

# SUMMER CAMP 26



SCOUTS BSA LONG-TERM CAMP | MERIT BADGE INFORMATION

PIPSICO SCOUT RESERVATION



**NATIONALLY  
ACCREDITED**

### 2026 CAMP DATES

Week #1 - June 21 to June 27

Week #2 – June 28 to July 4

Week #3 - July 5 to July 11

Week #4 - July 12 to July 18

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

### TIDEWATER COUNCIL, BSA

Phone: (757) 497-2688

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  
Scouting America Tidewater Council main office*

### PIPSICO SCOUT RESERVATION

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.*

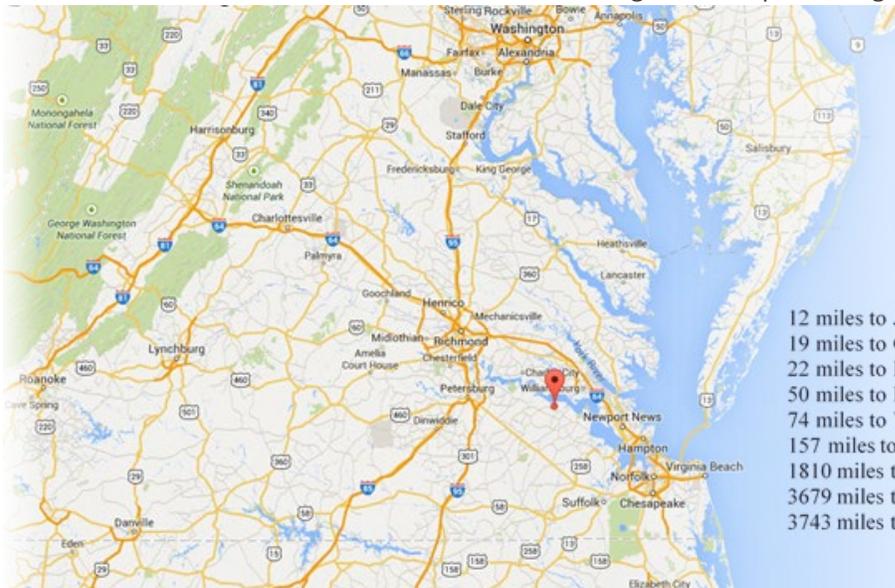
### SCOUTS BSA SUMMER CAMP

**Note- This is a scale down 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. 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.

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.)

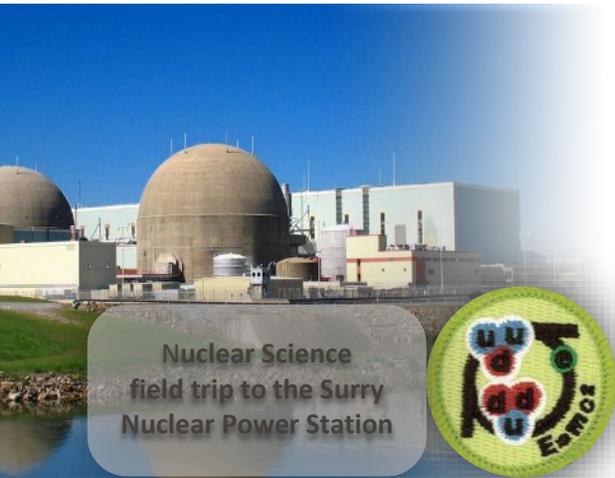
Annually, campers converge on Pipsico from all corners of the globe to experience genuine hospitality.



#### 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 April 11<sup>th</sup>, 2026**. 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 \$150 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. Adult leaders who are MB counselors for Eagle required badges are welcome to volunteer to help with Eagles Nest.

#### 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



### MERIT BADGE DIFFICULTY CHART

Scouts should be successful in acquiring the information and mastering the skills necessary to complete the requirements for merit badges offered at Pipsico Scout Reservation. Scouts may take whatever badges they want, of course, with Scoutmaster approval. However, to assist leaders and help Scouts choose appropriate merit badge sessions, we have assigned levels representing our best judgment on the relative difficulty of each merit badge offered.

- Level 1: Scouts of any age and strength.
- Level 2: Scouts age 12 and above or who have completed the Second-Class rank.
- Level 3a: Scouts age 13 or above, or who have developed good study and report writing skills.
- Level 3b: Scouts age 13 and above, or who have developed strength and coordination usually associated with 13-year-olds.
- Level 4: Scouts age 14 and above, or who have developed the strength, coordination, and study skills associated with 14-year-olds, or have substantial experience.

Level 1	Level 2	Level 3	Level 4
<ul style="list-style-type: none"> <li>– American/ Scouting Herit.</li> <li>– Art</li> <li>– Basketry</li> <li>– Fishing</li> <li>– Geocaching</li> <li>– Huskanaw</li> <li>– American Indian Culture</li> <li>– Leatherwork</li> <li>– Learn-to-swim</li> <li>– Safety/Fire Safety</li> <li>– Signs/Signals/Codes</li> <li>– Swimming (<i>if solid swim strokes</i>)</li> <li>– Woodcarving</li> </ul>	<ul style="list-style-type: none"> <li>– Bird Study</li> <li>– First Aid</li> <li>– Game Design</li> <li>– Geology</li> <li>– Kayaking</li> <li>– Nature</li> <li>– Moviemaking</li> <li>– Oceanography</li> <li>– Orienteering</li> <li>– Photography</li> <li>– Pioneering</li> <li>– Pottery/Sculpture</li> <li>– Reptile &amp; Amphib. Study</li> <li>– Salesman/Entrepreneur.</li> <li>– Soil &amp; Water Conser.</li> <li>– Space Ex.</li> <li>– Woodworking</li> </ul>	<ul style="list-style-type: none"> <li>– Archeology (a)</li> <li>– Astronomy (a)</li> <li>– Cit in Nation(a)</li> <li>– Climbing (b)</li> <li>– Communications (a)</li> <li>– Envir. Science (a)</li> <li>– Emer. Prep (a)</li> <li>– Fish &amp; Wildlife/ Mammals (a)</li> <li>– Forestry (a)</li> <li>– Metal Working</li> <li>– Nuclear Science (a)</li> <li>– Rifle Shooting (b)</li> <li>– Robotics (a)</li> <li>– Search and Rescue (b)</li> <li>– Small Boat Sailing</li> <li>– Wilderness Surv. (b)</li> </ul>	<ul style="list-style-type: none"> <li>– Archery</li> <li>– Shotgun Shooting</li> <li>– Canoeing</li> <li>– Cit. in World</li> <li>– Lifesaving (<i>must swim 400 yards with strong stroke</i>)</li> <li>– Motorboating</li> <li>– Watersports</li> <li>– Weather</li> </ul>



<b>Pipsico Scout Reservation 2026 Merit Badge Schedule (Revised 1/15/2026)</b>							
Scout's Choices	MERIT BADGE	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
<b>AQUATICS - WATERFRONT</b>							
	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	
<b>AQUATICS – POOL</b>							
	Swimming	0900 to 1025	1035 to 1200	1400 to 1525	Swimming MB (Wks. 1 & 2) SCUBA (Wks. 3 & 4)		
	Life Saving	0900 to 1025					
	Learn to Swim	0900 to 1025	1035 to 1200	1400 to 1525			
<b>HANDICRAFT</b>							
	Art	single			single		
	Basketry	self study (come to Handicraft during any session on Monday to get started)					
	Game Design			Single		single	
	Leatherwork			single			single
	Painting		single		single		
	Photography		single		single		
	Sculpture & Pottery		single			single	
	Woodcarving	single					single
	Woodwork			single		single	
<b>STEM CENTER</b>							
	Chemistry						single
	Robotics		single			single	
	Moviemaking			single			single
	Space Exploration	single			single		
<b>NATURE</b>							
	Astronomy		single	single			
	Bird Study	single			single		
	Environmental Sci.	single	single			single	
	Fish & Wildlife Mgmt. & Mammal Study						single
	Forestry & Soil & Water Conservation						single
	Geology				single		
	Nature			single			
	Nuclear Science	single		single	single		
	Oceanography					single	
	Reptile & Amphib Stdy		single				
	Weather						single



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Scout's Choices	MERIT BADGE	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
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SCOUTCRAFT							
	Communications	single				single	
	Fishing	single	single				
	Geocaching						single
	Orienteering			1035 to 1200	1400 to 1525		
	Pioneering	0900 to 1025				1500 to 1625	
	Signs/Signals/Codes				single		single
	Wilderness Survival			single		single	
HEALTH & SAFETY							
	Emergency Prep.	single		single	single		single
	Safety & Fire Safety		single				
	First Aid	single		single	single		single
	Search & Rescue					single	
HERITAGE (Archeology Field)							
	Archaeology	0900 to 1025			1400 to 1525		
	American Heritage & Scouting Heritage		1035 to 1200			1535 to 1700	
	Cit. in the Nation	single			single		
	Cit. in the World			single			
	American Indian Culture						single
	Metalwork (Blacksmithing)					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	1400 to 1525			
	Huskanaw – First Year Scouting Program	0900 to 1200			1400 to 1700		
SUMMER ADVENTURE CAMPS							
	PEX– The Pipsico Experience	Full Week Program Must Pass the Scouting America swim test and be at least 14 years old.					
	Sail Hampton Roads	Full Week Program Must Pass the Scouting America swim test.					
	Scuba	Full Week Program Must Pass the Scouting America swim test.					



### PREREQUISITES

There are some merit badges with requirements, such as completion of the Scouting America 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
<b>Aquatics- Waterfront</b>	All Waterfront Merit Badges: <u>Must Pass the BSA swim test. Closed Toe Footwear</u> must be worn at/ in the James River at all times.	
	Motorboating	Highly recommended Scouts be at least First Class Required \$20 fuel recovery fee
	Water Sports	Must be to pull self out of water without support Required \$20 fuel recovery fee
<b>Aquatics- Pool</b>	Scouts that do not pass the Scouting America Swim test may choose to participate in the Learn to Swim program.	
	Lifesaving	Do 2a - Earn Swimming merit badge. Must swim 400 yards continuously. Must be able to lift a 10-pound weight from the bottom of the pool
<b>Handicraft</b>		
	Basketry	Must purchase a kit at camp, average cost \$25
	Leatherwork	Must purchase a kit at camp, average cost \$10
	Photography	Do 1a - View Personal Safety Awareness "Digital Safety" video
	Woodcarving	Do 2a - Earn Totin' Chip Must purchase a kit at camp, average cost \$4
	Woodwork	Do 1c - Earn Totin' Chip
<b>STEM Center</b>		
	Chemistry	8a, 8b, <u>OR</u> 8C (bring documentation)
	Space Exploration	Must purchase a kit at camp, average cost \$10
<b>Nature</b>		
	Bird Study	Start 5 – Notebook and bring to camp to finish
	Environmental Science	Do 4 - Bring documentation to camp
	Geology	6A – Also bring a Bag to Collect Items
	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
<b>Scoutcraft</b>		
	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 - bring documentation to camp Complete 8 after camp
	Orienteering	Encouraged to bring personal compass
	Wilderness Survival	Do 5 and bring to camp Not recommended for first year Scouts
<b>Health &amp; Safety</b>		
	Emergency Prep	Do 1 – Earn First Aid merit badge Complete 3 after camp Do 8b and bring picture and list of contents to camp
	First Aid	Do 5 and bring picture and list of contents to camp
	Search & Rescue	Req. 5: Complete the online training for ICS-100 <a href="http://emilms.fema.gov/IS100b/index.htm">http://emilms.fema.gov/IS100b/index.htm</a> And bring your certificate to camp
<b>Heritage</b>		
	Archaeology	Do 7c – Bring list to camp
	Cit in Nation	Field trip fee \$12
	Cit. in World	Do 3b and bring to camp.
	American Indian Culture	Must purchase a kit at camp, average cost \$12 to \$16
	Scouting Heritage	Do 6 - Bring photo to camp
<b>Shooting Sports</b>		
	Not generally recommended for first year Scouts	
	Archery	Must purchase an arrow kit at camp, \$6
	Shotgun & Rifle Shooting	<b>FREE!</b> Thanks to our donors (See below)
<b>Other</b>		
	Climbing	Recommend Scoutmaster approval Recommend sneakers for footwear, not boots



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](http://www.nrafoundation.org) and [www.friendsofnra.org](http://www.friendsofnra.org)

