

SAIL HAMPTON ROADS

PIPSICO SCOUT RESERVATION



Pipsico Scout Reservation, located in Surry County Virginia, encompasses more than 900 acres of woodland, open fields and marshes. The terrain includes a natural ravine system and ranges in elevation from 20 to more than 100 feet above sea level. Pipsico's northern boundary extends for a mile and half along the banks of the historic James River.

Due to the unique staff, history, and amenities that Pipsico and Tidewater Council has at its disposal, we are pleased to offer the Sail Hampton Roads program for another summer! We have people that come from all over the Mid-Atlantic States to experience our truly innovative and awesome high adventure programs. We are not content with staying the same, every year we have to grow, and every year we have to provide our guests the best experience possible! Look inside this guide to join the adventure!



SAIL HAMPTON ROADS



This program is designed to provide older Scouts with the opportunity to experience a full week of sailing including port visits every night along the along the southern Chesapeake Bay, James and Elizabeth Rivers. Life aboard is not a luxury cruise, rather an adventurous learning experience aboard a working sailboat. All members of the crew are needed to operate their boat while underway. The sail boats are a unique home away from home that most participants will become very attached to by the end of the week as they harness their inner sailor!

Sunday after dinner are crew introductions along with a basic overview of some elements of sailing. Participants will spend the night ashore with the rest of their unit or (if provisional campers) will be lodged with another unit for the night.

Monday morning after breakfast, crews will report to muster where they will stow gear and make ready for travel to the port of departure. Setting Sail, the group of ships will depart on their 5 day, 4 night cruise heading towards ports in Cape Charles VA, Hampton VA, Smithfield VA, and Norfolk, VA. Once arriving back in port Friday afternoon, participants will travel back to camp where they will arrive for dinner and then the Friday night campfire. At the Friday night campfire, participants will be given a special introduction and the opportunity to perform a skit portraying their week and the adventures they had.

Each of the 4 port visits will provide participants with a wide variety of fun, interesting, and educational experiences that will not be forgotten. 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

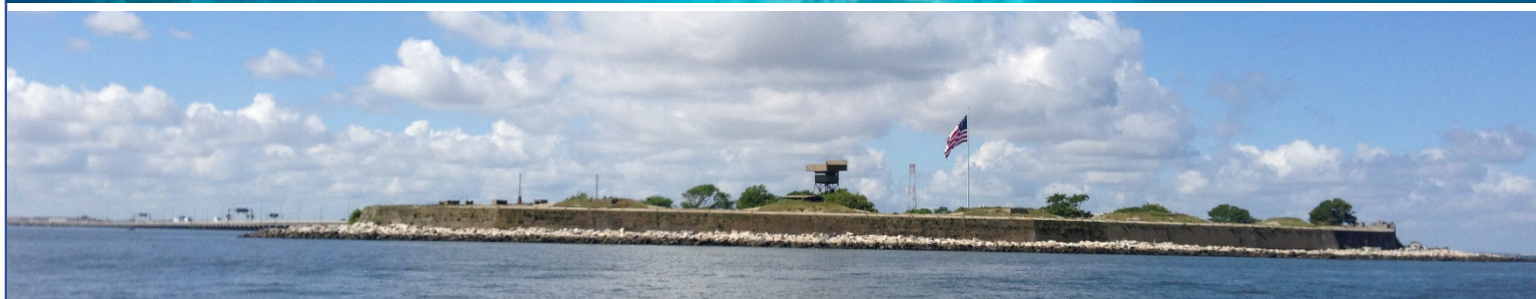
at the historic Fort Wool guarding the mouth of Hampton Roads.

Each boat will have a skipper, an adult supervisor who is experienced in sailing and cruising boats in the area. The event will also be supported by the James River Adventure Base at Pipsico Scout Reservation, in that the participants will camp Sunday and Friday nights there as well as eat Monday breakfast and Friday dinner. Provisions and other logistical support for the cruise will also be provided by the base.

All participants onboard will be introduced to basic sailing knowledge and will continually refine their skills and be taught more advance knowledge throughout the week allowing them to better operate their boat as a crew. More specialized skills such as navigation using a sextant, docking and marina etiquette, advance sailing, and racing rules are just a few of the items that will be discussed, taught, and performed during the week. Watch rotations are set for duty stations and galley duty. Duty Stations include but are not limited to the Lookout, Officer of the Deck, Navigator, Sail Trimmer, and Helmsman. Those not assigned to a specific duty station will assist wherever and whenever they are needed.



SAIL HAMPTON ROADS



ORGANIZATION

Each boat will be under the supervision of an adult Skipper who has proven knowledge of scouting, sailing, and is a card carrier for Safe Swim Defense and Safety Afloat training. Such individuals are responsible for the safe operation of their assigned boat, timely compliance with schedule of events, and the wellbeing of the youth assigned. With such in mind, each Skipper exercises appropriate leadership to give youth on board the opportunity to experience the feeling of actually operating and navigating a boat under sail in navigable waters.

Supervision over all the fleet will be exercised by one individual who has experience in cruising under sail with a group. This individual may also serve as a supervisor of an individual boat in the fleet.

Units shall be organized into a crew, each with a youth acting as Officer of the Deck. The person filling this job is responsible to boat's Skipper for safe navigation of boat and coordination of other crew activities when on watch. Positions of responsibility will be shifted around so that everyone has the opportunity to experience the different levels of leadership.

Each crew shall have a minimum of one adult and three youth and no more than six persons (one adult and five youth or two adults and four youth) on board. There is a maximum of 18 participants per week. Our goal is to keep units together; sometimes we must adjust the 18 participants to the 3 boats. All boats travel together and berth together each night.

ATTIRE

Class A or Class B uniforms are not required during the cruise portion of the trip, however, they will be needed for Friday night dinner and for the opening and closing campfires. Shorts and appropriate T-shirts are recommended for most activities. Closed-toe shoes are encouraged to be worn at all times while on board the sailboats.

Sail Hampton Roads participants may only wear light colored, non-marking soled shoes while aboard the boats. Bathing suits should be conservative; remember, there may be coed participants.

CREW LEADERSHIP

Adult leaders are not required to accompany participants, however, it is recommended for units sending more than four participants to send an accompanying adult. Coed units are strongly encouraged to provide a female leader with the female participants. Please contact us before arrival at camp to make arrangements for provisional participants.

OTHER

If a participant is unable to pass the swim test, they will be sent home at their own cost or given the option to participate in other Camp programs. Female participants aren't required to bring a female leader, however it is strongly encouraged. **Proof of prior Sailing experience is NOT required for this program.**

Participants must follow procedures for making the boat ship-shape BEFORE leaving the boat for a port of call or for any general recreation activities.

Each evening you will review your charts and plot your course for the next day.

Every day during the sail, participants will work with staff to refine their sailing skills, work on merit badges, advancement requirements, and explore the waters of Hampton Roads, the Chesapeake Bay and areas along the James and Elizabeth Rivers. (Note: Participants wishing to work on merit badge requirements must inform the skippers at the Sunday night meeting so proper arrangements can be made. The opportunities are limitless for the experiences and activities that you will participate in while underway!

YOU WILL EAT WELL

Plenty of food is prepared for meals while underway. With the exception of the two dinners eaten at local seafood restaurants, all meals will be prepared on-board the sailing vessels. Facilities on board the sailboats include running water and a stove/oven.



TYPICAL SCHEDULE

Sunday

1:00 PM	Check-in Begins
5:00 PM	Check-in Ends
5:00 - 7:00 PM	Open Dinner
6:45 PM	Participant Meeting
8:30 PM	Campfire
11:00 PM	Lights Out

Monday

6:00 AM	Reveille
7:00 AM	Breakfast & "Make Ready" to Sail
9:00 AM	Depart for Cape Charles, VA
12:00 PM	Lunch Aboard Boats
3:30 PM	Arrive at Cape Charles
4:00 PM	-Dinner -Tour Historic Cape Charles -Relax in Port
11:00 PM	Secure for Evening

Tuesday

6:30 AM	Reveille
7:00 AM	Morning Colors & Breakfast
7:30 AM	Depart for Hampton, VA
12:00 PM	Lunch Aboard Boats
4:00 PM	Arrive at Hampton Public Piers
5:00 PM	Dinner Aboard Boats

6:00 PM	Evening Activities (includes use of marina pool)
11:00 PM	Secure for Evening

Wednesday

7:00 AM	Reveille
7:30 AM	Morning Colors & Breakfast
8:00 AM	Depart for Smithfield, VA
12:00 PM	Lunch Aboard Boats
2:30 PM	Arrive at Smithfield Station
3:00 PM	Afternoon Activities
5:00 PM	Dinner
6:00 PM	Evening Activities (includes use of marina pool)
11:00 PM	Secure for Evening

Thursday

6:30 AM	Reveille
7:00 AM	Morning Colors & Breakfast
7:30 AM	Depart for Norfolk, VA
12:00 PM	Lunch Aboard Boats
1:00 PM	Arrive at Waterside Marina Tour Nauticus Tour USS Wisconsin Tour US Naval Museum
5:00 PM	Dinner
6:00 PM	Evening Activities
11:00 PM	Secure for Evening

SAILING

Friday

6:30 AM	Reveille
7:00 AM	Morning Colors & Breakfast
7:30 AM	Depart for Fort Wool, VA
10:30 AM	Arrive at & Tour Fort Wool
12:00 PM	Lunch Ashore (grillin' & chillin')
1:00 PM	Depart for Little Creek, VA
3:30 PM	Arrive at Little Creek
4:00 PM	Return to Pipsico
6:00 PM	Dinner
8:30 PM	Campfire
11:00 PM	Lights Out

Saturday

7:00 AM	Reveille
8:00 AM	Open Breakfast
8:30 AM	Check-out



MONEY

HIGH ADVENTURE RATES

SAIL HAMPTON ROADS

Early \$505 Due 4/1/16
Regular \$525 Due 6/1/16
Late \$550 After 6/1/16

PEX (PIPSICO EXPERIENCE)

Early \$395 Due 4/1/16
Regular \$415 Due 6/1/16
Late \$440 After 6/1/16

SCUBA CAMP (BEGINNER)

Early \$TBD Due 4/1/16
Regular \$TBD Due 6/31/16
Late \$TBD After 6/1/16

SCOUT VS WILD

Early \$265 Due 4/1/16
Regular \$285 Due 6/1/16
Late \$310 After 6/1/16

MAKING YOUR RESERVATION

To qualify for the early pricing discount, a deposit must be made by 2/29 AND paid in full by 4/1. Space may be reserved by making an initial deposit of \$100 per participant. Deposits will be applied to the final balance due. The high adventure reservation form can be downloaded here:

<http://pipsicobsa.com/summer-camp-programs/high-adventure-camp/>

WEEKS OF OPERATION

Week 1 (June 26th - July 2nd)
 Week 2 (July 3rd - July 9th)
 Week 3 (July 10th - July 16th)
 Week 4 (July 17th - July 23rd)
 Week 5 (July 24th - July 30th)

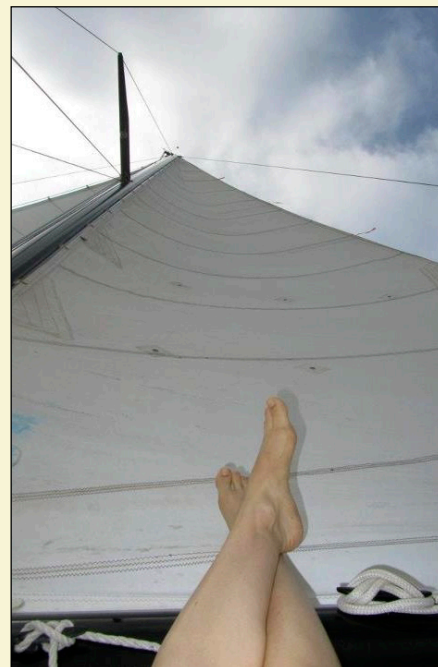


REFUND POLICY

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 6/1/16 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 6/1/16 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



OTHER HIGH ADVENTURE PROGRAMS



PEX (THE 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

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

Minimum age: 14 or 13 & completed the 8th grade and must pass swimmers test.

SCUBA CAMP- OPEN WATER

Earn your Open Water Scuba Certification and your Scuba Merit badge! 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 Phoenix](#). 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. 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 Phoenix](#) in Rawlings VA. All divers will need to complete a specific SCUBA medical form.

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

Minimum age: 13 (All SCUBA Programs)

SCOUT VS WILD

The Pipsico Scout Reservation is over 900 acres containing a diverse collection of nature's gifts. Traditional programs only introduce campers to a small fraction of the property. The emphasis for Scout vs Wild is to instill a genuine appreciation for natural resources, problem solving skills, 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.

Participants must be at least age 14, or 13 & completed 8th grade, and be able to pass a BSA Swim Test.



ALL PIPSICO FACILITIES AND PROGRAMS ARE NATIONALLY ACCREDITED BY THE BSA

Sail Hampton Roads, PEX (The Pipsico Experience), and SCUBA Camp are CO-ED and available to Boy Scouts, Venture Scouts, Sea Scouts, Explorers, Youth and Adults.

GETTING TO PIPSICO

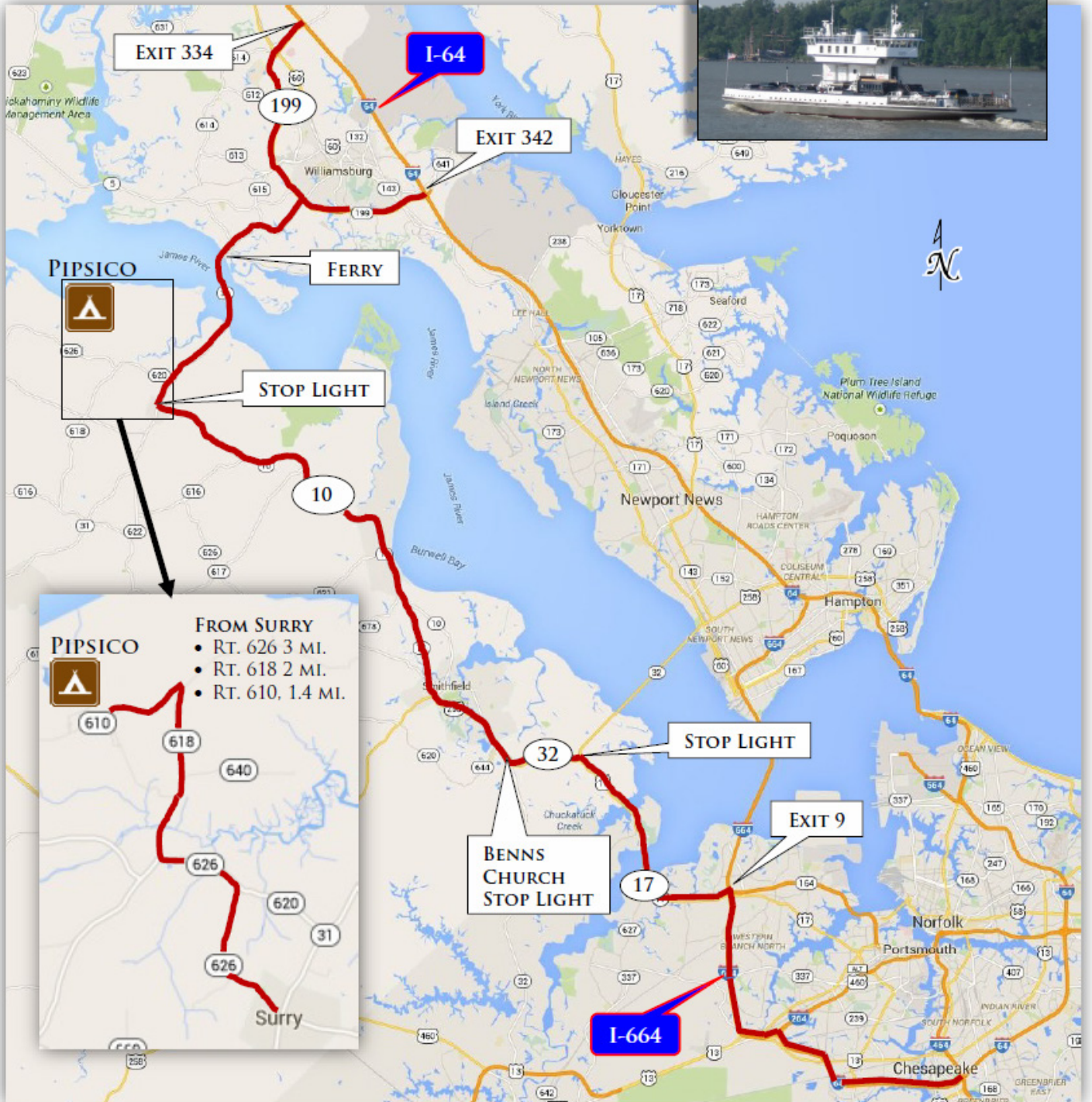
Pipsico is located at **57 Pipsico Road; Spring Grove Virginia, 23881**, midway between Norfolk and Richmond.

Pipsico is centrally located to a host of attractions including the first permanent English settlement at Jamestown, just a short distance away via the nearby ferry.

Many other 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, numerous 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 short drive from camp brings visitors to the naval base in Norfolk, the Atlantic Ocean beaches and boardwalk at Virginia Beach, and much more.

Detailed Directions can be found online: <http://pipsicobsa.com/resource-bank/>



BASE CAMP FACILITIES

CAMPSITES

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

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

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

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

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, and message boards.

Personal tents **ARE** permitted.



HEALTH & SAFETY

MEDICALS

All participants, both youth and adult, 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. The official BSA form is located here: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Anyone reporting to camp without a current physical will not be allowed to participate in Sail Hampton Roads and be placed in Base Camp. They will also be required to get a physical 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 6/3/15 expires 6/31/16). Physicals must be valid for the duration of camp.

EMERGENCY PROCEDURES

Pipsico maintains emergency procedures while participants are both at Base Camp and while underway that meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every participant fully understands that these procedures exist - their life, your life, or someone else's life could depend on it.

Base Camp has a health officer on duty 24 hours a day. If a medical situation occurs while underway, procedures are in place that will ensure the safety and health of everyone onboard. The Skipper is trained in First Aid with appropriate supplies onboard for many boat related injuries. Cell phones are aboard to call ahead if medical services are required upon docking. The Coast Guard will be called in extreme life-threatening situations. Do not attempt to

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

FIRES, STOVES & TENTS

While at Base Camp, 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 and inside the boat cabin. The propellants in these products will damage the waterproofing treatment on the canvas.



YOUTH PROTECTION

Participants are asked to review the Guide to Safe Scouting before arrival and ensure compliance 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 and removal from the program.

One youth may not be alone with an adult who is not his/ her parent or guardian at any time while at Base Camp or underway. This situation may be avoided by strict adherence to the buddy system and BSA's Youth Protection guidelines. 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.

BUDDY SYSTEM

All participants of Sail Hampton Roads should use the buddy system while at camp, at port, and while underway. While in port, participants do have flexibility to explore the various amenities using the buddy system but participants must notify crew leaders of their whereabouts at all times.

PRESCRIPTION MEDICATIONS

All prescription drugs are kept and administered by the unit. Medications are to be kept in a secured location out of the reach of youth. If medication requires refrigeration, it can be checked in with the Health Officer at 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.

The Skippers will be in charge of the medical forms while on the cruise, and if no leader from the unit is participating in Sail Hampton Roads, then the skipper will also dispense medication throughout the cruise. Participants suffering from asthma should keep their medication with them and must inform the Skippers that they have it.



HEALTH & SAFETY

ALLERGIES & MEDICAL NEEDS

Any 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 Camp Director prior to arrival and also speak with the Food Director at check-in to discuss food requirements.

Pipsico is open to any registered member of the BSA, and every effort will be made to accommodate special needs. Food allergies/ intolerances **MUST** 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 the program experience.

MEDICAL TREATMENT

All injuries and illnesses, regardless of severity, must be reported to and treated immediately by the camp Health Officer/skipper. This applies to all campers, youth and adult. The Health Officer/ Skipper is required to keep a log of all injuries or illnesses. Base Camp 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 some deductibles and other expenses for injuries and illnesses incurred at camp. Parents must make arrangements for treatment of pre-existing conditions. The Council's policy does not cover out-of-council units; those units must 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.

DISCIPLINE

All participants are expected to live up to the principles and values of the Scout Oath and Law and/or the Venturing Code. If Scouts are disruptive or refuse to comply with camp rules, we will refer the matter to the unit leaders for resolution. If problems persist, we may require the Scout to be sent home.

In the event that a unit leader is not present during the cruise, the skipper will be responsible for enforcing rules and taking proper action if crewmembers break them.

Chartered partners of the participant's home unit and/or a Council representative will be contacted for serious infractions.

Any participant who steals, vandalizes, or intentionally places another participant, staff member, or other person in danger will immediately be sent home. The administration reserves the right to take further action themselves if necessary, including sending the entire crew home within 24 hours.

Hazing or any other such activities are not allowed at any time during Sail Hampton Roads.



ARRIVAL & DEPARTURE

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 your registration and confirm paperwork is in order. You will then 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: All participants (youth and adult) are required to pass the BSA Swimmer test. If a participant is unable to pass the swim test, they will be sent home at their own cost or given the option to participate in regular Boy Scout Camp if space is available.
- Your campsite to unpack and get settled

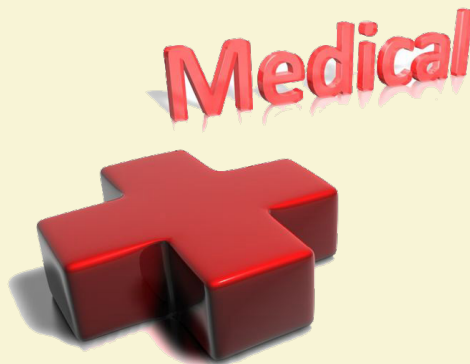
During check-in, your Camp Guide will point out our program areas and the other amenities of Pipsico. After dinner at 6:45 in the evening, participants will attend the High Adventure Organizational meeting where you will be introduced to the Sail Hampton Roads Staff and Organized into Crews.



CHECK-OUT

Plan on leaving between 8:00 and 10:00 AM on Saturday. A continental breakfast will be served between 8:00 and 9:00 AM. One vehicle at a time may enter the campsite to load gear, no earlier than 7:30 AM.

Once your gear is packed out and your campsite and latrine are clean, a staff member will inspect the campsite and release you from camp. Once you have been checked out of your campsite and picked up your health records and medications from the Health Lodge, we will distribute participant patches.



VERY IMPORTANT

Before you leave home, make sure everyone has a complete & current BSA medical form (parts A, B & C). All summer camp participants are required to have a complete BSA medical form (parts A, B & C). This is an annual form that expires at the end of the month a year after the previous BSA medical form was completed. [Download form here](#)

GENERAL

ADULT & YOUTH REGISTRATION

All program participants are required to be paid members of the Boy Scouts of America.

BICYCLES

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

CELL PHONE POLICY

We understand that we are in a digital age and youth and adults rely heavily on technology. Participants are requested to keep phones turned off unless absolutely necessary. It is inconsiderate to other participants and in some cases can be extremely dangerous to use mobile devices while underway (not to mention water and technology don't go well together).

CONTACT INFORMATION

Mail will be placed in the unit mailbox at the camp office. Outgoing mail may be deposited at the camp office; it is picked up daily after breakfast. Mail service usually takes two to four days, so encourage parents to send the first mail by the Friday before you come to camp. Use the following address:

Scout's name and Unit
Pipsico Scout Reservation
Sail Hampton Roads
57 Pipsico Road
Spring Grove, VA 23881

Note: Due to the nature of the program, mail will not make it to participants till they return back to camp on Friday.

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the experience and provide an inviting target for theft, and are quite susceptible to damage if gotten wet. Do not bring them on the boats. If you permit them during travel to and from

camp, please leave them in the car during your stay. Each Scout is responsible for the safeguarding personal property. All items should be clearly marked, with the boy's name and unit number.



PETS

No pets are allowed in camp. Please ensure that anyone planning to visit your unit during the week is also aware of this rule.

RESTRICTED AREAS

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

STAFF

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

SMOKING & VAPING

Anyone under 18 years old is prohibited from using tobacco in any form. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent, building or sail boat.



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. Information on doing this can be found in the Boy Scout Leader's Guide. Participants that do not complete swim tests before camp will complete swim tests on Sunday when arrive at Base Camp.

TELEPHONES

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

There is no regular access to telephones while on the cruise however the skipper will have a cell phone for use during emergencies and to maintain contact with base camp.

GENERAL

TRADING POST & SPENDING MONEY

Each family must decide how much spending money a Scout should take to camp. We recommend each Scout have some extra cash for camping supplies, snacks and souvenirs at the camp Trading Post and while underway (about \$65). It should be noted that participants will have plenty of opportunities to shop at the ports of call, museums, and other various locations during the cruise. Additionally, the camp Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico souvenirs.

TRAILERS

Parking will be at the Burton Center. One vehicle may move equipment to the front of each campsite; not past any posts. **NO VEHICLES ARE ALLOWED TO STAY IN CAMPSITES.** 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. **NO PARKING IS ALLOWED ALONG THE ROAD.**

UNIFORM & DRESS CODE

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.

Participants may only wear light colored, non-marking soled shoes while aboard the boats. Bathing suits may be worn while underway but should be conservative; as there may be co-ed participants.

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, etc.

While at base camp, closed-toe shoes must be worn at all times, including during activities at the waterfront. The only exceptions are while in a shower building, inside the pool perimeter fence, or in bed.

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

VEHICLES IN CAMP

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

VISITORS

Visitors are welcome at camp any time between 9:00 AM and 9:00 PM. Due to the nature of this program, normally, the best time to visit is on Family Night (Friday) when participants have returned back to camp from the cruise. Also on Friday visitors are encouraged to attend the closing campfire. 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 comply with the camp dress code.

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.

While underway on the cruise visitors can meet the boats at ports, but please let the staff know ahead of time.



DANGEROUS STUFF

Personal firearms, ammunition, bows and arrows are not permitted. 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. LEO's must notify the council prior to camp of any special requirements by your department.

PROVISIONAL CAMPERS

Due to the nature of this program, registration is done on a per camper basis and does not require participants to attend as part of a unit. This is ideal if a Scout's own unit is not planning on attending Pipsico or a youth does this program as a second week of summer camp. While participants are on land, they will be placed with another unit (for 2 nights) and then supervised by staff while on the cruise.



RECOMMENDED PACKING LISTS

REQUIRED ITEMS

- _____ Duffle or Sea Bag to Stow Gear
- _____ Toiletry Kit
- _____ Bedding or Sleeping Bag
- _____ Normal Clothing Needed for 6 days
- _____ Bathing Suit
- _____ 2 Pairs of Shoes
- _____ Hat
- _____ Sunglasses (w/ Strap)
- _____ 2 Towels (Freshwater & Saltwater)
- _____ Sunscreen and Lip Balm w/ Sunscreen
- _____ Rain Gear
- _____ Water Bottle w/ Carabiner



NO flip-flops or hard soled type that cause marks. Moccasins, boat shoes or tennis shoes are OK. All might be exposed to water.

SUGGESTED ITEMS

No cash money required; however, each individual will be allowed and is encouraged to carry money for personal expenditures. The youth will have access to gift shops, marina ship stores, ice cream shops etc. while in port. (A suggested amount of \$65.00 is recommended for the week).

While on the cruise participants will have many new and exciting adventures. In order to bring some of these memories home, it is suggested that participants bring a **camera**. Please follow the before noted rules regarding personal electronics. Pipsico Scout Reservation accepts no responsibility for lost or damage personal items.

Personal flag or unit flag to fly while underway. Units that are sending several participants on Sail Hampton Roads can create a small pennant type flag that can be flown while underway. Please see the example images below of a type of flag.



OTHER

You will be given a special Sail Hampton Roads t-shirt for use while ashore. You should bring other light colored shirts with you for daily use. Also please take note that space on the boats is limited. Please pack only those items you know you will use while on the cruise. Bringing a duffle ("sea" bag) to store your personal belongings in is strongly encouraged! No trunks or external frame backpacks.

SAIL HAMPTON ROADS



SET SAIL ON AN ADVENTURE!

SAIL HAMPTON ROADS IS JUST ONE OF THE SUMMER HIGH ADVENTURE OPPORTUNITIES OFFERED BY THE TIDEWATER COUNCIL, BOY SCOUTS OF AMERICA.

THIS WEEK LONG SAILING PROGRAM TAKES PARTICIPANTS ON A VOYAGE ALONG THE CHESAPEAKE BAY, JAMES, AND ELIZABETH RIVERS; VISITING ATTRACTIONS SUCH AS CAPE CHARLES, THE USS WISCONSIN, NAUTICUS, FORT WOOL, SMITHFIELD STATION, AND MORE! PARTICIPANTS LEARN TO NAVIGATE THEIR VESSELS, PREPARE MEALS UNDERWAY, SAIL UNDER NATURE'S POWER, AND STIMULATE THEIR SENSES WITH EXCITING STOPS FROM BEGINNING TO END.

For more information please visit www.PipsicoBSA.com or call (757) 497-2688



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