

SUMMER CAMP 23



SCOUTS BSA LONG-TERM CAMP | MERIT BADGE INFORMATION

PIPSICO SCOUT RESERVATION



**NATIONALLY
ACCREDITED**
BOY SCOUTS OF AMERICA CAMP



BOY SCOUTS OF AMERICA®
TIDEWATER COUNCIL



2023 CAMP DATES

Week #1 - June 25 to July 1
Week #2 - July 2 to July 9
Week #3 - July 9 to July 15
Week #4 - July 16 to July 22

Check-in Sundays between 1PM & 4:00PM

TIDEWATER COUNCIL, BSA

Phone: (757) 497-2688
Fax: (757) 473-3305
Council Web Page:
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: 757-349-6603 (Only during Summer)
Camp Web Page: www.PipsicoBSA.com
57 Pipsico Road, Spring Grove, VA 23881

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

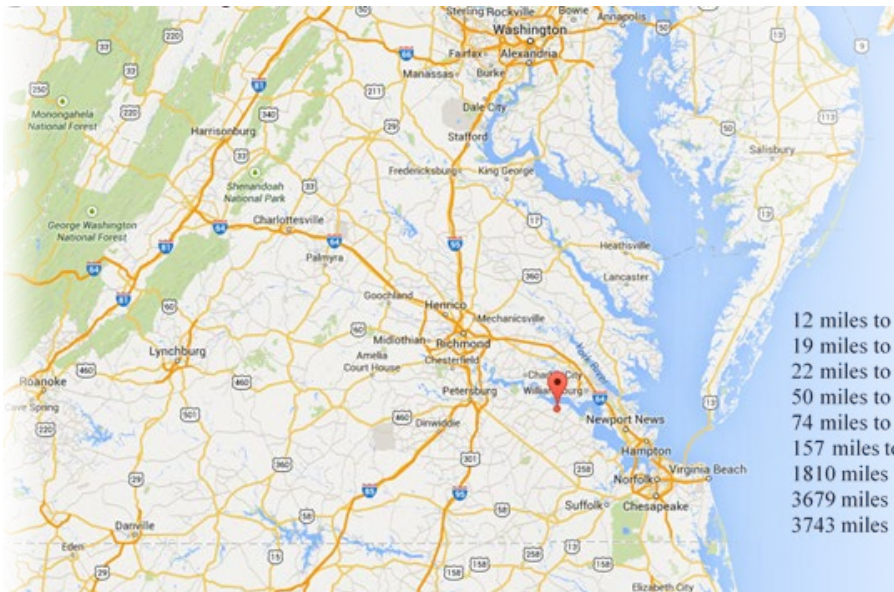
SCOUTS BSA SUMMER CAMP

Note- This is a scale down Scouts BSA 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 more than 50 merit badges, as well as special programs available to capture the interests of all Scouts. Those seeking more thrill and less advancement may choose from a collection of specialty programs. This summer, we will be offering The Pipsico Experience (PEX), SCUBA, and Sail Hampton Roads. (Please see our [Special Adventures Guide](#) for more information on and prerequisites for these programs.)

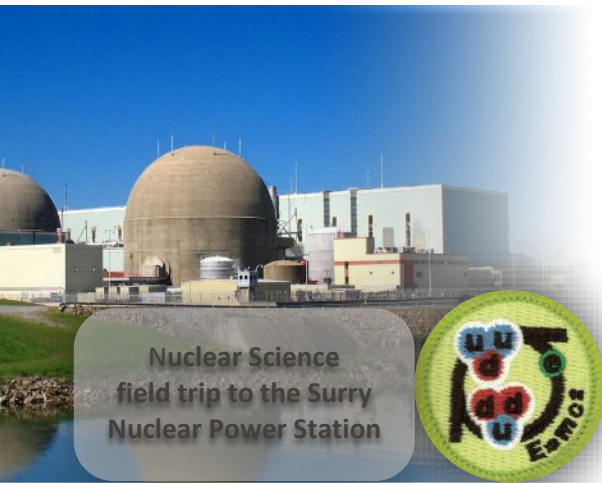
Annually, campers converge on Pipsico from all corners of the globe to experience genuine hospitality.



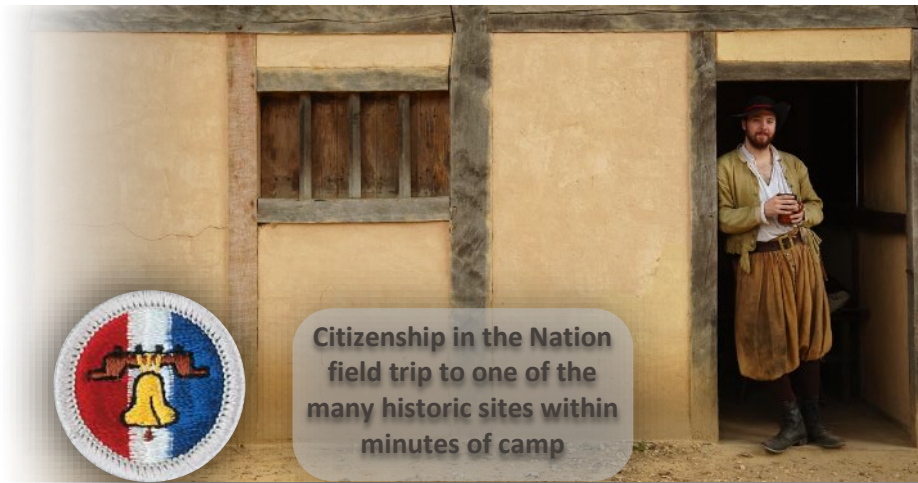
VISIT US

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 more than 50 merit badges, as well as special programs, during summer camp. These are all listed in this merit badge guide, 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 do reserve the right to adjust the schedule to meet demand and therefore all units must register for merit

badges before camp. Sessions have a set capacity 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 under the guidance of our staff.

Merit Badge registration will be done ONLINE, and will be on a first come, first-serve basis. Online MB registration will be open starting at **10 AM on March 25th, 2023**. Once MB classes are full, they will automatically close. All registrations for MB sessions will be through the same online registration you have used.

You must have paid a deposit of \$125 per scout to register.



VOLUNTEERING-

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.

EAGLES NEST- Thursday night we will have counselor's for various Eagle required merit badges available. Scouts who have completed work on Eagle badges themselves and in advance can work with a counselor to get sign-off.

HUSKANAW (FIRST YEAR CAMPER PROGRAM)-

Pipsico's premier first-year camper program, known as Huskanaw, was developed to get your new Scouts a fast start on the path to the First Class rank. With facilities to expedite learning and skills development, our Huskanaw area cannot be beat.




Pipsico Scout Reservation 2023 Merit Badge Schedule (Revised 1/15/2023)

Scout's Choices	MERIT BADGE	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
AQUATICS - WATERFRONT							
	Canoeing	single					single
	Kayaking		single		single		single
	Motorboating	single		single	single	single	
	Small Boat Sailing		Double session		Double session		
	Water Sports		Double session			Double session	
AQUATICS – POOL							
	Swimming	0900 to 1025	1035 to 1200	1400 to 1525	Reserved for Scuba		
	Life Saving	0900 to 1025					
	Learn to Swim	0900 to 1025	1035 to 1200	1400 to 1525			
HANDICRAFT							
	Art	single			single		
	Automotive Maint.					single	
	Basketry	single				single	
	Game Design			Single		single	
	Leatherwork			single			single
	Photography		single		single		
	Pottery		single		single		
	Sculpture		single			single	
	Woodcarving	single					single
	Woodwork			single		single	
STEM CENTER							
	Digital Technology		single			single	
	Moviemaking			single			single
	Space Exploration	single			single		
NATURE							
	Astronomy		single	single			
	Bird Study	single					
	Environmental Sci.	single	single			single	
	Fish & Wildlife Mgmt.						single
	Forestry						single
	Nature			single			
	Nuclear Science	single		single	single		
	Oceanography					single	
	Reptile & Amphib Stdy		single				
	Soil & Water Conser.				single		
	Weather						single




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Scout's Choices	MERIT BADGE	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
SCOUTCRAFT							
	Communications	single				single	
	Fishing	single	single				
	Geocaching						single
	Orienteering			single	single		
	Pioneering		Single			Single	
	Signs/Signals/Codes						single
	Wilderness Survival			single		single	
HEALTH & SAFETY							
	Emergency Prep.	single		single	single		single
	Safety, Fire Safety, & Traffic Safety		single				
	First Aid	single		single	single		single
	Search & Rescue					single	
HERITAGE (Archeology Field)							
	Archaeology	0900 to 1025			1400 to 1525		
	American Heritage		1035 to 1200			1535 to 1700	
	Cit. in the Nation	single			single		
	Cit. in the World			single			
	Indian Lore						single
	Scouting Heritage					single	
SHOOTING SPORTS							
	Archery	0900 to 1025		1035 to 1200		1400 to 1525	
	Rifle Shooting				1400 to 1525		1535 to 1700
	Shotgun Shooting	0900 to 1025		1035 to 1200			
SPECIAL PROGRAM AREAS							
	Salesmanship/ Entrepreneurship			single			single
	Climbing	0900 to 1025		1035 to 1200		14:00 to 15:25	
	Huskanaw – First Year Scouting Program	0900 to 1200			1400 to 1700		
SUMMER ADVENTURE CAMPS							
	PEX– The Pipsico Experience	Full Week Program Must Pass the BSA swim test and be at least 14 years old.					
	Sail Hampton Roads	Full Week Program Must Pass the BSA swim test.					
	Scuba	Full Week Program Must Pass the BSA swim test.					





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 MERIT BADGE PREREQUISITES AND NOTES

AREA	MERIT BADGE	Details
Aquatics- Waterfront	All Waterfront Merit Badges:	<u>Must Pass the BSA swim test. Closed Toe Footwear</u> 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
Aquatics- Pool	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
Handicraft		
	Auto Maint	Recommended minimum age 14
	Basketry	Must purchase a kit at camp, average cost \$15
	Game Design	Review 2 by learning the terminology
	Leatherwork	Must purchase a kit at camp, average cost \$8 to \$18
	Photography	Proof of Cyber Chip required.
	Woodcarving	Scouts must have already earned Totin' Chip Must purchase a kit at camp, \$4
	Woodwork	Scouts must have already earned Totin' Chip Not recommended for first year camps
STEM Center		
	Digital Technology	Bring Cyber Chip
	Space Exploration	Must purchase a kit at camp, average cost \$10
Nature		
	Bird Study	Start 5 – Notebook and bring to camp to finish
	Environmental Science	Do 3e and 4 - Bring documentation to camp
	Nuclear Science	Recommended Scouts be at least First Class
	Reptile & Amphibian Study	Do 8 - Bring documentation to camp





PIPSICO SCOUT RESERVATION MERIT BADGE PREREQUISITES AND NOTES

AREA	MERIT BADGE	Details
Scoutcraft		
	Communications	Do 5 - Bring documentation to camp Do 8 – Note date you served as Master of Ceremony
	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
	Wilderness Survival	Do 5 and bring to camp Not recommended for first year Scouts
Health & Safety		
	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
	Search & Rescue	Recommend Scoutmaster approval Review 5 the ICS-100 course online and prepare to discuss in class
Heritage		
	Archaeology	Do 7c – Bring list to camp
	Cit in Nation	Field trip fee \$12h
	Cit. in World	Do 3b and bring to camp.
	Indian Lore	Must purchase a kit at camp, average cost \$8 to \$10
	Scouting Heritage	Do 6 - Bring photo to camp
Shooting Sports		
	Not generally recommended for first year Scouts	
	Archery	Must purchase an arrow kit at camp, \$6
	Shotgun & Rifle Shooting	FREE! Thanks to our donors (See below)
Other		
	Climbing	Recommend Scoutmaster approval Recommend sneakers for footwear, not boots Required \$15 program fee



Proud supporters of Tidewater Council's shooting sports programs!

The NRA Foundation is America's leading charitable organization in support of the shooting sports.
For more information, visit www.nrafoundation.org and www.friendsofnra.org

