backcountry expedition or campout. If an accident occurs, one person stays with the injured, and two go for help. Additional adult leadership requirements must reflect an awareness of such factors as size and skill level of the group, anticipated environmental conditions, and overall degree of challenge.
2. Male and female leaders must have separate sleeping facilities:
Married couples may share the same quarters if appropriate facilities are available. Male and female youth participants will not share the same sleeping facility.
3. Single-room or dormitory-type accommodations for Scouting units:
Adults and youth of the same gender may occupy dormitory or single-room accommodations, provided that there is a minimum of two adults and four youth. A minimum of one of the adults is required to be youth-protection trained. Adults must establish separation barriers or privacy zones such as a temporary blanket or sheet walls in order to keep their sleeping area and dressing area separated from the youth area.
4. When staying in tents, no youth will stay in the tent of an adult other than his or her parent or guardian.

Responsibilities of Youth Members

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the unit. If a Scout cannot conduct himself in an acceptable manner, the unit may, at their discretion, arrange for the Scout to return home. The Camp's leadership team should not be expected to take over the role of the unit leadership in disciplining youth although they may serve as a resource to assist the unit in their efforts.

Unit Responsibilities

Adult leaders units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with it. The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members. The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the unit. If problem behavior persists, units may revoke a Scout's membership in that unit. When a unit revokes a Scout's membership, it should promptly notify the council of the action. The unit should inform the Scout executive about all incidents that result in a physical injury or involve allegations of sexual misconduct by a youth member with another youth member.

MEDICAL MATTERS

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 Sentara Obici Hospital in Suffolk.

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

GENERAL – ARRIVAL & DEPARTURE

Camp Dates

Program Weeks

Week 1	June 23-29
Week 2	June 30-July 6
Week 3	July 7-13
Week 4	July 14-20

Before You Leave Home

Check to make sure you have all of the following:

- Medicals: Check for completeness, including dated physician signatures.
- Fees Paid: Final payment is to be made no later than June 8th.
- Other: Review packing checklists and make sure Scouts have any special equipment needed for programs, and applicable troop equipment is packed. Make sure everyone has bathing suits and towels readily accessible.

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 troop, confirm paperwork is in order and assign you to a campsite. Your pre-ordered T-shirts will be given to you at this time. You will then meet your Staff Guide. The Staff Guide will escort you through the remaining check-in procedures:

- Campsite where you will drop-off gear. At this time everyone will change into bathing suits.
- You will be given a pass that allows one vehicle at a time into the 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 blue cards, training cards, Huskanaw 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.

Camp Fees & Other Costs (for deadlines and payment schedules visit pipsicobsa.com)

Program	Youth	Adult / Other
Cub Camp	Early Bird - \$150 (\$25 deposit by 3/23/13 & balance by 5/31/13) Regular - \$160 if paid by 6/29/13 Late - \$170 if paid after 6/29/13	Regular - \$80 if paid by 6/29/13 Late - \$90 if paid after 6/29/13 Sibling Discount - \$10
WEBELOS Camp	Early Bird - \$190 (\$25 deposit by 3/23/13 & balance by 5/31/13) Regular - \$210 if paid by 6/29/13 Late - \$230 if paid after 6/29/13	Regular - \$100 if paid by 6/29/13 Late - \$110 if paid after 6/29/13 Free Adult - 1 adult for 4+ youth Sibling Discount - \$10
Boy Scout Camp	Early Bird - \$240 (\$25 deposit by 2/23/13 & balance by 4/30/13) Regular - \$260 if paid by 6/8/13 Late - \$285 if paid after 6/8/13.	Regular - \$100 if paid by 6/8/13 Late - \$110 if paid after 6/8/13 1st Free Adult - 3-7 youth 2nd Free Adult - 8+ youth Additional Week - \$20 off regular price

High Adventure Program	Participant Rate	Requirements
John Smith Experience	Early Bird - \$275 if paid by 4/30/13 Regular - \$300 if paid after 4/30/13	Boy Scouts aged 14+ by 6/1/13 & pass BSA swim test
Sail Hampton Roads	Early Bird - \$495 if paid by 4/30/13 Regular - \$520 if paid after 4/30/13	All Members aged 13+ by 6/1/13 & pass BSA swim test
SCUBA Camp	Early Bird - \$495 if paid by 4/30/13 Regular - \$520 if paid after 4/30/13	All Members aged 13+ by 6/1/13 & pass BSA swim test
PEX	Early Bird - \$395 if paid by 4/30/13 Regular - \$420 if paid after 4/30/13	All Members aged 16+ by 6/1/13 & pass BSA swim test

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 6/1/13 when verified by a physician, military commander, or such official. The Tidewater Council, BSA strives to provide the very best program. We contract staff and vendors in February. Cancellations after April 1 inhibit our ability to provide this quality program. 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 6/1/13 no refunds are available for any reason.

Camp Scholarships

It is our mission to make summer camp available to every Scout. Therefore, a limited “campership” fund is available to provide financial 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, so camperships are limited to a maximum of 40% of the basic camp fee; for those who received camperships in previous years, the maximum is 20%. The application form is available on the council web site, and must be filed at the Tidewater Service Center no later than April 15.

Staff Guides

When you arrive at camp, a Staff Guide will greet your unit, give a camp tour, complete the check-in process, and show your unit its campsite. Throughout the week, your Staff Guide will visit your unit site to pass on information, to interact with Scouts, and to help answer questions. The Staff Guide will also teach your Scouts the seven principles of Leave No Trace.

GENERAL INFORMATION

Adult & Youth Registration

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

Alcoholic Beverages & Drugs

Alcohol and illegal drugs are prohibited. Prescription drugs must be held at the Health Lodge unless otherwise specifically approved by the camp’s Health Officer.

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. Please review the mountain bike policy in the appendix to this Leader's guide before bringing any bikes to camp.

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 number
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.

Initiations, Hazing & Military Training

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the Boy Scouts of America.

Leaving the Site

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

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. Most are members of the Order of the Arrow, Scouting's National Honor Society. Most of the youth are Life or Eagle Scouts, and most of the adult staff has years of Scouting experience.

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.

Trailers

During check-in, you may move a troop trailer into the campsite and leave it there through the week.

Uniform and 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.

In order to fulfill your t-shirt needs, be sure to pre order them in the correct sizes when you reserve your space in camp.

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 into 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.

Weapons, Knives, Full Axes, Fireworks, Firearms

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

HOW TO GET TO CAMP

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

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

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

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



UNIT PRE-CAMP CHECKLIST

Request Your Unit Committee To:

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

At A Troop Meeting:

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

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

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

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

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

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

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

SWIM CLASSIFICATION PROCEDURES

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:

- 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.

Administration of Swim Classification 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. **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.**

UNIT SWIM TEST RECORD

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: _____

Full Name (please print)	Swim Classification		
	Non-Swimmer	Beginner	Swimmer

Person Conducting Test: _____ Signature: _____

Unit Leader: _____ Signature: _____

MERIT BADGE / HUSKANAW SIGN-UP SHEET

Please complete this sign-up sheet and mail, or fax it to Tidewater Council using the contact information at the bottom of this page no later than June 1st.

Unit Leader: _____

Troop: _____

Email: _____

Phone: _____

Address: _____

*List the Merit Badge in the appropriate column using the Merit Badge Schedule.
Huskanaw is offered twice daily. Sessions 1-3 or 4-6.*

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

PIPSICO SCOUT RESERVATION MOUNTAIN BIKE POLICY

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.

The following rules have been established in order to make mountain biking around camp fun, feasible, safe, and ecologically sound as possible. These rules must be strictly followed with the understanding that abuse of these rules by any individual in camp will require the camp management or Troop Leader to revoke their bike riding privileges until the end of their week at camp.

1. All bikes must be of the mountain bike variety in order to be allowed onto the trails.
2. Bikes are subject to inspection at any time by the Camp Director, Ranger, or another authorized staff member who may remove the bike if it fails inspection.
3. Bikes may be confiscated by camp management or Troop Leaders, for violation of bike rules or guidelines.
4. Scouts assume all liability for the care, maintenance and condition of their bike. The camp will take no responsibility for injury due to unsatisfactory maintenance of personal bikes. If the Camp determines a bike to be unsafe and un-repairable with the means at our disposal, the bike will be impounded for the duration of the Scout's stay.
5. Scouts bringing a personal mountain bike to camp must also bring an ANSI approved helmet, and must wear the helmet at all times. Pipsico Scout Reservation can only supply helmets to those riding camp-owned bikes.
6. Personal mountain bikes may be used for transportation to and from program areas. Bikes may only be ridden on camp roads at an acceptable speed of (less than 10 mph).
7. Scouts must store their bikes in their Troop's campsite. Pipsico Scout Reservation cannot take responsibility for damage or theft.
8. At program areas and dining hall, bikes may only be parked at designated areas. Each program is responsible for designating appropriate parking areas.
9. When approaching pedestrians from behind, the biker must warn the pedestrians of their approach and announce which side they will be passing them on.
10. Bikes may not be ridden after sundown (around 7:15/7:30 pm). If a bike is not back to its owner's site before sunset it needs to be walked (not ridden) back.
11. Only single riders will be permitted on a mountain bike.
12. Regardless of whether a Scout is on foot or on a bike, he/she **must travel with a buddy**.
13. Mountain bikes may not be ridden across parade fields.
14. Many mountain bikes look alike. In order to secure your bike, the use of bike locks is encourage
15. Bike users must also read and follow the Mountain Bike Guidelines particularly before going on any trek or Mountain Bike trail at Pipsico Scout reservation.

PIPSICO SCOUT RESERVATION MOUNTAIN BIKE SAFETY GUIDELINES

- 1. Qualified Supervision -** Activities must be supervised by a mature and conscientious adult at least age 21 who understands and accepts responsibility for the safety of children in their care, who is experienced with the skills and equipment involved in the activity, and who is committed to compliance with these guidelines.
- 2. Physical Fitness -** Biking is strenuous. Long treks and hill climbing should not be attempted without training and preparation. For Scouting activities, all participants must present evidence of fitness with a complete health history from a physician, parent, or legal guardian, to the qualified supervisor on the trek. The adult supervisor should adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. In the event of any significant health conditions, proof of an examination by a physician should be required by the adult leader.
- 3. Helmets and Clothing -** All cyclists must wear a properly sized and fitted helmet approved by either the Snell Memorial Foundation, CPSC, or ASTM standard. Layer your clothing for warmth on cool days so you can avoid chilling or overheating. Cover up for sun protection on clear days.
- 4. Buddy System -** When the program activity is a bicycle expedition or trek, the buddy system must be used. When a program element emphasizes individual performance skills, one buddy observes while the other takes his turn. In competitive activity where the buddy concept cannot be applied practically, all activity must be directly observed by the adult supervisor. (Youth members should be taught that biking with a buddy is best. When biking alone, apart from Scouting activities, youth members should be encouraged to tell someone their route, schedule, and destination before departing.)
- 5. Position in Traffic -** **If your trek will leave the Reservation you must obtain prior approval from the Tidewater Council or Camp Staff.** Once approval has been given ensure that you ride with the traffic flow, as far to the right as is safe. Avoid curbs, storm drains, soft or loose gravel on shoulders, and other hazards.
- 6. Safety Rules -** Obey all traffic laws, signs, signals, and street markings. Watch for changes in road conditions. Ride only one to a bike. Do not ride after dark. No stunts -- trick riding is only for professionals who use special equipment. Yield to motor vehicles even if you think you have the right-of-way. Never hitch a ride on another vehicle. Keep your head and ears open and do not wear headphones while riding.
- 7. Turns and Intersections -** Look left, right, back, and ahead before turning. Stop and search all directions when entering a street from a driveway, parking area, sidewalk, or alley. Signal all turns using universal hand signals. Walk your bike through or across busy intersections.
- 8. Equipment -** Ride only a bike that fits you. Select a bike that permits you to put both feet on the ground while standing over the top tube. The handgrips should be no higher than your shoulders or lower than your seat.
- 9. Bicycle Accessories -** Every bike needs a horn or bell and reflectors (front, back, and sides). Items should be carried only in baskets, in saddlebags, or on a rear carrier rack. If you must ride in traffic, a bike- or helmet-mounted mirror is recommended. For long trips, a bike-mounted container for drinking water is recommended.
- 10. Maintenance -** Keep your bike clean and well maintained, especially the brakes and drive chain.
- 11. Racing -** Open street racing is dangerous. Race only with supervision on marked courses that have been set up to exclude other vehicle or pedestrian traffic, to eliminate fall hazards and minimize collision risks. Clearly define "start" and "finish."
- 12. Planning -** Plan both the route and timing of bike trips to avoid heavy traffic and hazardous conditions. Biking is unsafe on wet pavement, muddy roads, and on windy days. Plan for at least hourly rest stops and a maximum of approximately six hours on the bike per day.
- 13. Discipline -** All participants should know, understand, and follow the rules and procedures for safe biking, and all participants should conscientiously and carefully follow all directions from the adult supervisor