

SUMMER CAMP 25



SCOUTS BSA LONG-TERM CAMP | PIPSICO SCOUT RESERVATION



2025 CAMP DATES

Week #1 - June 22 to June 28

Week #2 - June 29 to July 5

Week #3 - July 6 to July 12

Week #4 - July 13 to July 19

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

TIDEWATER COUNCIL

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*

Scouting America, Tidewater Council main office

PIPSICO SCOUT RESERVATION

SummerCamp@PipsicoBSA.com

Camp Web Page: www.PipsicoBSA.com

57 Pipsico Road, Spring Grove, VA 23881

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

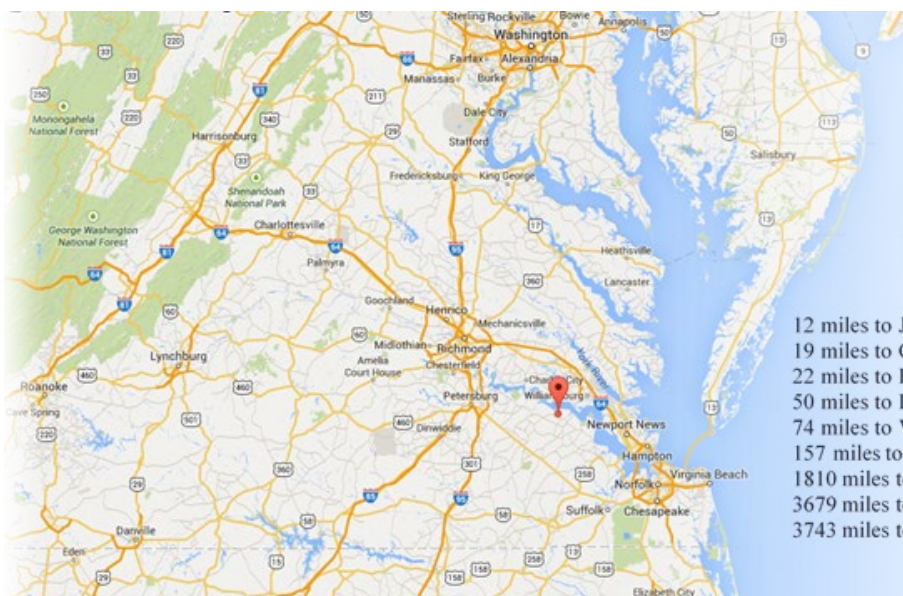
SCOUTS BSA SUMMER CAMP

Pipsico offers guests the opportunity to immerse themselves in a positive camping environment, at a beautiful property, with a friendly camp staff. Scouting America, Tidewater Council 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.

Our unique, top of the line, First Year Camper Program, Huskanaw encompasses over 1 acre of property, filled with amenities specifically designed to focus on requirements for Tenderfoot, Second Class, and First Class ranks; in a setting that teaches new/younger Scouts about Troop structure, the value of the Patrol Method, the importance of the Buddy System, and the benefits of learning and applying new skills using the E.D.G.E. Method (Explain Demonstrate Guide Enable).

There are more than 50 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 2025, we will be offering The Pipsico Experience (PEX), SCUBA (Wks. 3 & 4), and Sail Hampton Roads (Wks. 1 & 4).

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



HUSKANAW PROGRAM

"First-Year Camper Program"

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. The Huskanaw program provides opportunity for an overnight campout. Participants will set-up personal tents and camp as a Huskanaw troop. That evening they cook together, and spend the night away from their units. The boys return with the camp staff in time to join the rest of the camp for morning flags.

The Huskanaw program area is over an acre in size and designed to welcome new youth to Scouts BSA (whether they have recently crossed-over from Cub Scouts or just joined a Scouts BSA troop). The program's purpose is to teach Scouts about the patrol method, Troop organization, being prepared, resourcefulness, and skills for Scout, Tenderfoot, Second Class, and First Class ranks.

Pipsico's Huskanaw program is either all morning or all afternoon. At the end of the week Scouts are provided with a list of requirements they worked on during their stay. The number of requirements completed can vary based on pace of learning and other factors. Scouts may enroll in merit badge program for the remainder of their available sessions with the counsel of their Scoutmaster.



IMPORTANT

Scouts participating in this program should bring a backpack, compass, mess kit, personal tent, and their Scout Handbook.





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 Scouts the opportunity to work on more than 50 merit badges during summer camp. The offerings can be found in the merit badge booklet, along with the merit badge schedule, which is published separately in December. 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 through Black Pug 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.

Merit Badge registration will be done ONLINE, and will be on a first come, first-serve basis. **All registrations for MB sessions will be through Black Pug**, which is the same online registration portal for which you register. More details on Merit Badges will be published in a later Merit Badge Guidebook.

VOLUNTEERING-

- If an adult participant is a MB counselor and seeks to offer a MB during the week, we welcome the opportunity to discuss that possibility. Please e-mail summercamp@pipsicobsa.com.
- 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

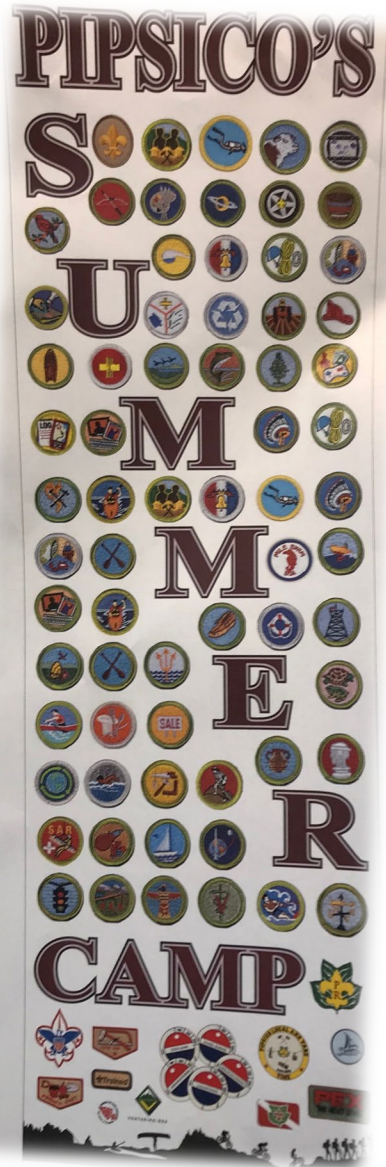
There are some merit badges with requirements, such as completion of the BSA Swim Test, a rank, or another merit badge. Where this is the case, the requirements should be completed before a Scout starts working on the merit badge. Please consult the merit badge guide for details.

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.

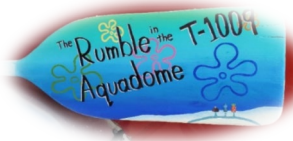


2025 Merit Badge offerings are being finalized and will be published in December. We are working on offering an exciting and unique program in 2025! Sample offerings from previous years are seen in the image to the right.

The merit badge list and pre-work requirements will be published in a separate document that troops can print for their Scouts to make selections. This document will be published in the late fall. Please e-mail summercamp@pipsicobsa.com with any specific Merit Badge program questions or information needed.



THERE IS A WHOLE LOT MORE TO DO THAN JUST MERIT BADGES...



RUMBLE IN THE AQUADROME

A special evening of unit team activities both in and out of the water, to encourage Scout camaraderie. Join us for the "Rumble in the Aquadome . . .dome . . .dome".

SHOWS/ CAMPFIRES

Like entertainment? We do to! From our opening show to our closing campfire, enjoy an truly unique and entertaining program.

CLIMBING & RAPPELLING

Scouts have the opportunity to try the camp's climbing tower.

FREE SWIM

We know camp can get a little warm every once and awhile so we have made sure to have plenty of opportunity to cool off in the pool.

HONOR PATROL & TROOP PROGRAMS

The assessment focuses on camp cleanliness, creativity, weather preparedness, uniforming, on-time attendance and more.

LEARN TO SWIM

During merit badge sessions, we offer program for any Scout who wishes to learn how to swim, or who wishes to improve their swimming ability. Any scout who cannot pass the Frist Class swimming requirements is encouraged to sign-up.

MILE SWIM

Includes swimming a mile and the process of working up to that high goal. Before attempting to swim a mile, Scouts and adults are required to complete the four one-hour long practice sessions done at the pool before breakfast each morning.

MOVIE NIGHT

Pull up your favorite camp chair or bring a blanket to enjoy an evening at the movies in the Dining Hall of Pipsico.

ORDER OF THE ARROW DAY

Mondays are OA Day with a fellowship in the evening. Members of the Order of the Arrow are encouraged to wear their sashes with their Field uniform for the day, at retreat, and for dinner. Units may also contact camp administration if they have a desire to have an OA call out at the closing campfire on Friday.

RELIGIOUS PROGRAMS

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

SHOOTING COMPETITIONS

Scouts and Scouters can show off their stuff.

SERVICE PROJECTS

We can always us the help! See the Commissioners for details.

VOLLEYBALL, HORSESHOES, FRISBEE GOLF & MORE

*We reserve the right to exercise our creative juices between now and camp. Our portfolio of special programs will be modified as summer camp approaches.





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 Mamanatowick's Mantle. 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.

MAMANATOWICK'S MANTLE

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 opportunities while you're with us! Specific in-person training is determined on a week by week basis, but the following are trainings that are always accessible via our *internet enabled computers* located in the Burton Program Center:

- Scoutmaster Specific
- Safe Swim Defense
- Safety Afloat
- Climb on Safely
- Hazardous Weather Training

MEALS

The unofficial 13th point of the scout saw; A Scout is Hungry. Pipsico is pleased to offer the best camp food on the east coast. All meals are in our dining hall with breakfast and dinner served family-style. Your troop will be asked to provide a table host and a waiter for each table; the duties of the table host and waiter will be explained during check-in. Normally, you will have one or more camp staff members as your guests at each table. Lunch is served cafeteria style.



PIPSICO SCOUT RESERVATION- DAILY SCHEDULE AT A GLANCE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM							
6:45 AM		Morning Swim	Morning Swim	Morning Swim	Morning Swim	Morning Swim	
7:00 AM							
7:30 AM							
7:45 AM		Waiters to D-Hall	Waiters to D-Hall	Waiters to D-Hall	Waiters to D-Hall	Waiters to D-Hall	Open Breakfast
8:00 AM		Flags & Breakfast	Flags & Breakfast	Flags & Breakfast	Flags & Breakfast	Flags & Breakfast	
8:30 AM		Leaders Meeting	Leaders Meeting	Leaders Meeting	Leaders Meeting	Leaders Meeting	Units Check-out by 9:00
8:45 AM							
9:00 AM		Session 1	Session 1	Session 1	Session 1	Session 1	
9:30 AM							
10:00 AM		Session 2	Session 2	Session 2	Session 2	Session 2	Staff Work to Reset Camp
10:30 AM							Staff Released @ Noon
11:00 AM		Session 3	Session 3	Session 3	Session 3	Session 3	
11:30 AM	Staff Report & Camp Staff Mtg.						
12:00 PM		Open Lunch	Open Lunch	Open Lunch	Open Lunch	Open Lunch	
12:30 PM							
1:00 PM		Siesta	Siesta	Siesta	Siesta	Siesta	
1:30 PM							
2:00 PM		Session 4	Session 4	Session 4	Session 4	Session 4	
2:30 PM							
3:00 PM	Check-in At Assigned Time	Session 5	Session 5	Session 5	Session 5	Session 5	
3:30 PM							
4:00 PM		Session 6	Session 6	Session 6	Session 6	Session 6	
4:30 PM							
5:00 PM							
5:30 PM		Waiters to D-Hall	Waiters to D-Hall		Waiters to D-Hall		
6:00 PM	Open Dinner	Flags & Dinner	Flags & Dinner	Flags & Dinner	Flags & Dinner	Open Dinner (Family Night)	
6:30 PM							
7:00 PM	Leaders Meeting						
7:30 PM		Evening Program				Flags & Campfire	
8:00 PM			Evening Program	Evening Program	Evening Program		
8:30 PM							
9:00 PM	Opening Show						
9:30 PM							
10:00 PM							
10:30 PM							
11:00 PM	Lights Out: Quiet Hours till 7 AM	Lights Out: Quiet Hours till 7 AM	Lights Out: Quiet Hours till 7 AM	Lights Out: Quiet Hours till 7 AM	Lights Out: Quiet Hours till 7 AM	Lights Out: Quiet Hours till 7 AM	
11:30 PM							





PEX (THE PIPSICO EXPERIENCE)

The PEX program is an adrenaline sampler if we may be so bold. PEX was designed by teenagers, for teenagers. Participants rotate through a series of programs such as canoeing, tubing, rifle, shotgun, tomahawk, climbing, fishing, and pool partying! There will be off-site experiences such as fishing head-boat trip in the Chesapeake Bay, an informative stroll through either colonial Williamsburg, Jamestown or Yorktown, a high COPE experience, and tubing on the James River; all topped off by a trip to Busch Gardens. Participants must be at least 14 years old and pass a Scouting America Swim Test.

SAIL HAMPTON ROADS

This is a full week of sailing and nightly port visits on the James and Elizabeth Rivers plus a stopover along the southern Chesapeake Bay. Monday morning after breakfast at Pipsico, crews will muster, stow gear, and make ready for travel to board the sail boats which are docked in Norfolk. Setting Sail, the group will head towards ports in Cape Charles, Yorktown, Hampton, and Norfolk. Friday afternoon, crews will return to Pipsico and rejoin their units for dinner and closing program activities.

Each port visit will provide a variety of fun, interesting, and educational experiences. Stops along the way include but are not limited to: A tour and dinner in historic Cape Charles, a cruise up the York River to stay at Yorktown (the location of the last major battle of the American Revolution), a stop in Hampton River with a delicious seafood dinner, and a tour of Nauticus and the battleship Wisconsin at the City of Norfolk. Participants must be at least 14 years old and pass a Scouting America Swim Test.





SCUBA CAMP

Earn “Open Water Diver” SCUBA Certification and your SCUBA Merit badge! Pipsico has partnered with a local professional diving center to develop a full week of underwater adventure. The course consists of four parts: online training, classroom, confined water, and open water. SCUBA students begin their week at Pipsico to learn, practice, and demonstrate material for the entry level “Open Water Diver” certification. This will consist of classroom study and testing with intervals of confined water diving in the onsite pool. On Wednesday, SCUBA Camp participants load up personal gear, camping supplies, and dive equipment to complete their practical training Lake Phoenix (formerly Lake Rawlings). On Thursday evening, participants will return to Pipsico and rejoin their units. Friday is free time to spend hiking the Red Trail, fishing in Lake Beasley, walking on the beach, riding bikes, or just relaxing somewhere on our 916 acres. Participants must be at least 14 years old and pass a Scouting America Swim Test.





CAMP WEEKS

Week #1 - June 22 to June 28
 Week #2 - June 29 to July 5
 Week #3 - July 6 to July 12
 Week #4 - July 13 to July 19

2025 BASE CAMP RATES

Regular Rate (when paid in full by 5/31/24)
 Youth \$425 & Adult \$190

YOUTH SAVINGS

\$20 Early Bird Discount
 (when paid in full by 4/14/25)

ADULT SAVINGS

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

MAKING YOUR BASE CAMP RESERVATION

Troops may reserve space by making an initial non-refundable deposit of \$25 per camper using our Black Pug system at scoutingevent.com/596-Pipsico2025. Please view these short instructional videos, [PART 1](#) & [PART 2](#) on setting up an account & roster. View these additional videos: [PART 1](#) - [PART 2](#). for further details on the registration process. You CAN register AND pay online using funds from your unit's Scout Store account. **Please make sure to reserve your best estimate of number of Scouts (including cross-overs) as spaces are held per Scout and not per Unit.**

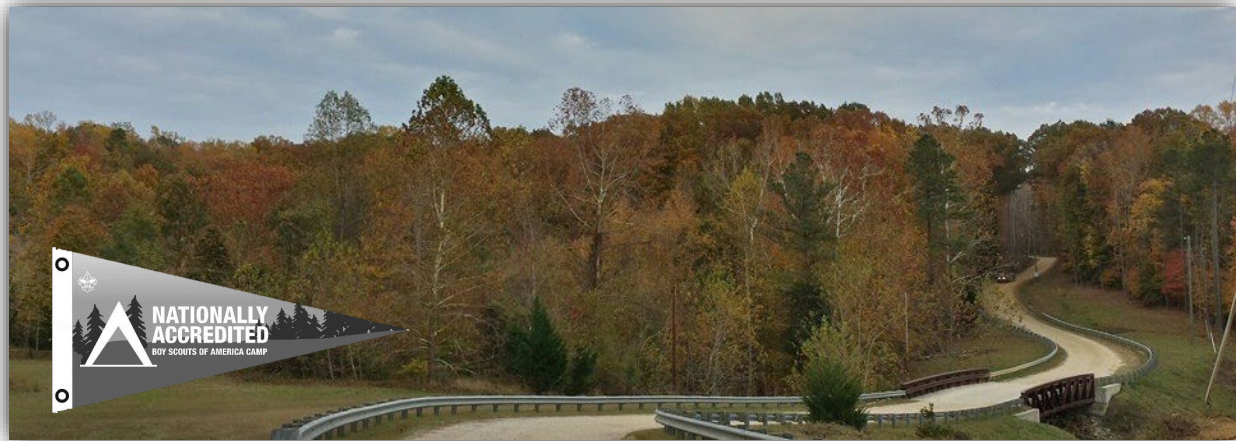
SCHOLARSHIPS

Our mission is 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. More information can be found online - 247scouting.com/forms/596-CampershipSRC

REFUND POLICY

In cases of death of an immediate family member, sickness or injury, or military transfer, we will refund all but \$100 of fees paid until 6/1 when verified by a physician, military commander, or such official. Reasons such as vacation schedule, summer school, and last minute changes of mind are not acceptable reasons for refunds. Camper deposits are transferrable within a unit, but are not refundable. After 6/1 no refunds are available for any reason.





CHECK-IN

Before your scheduled week at camp, you will receive a welcome packet that includes our check-in process and buddy tags. Following those instructions carefully allows us to move all units through check-in more efficiently. Also, as part of the welcome packet, you will also receive a check-in time between 1:00PM and 4:00PM on Sunday.

Upon arriving at Pipsico, follow the signs for Camp Lions, a sub-camp of the Pipsico Scout Reservation. Park in the main parking lot in front of the Burton Center. If you plan to arrive late, please notify us in advance so special arrangements can be made. If you are delayed on the way to camp, let us know.

At check-in, we will verify the number of campers with your unit and confirm paperwork is in order. Your pre-ordered T-shirts will be given to you at this time. Then you will meet your Site Guide, who will escort you through the remaining check-in process.

Lastly, you will move gear into your site and the Site Guide, Troop Leader and SPL will conduct an inspection of the campsite to ensure that all equipment is present and in good condition.

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 instructions on how to view merit badge/ Huskanaw records, an evaluation form, and a camp "Save-a Spot" form.

Plan on your troop leaving before 9:00 AM on Saturday. A continental breakfast will be served between 7:30 and 8:15 AM on the Dining Hall front porch. One vehicle at a time may enter the campsite to load gear, no earlier than 7:00 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.

SWIM CHECK

We love for units to conduct their own swim checks before camp to help expedite the check-in process. Feel free to conduct your own following the guidelines in the [Swim Test](#) section of this guide .

If your unit cannot conduct a swim check before arrival, you will go directly to the pool after your medical forms are reviewed. Please wear swim suits or carry them in a day bag at arrival.

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.





CAMPSITES

Every campsite in Pipsico is divided into patrol sites. Larger troops may 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 for youth, men, and women. The shower house between campsites 9 and 10, have 7 individual use full bathrooms.

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. All tape must be removed before check-out. Mosquito nets are available for sale in the Trading Post. Personal tents are permitted.

There is a trash can at each latrine. Latrines also have 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. There is firewood available at the Pipsico Local Axe Yard located in Base Camp across from Site 9. Bringing outside wood into camp is prohibited.

Electrical requests should be noted in Black Pug upon unit registration. There are limited sites with electricity. A minimum of 100 feet of extension cord is often needed, as outlets are in one place in each of the four sites. **Extension cords are the individual's responsibility to provide.** Batteries for CPAPs can be charged daily in the Burton and Health Lodge.

Each campsite has platform tents for two. Platforms measure 9ft x 7ft and are equipped with two cots. Campsites have latrines with washstands, designated fire pits, picnic tables, message boards. Personal tents ARE permitted.



HEALTH & SAFETY

MEDICALS

All Scouts and adults must submit a copy of their Scouting America Annual Health and Medical Record (parts A, B & C) to the camp Health Officer during check-in. Anyone staying in camp overnight must have a physical form on file at the Health Lodge. The official form is located here: www.scouting.org/filestore/HealthSafety/pdf/who1e.pdf. Anyone reporting to camp without a current physical will be required to get one at his or her own expense. The nearest source of physicals is a one-hour round trip from camp, and the cost is likely to range from 100 to 150 dollars. Please make sure you bring copies of current physicals with you for all unit members attending camp! Physicals expire at the end of the month one year after signed by a physician (for example, a physical signed 6/3/22 expires 6/31/23). Physicals must be valid for the duration of camp.

EMERGENCY PROCEDURES

The Tidewater Council maintains emergency procedures to meet, and in some cases, exceed the standards set by the Scouting America. It is essential for everyone's safety that everyone 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 Scouting America's national standards that we conduct an emergency drill during your stay at camp. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may initiate the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member.

YOUTH PROTECTION

All adults must be registered with the Scouting America and have current Youth Protection Training (YPT). The minimum leadership requirement for other unit-based camps and programs is two leaders with each unit as provided in Scouting America's Youth Protection Policies, including having one registered female adult, age 21 or older, in every unit serving female youth. Units may rotate leaders, provided the incoming and outgoing leaders follow the 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 their parent or guardian. This situation may be avoided by strict adherence to the buddy system and 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/ she is traveling between merit badge sessions and no other Scout from their troop or from the previous merit badge session is going their 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 and Youth sharing tents must be no more than two years apart in age.



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 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. 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 be noted in Black Pug and also conveyed using our [Special Dietary Needs Request Form](#).

Pipsico is open to any registered member of Scouting America, 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 purchase and prepare alternate menus. Vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for their time at Pipsico. **Only dietary restrictions listed on your medical form, signed by a physician; and religious dietary restrictions can be accommodated during your stay.** 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/she continue on those medications during camp.

MEDICAL TREATMENT

Pipsico always has a Health Officer on duty. Basic first aid can be done by the unit, however, must be recorded on the log located in the campsite first aid kit. This applies to all campers, youth and adult. The Health Officer is

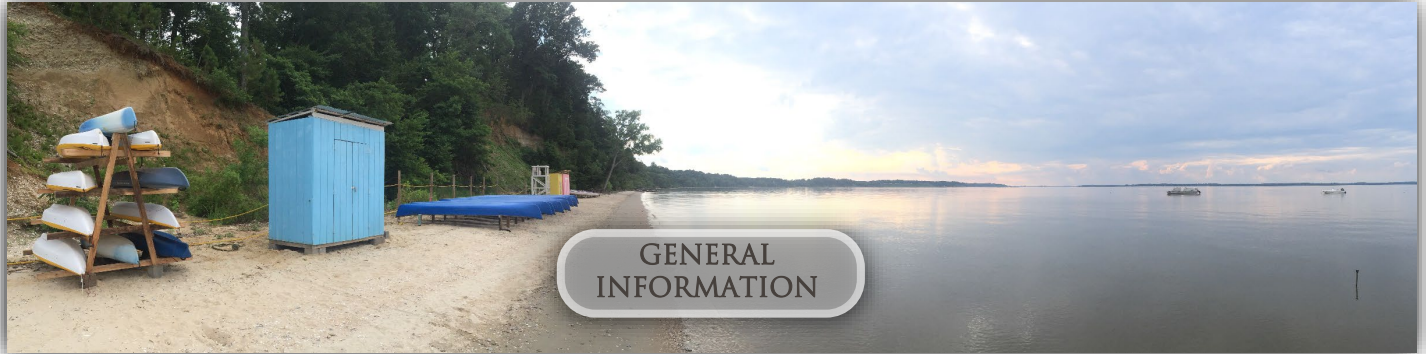
available to consult and treat other injuries and illnesses. They will keep a log of all injuries or illnesses treated at the health lodge. In addition to the Health Officer, other key staff members are also trained in first aid and CPR. In the event of serious medical problems, the camp has agreements with the Surry County Rescue Squad, a medical treatment facility in Smithfield, and local hospitals in Suffolk and Hopewell.

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

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 prohibited in tents. The propellants in these products will damage waterproofing treatment.





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, Venturing Crew, or Varsity Scout Team.

BICYCLES

Scouts and Leaders are permitted to bring their bicycles and helmets to camp. It is the responsibility of the Troop leader to make sure that all bikes the Troop brings are safe to use and properly maintained. Helmets are required for all riders.

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 #
 Week # ____
 57 Pipsico Road
 Spring Grove, VA 23881

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. Do not bring them into camp. If you permit them during travel to and from camp, please leave them in the car during your stay at camp. Youth campers are not permitted to have two-way radios or pagers in camp, as these have proven to be highly disruptive of the camp routine.

LEAVING CAMP

Anyone leaving the camp at any time during the week must sign out at the camp office and sign in upon their return. We strongly discourage Scouts from leaving camp during the week. Scouts may only leave with a parent, guardian or other individual designated in writing by a parent. Photo IDs are required. An adult unit leader must accompany a Scout to the office to check out. Adults leaving camp must ensure that the unit still has two-deep leadership.

MONEY & VALUABLES

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of their 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 Scout'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. Service animals must always be on leash and wearing vests.

PROVISIONAL CAMPERS

If a Scout is unable to attend camp with their troop, or wants to attend a second week of camp, we can arrange for them to attend camp with a host unit. Fees for provisional campers are the same as for other Scouts, however a **separate application must be submitted and approved**. Please see the Provisional Scout Camper Guide located in the resource bank at PipsicoBSA.com. To accommodate provisional campers, the camp director will ask a unit to host provisionals with their troop for the week.

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 River. Scouts may visit the waterfront for beach combing or fishing only when staff is present or when accompanied by an adult leader.

SMOKING/VAPING

Anyone under 21 years old is prohibited from using tobacco in any form while at camp. Adults who smoke or vape must do so out of sight of any youth members. Smoking and vaping is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle.

STAFF

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

As we all do, they occasionally make honest mistakes or judgment errors, and will work hard not to repeat them. In such cases, do not confront them or intervene in their work unless there is an immediate safety concern. If you feel that the performance of any staff member does not meet the highest standards of Scouting, please see the Camp Director or Program Director immediately.

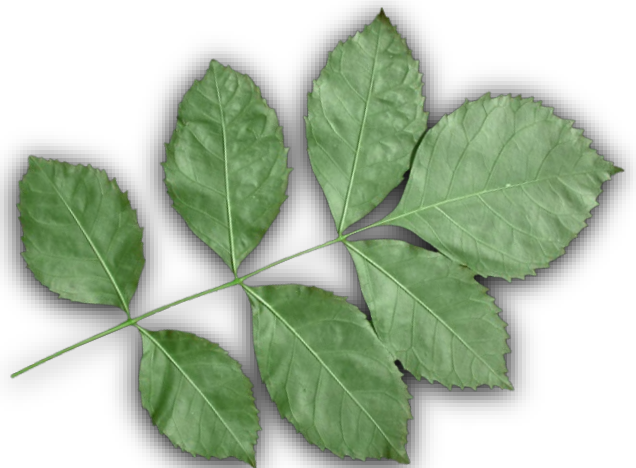
ALCOHOL AND DRUGS

Alcohol and illegal drugs, including marijuana, are prohibited and grounds for expulsion. The [Scouter Code of Conduct](#) is hereby incorporated into this document and applicable. All prescription drugs are kept and administered by an adult within the unit. (See the Prescription Medications section above.)

TELEPHONES

A phone for outgoing emergency calls is available at the Burton Center. Should anyone need to contact a camper on an important matter, the number is (757) 349-6603.

This is our business phone, and cannot be tied up with personal calls, so parents will not be able to speak to their children on this line. Phone messages will be placed in the troop mailbox; emergency messages will be delivered as soon as possible. If adult leaders need to receive regular calls at camp, bring a cell phone or pager, or make arrangements to check with their office on a regular schedule.



TRADING POST & SPENDING MONEY

In addition to program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico souvenirs. In addition to money for program fees, we recommend each Scout have some extra spending cash for the Trading Post (suggested about \$50).

VEHICLES IN CAMP

While camp is in session, all Scouts, leaders, and visitors are prohibited from driving past the gate at the Health Lodge. During check-in, one vehicle will be allowed to your campsite to drop off unit gear. As soon as it is unloaded, it must promptly returned to the parking lot. Vehicles may not be left at the campsite.

TRAILERS

Unit trailers may be parked at left at designed trailer parking locations adjacent to each unit campsite. It is important to let us know through Black Pug that you have a trailer in advance of your arrival. Only one vehicle at a time may be in the site loop for loading and unloading during the check-in and check-out process.

UNIFORM & DRESS CODE (YOUTH & ADULT)

The Scouts BSA Field uniform, commonly referred to as Class A, is the expected uniform for evening flag ceremonies. At other times, we encourage all campers to wear an activity uniform including Scout shorts, Scout belt, and a casual shirt or T-shirt with a Scouting theme. Sleeveless shirts are acceptable; please no halter tops or spaghetti straps. Campers midriffs must be covered. 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. Shorts shall be to at least fingertip length. Swimsuits must be modest and appropriately cover the body. Females, one-piece suits are preferred.

The camp Trading Post has a limited selection of uniform items. 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, recycling uniforms, etc.

FOOTWEAR

Closed-toe shoes that secure to the foot, must be worn at all times by everyone including visitors. Scouts taking waterfront merit badges should bring an extra pair of sneakers or water shoes to wear during those activities. Footwear is required at the waterfront for everyone. No flip flops, sandals, or Crocs. The only exceptions are while in a shower building, inside the pool perimeter fence, or in bed.

VISITORS

Visitors are welcome at any time between 9:00 AM and 9:00 PM. Normally, the best time to visit is on Friday for Family Night. Visitors must sign in at the camp office (Burton Center) 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.

Visitors may purchase meal tickets for any meal during their visit at the Trading Post after checking in at the Burton Center. The cost for guest meals is \$8 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 Friday dinner, visitors are encouraged to attend the campfire with their scouts.

KNIVES, GUNS, & AMMO

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. Pocketknives may be carried by adult leaders and any Scout who has earned the Totin' Chip. Sheath knives are permitted in camp by Tidewater Council. Fireworks & firearms of any kind are prohibited in camp. LEO's please notify the camp director prior to camp of any special requirements by your department.



UNIT PRE-CAMP CHECKLIST

REQUEST YOUR UNIT COMMITTEE TO:

- Prepare and distribute a unit summer camp information pack
(include information about Pipsico, travel plans, medical forms, and equipment lists)
- Arrange transportation.
- Visit homes of Scouts who are not signed up for camp and encourage them to attend.
- Assist with collecting camp fees in conjunction with appropriate deadlines.
- Arrange for unit swim test if desired.
- Arrange for troop progress reviews/Board of Reviews in camp if desired.
- Review Scouting America literature on trips and transportation.
- Submit the Huskanaw program enrollments, shirt sizes and medical needs using Black Pug.

AT A TROOP MEETING:

- Review the different programs with your Scouts.
- Conduct conferences with your Scouts to enable them to set realistic goals for 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 Scouting America Health & Medical Record (parts A, B & C) for ALL attending camp.
- 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.
- Talk with drivers about safely transporting Scouts.
- Ensure that you bring the completed Unit Swim Classification Record 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 for everyone.



RECOMMENDED PACKING LISTS

EQUIPMENT

INDIVIDUAL SCOUT EQUIPMENT

- Full Scout Field uniform (Class A)
- Sneakers or Hiking Boots (2 pair)
- Underwear (7-pairs)
- Extra Clothing (T-Shirts, Shorts, Pants)
- Hat(s)
- Socks (7+ pairs)
- Jacket
- Swim wear (Appropriate/ modest)
- Rain Gear
- Flashlight w/extra batteries
- Sleeping bag or 2 sheets and blanket
- Pack or footlocker for gear
- Scout Handbook
- Pen/Pencils and paper
- Completed medical form
- Spending money (\$50.00)
- Hand Towel
- Bath Towel (2-3)
- Wash Cloth
- Soap
- Toothbrush
- Toothpaste
- Brush or Comb
- Canteen or Water Bottle
- Merit badge prerequisite work

OPTIONAL PERSONAL GEAR

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

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

SCOUTMASTER SPECIAL NEEDS

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

IMPORTANT

Remember to bring items for merit badges or special programs. See relevant section of the Scouts BSA Merit Badge Information Guidebook.

INCREDIBLY IMPORTANT!!!

Every youth and adult attending summer camp is 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.



SWIM TESTS

The swim classification of individuals participating in a Scouting 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. We strongly encourage units to swim check prior to arriving at camp.

All persons participating in Scouting America 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. For all swim levels, the swimmers must complete the swim “strongly” and not merely “survive” the distance. 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 here:

IMPORTANT

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

SWIMMER’S TEST

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

BEGINNER’S TEST

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

ADMINISTERING THE SWIM TEST

Swim classification tests done at the unit level should be conducted by one of the following council approved resource people: Aquatics Instructor, Aquatics Supervisor, certified lifeguard, swimming instructor, swim coach or Scoutmaster. The results must be recorded on the Swim Classification Record (see next page). As part of the welcome package, each individual will be given a buddy tag. Using test results, the swim classification level will be identified on the tag under the direction of the Camp Aquatics Director.



SUMMER CAMP 24



PIPSICO OR BUST

WWW.PIPSICOBSA.COM

