

# SUMMER CAMP 19



SCOUTS BSA RESIDENT CAMP | MERIT BADGE INFORMATION  
PIPSICO SCOUT RESERVATION



**NATIONALLY  
ACCREDITED**  
BOY SCOUTS OF AMERICA CAMP



BOY SCOUTS OF AMERICA  
TIDEWATER COUNCIL



## 2019 CAMP DATES

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

*Check-in Sundays between 1PM & 4:30PM*

## TIDEWATER COUNCIL, BSA

Phone: (757) 497-2688  
Fax: (757) 473-3305  
Council Web Page:  
[www.TidewaterBSA.com](http://www.TidewaterBSA.com)  
1032 Heatherwood Drive,  
Virginia Beach, VA 23455

*All pre-camp correspondence  
should be mailed to the  
Tidewater Council, BSA main office*

## PIPSICO SCOUT RESERVATION

Phone: 757-219-2006  
Camp Web Page: [www.PipsicoBSA.com](http://www.PipsicoBSA.com)  
57 Pipsico Road, Spring Grove, VA 23881

*Camp address should be used for  
driving directions & camper mail only.*

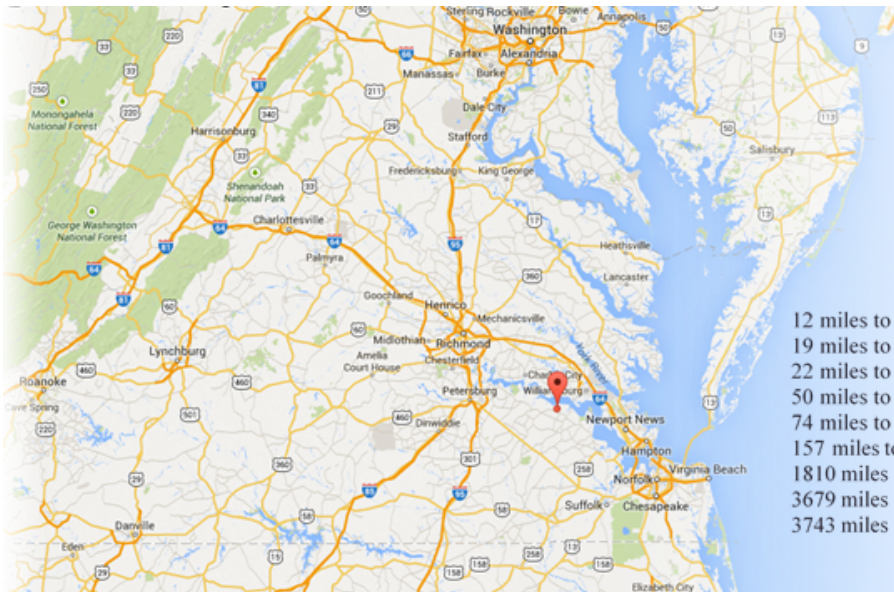
## SCOUTS BSA SUMMER CAMP

**Note- This is a scale down 2019 Leader's Guide including ONLY information relative to the Merit Badge Programs at Pipsico. Leaders are encouraged to review the complete guide for more information on other program offerings and daily life while at camp.**

Pipsico offers Scouts and Scouters the opportunity to immerse themselves in a positive camping environment, at a beautiful property, with a friendly camp staff. The Tidewater Council, BSA is proud to offer quality programs for everyone. Pipsico is geographically located along the James River and adjacent to the epicenter of Virginia's colonial attractions and thrilling entertainment; such as Busch Gardens and Water Country USA.

There are nearly 60 merit badge programs available to capture the interests of all Scouts. Those seeking more thrill and less advancement may choose from a collection of specialty programs. For 2019, we will be offering The Pipsico Experience (PEX), SCUBA, and Sail Hampton Roads. (Please see our Special Adventures Guide for more information on these programs.)

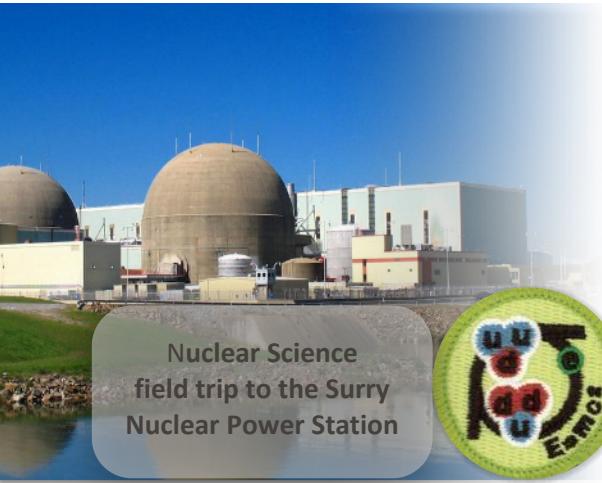
Annually, campers converge on Pipsico from all corners of the globe to experience genuine hospitality.



### VISIT US

12 miles to Jamestown Settlement  
19 miles to Colonial Williamsburg  
22 miles to Busch Gardens  
50 miles to Downtown Richmond  
74 miles to Virginia Beach Oceanfront  
157 miles to the Washington Monument  
1810 miles to Philmont Scout Ranch  
3679 miles to Brownsea Island  
3743 miles to Gilwell





Nuclear Science  
field trip to the Surry  
Nuclear Power Station



Citizenship in the Nation  
field trip to one of the  
many historic sites within  
minutes of camp



## MERIT BADGE PROGRAM

Pipsico offers approximately 60-merit badges during summer camp. These are all listed in the merit badge booklet, along with the merit badge schedule. Some Scouts will be encouraged by their units to take as many merit badges as possible. While this is a unit decision, experience shows that trying to learn six new skills at the same time is difficult, especially when some merit badges require several 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 Scout 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 through Tentaroo before camp. Sessions have maximum numbers to ensure quality learning. Once a Scout is signed up for a merit badge, we assume that they have the Scoutmasters approval to work on that badge. We will approve requirements completed at camp under the guidance of our merit badge counselors. Blue Cards must be presented to our staff to complete merit badges. We do offer some merit badges that have field trips. In most cases, volunteers and their vehicles are needed to transport Scouts to and from locations.

### PREREQUISITES

There are some merit badges with requirements, such as completion of the BSA Swim Test, a rank, or another merit badge. Where this is the case, the requirements must be completed before a Scout starts working on the merit badge. There will not be any exceptions to this rule.

Some merit badges have requirements that we cannot accomplish at camp while maintaining the integrity of the intent of the merit badge, such as visits or tracking charts. These are listed in a chart provided in the Merit Badge Booklet and should be completed prior to arrival at camp. A chart, note, picture, or brochure can be brought as proof of completion.




**Pipsico Scout Reservation 2019 Merit Badge Schedule (Revised 1/11/2019)**

Scout's Choices	MERIT BADGE	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
<b>AQUATICS - WATERFRONT</b>							
	Canoeing	single		single	single		single
	Kayaking		single			single	
	Motorboating	single	single		single	single	
	Small Boat Sailing		Double session			Double session	
	Water Sports		Double session		Double session		
<b>AQUATICS – POOL</b>							
	Swimming	0900 to 1025	1035 to 1200	Pool Reserved for SCUBA		1535 to 1700	
	Life Saving	0900 to 1025					
	Learn to Swim		1035 to 1200			1535 to 1700	
<b>HANDICRAFT</b>							
	Animation			single	single		
	Architecture			single	single		
	Art	single					single
	Automotive Maint.	single				single	
	Farm Mechanics		single				single
	Game Design					single	single
	Indian Lore			single			
	Journalism	single	single				
	Leatherwork				single	single	single
	Music		single				
	Pottery		single	single			
	Sculpture				single	single	
	Woodcarving	single					single
	Wood Work		single			single	
<b>NATURE</b>							
	Animal Science				single		
	Astronomy		single	single			
	Aviation			single			single
	Bird Study	0900 to 1025					
	Chemistry		single				
	Environmental Sci.	single	single			single	
	Exploration			1035 to 1200			
	Fish & Wildlife Mgmt	single					single
	Forestry						single
	Mining in Society & Geology					single	single
	Nature			single	single		
	Nuclear Science	single		single	single		
	Oceanography					single	




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Scout's Choices	MERIT BADGE	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
	Reptile & Amphib Stdy					single	
	Soil & Water Conser.			single	single		
	Space Exploration	single			single		
	Veterinary Medicine		single			single	
	Weather						single
<b>SCOUTCRAFT</b>							
	Archaeology				1400 to 1525	1535 to 1700	
	Cit. in the Nation	single	single	single			
	Communications				single	single	
	Cooking		Double Session		Double session		
	Fishing	single	single	single			
	Geocaching	single					single
	Orienteering		single	single			
	Pioneering				single	single	
	Scouting Heritage						single
	Search & Rescue		single		single		single
	Wilderness Survival	single		single		single	
<b>HEALTH &amp; SAFETY</b>							
	Emergency Prep.	single		single	single		single
	Fire Safety		single			single	
	First Aid	single		single	single		single
	Traffic Safety		single			single	
<b>SHOOTING SPORTS</b>							
	Archery	0900 to 1025	1035 to 1200		1400 to 1525	1535 to 1700	
	Rifle Shooting	0900 to 1025	1035 to 1200		1400 to 1525	1535 to 1700	
	Shotgun Shooting	0900 to 1025	1035 to 1200		1400 to 1525	1535 to 1700	
<b>ADDITIONAL PROGRAM AREAS</b>							
	Salesmanship			single			single
	Climbing	0900 to 1025	1035 to 1200		1400 to 1525		
	Bugling	Siesta Hour					
	Basketry	Siesta Hour					
	Fingerprinting	Siesta Hour					
	Huskanwa – First Year Scouting Program	0900 to 1200			1400 to 1700		
<b>ADVENTURE CAMPS</b>							
	PEX – Pipsico Scout Experience	Full Week Program \$					
	Sail Hampton Roads	Full Week Program \$					
	Scuba	Full Week Program \$					





## PIPSICO SCOUT RESERVATION MERIT BADGE PREREQUISITES AND NOTES

AREA	MERIT BADGE	Details
<b>Aquatics- Waterfront</b>	All Waterfront Merit Badges:	Must Complete the BSA swim test. Footware must be worn at the James River at all times.
	Motorboating	Highly recommended Scouts be at least First Class Required \$20 fuel recovery fee
	Water Sports	Required \$20 fuel recovery fee
<b>Aquatics- Pool</b>	Scouts that do not pass the BSA Swim test may choose to participate in the Learn to Swim program.	
	Lifesaving	Highly recommended Scouts be at least First Class Must be able to lift a 10 pound weight from the bottom of the pool
<b>Handicraft</b>		
	Animation	Do 4a - Record what you did and when, bring to camp
	Architecture	Do 4 - Bring drawing to camp
	Auto Maint	Recommended minimum age 14
	Basketry	Must purchase a kit at camp, average cost \$14
	Farm Mech	Recommended minimum age 14
	Game Design	Review 2 by learning the terminology
	Indian Lore	Must purchase a kit at camp, average cost \$5 to \$15
	Leatherwork	Must purchase a kit at camp, average cost \$5 to \$15
	Music	Do 3 a, b, OR c – We will do 3d at camp
	Woodcarving	Scouts must have already earned Totin' Chip
	Woodwork	Scouts must have already earned Totin' Chip Not recommended for first year camps
<b>Nature</b>		
	Aviation	Do 4 a, b, OR c - Bring documentation to camp
	Bird Study	Start 5 – Notebook and bring to camp to finish
	Environmental Science	Do 3e and 4 - Bring documentation to camp
	Exploration	Do 5 a OR b – Print a page from your internet research and bring to camp
	Nuclear Science	Recommended Scouts be at least First Class
	Reptile & Amphibian Study	Do 8 - Bring documentation to camp
	Space Exploration	Must purchase a kit at camp, average cost \$10
<b>Scoutcraft</b>		
	Archaeology	Do 7c – Bring list to camp
	Cit in Nation	Field trip fee \$10





## PIPSICO SCOUT RESERVATION MERIT BADGE PREREQUISITES AND NOTES

AREA	MERIT BADGE	Details
	Communications	Do 5 - Bring documentation to camp Do 8 – Note date you served as Master of Ceremony
	Cooking	Do 4 Cooking at Home – Bring your worksheets to camp
	Fishing	Encouraged to bring personal fishing gear to camp
	Geocaching	Do 7 and bring documentation to camp Requirement 8 must be completed after Summer camp
	Orienteering	Encouraged to bring personal compass
	Scouting Heritage	Do 6 - Bring photo to camp
	Search & Rescue	Recommend Scoutmaster approval Review 5 the ICS-100 course online and prepare to discuss in class
	Wilderness Survival	Do 5 and bring to camp Not recommended for first year Scouts
<b>Health &amp; Safety</b>		
	Emergency Prep	Must have already earned First Aid merit badge Do 8b and bring picture and list of contents to camp
	First Aid	Highly recommended Scouts be First Class Do 5 and bring picture and list of contents to camp
<b>Shooting Sports</b>		Not generally recommended for first year Scouts
	Rifle Shooting	Required \$10 ammo recovery fee
	Shotgun Shooting	Required \$20 ammo and clay recovery fee Recommend Scoutmaster approval
<b>Other</b>		
	Basketry	Must purchase a kit at camp, average cost \$10
	Bugling	Do 6 and bring log sheet signed by Scoutmaster Bring your bugle to camp
	Climbing	Recommend Scoutmaster approval Recommend sneakers for footwear, not boots Required \$15 program fee

