



JAMES C.
JUSTICE NATIONAL
SCOUT CAMP
PROGRAM SUPPLEMENT

YOUR SUMMIT SUMMER BEGINS HERE!

Dear Scouting friends,

Scouting provides endless opportunities for youth to advance in the program and to enrich their lives through the experiences and activities it offers. At the Summit Bechtel Reserve, Scouts and leaders are invited to realize the peak of their Scouting journey through challenge and adventure found in Scouting's paradise, situated in wonderful and wild West Virginia.

The Summit Bechtel Reserve hosts a traditional summer camp program, at the James C. Justice National Scout Camp, and offers six unique high-adventure experiences. No matter in which program a unit chooses to participate, fun and excitement await! This guide contains key information needed by participants of any Summit program, and it also holds specific guidance for each adventure. The following programs are offered by the Summit during the summer season:

- The **James C. Justice National Scout Camp** offers a traditional Scout camp experience, emphasizing merit badge and advancement programs and offering access to the high-adventure program venues of the Summit. Summer camp at the Summit invites participants to experience the permanent home of the National Scout Jamboree in exciting ways.
- The **Summit Experience** is the premier onsite high-adventure program of the Summit, in which participants explore many of the venues on the Summit property, including aerial, target, wheeled, and aquatics sports, resulting in the most varied high-adventure experience in the Boy Scouts of America.
- The **New River Experience** brings participants to the stunning New River, the fourth-oldest river in the world, for a kayaking and rafting trek covering more than fifty miles. Participants will negotiate challenging rapids while enjoying the natural surroundings and experiencing the fellowship and friendship of this world-class adventure.
- In the **Polaris A.T.V. Experience**, participants explore the Summit and surrounding area from the convenience of an all-terrain vehicle. This rugged adventure is action-packed, and participants are provided extensive instruction in the operation of the A.T.V.s.
- The **Marksman Experience** offers jam-packed days of target sports at the Bows and Barrels, the high-adventure shooting venue of the Summit. The fun includes five-stand shotgun and sporting clays, .22 and 9 mm pistol shooting, rifle (including the thousand-yard range), sporting arrows, 3-D archery, and more.
- The **Pack n' Paddle Experience** offers participants a chance to explore the history, geography, and culture of the local area on foot and by raft. With a packed itinerary that includes stops at some of the region's most interesting destinations, participants are sure to enjoy this minimalist high-adventure expedition.
- The **Bikepacking Experience** combines the self-reliance of backpacking with the freedom and spirit of adventure offered by a mountain bike. Participants will navigate scenic and challenging trails throughout the Summit and the New River Gorge as they explore and discover.

No matter which program a unit selects, the promises of Scouting are delivered at the Summit. Here, Scouts will develop positive character traits, live the Scout Oath and Law, and apply the principle aims of the Scouting program. The purpose of this guide is to assist leaders, parents/guardians, youth participants, and other stakeholders prepare for a life-changing visit to the Summit. If there is anything with which the Summit leadership team can help as preparations are made for a visit, please reach out to us!

Yours in Scouting,

The Summit Bechtel Reserve Outdoor Adventures Team



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THE DIVERSITY, EQUITY, AND INCLUSION STATEMENT OF THE BOY SCOUTS OF AMERICA

The Boy Scouts of America promotes a culture where each youth, volunteer, and employee feels a sense of belonging and builds communities where every person feels respected and valued. Leading by example and encouraging each other to live by the values expressed by the Scout Oath and Scout Law, we welcome families of all backgrounds to help prepare young people to serve as successful members and leaders of our nation's increasingly diverse communities.

A NOTE ON THE LANGUAGE USED IN THIS GUIDE

This guide uses several terms interchangeably. The terms, "adult," "leader," "advisor," and "Scoutmaster," describe any attending adult over the age of eighteen participating in the programs of the Summit. The terms, "youth," "youth participants," "Scouts," and "Venturers," describe any youth participant in any Summit program. Please note that Venturing participants over the age of eighteen are adults for purposes of Youth Protection policies, though they may still participate in the Venturing awards and advancement program. Additionally, this guide is written according to the *Language of Scouting*, to the fullest extent possible.



The Summit is a special place. The newest High Adventure Base of the Boy Scouts of America, the Summit officially opened in 2013, at which time it became the permanent home of the National Scout Jamboree. Since then, the program and property of the Summit have evolved to offer a wide variety of tremendous, transformative experiences for the youth and adults who visit. Today, the Summit remains the home of the National Scout Jamboree (it has also hosted a World Scout Jamboree), but there is so much more to discover! With a traditional Scout summer camp and six incredible high-adventure programs from which to choose, the Summit offers something for everyone. The seasonal and full-time staff of the Summit are committed to facilitating life-changing experiences, aligned with the aims and values of the Boy Scouts of America, so that each and every participant can reach their own personal peak, or their own personal summit, some might say!





2024 PROGRAM DATES

JUSTICE NATIONAL SCOUT CAMP

2024 SESSIONS

June 16-22
 June 23-29
 June 30-July 6
 July 7-13
 July 14-20
 July 21-27
 July 28-August 3

POLARIS A.T.V. EXPERIENCE

2024 SESSIONS

June 7-13
 June 8-14
 June 9-15
 June 14-20
 June 15-21
 June 16-22
 June 21-27
 June 22-28
 June 23-29
 June 28-July 4
 June 29-July 5
 June 30-July 6
 July 5-11
 July 6-12
 July 7-13
 July 12-18
 July 12-19
 July 13-19
 July 19-25
 July 20-26
 July 21-27
 July 26-August 1
 July 27-August 2
 July 28-August 3
 August 2-8
 August 3-9
 August 4-10

SUMMIT EXPERIENCE

2024 SESSIONS

June 7-13
 June 8-14
 June 9-15
 June 12-18
 June 13-19
 June 14-20
 June 15-21
 June 16-22
 June 19-25
 June 20-26
 June 21-27
 June 22-28
 June 23-29
 June 26-July 2
 June 27-July 3
 June 28-July 4
 June 29-July 5
 June 30-July 6
 July 3-9
 July 4-10
 July 5-11
 July 6-12
 July 7-13
 July 10-16
 July 11-17
 July 12-18
 July 13-19
 July 14-20
 July 17-23
 July 18-24
 July 19-25
 July 20-26
 July 21-27
 July 24-30
 July 25-31
 July 26-August 1
 July 27-August 2
 July 28-August 3
 July 31-August 6
 August 1-7
 August 2-8
 August 3-9
 August 4-10

NEW RIVER EXPERIENCE

2024 SESSIONS

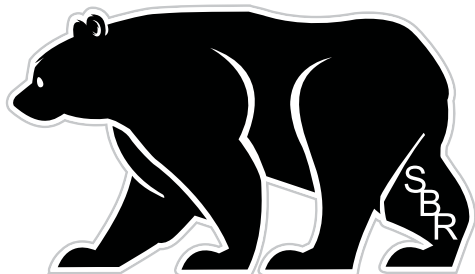
June 7-13
 June 8-14
 June 9-15
 June 14-20
 June 15-21
 June 16-22
 June 21-27
 June 22-28
 June 23-29
 June 28-July 4
 June 29-July 5
 June 30-July 6
 July 5-11
 July 6-12
 July 7-13
 July 12-18
 July 13-19
 July 14-20
 July 19-25
 July 20-26
 July 21-27
 July 26-August 1
 July 27-August 2
 July 28-August 3
 August 2-8
 August 3-9
 August 4-10

MARKSMAN EXPERIENCE

2024 SESSIONS

for Venturing crews only

June 9-15
 June 16-22
 June 23-29
 June 30-July 6
 July 7-13
 July 14-20
 July 21-27
 July 28-August 3
 August 4-10



2024 PROGRAM DATES

BIKEPACKING EXPERIENCE

2024 SESSIONS

- June 9-15
- June 16-22
- June 23-29
- June 30-July 6
- July 7-13
- July 14-20
- July 21-27
- July 28-August 3
- August 4-10

PACKN' PADDLE EXPERIENCE

2024 SESSIONS

- June 7-13
- June 8-14
- June 14-20
- June 15-21
- June 21-27
- June 22-28
- June 28-July 4
- June 29-July 5
- July 5-11
- July 6-12
- July 12-18
- July 13-19
- July 19-25
- July 20-26
- July 26-August 1
- July 27-August 2
- August 2-8
- August 3-9



HOW TO REGISTER FOR A SUMMIT ADVENTURE

Unit registration can be completed online, by visiting the summitbsa.org/registration Web page. Registration is immediate (there is no lottery system), though participant names can be entered at a later time. See the next page for additional details about program fees and the registration process.



REGISTRATION, FEES, & SCHEDULES

2024 PROGRAM REGISTRATION FEES

PROGRAM NAME	COST
Justice National Scout Camp, <i>per person</i>	\$ 560.00
Summit Experience, <i>per person</i>	\$ 1,100.00
New River Experience, <i>per boat (8)</i>	\$ 8,200.00
Polaris A.TV. Experience, <i>per trip (8)</i>	\$ 13,000.00
Marksman Experience, <i>per person</i>	\$ 1,260.00
Bikepacking Experience, <i>per person</i>	\$ 1,140.00
Pack n' Paddle Experience, <i>per person</i>	\$ 1,260.00



The program registration fee includes all food, beginning with dinner on the arrival day and concluding with breakfast on the departure day; program equipment (unless otherwise noted); tent (with a rental option for Scout Camp participants); cooking gear (as needed); and other unit equipment, such as canopies and picnic tables.

FEE SCHEDULE AND PAYMENT TIMELINE

Initial registration and deposit (accepted on an ongoing basis)	\$250.00 deposit due upon registration
First payment due by March 1, 2023 (or within thirty days of registration)	10% of remaining fees due
Second payment due by November 1, 2023 (or within thirty days of registration)	50% of remaining fees due
Final payment by ninety days prior to arrival	Balance of remaining fees due

Reservations will be accepted until capacity is reached. For units registering outside of this timeline, a reasonable schedule will be established, based on the date the reservation is confirmed.

PAYMENT METHOD

The initial \$250.00 unit deposit can be placed online, using a credit/debit card or electronic check; paper checks, payable to the Boy Scouts of America can also be mailed to the Summit. Subsequent registration payments must be made by electronic check or mailed check, payable to the Boy Scouts of America. Make sure to include crew number and unit number in all mailings.

HAVE REGISTRATION OR PAYMENT QUESTIONS?

Contact the Summit Program Team, at
Summit.Program@scouting.org, or
 call 304-465-2800 to speak with a member
 of the registration team.

MAILING ADDRESS (NOT FOR CAMPER MAIL)

Summit Program, Summit Bechtel Reserve
 2550 Jack Furst Drive
 Glen Jean, West Virginia 25846

REFUND POLICY

The Summit must commit considerable resources to provide a quality program. Because of this, all fees are nonrefundable and nontransferable in the event of cancellation by a participant. Please be conservative when reserving spots and making deposits or payments. The Summit leadership recommend only paying for those who have financially committed to attend.



CREATING *the* BUDGET

FINANCIAL PLANNING FOR A SUMMIT ADVENTURE

The Summit program fee represents a portion of the overall participation expenses. Remember to consider the potential expenses listed here when planning a visit!

Summit program fee: This is the per-person (or per-trip, for the New River and Polaris A.T.V. Experiences) amount that will be paid to the Summit to cover the onsite program expenses. This fee includes food, lodging (in most cases), program supplies, camping equipment and amenities, and other benefits.

Transportation: Units travel to the Summit in a variety of ways. Costs may include airfare, rental bus or van, train fare, or fuel for personal vehicles.

Lodging: Depending on travel arrangements, units may need to secure lodging for one or more nights en route to and from the Summit. Lodging costs may include hotels or campgrounds.

Meals: The Summit provides meals, beginning with dinner on the day of arrival and ending with breakfast on the day of departure. Unit leaders should plan to pack or purchase meals eaten while traveling to and from the Summit.

Training: There may be training costs for participants in units to complete the requisite or recommended trainings for the programs in which they are participating (e.g. Wilderness First Aid training for off-site trek programs).

Promotion: A visit to the Summit is a trip of a lifetime. To ensure that Scouts and leaders know about the opportunities offered, there will likely be costs for print promotions and postage. Additionally, many units create custom T-shirts, caps, or other gear. (Visit *Garden Grounds Outfitters*, the Trading Post of the Summit to order custom expedition gear!)

Equipment: The Summit provides tents (only by reservation in Justice Scout Camp), cots, and needed camping and program equipment for units. If the unit visit involves other stops, make sure to plan accordingly.

Side trips and tours: Units may choose to visit nearby sites or engage in additional activities on the journey to and from the Summit; these costs should be considered in the unit budget.

Contingency: Be prepared for any unexpected expenses by including a contingency in the unit budget.

AFFORDING A SUMMIT ADVENTURE

A visit to the Summit may involve significant financial planning on the part of the unit and individual families. Scouts and Venturers should work to participate in any available council- or unit-level fundraisers to secure the needed funds for the fun!

CAMPERSHIPS

The Boy Scouts of America and the Summit Bechtel Reserve are committed to making its life-changing programs available to all Scouts and Venturers, regardless of circumstance. In this spirit, financial assistance (called camperships) for Scouts in need is available on a limited basis. The application for 2024 camperships can be accessed in the Event Management System, the primary platform used by the Summit. **The campership application period for 2024 opens in January of 2024 and closes on March 15, 2024. Campership recipients will be notified of any assistance awarded no later than April 1, 2024.**



CONTACT & COMMUNICATION

COMMUNICATION

The Summit employs full-time staff members, including managers for each of its programs, to ensure the quality of the adventures we offer and to communicate clearly with unit leaders, parents and guardians, and other stakeholders. Contact information for key full-time Summit staff is listed here.

KEY SUMMIT LEADERSHIP CONTACTS

Summit Program and Registration Team, Cristi Richardson and Lesla Mills <i>General program, registration, and payment questions</i>	<i>Summit.Program@scouting.org</i>
Treks Program Manager, Bill Lehrter <i>New River, Bikepacking, and Pack n' Paddle Experiences; aquatics</i>	<i>Bill.Lehrter@scouting.org</i>
Scout Camp and Summit Experience Program Manager, Johnny Tracy <i>Justice Scout Camp, Summit Experience, camp-wide activities</i>	<i>Johnny.Tracy@scouting.org</i>
Wheeled Sports Program Manager, Lelia Suydam <i>Polaris A.T.V. Experience, skateboarding, BMX, mountain biking</i>	<i>Lelia.Suydam@scouting.org</i>
Target Sports Program Manager, Nicholas Dorsey <i>Marksman Experience, target sports programs</i>	<i>Nicholas.Dorsey@scouting.org</i>
Family Adventure/Training & Leadership Program Manager, Braxton Rhodes <i>Family Adventure Camp, Training & Leadership Center (N.A.Y.L.E. and N.Y.L.T.-L.A.)</i>	<i>Braxton.Rhodes@scouting.org</i>
Aerial Sports Program Manager, Sara Brubaker <i>Climbing, rappelling, ziplining, C.O.P.E. activities</i>	<i>Sara.Brubaker@scouting.org</i>
Hunter Education Program Manager, Chris Perkins <i>Hunter education programs, Crafton Hunter's Hall and Skills Center</i>	<i>Chris.Perkins@scouting.org</i>

CONTACT PHONE NUMBER

The primary phone number for the Summit Bechtel Reserve is **304-465-2800**. This phone number is typically answered between Monday and Friday, between the hours of 8:30 a.m. and 5:00 p.m.

MAILING ADDRESS

The general mailing address for the Summit Bechtel Reserve is:

**1578 Loop Road
Glen Jean, West Virginia 25846**

When sending mail to participants at the Summit, please include the name and unit/Summit crew number of the individual(s).

DRIVING ADDRESS

The North Gate is the main entry point to the Summit. The address for the North Gate is **2550 Jack Furst Drive, Glen Jean, West Virginia 25846** (address for registration correspondence).

SUMMIT WEB SITE

The primary Web site of the Summit Bechtel Reserve, which contains information about its programs and properties, is:

www.summitbsa.org

EMERGENCY COMMUNICATION

The Summit Bechtel Reserve operates a twenty-four-hour hotline number, at **304-465-2900**. All calls to or for participants are routed from this number, and parents/guardians or unit leaders attempting contact should be prepared to provide the name and expedition number of the individual whom they are trying to reach. Routing emergency calls through this number ensures that the Summit leadership can respond appropriately to a variety of situations. If an emergency message is delivered directly to a unit participant, please alert a Summit staff member or call the hotline number to notify the Summit full-time and seasonal leadership.

ROUTINE COMMUNICATION

Excellent cellular coverage and Wi-Fi are available through the Scott Summit Center (the primary camping and program area), so messages and calls can be made and received reliably. The Summit leadership encourage units/crews to share cellular numbers of participating leaders with parents/guardians to ensure simple communication. Group texts or mobile group chats are acceptable forms of communication, as long as they can be and are used within the standards of the BSA Youth Protection policies.



PREPARATION WEBINARS

WEBINARS

The Summit Bechtel Reserve full-time staff host periodic preparation Webinars for leaders, parents/guardians, and other stakeholders. These Webinars are offered for each program, with some of the high-adventure treks presenting combined efforts. Details about the dates, times, and meeting links for each Webinar will be shared, by e-mail, with the primary leaders and/or registration contacts listed on the unit reservation in the Event Management System. Leaders should forward the joining information for the Webinars to other individuals in the unit.

WEBINAR TOPICS

The pre-camp Webinars cover a wide variety of topics, including necessary unit and individual preparations that should be made for a Summit visit. Here are some examples of covered topics:

- General Summit program and property information
- Gear and equipment requirements
- Schedules and structure
- Requisite trainings
- Physical preparations
- Each Webinar will include a question-and-answer session



SCHEDULE A VISIT TO/FROM THE SUMMIT

The Summit employs a dedicated full-time staff and a tremendous seasonal outreach team, and we love to interact with Scouts, unit leaders, and other stakeholders to advocate for the programs and property of the Summit. In this spirit, individuals are invited to request a visit to or from the Summit, with several options from which to choose. Individuals can schedule a one-on-one (adult-to-adult) phone call; a virtual unit committee or patrol leader council visit; a visit to the Summit property for a tour; or a visit from a member of the Summit staff. The Summit outreach team will work with individuals making these requests to determine the best method of meeting. Scan the Q.R. code below to complete a simple request form, and a member of the Summit team will be in touch soon!



CONTINGENT STRUCTURE

CHARTERED UNIT CONTINGENTS

Many of the individuals who participate in programs at the Summit Bechtel Reserve are members of units (usually Scouts BSA troops or Venturing crews), chartered to various types of organizations within the boundaries of local councils. Chartered units select appropriate adult leadership, and these leaders work to facilitate a quality, youth-driven year-round program. Chartered units typically send troop and/or crew members, though any registered member of any Scouting program may attend with this/these units, with charter organization approval.

COUNCIL CONTINGENTS

A council contingent comprises youth from one or more units from the local council. These youth, under the guidance of selected council adults, travel together to the Summit to participate in a selected program. Individuals interested in participating in a Summit program as a member of a council contingent should contact their local council.

THE UNIT

Units may be all male, all female, or coeducational. All-male or all-female units consisting of Scouts BSA members must follow the Scouts BSA troop leadership guidelines as outlined in the *Guide to Safe Scouting*. Coeducational Venturing crews must meet the Venturing leadership standards as outlined in the same guide.

YOUTH PROTECTION BASIC EXPECTATIONS

All units and participants (youth and adult) are expected to adhere to the Youth Protection policies and procedures of the Boy Scouts of America. The Scout Oath and Law provide the foundational principles for how individuals should conduct themselves at the Summit.



SCOUT CONNECTIONS

The Scout Connections Web page allows units, registered to participate in a Summit program, to advertise open spaces in crews and permits individuals, who are members of units not participating in a Summit program, to post their interest in joining a crew for a certain program. Adults, either unit leaders or parents/guardians, should create a post to advertise crew space or to inquire about open spaces for a youth participant (Scout or Venturer).

PROVISIONAL PARTICIPANTS (SCOUT CAMP)

The James C. Justice National Scout Camp welcomes provisional participants (male or female youth registered as Scouts BSA members) to its summer programs. First, provisional participants will register for the session of camp in which they would like to participate through the Event Management System, which can be accessed from the *Registration* page on the Summit Web site. After registration is confirmed, the typical payment schedule will apply. Provisional participants will register for merit badges, buy-up programs, and other opportunities on the Black Pug registration platform in late April.

On arrival at the Summit, provisional participants will be placed in a campsite with a host unit (troop or crew) for the session of camp. Youth Protection considerations will be the primary consideration when assigning provisional participants to host units.



CONTINGENT INFORMATION

THE EXPEDITION NUMBER

The Event Management System, the registration platform through which units register and make payments for Summit programs, assigns each crew an expedition number; this number helps the Summit staff identify and keep track of all participants. Expedition numbers are assigned in a format that includes a two-letter prefix to indicate the program in which a unit is participating, six digits for the beginning date of participation, and one letter (possibly two letters, depending on the number of participating crews). In the example here, the SE represents the Summit Experience program, and the 60924 represents the month (June, the sixth month), day (June 09), and year (2024) of the unit arrival; the letter represents the order in which the reservation was made for the given session, with A representing the first reservation for the June 9 session.

SE060924-A

EXPEDITION NUMBER AS KEY REFERENCE

Unit leaders, parents/guardians, and other stakeholders are asked to use their assigned expedition number when communicating with the Summit, especially about any unit-specific questions or concerns. Because units from many different councils visit the Summit, there are typically multiple instances of the same unit number. Expedition numbers help the Summit staff locate the unit reservation immediately provide assistance.



RESERVATION ADJUSTMENTS

For unit leaders who need to request an adjustment to their unit reservation, please contact the Summit registration team, by e-mailing Summit.Program@scouting.org. The registration team can assist with ensuring that any needed changes are recorded and reflected in the Event Management System. Unit leaders are encouraged to register only those who have committed to attend, as adherence to the published fee schedule is expected.



ADULT LEADERSHIP *for* SUMMIT PROGRAMS

MAKING THE ADVENTURE POSSIBLE

Adult leaders play a critical role in the success of Scouting. Through mentorship and patient guidance, adults create environments and nurture cultures in which youth-led programs move from aspiration to reality. Youth and adults alike are expected to abide by the Scout Oath and Law through their words and actions. Adult leaders should model the behaviors desired from Scouts. The best available adult leadership should be recruited to accompany a participating unit. From the Summit leadership to all participating and supporting adults, thank you!

NOTES ON ADULT LEADER REQUIREMENTS

At least two registered adult leaders, twenty-one years of age or older, are required for any Scouting activity. A registered female leader, twenty-one years of age or older, is required to participate in any activity involving a female youth participant. All participating adults must be registered leaders in the Boy Scouts of America, without exception.

PARTICIPANTS BETWEEN 18-20

Participants between the ages of eighteen and twenty are considered adults by the Youth Protection standards of the Boy Scouts of America. Participants between the ages of eighteen and twenty must tent alone or with another individual over the age of eighteen. **All participants who are eighteen years old or older must complete the BSA Youth Protection Training.**

RESPONSIBILITIES OF UNIT ADULT LEADERSHIP

The staff and leadership of the Summit share many duties, though unit leadership accept primary responsibility for some tasks, listed here.

- Unit leaders make and supervise tent assignments.
- Minimum or more adult leadership must be provided by the unit; female units must have at least one female adult leader.
- Crews with male and female participants must function according to Venturing policies.
- Scouts BSA linked troops must register separately and provide separate adult leadership for each troop.
- If a father and daughter or mother and son (daughter and son under the age of eighteen) are participants, the unit must still have male and female leaders who are twenty-one years old or older.

Youth and adult participants should tent separately.



SELECTING ADULT LEADERS FOR SUMMIT ADVENTURES

There are many considerations to make when selecting adult leadership for a Summit adventure. Leaders who will support the youth and empower the youth leaders should be chosen.

NUMBER OF LEADERS REQUIRED

Each unit or contingent is required to have a minimum of two adult leaders; again, all leaders must be registered in the Boy Scouts of America, and all leaders must have completed the BSA Youth Protection Training. The Summit leadership recommend that each unit or contingent have at least three or four participating adult leaders to ensure that proper coverage is maintained, especially in the event that one adult leader is unable to attend.

DESIRED LEADER QUALIFICATIONS

Experiences and activities at the Summit can be rigorous for both adult and youth participants. Attending adult leaders should be in good physical condition and must meet the BSA height/weight restrictions listed, outlined on the BSA *Annual Health and Medical Record* (see the appendix to this guide for this form). The adults should be experienced unit leaders, capable of leading by example and maintaining appropriate discipline within the group. The adult leaders should also have a solid understanding of Scouting/Venturing fundamentals, including a commitment to uphold Youth Protection policies and adhere to the rules and regulations in the Guide to Safe Scouting.

ABILITY TO RECRUIT

The adult leaders should have the time, ability, and influence to recruit youth participants (for the trip of a lifetime!).

SUFFICIENT TIME

A significant time commitment is required of adult leaders, beyond the time needed for the actual visit to the Summit. Units or contingents will require time before the visit to the Summit for physical preparations, shakedown, and camaraderie building.



ADULT LEADERSHIP ROLES

THE CONTINGENT ADVISOR

For a council contingent, the contingent advisor is a member of the council professional staff or a volunteer assigned by the Scout executive. For unit contingents, this role is a registered adult leader assigned by the unit committee. The contingent advisor coordinates the visit to the Summit. This individual, with the appropriate council and/or unit assistance:

- Recruits qualified and quality leaders to attend the Summit with the unit or council contingent.
- Implements a plan to recruit youth participants.
- Sets the participation fee, including the Summit fee and any additional travel and ancillary expenses.
- Ensures that participant fees are collected and paid to the Summit according to the payment schedule.
- Coordinates travel and trip arrangements.
- Serves as primary point of contact between the contingent participants and parents/guardians and the Summit.

Contingent advisors are not required to travel with the contingent or participate in the selected experience. If the contingent advisor is not participating, communication between this individual and the crew advisor/Scoutmaster and other attending adult leaders is critical. The Summit leadership will include both the contingent advisor and the participating leader on correspondence.

THE SCOUTMASTER/CREW ADVISOR

The crew advisor/Scoutmaster are the participating adults for the duration of a selected Summit adventure, including travel to and from the Summit. The Summit leadership recommend adding an adult leader, in addition to the required two, for every additional ten Scouts over the initial ten coming to camp. The crew advisor/Scoutmaster supervises and guides the unit/contingent, and, in many cases, serves also as the contingent advisor. This individual should have strong character and acknowledge the responsibilities to do the following:

- Work with the contingent advisor and other leaders/advisors in the unit or contingent to develop the budget, coordinate a travel plan, arrange for accommodations, etc.
- Recruit youth participants.
- Provide adult supervision of the unit during travel to and from the Summit and during the stay at the Summit.
- Conduct and/or coordinate necessary meetings, trainings, shakedowns, and unit-development exercises in preparation for the visit to the Summit.
- Coordinate information disseminated to unit participants, parents/guardians, and other stakeholders.
- Ensure that all adults are registered members of the BSA and have completed Youth Protection Training.
- Ensure that the unit or contingent has members who have completed C.P.R. and Wilderness First Aid training, as required by the program in which the group is participating.
- Ensure that adult and youth participants meet the minimum physical standards for participation in the programs of the Summit.
- Work with the unit or council contingent advisor to collect program fees and pay expenses.

See the appendix to this guide for the Boy Scouts of America *Scouter Code of Conduct*, by which all adult leaders are expected to abide, especially at the Summit.

OTHER ADULT LEADERS

The primary Scoutmaster/crew advisor will be supported by other adult leaders to ensure a successful experience at the Summit. Other adult leaders should be experienced and committed to the values of Scouting, including facilitating a youth-led program. Other adult leaders may take on specific tasks as needed. For example, an adult leader may be designated as the unit quartermaster advisor or the unit health coordinator.



YOUTH PARTICIPANTS

WHO CAN VISIT THE SUMMIT?

Scouting is a youth-focused, youth-led organization. The seasonal and full-time leadership of the Summit are committed to offering relevant and engaging programs that support the year-round Scouting program offered in units and councils. There are several age-related restrictions that affect the Summit programs, which are detailed here. All participants, youth and adult, must be registered in a program of the Boy Scouts of America to take part in any program of the Summit Bechtel Reserve.

JAMES C. JUSTICE NATIONAL SCOUT CAMP

All participants in the James C. Justice National Scout Camp program must be registered as Scouts BSA, Venturing, or Exploring participants or leaders. The youngest age at which a youth participant could be registered for any of these programs (Scouts BSA) is **ten-and-a-half (most Scouts are at least eleven)**.

THE SUMMIT EXPERIENCE

The Summit Experience, the premier onsite high-adventure program offered by the Summit Bechtel Reserve, is unique among similar programs offered at Boy Scouts of America High Adventure Bases, because the **minimum participation age is thirteen**. As such, the Summit Experience is a great first-time high adventure trip (but it is also great for any level of experience)!

ALL OTHER HIGH-ADVENTURE PROGRAMS

For the New River, Polaris A.T.V., Marksman, Bikepacking, and Pack n' Paddle Experiences, the **minimum participation age is fourteen**. This age restriction reflects the physical demands, mental readiness, and general maturity required for successful experiences in these programs.

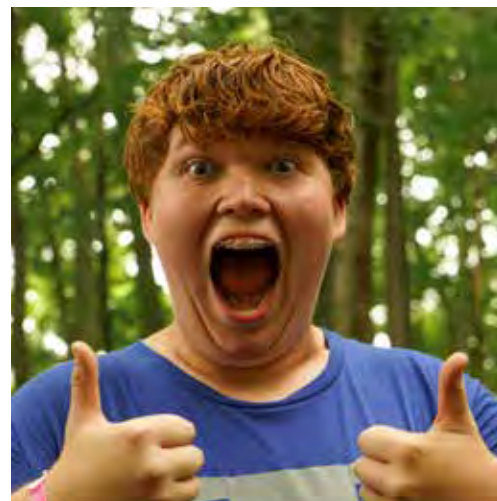
Program	Min. Age
Bikepacking Experience	14
Marksman Experience	14
New River Experience	14
Pack n' Paddle Experience	14
Polaris A.T.V. Experience	14
Summit Experience	13
Justice National Scout Experience	10.5

MENTAL READINESS

Challenge is a key aspect of all the experiences of the Summit Bechtel Reserve. Youth participants should be mentally prepared to engage in new and unfamiliar activities and operate in an environment that differs from what they know. Unit leaders and parents/guardians are encouraged to alert the Summit staff, onsite or by e-mail, to Summit.Program@scouting.org, if a Scout might benefit from any special consideration.

PHYSICAL ABILITY

The programs of the Summit require participants to be physically fit (see the Health and Safety section of this guide for additional information). Accommodations can be arranged for any Scouts or leaders who need them. The Summit is a place for everyone!



YOUTH PARTICIPANT LEADERSHIP ROLES

YOUTH LEADERSHIP ROLES

Youth leadership is the cornerstone of the Scouting program. Unit participants should elect or select appropriate youth members to fulfill the following leadership roles for the visit to the Summit (for all programs). Units may have other leadership roles to fill, too.

CREW LEADER/SENIOR PATROL LEADER

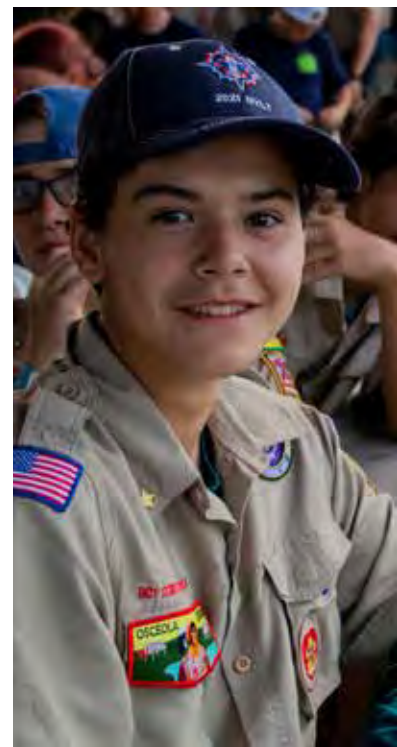
A well-qualified Scout or Venturer should be selected as crew leader/senior patrol leader at the beginning of preparations for a visit to the Summit. The crew leader/senior patrol leader is the primary youth leader for the crew/troop during while the unit is participating in a Summit program. This individual works closely with the adult leaders to ensure a successful experience. This individual, who should be selected by the youth participants, should be respected and should lead by example. Additional, site-specific responsibilities of this individual include:

- Discussing ideas and plans with the group to gain investment and determine action.
- Organizing the unit, assigning duties, and making decisions with the input of the other youth leaders
- Working to ensure the camp environment is safe, clean, welcoming, and secure.
- Guiding the unit to complete a service project, if applicable.
- Supporting the chaplain aide and outdoor ethics guide as they fulfill their duties.

LEADER AND ORIENTATION MEETINGS

Each program offered at the Summit hosts meetings and orientations for participants during the arrival process. At the James C. Justice National Scout Camp, there is an initial leader meeting, open to adult leaders and senior patrol leaders, on Sunday evenings, and there are separate daily meetings for adults and senior patrol leaders. The Summit Experience leadership host an initial orientation meeting for all participants on the arrival day. Each of the five trek programs conducts a shakedown and orientation for participants in the initial arrival period.

On Sunday evenings, Justice National Scout Camp hosts meetings for chaplain aides and outdoor ethics guides, though other programs host more informal orientations for the youth participants serving in these roles.



CHAPLAIN AIDE

The Summit strongly recommends one unit member be asked/designated to serve as the unit chaplain aide. A Scout or Venturer who has earned or is working on his or her religious award would be ideal for this position. The chaplain aide will be asked to lead daily devotionals and assist with other religious/spiritual services/efforts. A guide with suggested daily devotionals will be provided to the chaplain aide. The chaplain aide, along with an adult leader, will certify completion of requirements toward the completion of the Summit Duty to God Award for each unit member. (Awards can be purchased at the Summit Trading Post upon completion, at the end of the week.) The chaplain aide also helps serve as a morale officer of the unit, communicating with members on their experience; working with the unit leader/senior patrol leader to address any issues; and promoting a positive atmosphere.

OUTDOOR ETHICS GUIDE

Outdoor ethics collectively describe the principles and mindsets of stewardship, conservation, and preservation. The outdoor ethics guide works with the unit to ensure responsible use of the outdoor environment that is the Summit and helps the unit make informed decisions. The outdoor ethics guide will also help the unit complete the Summit Sustainability Award program with the help of Summit staff and resources issued upon arrival.



ACCOMMODATIONS *at the* SUMMIT

THE CAMP ENVIRONMENT

Units will be assigned a campsite in which to live while at the Summit. Most provided tents are nine-and-a-half-foot-square dome tents, though some high-adventure program participants camp temporarily in canvas wall tents on the first and last nights of their experience. Two cloth cots are provided for each tent; a sleeping pad or air mattress for additional comfort is suggested but not required. Units should be prepared to set up tents and cots on arrival, though there is a possibility they will be set up already. At the end of the session, groups may be asked to take down tents, under supervision of the base camp staff, to allow camping areas to recover.

The Summit provides cots for all participants in all programs and tents are provided for all participants in high-adventure programs (at all locations) and by reservation in Scout Camp. For the Summit Experience and in Scout Camp, canopies, picnic tables, and firepits are provided for participants. Specific information about what is provided in each program can be found in the program supplement for that program.

SHOWER AND RESTROOM FACILITIES

The Summit provides ambient-temperature shower house facilities throughout the property. Because ambient-temperature showers are not heated, the Summit encourages units to bring solar bags, which should be used only in the shower houses. Shower house facilities are clearly marked as youth male, adult male, youth female, or adult female. Depending on the program, participants may be asked to assist with shower house cleaning. Details about these service opportunities will be shared with participants at camp. Adult leaders have a key role in supervising activity in the shower and restroom facilities to ensure that Youth Protection standards are being followed.

A NOTE ON SHOWER AND RESTROOM FACILITIES

Participants under the age of eighteen must use the youth facilities for their BSA-registered gender. Participants eighteen years old or older must use the adult facilities for their BSA-registered gender. Adult facilities must be used by participants in Venturing and Exploring who are eighteen or older.

FOOD IN CAMPSITES

Food is served in one of the dining hall facilities of the Summit or provided to participants during their trek (for high-adventure participants), so cooking equipment is not needed in campsites. No individual should store any food in any camping area.

LAUNDRY

Laundry facilities are generally not available for participant use at the Summit. Through the base camp staff, adults may request access to limited laundry facilities for emergency needs (e.g. to clean sleeping bags that are wet or have bodily fluids on them).

TECHNOLOGY

The Summit offers wireless and cell phone connectivity. AT&T Wi-Fi hotspots are available at the Summit base camps and in the Scott Summit Center, dining halls, and Pigott Headquarters. A password is not required to access these hotspots, but access must be refreshed daily. Charging stations are located in base camps and in the Scott Summit Center. Devices should be monitored while charging, as no locking storage areas are provided. Do not leave devices unattended while charging; the Summit is not responsible for lost or damaged devices.

SECURING PERSONAL EQUIPMENT

Participants must remember that the Summit is an out-of-doors environment, and participants should bring protective equipment to secure any sensitive electronics from weather and the elements. Cell phones are relatively easy to secure in a case or sealing plastic bag. For larger items, like laptops and tablets, protective bags or cases should be used. For groups driving to the site, the Summit recommends that larger electronic items be stored in a vehicle when not in use. Severe storms are not uncommon in West Virginia, and valuable electronics left in your tent may get damaged. The Summit is not responsible for lost or damaged personal items.

UNIFORMING

The Summit recommends wearing the BSA field uniform at chapel/vespers service, opening and closing programs, evening flag ceremonies, and during travel to and from the site. The field uniform is not recommended during activity participation. Packing lists are provided in the program supplement for each program; participants should review these guides carefully.



FOODSERVICE *at the* SUMMIT

ONSITE FOODSERVICE

The Summit dining halls provide foodservice for participants onsite; all Justice National Scout Camp meals are served in the Pigott Dining Hall (with pack-out lunches provided for individuals participating in full-day buy-up programs), and daily breakfast and dinner for Summit Experience participants are served in the Fork in the Road Dining Hall (pack-out lunches are provided each day for Summit Experience participants). Staff will orient participants to dining hall/food service operations on arrival.

OFFSITE (HIGH-ADVENTURE) FOOD SERVICE

For offsite high-adventure activities, participants will eat some meals in one of the dining halls, but most meals will be eaten on the trek (in the form of pack-out meals or trail meals). The first meal provided by the Summit is dinner on the day of arrival, and the last meal provided is breakfast on the day of departure.



SPECIFIC DIETARY NEEDS

The foodservice team has the capability to provide meals that meet a variety of specific dietary needs for participants visiting the Summit. To notify the food service team of specific needs for any participant(s), please complete the Dietary Restrictions and Food Allergies Form. In addition, food allergies and sensitivities should be noted on individual medical forms. On arrival at camp, individuals with specific dietary needs should meet with the food service/dining hall management to discuss preparations and accommodations and to review ingredient lists for prepared foods. The Summit can accommodate common dietary needs with some notice, noted here.

- One-week notice: Common food allergies (dairy, peanut, etc.), gluten-free, vegan, vegetarian
- Two-week notice: Kosher, halal, or other less-common requests

Other specific dietary needs can be accommodated on request. Additionally, participants may bring a supply of alternative, diet-safe food from home and store it in Summit facilities; this food can be accessed at any time. For questions about specific dietary needs, please e-mail the Summit team, at Summit.Program@scouting.org.

SPECIFIC DIETARY NEEDS FORM

The Summit Bechtel Reserve food service team collects information about specific dietary needs for participants through an online form, which can be accessed from the Summit Web site or by scanning the Q.R. code here. For any additional concerns or special considerations, e-mail Summit.Program@scouting.org to communicate with a member of the foodservice team.



HEALTH & SAFETY





HEALTH & SAFETY PREPARATIONS

REQUIRED MEDICAL FORM

All youth and adult participants are required to have a medical evaluation, conducted by a licensed health-care provider, within twelve months of the date of their program at the Summit (forms are valid until the end of the twelfth month). The *BSA Annual Health and Medical Record*, parts A, B, and C, must be completed in full. The Summit-specific form is located on the Summit Web site and at the end of this guide. Copies of signed forms (by the health-care provider and by parent/guardian if the participant is under the age of eighteen) and insurance information will be collected during check-in at the Summit; these copies will not be returned at the end of the visit.

PARTICIPANT FITNESS

All youth and adult participants must be eligible for participation according to the BSA Height/Weight Restrictions, listed on the *Annual Health and Medical Record*. Individuals should consult their primary health-care provider to discuss the advisability of participation in the programs of the Summit. Participants or parent(s)/guardian(s) should contact the Summit health and safety team, at summithealthlodge@scouting.org or 304-640-7106, to discuss specific medical questions or concerns. The chief medical officer and medical staff of the Summit reserve the right to make final medical decisions regarding the participation of each individual in any program of the Summit.

MEDICAL FORM REVIEW

Advisors/leaders should review medical forms for all participants (youth and adult) before traveling to the Summit to become familiar with any health-related restrictions or considerations. This check should also be used to verify that the requisite signatures, of a health-care provider and a parent/guardian, for participants under the age of eighteen, are present on the form. Adult leaders should collect and organize all copies of medical forms for each participant and prepare them for submission to the Summit health and safety team at check-in.

BRING COPIES OF MEDICAL FORMS

At check-in at the Summit, each participant will undergo a basic medical recheck to ensure that any medical conditions or concerns are known prior to active participation. Copies of the *BSA Annual Health and Medical Record* for each participant must be submitted to the Summit. These copies will be destroyed within twenty-four hours of the crew's departure from the Summit. Additionally, participants should bring to the health recheck any medications currently being taken.

MEDICATIONS

Participants who have a condition requiring medication should bring an appropriate supply for the duration of their stay at the Summit. The Summit Health Lodge will likely not be able to provide exact medications in needed quantities. If a participant needs medication that they do not have or that the Summit cannot provide, it will have to be acquired from a local pharmacy. Participants are responsible for paying for their own medications. Units should designate a leader to distribute medications at camp.

STORAGE OF MEDICATIONS

The Summit health and safety team recommend that leaders bring locked storage to store all medications while traveling to and from the Summit. Unit leaders should make preparations to transport medications that require refrigeration; the Summit provides refrigerated storage space onsite.

ANAPHYLACTIC REACTIONS AND ASTHMA

Participants who have ever experienced an anaphylactic reaction from any cause must contact the Summit health and safety team, by e-mail, at summithealthlodge@scouting.org, before arrival. The ability of a participant who has experienced an anaphylactic reaction to participate in a Summit program will be evaluated by the health and safety team, and participation decisions will be made that prioritize the well-being of the individual. Similarly, any individual who has received treatment for asthma in the past three years are required to bring and carry a rescue inhaler. Participants who have received treatment for asthma but do not bring a rescue inhaler will be required to purchase one before being allowed to participate.

IMMUNIZATIONS

Verification is required that adequate tetanus immunization has been given within the last ten years prior to arrival at the Summit. If the inoculation is provided at the Summit, the participant will be charged accordingly. Other suggested immunizations are listed on the *BSA Annual Health and Medical Record*.

RELIGIOUS BELIEFS AND MEDICAL EXEMPTIONS

The following is the policy of the Boy Scouts of America regarding medical requirements: "Medical examinations for camp attendance are required of all campers for the protection of the entire camp group. The immunization requirement is waived for persons with beliefs against immunization." An *Immunization Waiver Form* can be found on the Summit Web site and in the appendix to this guide. This form should be returned at check-in.



OTHER HEALTH & SAFETY INFORMATION

MEDICAL EXEMPTIONS

To request a medical exemption of any kind, for any reason, participants (or their parent(s)/guardian(s), if under the age of eighteen), should complete the Summit Medical Exemption Form, available on the Summit Web site and in the appendix to this guide. This form should be submitted to the Summit health and safety team, by e-mail to summithealthlodge@scouting.org, before arrival. Requests for exemptions will be reviewed by the health and safety team and participants or their parent(s)/guardian(s) may be contacted to discuss the request.

INSURANCE

The Summit participation fee includes health, accident, and sickness insurance for all participants, youth and adult, while traveling to and from the property and while participating in Summit programs. This coverage is excess insurance, which means that eligible expenses are covered only after primary health and other collectible insurance payments have been exhausted. If no other insurance is in effect, this insurance plan, which has no deductible to participants, covers expenses up to the plan limit. Please e-mail the Summit risk management team, at summithealthlodge@scouting.org, for additional information.

GENERAL HEALTH AND SAFETY TIPS

- Wear closed-toe shoes at all times.
- Bring water shoes (or shoes that can get wet) for aquatics activities, including whitewater rafting.
- Use sunscreen and insect repellent daily. Check for and remove ticks daily.
- Carry a flashlight when walking at night.
- Shake out clothes and shoes before wearing them.
- Keep food and other smellable items out of tents.
- Shower daily.
- Drink plenty of water.
- Use the buddy system.

EMERGENCY PROCEDURES

Each high-adventure program and Justice National Scout Camp have emergency procedures and plans specific the area(s) in which they operate. These procedures and plans will be reviewed thoroughly and practiced, through simulation, with participants withing twenty-four hours of arrival at the Summit.

ENVIRONMENTAL HEALTH AND SAFETY

The Summit is an out-of-doors environment. Scouts and leaders should be mentally and physically prepared for participation in strenuous adventures. In addition to individual and group physical preparation, there are several other factors to keep in mind when preparing for a visit to the Summit.

WILDLIFE AT THE SUMMIT

Like many camps, the Summit is full of wildlife, and participants share the wild and wonderful environment with these animals. While here, participants are likely to encounter deer, turkey, snakes, fish, birds, insects, and other creatures. While less common, black bears are present onsite, and sightings are regular. Respect for wildlife and the shared environment is important, and a critical piece of the human-wildlife relationship is proper food handling. For the safety of participants and the Summit wildlife, no food or other smellable items (like toiletries) may be stored in tents; all food and smellable items should be secured, in a smell-proof container or in a vehicle or trailer. Failure to practice proper smellable storage may be an invitation to unwanted visitors!

HEAT AND HYDRATION

Summit summers are hot. All participants should stay hydrated by drinking plenty of water and limiting the intake of non-water beverages during their stay. Scouts and adults alike should pay attention to signals from their bodies to ensure that they are maintaining a sufficient intake of water throughout the day and throughout their stay. While there is no single set of water-consumption advice that fits everyone, some excellent guidance exists online and through other resources.

WASTE DISPOSAL

Waste receptacles, designed to be bear-resistant, are located throughout the Summit site. Trash should be disposed in these bins. Food and smellable waste should not be disposed in shower house trash receptacles, as these are not bear-proof. Please be mindful of the Summit environment by removing all waste properly and by policing camping and program areas.

PARTICIPANT IDENTIFICATION

All participants, youth and adult, will be provided with a wristband, which must be worn at all times while on Summit property. Wristband wear is critical for identifying participants and stakeholders (other visitors to the site). If needed, replacement wristbands can be requested from the leadership of the program in which the unit is participating.



FIRST AID & C.P.R. TRAINING

WILDERNESS FIRST AID TRAINING REQUIREMENT

Units participating in the Bikepacking, Pack n' Paddle, Polaris A.T.V., or New River Experience programs are required to have at least one participant (youth or adult) who has completed C.P.R. and Wilderness First Aid training. While not required, the Summit leadership strongly recommend that two or more individuals in the contingent complete Wilderness First Aid training.

WILDERNESS FIRST AID TRAINING RECOMMENDATION

Units participating in the Summit Experience, Marksman Experience, or the James C. Justice National Scout Camp are not required to have a participating individual trained in C.P.R. or Wilderness First Aid. The Summit health and safety team recommend that units participating in these programs have at least one participating individual trained in both.

TRAINING AND LEADERSHIP SUGGESTION

The Summit leadership recommend that groups identify alternative crew advisors/leaders who are able to serve as an attending adult leader in the event that one or more adults leaders are unable to attend as planned. Additionally, it is recommended that at least two individuals, especially for groups participating in high-adventure programs, are trained in Wilderness First Aid and C.P.R. The Summit is unable to provide staff to meet the two-deep leadership standard, required by the Boy Scouts of America, for the visit to the Summit or during travel to and from the site.

WILDERNESS FIRST AID TRAINING AGREEMENT

The Boy Scouts of America and the American Red Cross have a national-level agreement, the primary goal of which is to help councils (through districts and units) become self-sufficient in instructing American Red Cross courses, including Wilderness First Aid. Through this agreement, local councils can coordinate the offering of American Red Cross courses through Scouting volunteers who are certified instructors. Fees for these courses are often dramatically reduced to cover only administration expenses and training materials. Local council staff can provide information, contacts, and resources on programs offered under this agreement.

WILDERNESS FIRST AID TRAINING PROVIDERS

Wilderness First Aid training can be attained from several national organizations, including:

- American Red Cross
- American Safety and Health Institute
- Emergency Care and Safety Institute (E.C.S.I.)
- National Outdoor Leadership School (N.O.L.S.) Wilderness Medical Institute
- National Registry of Emergency Medical Technicians
- National Safety Council
- National Ski Patrol—Outdoor Emergency Care
- Stonehearth Open Learning Opportunities (S.O.L.O.)
- The Mountaineers
- Wilderness Medical Associates (W.M.A.)
- Wilderness Medicine Outfitters
- Wilderness Medicine Training Center
- Wilderness Safety Council

WILDERNESS FIRST AID TRAINING ALTERNATIVES

The Summit health and safety team accepts the following advanced levels of medical training, with a copy of a current license or certification, in lieu of Wilderness First Aid and/or C.P.R. trainings. Verification must be shared with the Summit registration and health and safety teams during the check-in process. Here are approved alternative credentials:

- Wilderness First Responder
- Outdoor Emergency Care
- Emergency Medical Technician (Basic, Advanced, or paramedic)
- Military corpsman or medic
- Registered nurse
- Licensed nurse practitioner
- Licensed physician assistant
- Licensed physician (M.D. or D.O.)



YOUTH PROTECTION POLICIES

YOUTH PROTECTION EXPECTATIONS

All participating adults, eighteen or older, must present verification of completed, current BSA Youth Protection Training, which is required for adult registration in any program of the Boy Scouts of America. Venturing participants who are eighteen years old or older are considered adults in the Boy Scouts of America and must complete Youth Protection Training. All adults and youth are expected to abide by the policies, procedures, and guidelines detailed in the training. Documentation of completed Youth Protection Training can be obtained from individual my.Scouting profiles or from the local council.

HAZING AND DISCIPLINE

Any form of hazing, initiation, ridicule, or inappropriate teasing is prohibited and will not be allowed under any circumstance. Activities like snipe-hunting and other rituals are included in this prohibition. Any form of disciplinary action must be constructive and must meet the standards of the Youth Protection policies of the Boy Scouts of America. Involvement by individuals in any of the aforementioned activities may result in removal from the Summit property.

NOTES ON CONDUCT

The Scout Oath and Law serve as the standards for all interactions between participants (youth and adult) and staff members. The Summit and the Boy Scouts of America serve individuals from diverse backgrounds and experiences. Any behavior that belittles, harasses, or makes an individual uncomfortable is not acceptable. Remember, a Scout is kind!

Each group should develop procedures to mitigate and address instances of inappropriate/unacceptable behavior. Expectations and consequences should be set, understood, and acknowledged with all Scouts, parents/guardians, and adult participants during contingent pre-trip planning. These expectations should align to the Scout Oath and Law and the policies of the Boy Scouts of America.

Contingent leaders are responsible for the participants in their charge during their entire stay at the Summit; no supervision from Summit full-time or seasonal staff will be provided. If a participant, youth or adult, is removed from a Summit program in which they are participating, they (or their family) will be responsible for traveling home at their own expense. In the case of a removal of a youth participant, an adult contingent leader will be required to assist with the removal arrangements.

SCOUTER CODE OF CONDUCT

Adult leaders are expected to model positive behaviors, informed by the Scout Oath and Law, Youth Protection Training, and the *Guide to Safe Scouting*. See the appendix to this guide for the *Scouter Code of Conduct*, which summarizes the basic expectations for adults participating in a Summit adventure.

FIREARMS

Personal firearms, including bows, and ammunition are not allowed on Summit property. The Summit supplies all firearms and ammunition used for target sports programs. The use of personal firearms is not permitted on any of the ranges at the Summit. Personal firearms are not allowed on the Summit property for any reason.

TOBACCO USE

For adults, over the age of twenty-one, the Summit leadership strongly recommend against the use of tobacco products on the property. Smoking, vaping, and the use of smokeless tobacco are prohibited in and around all buildings, tents, vehicles, and trails of the Summit. Tobacco use by adults must be confined to areas out of sight of participants. Summit staff members can direct adults to appropriate places to use tobacco products.

ALCOHOL AND DRUGS

Possession or use of alcoholic beverages or unprescribed drugs (including marijuana) or abuse of prescribed drugs are expressly prohibited on the Summit property and while participating in any Summit event or program. Individuals or groups found in violation of this policy will be removed from the property immediately at their own expense. Legal action may be pursued if deemed appropriate.



ARRIVAL DAY PREPARATIONS & NOTES

ARRIVAL PLAN

In April, the contingent advisor/unit leader will receive instructions, by e-mail, on how to complete the unit arrival plan information in the Event Management System (the system through which reservations are placed and payments are made). Units will indicate their method of travel, anticipated arrival time, and other key facts. Early arrival and late departure arrangements will be confirmed through the Event Management System at this time, too.

ARRIVAL TIME

Units are asked to arrive at the Summit between 11:00 a.m. and 3:00 p.m. on their check-in day. The Summit registration team recommend arriving as early as possible within this window to ensure smooth completion of all requisite arrival tasks. The Summit registration team also understand that unexpected delays may occur during travel, and Summit representatives will be available to check in units regardless of arrival time. If delays occur, please notify the Summit leadership by calling 304-465-2900. By calling, the Summit registration team can prepare for a later arrival and assist units in working through any issues.

ARRIVAL LOCATION

In contrast to previous years, units will not check in at the Ruby Welcome Center. Units will check in on the Summit property, and the specific location will be shared with unit leaders in advance of arrival. All units should enter the property through the North Gate entrance of the Summit, which is located at 2550 Jack Furst Drive, Glen Jean, West Virginia 25846.

EARLY ARRIVALS AND LATE DEPARTURES

Units may elect to arrive at the Summit one day earlier than the start of their selected program session and/or may opt to stay one day after the conclusion of their selected program. A fee of \$50.00 per person, per night, will be charged to the unit account to cover the additional housing and food costs for the added time. Unit leaders can select early arrival and/or late departure arrangements through the arrival plan function (enabled in April) of the Event Management System.

Please note that early arrival and/or late departure arrangements include shelter and food only. Additional activities or programs may not be available. Units are welcome to engage in self-directed activities during this/these times. Unit/contingent adults must ensure that all BSA Youth Protection standards, including two-deep leadership and no one-on-one contact, are enforced.

TRANSPORTATION ARRANGEMENTS

Generally, units/contingents are responsible for transportation to and from the Summit. For units arriving to the area at the Beckley-Raleigh Airport or the Prince or Thurmond Amtrak stations, the Summit transportation team does provide shuttling services, at a cost of \$45.00 per person, round trip. Shuttling services are not provided by the Summit from the Charleston Yeager Airport.

The Summit transportation team is able to provide shuttling services to individual program participants (like those in the N.A.Y.L.E. program), and specific details about these options are communicated directly to these participants.

A NOTE ON TRAIN SCHEDULES

For units traveling by train, current schedules do not allow for arrival during the check-in window. Additionally, it is not uncommon for the train to be delayed by two or more hours. Please alert the registration team, by e-mailing Summit.Program@scouting.org, if planning to travel by train.

BECKLEY, WV, ENTERPRISE RENT-A-CAR

Beckley Enterprise: The Summit has an agreement with the Beckley, West Virginia, Enterprise Rent-A-Car that allows units (or individuals) to arrange a vehicle for drop-off and pick-up, without charge for the duration of the program session. The Beckley location must be contacted directly, at 304-252-1227.

OTHER TRANSPORTATION AND SHUTTLE OPTIONS

- **Hills to Hills Shuttle:** Call 304-640-8122; e-mail bosslady@hillstohills.com; visit hillstohills.com.
- **Link:** Visit ridewithlink.com.
- **Chandler's Limousine Service:** Call 304-345-5434 or visit chandlerslimo.com.
- **Kanawha Board of Education:** School bus rental; call 304-348-6616.
- **Formal Express Transportation:** Call 304-907-2900; e-mail misti@formalexpress.com; or visit formalexpress.com.
- **C&H Taxi:** Call 304-344-4902 or visit chtaxi.com.
- **West Virginia Department of Travel and Tourism:** The department can potentially assist with travel arrangements; call 800-847-4898 or visit visitwv.com.



ARRIVAL DAY, CHECK-IN, & ORIENTATION

CHECK-IN AND PAPERWORK

At check-in at the Summit, the friendly and helpful registration team will guide the crew leader/senior patrol leader and the adult leader(s) through the arrival process and ensure that all forms are completed and all accounts are settled. Please review this section carefully to be prepared on arrival day!

ITEMS TO BRING TO CHECK-IN

The following are items that should be prepared for check-in:

- **BSA Annual Health and Medical Record Copies:** The registration team will ensure that all participants, youth and adult, have a completed, appropriately-signed copy of the BSA Annual Health and Medical Record (Summit-specific version or parts A, B1, B2, and C).
- **Summit Waiver:** Required for all participants, youth and adult, this form must be completed online. A parent/guardian must sign/approve waivers for participants under the age of eighteen.
- **Youth Protection Training Documentation:** The unit/contingent must provide verification that all participants age eighteen or older have completed the BSA Youth Protection Training within the past two years.
- **Whitewater Rafting Waiver:** Required for attendees, youth and adult, who are participating in whitewater rafting while at the Summit. A parent or guardian must sign waivers for participants under the age of eighteen. This form is completed on paper, and it is available in the appendix to this guide and on the Summit Web site.
- **BSA Swim Classification Record:** All aquatics activities at the Summit require completion of the BSA swim classification test, by youth and adult participants, with a swimmer designation. This record is available in the appendix to this guide and on the Summit Web site.
- **Outstanding Fees:** Only checks, made payable to the Boy Scouts of America, will be accepted at check-in at the Summit (though units/contingents should have paid registration fees prior to arrival at the Summit).

ORGANIZING PAPERWORK

Please sort any individual paperwork alphabetically by type; do not sort paperwork by individual participants. The Summit registration team recommend sorting and organizing paperwork prior to departure.

MEDICAL RECHECKS

At check-in at the Summit, every participant, youth and adult, will undergo a medical recheck, a process in which the individual meets with a member of the Summit medical team to review each BSA Annual Health and Medical Record, medications, and any specific needs.

WHAT TO BRING FOR MEDICAL RECHECKS

Unit/contingent adult leaders should coordinate to ensure that the following required paperwork and items are gathered and prepared for the medical recheck process:

- Pre-medical Evaluation (one per unit; short form issued on arrival at the Summit)
- BSA Annual Health and Medical Record (one copy per person, organized alphabetically)
- Any prescription medications (for individuals who use them; medical staff will review with individual)
- Inhalers and EpiPens
- Unit first aid kit (possession will be verified)

Parents/guardians should review with the unit/contingent adult leaders medications their Scout(s) uses and any other medical concerns prior to departure for the Summit.



GETTING SETTLED AT CAMP

After completing the check-in process, units/contingents will be given a map and directed to the base camp in which they are staying at the Summit. A staff member from the program in which the group is participating will greet units and provide welcoming instructions. Base camp or program staff will help units find their camping area(s) and orient the group to the surroundings. Unit members should be prepared to set up tents and cots, though some sites may be ready on arrival. For most programs, a simple Summit Center walking tour will be provided, to include base camp facilities, the parade field (assembly area), Summit Center program areas, dining hall (where specific dietary needs can be reviewed and discussed), and the trading post.





Summit 

PROGRAM PREPARATIONS



PHYSICAL PREPARATIONS

PHYSICAL CHALLENGE AWAITS

The Summit offers high-adventure and traditional camping experiences, with programs designed to be appropriately-challenging for units and individuals. For any program at the Summit, it is common to hike around thirty miles or more during a weeklong visit. Transportation is provided for any offsite programs, like whitewater rafting, but the primary mode of transportation at the Summit is feet!

West Virginia—known as the Mountain State—is the home of the Summit Bechtel Reserve. To prepare for a Summit visit, preparation hikes, of at least five miles, undertaken periodically starting in the winter/spring, are recommended. Organized hikes will help prepare participants physically and will help the group establish cohesion and synchrony before visiting the Summit.

Trails on the site vary in elevation and grade. During preparation hikes, units will be well-served to seek out trails and areas that emulate the terrain and environment at the Summit, though any preparation is better than none. The Summit also recommends cardiovascular and strength training regimens as elements of preparation for each individual. Remember, one of the four Aims of Scouting is personal fitness, which includes physical and mental well-being!

PREPARE FOR PRACTICE

Preparation hikes are key to unit and individual success at the Summit. As with any hike, safety precautions should be taken. When hiking as a group or with a buddy, be sure to follow these guidelines:

- Use the buddy system in all situations.
- Notify parents and other stakeholders (like unit leaders who are not participating in the hike) of the hiking route and of estimated departure and return times.
- Check the weather forecast to prepare for any possible conditions, including rain, snow, wind, cold, and heat.
- Carry the Scout 10 essentials.
- For organized group hikes, two-deep leadership and all other Youth Protection standards must be maintained.
- Carry a cellular phone for emergency communication.

REMEMBER THE SETTING

The Summit is a high-adventure environment. Physical preparation and a positive attitude are necessary!

Height (inches) Estatura (pulgadas)	Recommended Weight (lbs) Peso recomendado (libras)	Allowable Exception Excepción permitida	Maximum Acceptance Aceptación máxima
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

BSA HEIGHT/WEIGHT RESTRICTIONS

Participants who want to attend the Summit but do not/will not meet the height/weight restrictions (body mass index (B.M.I.) requirements), listed on the *BSA Annual Health and Medical Record* (and on the chart above), should consult with a physician or other health-care provider regarding a safe and healthy plan for weight loss and physical preparation. The BSA height/weight restrictions apply only to participants in high-adventure programs and are in place for the safety of all participants. For questions about individual physical health, including questions about participants who may need specific consideration, please e-mail the Summit medical team, at Summit.Program@scouting.org.



PROGRAM PREPARATIONS

PROGRAM-SPECIFIC PREPARATIONS

The Summit offers seven different programs, ranging from offsite high-adventure experiences to Scout summer camp. Because of this variety, different programs have different recommendations specific to the activities offered. Check the program supplements for each program to learn more about these program-specific requirements and suggestions. Some general recommendations, applicable to multiple Summit programs, are detailed on this page and the next.

THE BSA SWIM CLASSIFICATION TEST

Unit must bring two copies of the completed BSA *Swim Classification Record*. Every member of the unit, youth and adult, should be listed on the *Swim Classification Record* as a nonswimmer, beginner, or swimmer, based on the results of the BSA swim classification test. All participants who wish to participate in an aquatic activity must have completed their swim test with a classification as a swimmer. This includes whitewater rafting. The BSA *Swim Classification Record*, which contains an area to list the names of all unit/contingent members and details the swim classification test, is included in the appendix to this guide and is available online.

BUDDY TAGS: ESSENTIAL FOR AQUATIC SAFETY

The Summit provides each unit with buddy tags and appropriate markers at check-in. A unit leader will need to fill out the buddy tags based on the BSA *Swim Classification Record*. All buddy tags will need to be turned in by the unit to the aquatics area once complete. Any participant, youth or adult, who participates in any onsite or offsite aquatics activities must be classified as a swimmer (though there are exceptions for Justice Scout Camp participants in instructional swimming or Swimming merit badge sessions). Though an aquatics activity may not be scheduled for a participant, there may be opportunities to visit aquatics venues at the Summit. Additional information about buddy tags is included in the appendix to this guide.

NOTE ON BUDDY TAGS

Buddy tags are not used on whitewater rafting trips (many programs include whitewater rafting) or on the New River Experience, though participants must be classified as swimmers, after completion of the BSA swim classification test, to participate in these programs.



AERIAL SPORTS ACTIVITIES WEIGHT REQUIREMENT

The engineering and safety systems used in place at the aerial activities at the Summit require participants to meet certain weight guidelines to participate in our climbing, rappelling, bouldering, canopy tour, challenge course, and zip line activities. Participants in these activities must weigh between fifty (eighty for Alexander's Eagle Flight) and two hundred fifty pounds (including clothes), regardless of height.

PERSONAL PROTECTIVE EQUIPMENT (P.P.E.)

Many activities offered at the Summit require the use of personal protective equipment (P.P.E.). The Summit owns an array of equipment to fit most shapes and sizes. On rare occasions, a unique body type may not fit safely into the equipment. If a participant cannot wear the appropriate equipment as it is intended to be worn, they may not be able to participate in that activity. For any concerns about this, please e-mail summithealthlodge@scouting.org before arrival, and the health and safety and program teams will work to provide reasonable accommodation, if possible. See the next page for additional details and notes on equipment.



EQUIPMENT INFORMATION

SUMMIT EQUIPMENT

Review each program supplement for detailed lists of equipment needed for each experience. The equipment on each list is divided into three categories: personal gear, unit gear, and equipment provided by the Summit. Personal gear and unit gear are the responsibility of the participant and the unit, respectively. The Summit team strongly recommend labeling all personal and unit belongings.

Equipment provided by the Summit will be issued to individuals and groups at arrival or at specific activities. All equipment must be returned to the Summit at the conclusion of the program experience. The Summit leadership ask participants to care for base equipment as if it was their own!



SPECIALIZED ACTIVITY EQUIPMENT

The Summit provides the equipment needed to participate safely in any of the programs offered. Participants with experience in a given program may prefer to use their own equipment. This section outlines what is allowed, subject to inspection by trained and qualified Summit staff. Note that equipment needed for Summit programs can be costly. When considering whether or not to bring personal equipment, participants should keep in mind that the Summit does not provide secure storage for personal equipment and does not replace or repair lost, stolen, or damaged personal equipment.

- Climbing Shoes: The Summit provides climbing shoes for those participating in climbing activities. Climbing shoes are not required safety equipment, so participants are welcome to bring their own climbing shoes.
- Bicycles: A manager in the program area must inspect and approve any personal bicycle before use in any program.
- Skateboards: Personal skateboards are allowed for participants. A Summit staff member must inspect a board each time it is used.

SPECIALIZED ACTIVITY CLOTHING

Participants should bring clothing appropriate for the camp or trek environment. While participants and units should review the packing lists for the specific program in which they will be participating, most programs at the Summit involve immersion in an outdoor environment and a moderate (or more) amount of hiking. Participants who are experienced in an activity provided at the Summit (like mountain biking) are welcome to bring any specialized clothing they may have. For those participants for whom these activities are new, there is no need to spend money on specialized clothing. As long as participants wear appropriate clothing, the Summit will provide all requisite personal protective equipment.

AQUATICS ACTIVITIES AND CLOTHING

Participants should bring footwear that can get wet during various aquatics activities during the camp session. Sport sandals that are closed like a shoe in the front and strap in the back work well for aquatic activities. Old pairs of tennis shoes (likely to be discarded at the end of the camp session) also work well. Moisture-wicking shirts that dry quickly are recommended for aquatics activities, too, as these provide protection from the sun. Swimsuits should be appropriate, according to BSA guidelines.

CLOSED-TOE SHOES: REQUIRED!

All activities at the Summit require closed-toe shoes for participation. The Summit leadership recommend bringing the appropriate footwear, including hiking boots/shoes, tennis shoes (and/or skate/biking shoes), and water shoes (closed-toe and closed-heel sandals, old tennis shoes, etc.). Sandals or flip flops are recommended for shower houses, though participants should change back to closed-toe shoes before leaving shower facilities.

SKATEBOARDING, MOUNTAIN BIKING, AND BMX SHOES

There are several shoes that work well for skateboarding, mountain biking, and BMX activities at the Summit, including biking shoes, skate shoes, or low-rise tennis shoes with a thinner sole. These types of footwear reduce the potential for injury in these activities. Hiking boots and shoes are not recommended for these wheeled-sports activities.

MINI SAFETY MOMENT: FOOTWEAR

All participants should wear closed-toe shoes, appropriate for each activity, at all times!



OTHER GENERAL PROGRAM NOTES

BRANDING

Branding (with Summit logos) will be available to all participants at least once during every program session. Participants should bring items to brand from home, or some items can be purchased from the trading post. Qualified Summit staff members brand items presented by participants. All items are branded at the risk of the participant; the Summit is not responsible for any items damaged by branding.



SERVICE AND CONSERVATION PROJECTS

Programs may include a service/conservation project. These projects may take place at the Summit or in the local community. To be prepared for service work, participants should bring long pants, a long-sleeve shirt, rain gear, and water.

HUNTER EDUCATION

The Summit Bechtel Reserve is proud to offer hunter education programs in Hunter's Hall at the Crafton Sportsman's Complex. This program is designed to teach participants the fundamental knowledge, skills, and attitudes related to hunting, firearm safety, shooting, and wildlife conservation. Hunter education opportunities are available to Summit Experience and Justice National Scout Camp participants. Participants in these programs should review the specific program supplements for information about hunter education opportunities.

FISHING

Fishing is allowed on the Summit property without a fishing license. Fishing offsite is subject to the rules and regulations of the West Virginia Department of Natural Resources (wvdnr.gov/fishing/fishing-regulations/). The Summit is a catch-and-release facility. Participants who are interested in fishing at the Summit are encouraged to bring their own gear and bait. Fishing is not allowed on Goodrich Lake West.

AWARDS AND RECOGNITIONS

The following awards can be a part of your experience at the Summit. Some programs, like the James C. Justice National Scout Camp, offer specific awards that are not available in other programs. Make sure to review the program supplements for each experience to learn about other special opportunities!

THE SUMMIT PATCH

This patch is earned and awarded to each participant who completes their respective program, at no additional cost. Patches for each unit will be handed out to the senior patrol leader/crew leader at the closing program. Unit leadership can distribute patches to the individual unit members at a time determined by the unit. Each specific program also has a specific patch that can be purchased in the trading posts.

SUMMIT DUTY TO GOD AWARD

Participants in any Summit program will have the opportunity to earn the Summit Duty To God Award during their camp experience. The unit chaplain aide will receive the instructions and materials to complete the award, and the requirements are also in the appendix to this guide. Upon completion of the Duty to God Award requirements, the unit will present a sign-off sheet for the award to the Summit trading post staff and be able to purchase the patches for this award.



SUMMIT SUSTAINABILITY AWARD

Sustainability describes the necessary work to be done to preserve and protect the natural resources of the planet. Sustainability is a key commitment of the Summit and the Boy Scouts of America, and participants (youth and adult) in any Summit program can earn the Summit Sustainability Award. The award is a reflection of the responsibility of the individual in the collective efforts of sustainability, conservation, and stewardship. Upon completion of the Summit Sustainability Award requirements, the unit will present a sign-off sheet for the award, which can be found in the appendix to this guide and on the Summit Web site, to the Summit trading post staff and be able to purchase the award patches.



APPALACHIAN CELEBRATION



APPALACHIAN CELEBRATION: A SUMMIT TRADITION

Appalachian Celebration is a Summit favorite. A yearslong tradition, the Celebration is a camp-wide event to which all participants from any program on the site are invited!

Join Scouting friends in Action Point on Monday evening during each week of camp for some tremendous fellowship and fun. The event includes exhibitors, vendors, sports activities, live music, displays and activities centered around Appalachian culture, branding (an all-time favorite), and much more!

Representatives from the local community, including the National Park Service, will be present for this event each week, and participants are invited to engage with these interactive displays. Additionally, tours of the Sustainability Treehouse (required for completion of the Summit Sustainability Award) and the Scouting Museum in the Scott Visitor Center will be given during the Celebration.

An event checklist will be provided to all participants on arrival at Action Point. Participants who visit every available station (or most) will receive a special souvenir!

APPALACHIAN CELEBRATION NOTES

Appalachian Celebration is open to all, with the primary goals of fun and fellowship. No preparations need to be made to attend—just show up to Action Point on Monday evening. That said, there are a few program notes, listed here, that might enhance the experience:

- **Food truck(s):** Aurora Ice, a shaved-ice purveyor and local friend of the Summit, along with other food trucks will be present each week. Make sure to bring some funds for a special treat.
- **Branding:** The Summit will have items for sale, including wood cookies and leather bookmarks, for branding, but participants are invited to bring personal items to brand, like water bottles and caps, too!
- **Tie-dye:** A tie-dye station will be available, with small cloth items available at no cost. The Summit Trading Post will also have white Summit bear-branded shirts for sale to tie-dye, for those looking for a custom souvenir.
- **Seating:** Some seating will be provided, but participants may wish to bring their own chairs to enjoy the live music or sit around a campfire to make s'mores!



APPALACHIAN CELEBRATION

APPALACHIAN CELEBRATION EVENTS (SAMPLE)

New activities and old favorites can be found at Appalachian Celebration! Here is a representative list (which may change):

- Sustainability Treehouse and Scouting Museum tours
- Rope-making and crosscut sawing
- Simulation coal mine
- Hatchet or knife throwing and archery
- Ice-cream-in-a-bag and “bike-cream” (ice cream made from pedaling a modified bicycle)
- Live music from local musicians or bands
- Tie-dying
- Campfires and s’mores-making
- National Park Service activities
- Tug-of-war championship
- Local delicacy Dutch oven cook-off (ingredients provided)
- Turkey-casting hosted by the hunter education team
- Branding (an all-time favorite)
- Spinning wheel and weaving loom demonstration
- Soccer, Frisbee, 9-square, and other sport activities
- Dunk tank
- Visit exotic birds from the local avian rescue



TRADING POST

TRADING POSTS AT THE SUMMIT

The Summit Bechtel Reserve operates two trading posts. The Bunker Trading Post is located in Pigott Headquarters, in Delta Base Camp, next to the Pigott Dining Hall. The Bear Paw Trading Post is located in the Scott Visitor Center. Both locations offer amazing Summit souvenirs, delicious snacks, and essential camping items. The Bunker and the Bear Paw Trading Posts are open regularly throughout each week, and hours for each location are posted on the doors.

THE SNACK SHACK/COMMISSARY

The Bunker and the Bear Paw Trading Posts both offer a selection of snacks to please any camper. Drinks, ice cream, candy, and other snack items are available at both locations, with an extensive collection on offer at the Snack Shack, located just outside the Bunker.

ICE AT THE SUMMIT

Bagged ice can be purchased at both trading posts. Ice is not provided by the Summit, except for some high-adventure trek participants.



GARDEN GROUND OUTFITTERS

The online store of the Summit, Garden Ground Outfitters, provides campers a showcase of merchandise from which to choose. The online store offers a wide variety of Summit products and souvenirs, allowing participants (and other Summit supporters) to shop before and after visiting the Summit.

CUSTOM CREW T-SHIRTS

Orders for custom crew T-shirts can be placed online through Garden Ground Outfitters. Different styles of T-shirts are available for selection, with general and program-specific design variations. Units/crews are encouraged to order custom T-shirts ten weeks or more in advance, as time is required to produce and ship these customized items.

FREQUENTLY-ASKED QUESTIONS

Q: How much money should a Scout bring to camp?

On average, participants spend between \$80.00-150.00 at the trading posts, on souvenirs, snacks, and camp/program supplies.

Q: What types of payments are accepted?

Both trading posts accept all major credit/debit cards, cash, checks, Apple Pay, and Android Pay.

Q: What types of items are sold in the trading posts?

Clothing items, like T-shirts, jackets, shorts, belts, caps, socks, sweatshirts, and more, in various sizes, are available for men, women, and children. Popular Scouting and souvenir items, such as patches, pins, hiking medallions and sticks, mugs, and water bottles, are sold in both locations. Some essential camping, program, and toiletry supplies are also sold.

Q: Where can patches for specific programs be obtained?

Patches for specific programs will be distributed to participants (typically to an adult leader or the senior patrol leader/crew leader) near the conclusion of the experience. Awards that can be earned during the Summit stay, like the Duty to God and Summit Sustainability Awards, can be purchased at the Bunker Trading Post after completion of the requirements for the respective award(s).

Q: Does the Summit offer unit photographs?

Yes! The Summit media and marketing team sends representatives to take photos of crews on specific days during each week; these days will be shared with unit leaders on arrival. Unit photos can be accessed and printed from the Summit Flickr account.



THE BEAR PAW
Trading Post

THE BUNKER



YOUR JOURNEY STARTS HERE.

WWW.GARDENGROUNDOUTFITTERS.COM

304.465.2800



Scan here to Start Shopping!



Order your CUSTOM Troop + Crew Gear with us!

ATTRACTIONS NEAR *the* SUMMIT

The area surrounding the Summit holds a wonderland of outdoor adventures, cultural experiences, and activities focused on the unique environment and history of the area. Some (but not all) great opportunities to add to a Summit adventure are listed on these pages.

	<p>NEW RIVER GORGE NATIONAL PARK</p> <p>The New River Gorge National Park is the newest American National Park, and its sights and wonders can be discovered all around the Summit! Visit the overlook areas, located at the Canyon Rim Visitor Center. <i>(photo: Donnie Nunley)</i></p>	<p>INFORMATION</p> <p>162 Visitor Center Road Lansing, WV 25862 304-574-2115 nps.gov/neri</p>
	<p>LOCAL HIKES</p> <p>There are dozens of local trails to hike and explore, all of which offer stunning views of natural and man-made surroundings. These trails weave in and out of the West Virginia woods and offer an experience that hikers will never forget!</p>	<p>INFORMATION</p> <p>nps.gov/neri/planyourvisit/fayetteville_trails There are many other resources for trails in the area that can be accessed online.</p>
	<p>WHITewater EXPERIENCES</p> <p>The New River is home to world-class whitewater rafting, and tens of thousands of thrill-seekers visit the area each year. While most Summit programs include a trip, hitting the river again is never a bad thing, and there are many local options.</p>	<p>INFORMATION</p> <p>There are several local options: ACE Adventure Resort: aceraft.com Adventures on the Gorge: adventuresonthegorge.com River Expeditions: raftinginfo.com</p>
	<p>BECKLEY EXHIBITION COAL MINE</p> <p>The Beckley Exhibition Coal Mine, a favorite of Summit participants, offers visitors a look into the life and times of the workers in the most important industry of West Virginia. The Exhibition Mine offers opportunities to explore and learn!</p>	<p>INFORMATION</p> <p>513 Ewart Avenue Beckley, WV 25801 304-256-1747 beckley.org/coal-mine</p>
	<p>TAMARACK MARKETPLACE</p> <p>The Tamarack Marketplace is an interesting and unique cultural center located in Beckley, just short drive from the Summit. Tamarack contains works from local artisans, exhibits and demonstrations, and dining options.</p>	<p>INFORMATION</p> <p>1 Tamarack Place Beckley, WV 25801 304-256-6843 tamarackwv.com</p>
	<p>LOCAL STATE PARKS</p> <p>West Virginia is home to some of the best state parks in the United States. With dozens of recreation and sightseeing activities on offer, participants can hike, boat, swim, camp, and more. Hawks Nest, Babcock, and Pipestem States Parks are close and popular.</p>	<p>INFORMATION</p> <p>Visit the Web site listed here to learn more about the state parks near the Summit. wvstateparks.com</p>



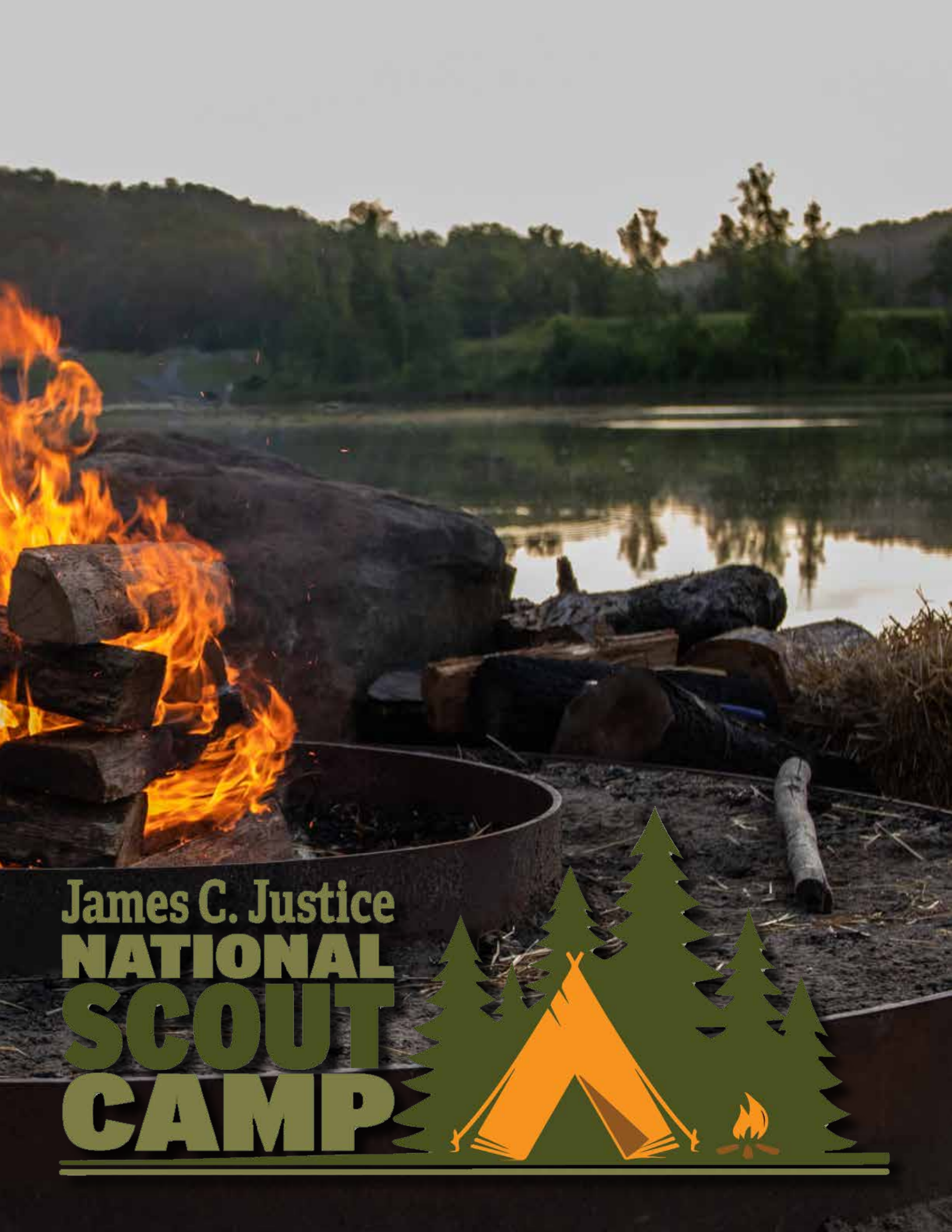
ATTRACTIONS NEAR *the* SUMMIT

	<p>MOUNTAIN BIKING</p> <p>In addition to whitewater rafting and hiking, mountain biking is a popular pastime in the New River Gorge area. There are several opportunities for mountain biking fun near the Summit. Arrowhead Bike Farm is a favorite!</p>	<p>INFORMATION</p> <p>8263 Gatewood Road Fayetteville, WV 25840 304-900-5501 arrowheadbikefarm.com</p>
	<p>BRIDGE WALK</p> <p>Below the New River Gorge Bridge, which spans more than three thousand feet, nearly nine hundred feet over the New River, there is a catwalk, on which visitors can walk high above the mighty waterway and get a view like no other!</p>	<p>INFORMATION</p> <p>57 County Route 85/9 Lansing, WV 25862 304-574-1300 bridgewalk.com</p>
	<p>LOCAL RESTAURANTS</p> <p>There are many fantastic restaurants in the areas around the Summit, in local towns like Fayetteville, Oak Hill, and Beckley. While visitors are encouraged to conduct their own research, a few Summit staff favorites are offered as suggestions here.</p>	<p>INFORMATION</p> <p>Café One Ten, Oak Hill Cathedral Café, Fayetteville Pies and Pints, Fayetteville Secret Sandwich Society, Fayetteville</p>
	<p>LOCAL DOWNTOWNS</p> <p>There are several local downtowns that offer a glimpse into the West Virginia way of life. These downtowns contain stores, cultural exhibitions, restaurants, and other attractions. Some downtowns near the Summit are listed as suggestions here.</p>	<p>INFORMATION</p> <p>Charleston, West Virginia (one hour away) Fayetteville, West Virginia (fifteen minutes away) Hinton, West Virginia (one hour away) Lewisburg, West Virginia (one hour away)</p>
	<p>WORLD SCOUTING MUSEUM</p> <p>The World Scouting Museum recently moved to Charleston, West Virginia, from Las Vegas. The museum, open on request, houses a collection of Scouting treasures spanning generations and locations. Custom tours can be scheduled, too!</p>	<p>INFORMATION</p> <p>1615 Washington Street East Charleston, WV 25311 681-265-1382 (must call ahead) worldscoutingmuseum.org</p>
	<p>THURMOND, WV (GHOST TOWN)</p> <p>The New River Gorge National Park is home to the town of Thurmond, West Virginia, a classic boomtown that resulted from coal and the railroad. Today, the town is deserted, but well-preserved buildings provide a peek into the past.</p>	<p>INFORMATION</p> <p>254 River Crest Road Thurmond, WV 25396 304-465-8550 nps.gov/neri/planyourvisit/thurmond</p>

This list consists of suggestions for local activities near the Summit. At the time of publication, the Summit does not receive any financial benefit when Summit participants visit any of the suggested locations.







James C. Justice
**NATIONAL
SCOUT
CAMP**



WELCOME TO SCOUT CAMP!

Dear Scouts, Scouters, parents/guardians, and stakeholders,

Thank you for selecting the Summit Bechtel Family National Scout Reserve's James C. Justice National Scout Camp as your summer camp destination! We are thrilled to be your choice for an incredible summer camping experience in 2024, and we hope you are excited to experience the advancement and adventure the Summit has to offer.

The Summit is truly a Scouting paradise, and, as one of four signature programs, the Justice National Scout Camp offers unparalleled opportunities for enrichment and fun in this amazing setting. Summer camp is a quintessential Scouting experience—nearly every Scout, throughout the history of the Boy Scouts of America, has attended or will attend at least one session of summer camp. A major goal of the Justice National Scout Camp staff is to make your camping experience this summer special and one-of-a-kind.

In addition to an exciting and engaging merit badge program, including several new additions for 2024, Scouts and leaders will be able to experience an array of exhilarating high-adventure activities, during evening program or through buy-up programs. Challenge and fun (the foundations of great memories) are woven throughout the program offered at Justice National Scout Camp. Participants are encouraged to grow and develop, through experiences in which comfort zones are abandoned and obstacles are conquered. Our ultimate goal is to provide a camp experience that supports the year-round program offered in your troop or crew, with the added value of the staff and facilities available only at the Summit.

This guide is designed to help unit and council contingents plan a successful trip to Justice National Scout Camp at the Summit. All participating leaders should be familiar with the information in this guide; communication to parents/guardians and participants about this trip is critical, so please share this information with them, too!

Please read this guide carefully, as it contains the answers to many common questions. If you have further questions or if there is anything with which we can help, please do not hesitate to contact me (information below), or e-mail the Summit registration and program team, at Summit.Program@scouting.org. We cannot wait to serve your unit this summer at the James C. Justice National Scout Camp at the Summit!

Yours in Scouting,



Johnny Tracy
Program Manager, Summit Experience and Justice National Scout Camp

CAMP DIRECTOR CONTACT INFORMATION

The Summit staff is eager to provide insight and assistance to unit leaders, parents/guardians, and other stakeholders as preparations are made. Please reach out if we can help with anything!

Program Manager (Camp Director) Johnny Tracy; call, at 901-489-6027, or e-mail, at Johnny.Tracy@scouting.org.



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SCHEDULE A SUMMIT VISIT (VIRTUAL OR IN-PERSON)

The outreach team want to share stories and details about the programs and property of the Summit Bechtel Reserve! Scan the Q.R. code here to schedule a one-on-one phone call (for unit leaders or parents/guardians); arrange a call or virtual visit for unit committees, patrol leader councils, or parent/guardian meetings; request an in-person visit from the Summit outreach team; or schedule a personal visit to the site for a tour! We look forward to having a conversation about the many opportunities available at the Summit.



FEEDBACK: IT'S A GIFT!

All program participants will be provided with both a paper survey and a Q.R. code for an online version. The Summit staff humbly request all open and honest feedback from all our stakeholders, including leaders, Scouts, and parents/guardians. Feedback collected on surveys is reviewed thoroughly and concrete actions are taken based on the comments and reviews. During the stay at the Summit, unit leaders are invited to provide in-person feedback with the camp management, at any level, at any time!



SCOUT CAMP BASICS

PROGRAM DESCRIPTION

The James C. Justice National Scout Camp is one of four experiences offered by the Summit Bechtel Reserve (the other three being the Paul R. Christen National High Adventure Base, the John D. Tickle National Training and Leadership Center, and BSA Family Adventure Camp). The Scout Camp program emphasizes advancement, Scouting traditions, and the exploration of a wide array of activities and interests, through a robust merit badge program, awards and recognitions, and numerous open programs (including high-adventure experiences). The Scott Summit Center, the heart of the Summit Bechtel Reserve, comprising roughly one hundred acres of program venues, is the home of the Justice National Scout Camp.

SCOUTS BSA RESIDENT CAMP

The Justice National Scout Camp is the flagship weeklong resident camp of the Boy Scouts of America, targeting Scouts BSA participants and Venturers who are looking for advancement opportunities, activity exploration, and Scouting traditions set within the stunning Summit Bechtel Reserve, in beautiful West Virginia. This experience includes merit badges, trainings, camp-wide events, and fun! From an engaging first-year camper program (Brownsea Island), to an exciting merit badge program, to multiple high-adventure activities (most available as buy-ups), the Justice Scout Resident Camp offers a buffet of selections for Scouts and Venturers of all ages to construct a camping experience that suits their needs and interests. Because of the variety of offerings, it is impossible to take advantage of every opportunity in just one week, so we look forward to seeing you in the future to continue the fun and adventure!

SCOUT CAMP PHILOSOPHY

The seasonal staff and full-time leadership of the Summit are committed to offering an experience at the James C. Justice National Scout Camp that is second-to-none. At Scout Camp, Scouts will find abundant opportunities to advance on their Scouting journey and enrich their Scouting experience through a wide variety of merit badge offerings, inspirational ceremonies, fun camp-wide events, incredible high-adventure activities, and a responsive and engaging staff. While camp is about so much more than merit badges and rank advancement, the Summit leadership know that these opportunities are a critical part of the camp experience. Merit badge and rank advancement work are balanced with dozens of open and evening programs. At the James C. Justice National Scout Camp, Scouts and adults will experience one of the best Scout summer camp programs available!

THE COST OF CAMP

The cost to participate in the Justice National Scout Camp is \$560.00 per person, youth and adult, in 2024.

\$560.00

cost per person for Scout Camp in 2024

AFFORDING CAMP

Many Scouts, units, and stakeholders hold fundraisers, sell popcorn or other goods, and get creative when working to pay for summer camp fees. The Boy Scouts of America and the Summit Bechtel Reserve are pleased to be able to award camperships to those Scouts (youth participants) who will benefit from them.

Applications for camperships, financial awards to offset the camp fees, are submitted and processed through the Event Management System, the platform through which participants are named and camp fees are paid. When applying for a campership award, the requestor (parent, guardian, unit leader, etc.) must have the BSA I.D. number for the Scout. A specific timeline for campership applications will be shared with participants by January, 2024, and the application window will remain open until April 15, 2024. Notifications of awards will be made before April 30, 2024, and awards will be credited in the name of the individuals receiving the awards in the Event Management System.



SCOUT CAMP BASICS

PROGRAM EVENTS SCHEDULE

The James C. Justice National Scout Camp publishes a detailed Program Events Schedule for Scouts and leaders each week of camp. This schedule, along with the schedules generated from the individual selections participants make (merit badges, trainings, other programs) during the registration process, create a solid roadmap for the session of camp. The Program Events Schedule includes the daily and weekly camp happenings, and a representative section of that schedule is below. Final iterations of this critical planning tool will be shared with unit youth and adult leaders at arrival and/or by e-mail before camp. Final versions will account for any changes/additions for each session and will also include single-day activities, like opening and closing campfire.

Time	Activity
6:00-7:30 a.m.	Breakfast
7:45 a.m.	Morning flag ceremony
8:30-11:30 a.m.	Morning program session
11:30 a.m.-1:00 p.m.	Lunch
1:30-4:30 p.m.	Afternoon program session
5:15 p.m.	Evening flag ceremony
5:30-7:00 p.m.	Dinner
6:30-8:30 p.m.	Open/evening programs
10:30 p.m.	Lights out

MERIT BADGE AND PROGRAM SCHEDULE

The Merit Badge and Program Schedule details when and where specific classes and activities can be found. It is organized by area in three blocks for the morning, afternoon, and evening sessions. Each year, the Merit Badge and Program Schedule is updated to introduce new programs, phase out less popular ones, and rearrange time slots to improve the overall camp experience. The latest published version of the Merit Badge and Program Schedule can be found on the Web site, and an initial draft is contained in the appendix to this guide. Any changes to the schedule will be shared before arrival or during leader meetings.

ACCOMMODATIONS

The Justice National Scout Camp is located in Pigott Base Camp (Delta). Participants camp in jamboree campsite areas, which have access to ambient-temperature shower and restroom facilities, separated according to age and gender guidelines mandated by the BSA Youth Protection policies. Participants camp in tents, which units may elect to bring from home or rent from the Summit for \$15.00 per person (tent reservations and payments can be placed through the Event Management System; two youth per rented tent, one adult per rented tent). All units are provided a ten-foot-by-twenty-foot canopy, two picnic tables, and cots for each individual participant (regardless of whether tents are rented from the Summit or not). Electricity is available near campsites for those participants who need it for medical devices.

COMMISSIONER SERVICE STAFF

Each unit will be assisted by the Justice National Scout Camp commissioners throughout the stay at camp. Commissioners will visit campsites and work with units, assisting with any questions or concerns. Commissioners will also coordinate campsite inspections, assist with the facilitation of adult trainings, and support the base camp operations staff to ensure comfort in the camping area. Commissioners are a critical link in the customer-service operations of Justice Scout Camp; these staff members are empowered to make every stay a fantastic one!

BASE CAMP OPERATIONS STAFF

The base camp operations staff of the Summit Bechtel Reserve supports the camping and facility functions of the participants at the Justice National Scout Camp. Base camp operations staff members can assist with a variety of needs, including:

- Providing assistance with facilities, including providing restroom facility supplies, like toilet paper and paper towels
- Replacing broken tent or canopy parts
- Furnishing fire pits (required for fires) and firewood
- Loaning sports equipment for inter-troop activities
- Answering questions and solving problems that may arise!



SCOUT CAMP ARRIVAL DAY

ARRIVING ON THE SUMMIT PROPERTY

Units will drive to the North Gate of the Summit, located at 2550 Jack Furst Drive, Glen Jean, West Virginia 25846. This address can be entered into G.P.S. units. For access to the North Gate, individuals must drive through the New River Gorge National Park Headquarters complex. On arrival, the attendant at the North Gate Guard Shack will direct drivers where to go and provide a simple route map.

CHECK-IN AT THE SUMMIT

Details for the 2024 summer season check-in process are still being finalized at the time of publication of this document, though check-in will likely be located in or around the Pigott Headquarters building, which serves as the office for the James C. Justice National Scout Camp. Pigott Headquarters is located in Pigott/Delta Base Camp, which is where Scout Camp participants stay during camp. This process, along with the documents needed from each unit and each individual at check-in, is detailed in the Arrival and Check-in section of the general portion of this guide.

After completing the check-in process, units will be directed to the Delta Pavilion to meet their unit guide, a staff member who will assist the unit with setting up the campsite, conduct the camp tour, and provide assistance throughout the week.

SAFETY MOMENT: HEALTH AT CAMP

During the check-in process, each Scout and leader will undergo a medical recheck, to ensure that all participants are physically able to be at camp. Units can prepare for this process by ensuring that they have a unit first-aid kit and by ensuring that all Scouts (and leaders) have the necessary medications and medical devices they need with them. Participants who need Epi-Pens and/or inhalers should bring those items with them to camp; possession will be verified during the medical re-checks.

The Health Lodge at the Summit is located in the Delta Dorm (attached to Pigott Dining Hall), in the lower floor gathering room. A highly-qualified, dedicated staff are available at all times to address any medical needs that may arise during camp.



SCOUT CAMP ARRIVAL AND SET-UP

Units will depart the main check-in area and proceed to the Delta Pavilion, where a unit guide will meet the Scouts and adult leaders for each unit. Units will set up their campsites, with the assistance of a unit guide. Then, the unit guide will conduct a basic site tour for the participants in the unit. Specific arrival-day schedules, detailing the times and locations of key events, including the initial leader meeting and opening campfire, will be shared with unit leaders in advance of camp.

BASE CAMP BOXES

Each unit in Scout Camp will receive a base camp box on arrival. This box will include key paperwork (including individual and camp schedules), J-keys (for restroom cleaning and restocking), their blank troop plaque, and other essential items.

PARKING AT SCOUT CAMP

Units are permitted to leave a trailer and the vehicle attached to it or one vehicle next to the campsite. All other vehicles must be parked in the Delta Base Camp parking areas, which are very near to the primary camping areas. Please note that any smellable items, like food or scented toiletries, should be stored in a vehicle or a trailer to discourage any unwanted wildlife visitors.

UNIT PHOTOGRAPHS

The media and marketing team of the Summit take unit photographs during each week of camp. Typically, photographs are taken outside of Pigott Dining Hall, around dinnertime. These photos are uploaded to the Summit Flickr account, from which unit leaders and parent(s)/guardian(s) can access, download, and order prints of these photographs.



SCOUT CAMP YOUTH & ADULT MEETINGS

LEADER MEETING PHILOSOPHY

In addition to Webinars held before camp begins, there will be daily leader meetings for the leaders of the Justice National Scout Camp; each day will bring new opportunities to interact with the camp leadership! While the camp leadership strive to make information about the program and processes of Scout Camp accessible, please do not hesitate to contact the Summit leadership if there are any questions. For Scout Camp-specific questions, including merit badge and program registration, contact Camp Program Manager Johnny Tracy, at 901-489-6027 or Johnny.Tracy@scouting.org; for general program questions or questions about registration and payment, e-mail Summit.Program@scouting.org, to interact with a member of the program registration team.

SUNDAY WELCOME LEADER MEETING

A first-day meeting will be held for Scoutmasters, senior patrol leaders, and other key youth and adult leaders on Sunday afternoon at the Pigott Headquarters Pavilion (affectionately known as the Gas Station); this meeting is scheduled to occur at 5:00 p.m. at the time of publication, but the exact time is likely to change. Information about this key leadership meeting will be shared with participants at arrival by their unit guide at check-in.

DAILY LEADER MEETINGS

Adult leader meetings will be held in the lobby of the Pigott Headquarters building each morning, Monday through Friday, unless announced otherwise; the exact meeting time will be shared at camp. While youth leaders are welcome at this meeting, the meeting will be held while morning program sessions are occurring. Typically, only adults participate in these daily meetings to ensure that Scouts maximize their time at camp.

YOUTH LEADER (S.P.L.) MEETINGS

Youth leader meetings will be held on certain days during the week; the exact meeting time will be shared at camp. These meetings will be hosted by the program director, and all (acting) senior patrol leaders and crew presidents are invited to attend.



MOBILE NOTIFICATION PLATFORM: REMIND APP

The James C. Justice National Scout Camp utilizes the Remind mobile application to communicate with participants (primarily adults). Important messages about programs adjustments will be shared on this platform. Additionally, the Summit Operations Center (S.O.C.) issues messages about weather conditions and other health, safety, and security considerations. Information about accessing the Scout Camp group on the Remind mobile application will be shared with leaders during the arrival process.



CHAPLAIN AIDE MEETING (YOUTH)

A Sunday evening meeting for unit chaplain aides will be held each week. The youth participant elected or designated to serve in this role will take part in a brief orientation meeting led by the seasonal camp chaplain. This meeting is required for the individuals serving in this role, and it will cover the roles and responsibilities of the chaplain aide. Unit chaplain aides assist unit members in earning the Summit Duty to God Award. This meeting will be held in the Pigott Headquarters building, likely around 6:00 p.m., though final details will be shared at camp.

OUTDOOR ETHICS GUIDE MEETING (YOUTH)

A Sunday evening meeting for unit outdoor ethics guides will be held each week. The youth participant elected or designated to serve in this role will take part in a brief orientation, led by the ecology and conservation director. The meeting will cover the roles and responsibilities of the individual serving in this position. The outdoor ethics guide plays a key role in assisting unit members in earning the Summit Sustainability Award. This meeting will be held in the Pigott Headquarters building, likely around 6:00 p.m., though final details will be shared at camp.



SCOUT CAMP PROGRAM





PROGRAM SCHEDULING & NOTES

SCHEDULING

The James C. Justice National Scout Camp uses a block schedule, in which merit badge(s) and other program sessions are instructed in (approximately) three-hour blocks in the mornings and afternoons. Many merit badges and other programs are conducted fully in a single morning or afternoon session. Several merit badges, including all target sports merit badges, occupy full, single-day sessions. There are several merit badges, including First Aid and Cooking, that are conducted in the mornings or afternoons over two days; the purpose of this structure is to ensure that Scouts receive the best experience in these badges (for example, in the Cooking merit badge, food is purchased between one session and the next based on menus that Scouts create during the first session).

SAMPLE INDIVIDUAL SCOUT PROGRAM SCHEDULE

This sample schedule includes merit badge sessions and other trainings, individually-selected activities, and camp-wide programs. Many of these sessions will be scheduled through Black Pug, the merit badge registration platform, while others can be selected at camp (or, in some cases, Scouts can just show up for a desired session). The schedule for each and every Scout will be unique; the purpose of this sample schedule is to show what a week at camp might look like!

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
A.M.	ARRIVAL	CHEMISTRY MERIT BADGE	GEOLOGY MERIT BADGE	CLIMBING MERIT BADGE (1/2)	AERIAL SPORTS BUY- UP PROGRAM	WHITewater RAFTING BUY-UP TRIP, NEW RIVER	DEPARTURE BY 10:00 A.M.
P.M.	ARRIVAL	SWIMMING MERIT BADGE (1/2)	SWIMMING MERIT BADGE (2/2)	CLIMBING MERIT BADGE (2/2)	AERIAL SPORTS BUY- UP PROGRAM	FISHING DERBY	
Eve.	OPENING CAMPFIRE	SUMMIT CENTER OPEN ACTIVITIES (CAMP-WIDE) AND SCOUT CAMP-SPECIFIC OPEN PROGRAMS				CLOSING CAMPFIRE	

MULTI-DAY MERIT BADGES

When registering for merit badges that meet on more than one day, leaders or parents/guardians only need to register for one session of the badge. After registering, the second session, which will always be held on the following day, will automatically be added. The ability to double-book merit badge sessions will be disabled.

MERIT BADGE AND PROGRAM SESSION EXPECTATIONS

Engaged attendance and active participation, throughout the session(s), are required in order to fully complete the merit badge or award for which a Scout is registered. Scouts who do not meet the basic behavioral and participation expectations set by instructors may not complete all the requirements or finish a badge. The Justice National Scout Camp staff will make a concerted effort to discuss any situations like this with the unit leader(s) or parent(s)/guardian(s), if attending, as quickly as possible.

MERIT BADGE SESSIONS AND PREREQUISITES

The following pages outline the programs, primarily merit badges, that have requirements that must be met for completion. Unit leaders, Scouts, and parents/guardians are encouraged to review this list thoroughly to ensure awareness of merit badges that have requirements that cannot be completed at camp (indicated in this guide as prerequisites, under each merit badge description). Scouts should plan to complete any requirements listed for any badges in which they are participating outside of camp. Scouts can complete prerequisites prior to camp and bring with them proof of completion; counselors will approve work for requirements that meets the spirit and standard of the requirement. If a prerequisite is not completed prior to camp, the Scout will need to complete the requirement(s) after camp, with a merit badge counselor in the local council.



PROGRAM NOTES & BUY-UP PROGRAMS

MERIT BADGE AND PROGRAM REGISTRATION

Primary reservations and registrations are placed and paid in the Boy Scouts of America Event Management System (E.M.S.), which is described in detail in the general section of this guide. The E.M.S. is not the system used for merit badge and program registration in the Justice National Scout Camp.

Black Pug, a familiar registration platform to many adult leaders and parent(s)/guardian(s), is used in the Justice National Scout Camp for merit badge and program registration. This platform is feature-rich and built specifically for registration needs related to summer camp programs. In the spring, usually around the beginning of March, detailed access and use instructions for the Black Pug platform will be e-mailed to primary leaders. Merit badge and program registration for all sessions will open on or around Thursday, April 18, 2024; the usual launch time is 7:15 p.m. (E.S.T.).



MERIT BADGE AND PROGRAM REGISTRATION ASSISTANCE

The full-time leadership of the James C. Justice National Scout Camp is always available to assist with merit badge and program registration on the Black Pug platform, including name entry, program registration, and troubleshooting. Please contact Johnny Tracy, Scout Camp Program Manager, at 901-489-6027 or by e-mailing Johnny.Tracy@scouting.org, to request assistance!

MERIT BADGE REPORTING

The Black Pug registration platform generates reports from entered data that reflect the requirements completed by Scouts for each of the merit badges (or other programs, like rank advancement) in which they registered. These reports also indicate whether a merit badge or other program was completed or not. The Justice National Scout Camp staff do not issue blue card records or sign Scout Handbooks for rank completions. Digital blue card records can be generated from the Black Pug registration platform from the user side, and unit leaders may sign Scout Handbooks, if that is the preferred method of tracking advancement progress.



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BUY-UP PROGRAMS: A TASTE OF HIGH ADVENTURE

High-adventure buy-up programs offer Scouts and adult leaders opportunities to engage in amazing adventure activities at the Summit and on the New River. The available programs are detailed, by area, in the following pages, and a reference table is included here. Registration for these buy-up programs can be placed and paid through the Black Pug registration platform, on which they will be listed as available programs next to regular merit badge sessions, by unit leaders or parent(s)/guardian(s). Spots for buy-up programs are limited and vary by session. Available spots will be open on Black Pug when the registration opens, but, because of limited space, registration onsite may not be possible.

Buy-up Program	Cost
Whitewater trip (half-day)	\$85.00
Whitewater merit badge (full-day)	\$120.00
Wheels (Park & Trax, full-day)	\$60.00
Bows and Barrels (full-day)	\$75.00
Shotgun merit badge (full-day)	\$75.00
Aerial sports (full-day)	\$80.00
Alexander's Eagle Flight (Big Zip)	\$20.00



OUTDOOR SKILLS & SCOUTCRAFT

THE OUTDOOR SKILLS AND SCOUTCRAFT PROGRAM

The Outdoor Skills and Scoutcraft area is the go-to place for all things Scoutcraft and survival! With instruction in first aid, camping, cooking, navigation, and other traditional Scout skills, Scouts will advance, explore, and have fun! Numerous advancement and enrichment programs are offered in this area, facilitated by experienced counselors.

OUTDOOR SKILLS AND SCOUTCRAFT MERIT BADGES



CAMPING, HIKING, AND BACKPACKING MERIT BADGES

Scouts will learn the basic skills of both front and backcountry camping, with an emphasis on Leave No Trace principles. Additionally, instruction in skills and strategies for successful hiking and backpacking trips will be reviewed and practiced, too! Camping merit badge is the main focus, though Scouts will complete several Hiking and Backpacking merit badge requirements, too.

Prerequisites: C4b, C5e, C8d, C9a, C9b; H4, H5; B6b, B8c, B8d, B9a-e, B10, B11a-c



COOKING MERIT BADGE

The Cooking merit badge introduces principles of cooking that can be used both at home and in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, food preparation, and will review a variety of culinary careers. Scouts will gain hands-on cooking experience throughout the Cooking merit badge course!

Prerequisites: 2c, 4a-e, 6d-e



EMERGENCY PREPAREDNESS, FIRE SAFETY, & SAFETY MERIT BADGES

Scouts will learn how to recognize, prevent, and prepare for various types of emergencies. This session will include simulated situations, emergency drills, and practice to be prepared for different situations. This session combines three merit badges with related topics to deliver quality and complete instruction to Scouts.

Prerequisites: E1, E2c, E6c, E8b, E9a-c; F6, F6a, F11, F12; S2a-b, S3b, S4



FIRST AID MERIT BADGE

Scouts will practice being prepared for when a medical emergency strikes. A variety of health, safety, and medical topics characterize this all-important merit badge, and Scouts will have the opportunity to learn, apply, and transfer first-aid skills and knowledge. They should come with a serious attitude because the skills they learn here might save a life!

Prerequisites: 5a, 5b, 14



ORIENTEERING AND GEOCACHING MERIT BADGES

For Scouts looking for direction, the Orienteering and Geocaching merit badge session has much to offer. Participants will learn land navigation techniques and explore the Summit using compass skills and global positioning unit savvy. Scouts will come away with knowledge of key Scouting skills and will be proficient in using wayfinding tools.

Prerequisites: O7a-b, O8a-b, O9; G7, G9



OUTDOOR SKILLS & SCOUTCRAFT

OUTDOOR SKILLS AND SCOUTCRAFT MERIT BADGES (CONTINUED)



PIONEERING MERIT BADGE

Learn the rustic construction techniques used by the pioneers of old. Scouts will learn a wide variety of knots, lashings, and splices. They will then use these skills and spar poles to create camp gadgets such as tables, a bridge, or a flag pole. Scouts will be amazed by the awesome power of rope and the skills and abilities they develop!

Prerequisites: None



RADIO MERIT BADGE

It's time to ride some (radio) waves! Scouts will explore the various types of radios and will delve into the science and technology that make radio communication possible. Scouts will get the opportunity to use radio equipment, under the supervision of the counselor, and probably even communicate with extraterrestrials!

Prerequisites: None



SEARCH AND RESCUE MERIT BADGE

A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known—perhaps having just been found by searchers—and he or she must be removed from danger and returned to safety. By working on this merit badge, Scouts will learn and practice essential search and rescue skills.

Prerequisites: None



SIGNS, SIGNALS, AND CODES MERIT BADGE

Scouts get to learn the inner workings of various signs, signals, and secret codes that are present all around us in our everyday lives. Scouts will learn parts of Morse code, American Sign Language, semaphore, braille, trail signs, and more before delving into cryptography. Depending on the Scout's ability, he or she may also start practicing for the Morse Code Interpreter Strip.

Prerequisites: None



WILDERNESS SURVIVAL MERIT BADGE

Learn the skills of self-reliance and how to build shelters and start fires from nothing. This merit badge requires an overnight camping trip where Scouts will build their own survival shelter and spend the night in it. Requirement 5 requires putting together a personal survival kit, which Scouts should assemble and bring to camp.

Prerequisites: 5, 8 (Scouts must stay overnight in their shelter to complete requirement)

SAFETY MOMENT: BLACK BEARS AT THE SUMMIT

The Summit is home to a variety of wildlife, including American black bears. Black bears are generally gentle and timid, and, in fact, demonstrate several parts of the Scout Law, as they are loyal and friendly. Though black bears usually pose no threat to Summit visitors, participants should take steps to avoid attracting bears to areas in which camping or activities occurs. Mainly, this means properly disposing trash and keeping food stored in a vehicle or a trailer—not in tents! Participants should report all bear sightings to the Summit Operations Center (S.O.C.), by calling 304-465-2900.



BROWNSEA ISLAND (FIRST-YEAR SCOUTS)

THE BROWNSEA ISLAND PROGRAM FOR FIRST-YEAR SCOUTS

Brownsea Island (B.S.I.) sits in the center of Goodrich Lake East. Named after the island in England where Lord Baden-Powell first experimented with the concept of Scouting in 1907, it is fitting that this is the location for our Brownsea Island First-Year Camper Program. Here, new Scouts will work on rank-advancement requirements through First Class, visit several exciting program areas, and work on the Swimming and First Aid merit badges. The focus of this program is for first-year Scouts to have fun while being introduced to Scout skills, camping, and advancement, so that they are excited about returning to camp and staying involved in their unit.

PROGRAM DESCRIPTION

The Brownsea Island program offers first-year Scouts the opportunity to make strides in their Scouting advancement journey, as they work on rank requirements for the Scout, Tenderfoot, Second Class, and First Class ranks. Work on these requirements includes completion of the Totin' Chip and Firem'n Chit. Additionally, Scouts in the Brownsea Island program will also complete most or all of the First Aid and Swimming merit badges.

BROWNSEA ISLAND STRUCTURE

Brownsea Island is an immersive, weeklong (Monday through Friday) program for first-year Scouts. Each day, Scouts will report to Brownsea Island, near Boulder Cove in Goodrich Lake East, for a day full of fun programs, including demonstrations, hands-on activities, and skills practice. Scouts can expect to learn across an array of topics and to be challenged to apply what they have learned. Rank requirements will be grouped, generally, by topic to ensure efficient instruction and effective learning.

FIRST AID MERIT BADGE

The First Aid merit badge will be instructed by the Brownsea Island staff during the normal operation of the program. The intention of the program is to complete all the requirements for the merit badge at camp, though there may be some circumstances in which all requirements are not completed. Scouts will need to complete (either before or after camp) requirement 5, which involves building a home first-aid kit and inspecting the troop first-aid kit with a unit leader (this can occur at camp). Additionally, Scouts may have to complete requirement 14, which requires that a Scout instruct a first-aid skill to another Scout, outside of the program (though this is achievable in camp).

WHO SHOULD PARTICIPATE IN B.S.I.?

The Brownsea Island program focuses on advancement to First Class. Scouts who have made significant progress toward this rank may want to consider other programs.



SWIMMING MERIT BADGE

The Swimming merit badge will be instructed in the aquatics area, located at Goodrich Lake West, over two afternoons during the Brownsea Island program. While there are no prerequisites, Scouts must be classified as swimmers to participate. If a Scout cannot attain a swimmer classification, the Scout will be placed in the Instructional Swimming session, during which swimming skills are practiced. If a Scout does not want to swim, the unit leader should work with the camp administration to schedule an alternative activity.

BROWNSEA ISLAND STAFF AND VOLUNTEERS

Brownsea Island is staffed with dedicated, experienced Scouters who will ensure that the participating Scouts receive a robust experience. That said, volunteer support is always appreciated! Please reach out to the Scout Camp leadership to assist!

PROGRESS REPORTING

Progress made by Scouts participating in the Brownsea Island program is reported through Black Pug, the registration platform used by Justice Scout Camp. Individual Scout Handbooks are not signed. Please see the administrative staff with any questions.



OTHER SCOUTCRAFT PROGRAMS

PAUL BUNYAN AWARD

The Paul Bunyan Award encourages the proper training on and use of wood tools, training others in Totin' Chip skills, creating simple outdoor projects using these tools, and completing a relevant service project. This award, which is one of the least-earned in the BSA, is offered to Justice National Scout Camp participants during each session of camp. See the Program Schedule for opportunities to participate in this unique course!



WILDERNESS SURVIVAL OVERNIGHTER

On Thursday evenings during each session of camp, the Scouts participating in the Wilderness Survival merit badge will participate in an overnight experience, during which they will spend the night in shelters they have made. This satisfies a requirement for the Wilderness Survival merit badge. While Scouts are encouraged to participate, Scouts may choose to complete this requirement after their session of camp; in this case, the Scout will only achieve a partial completion of the Wilderness Survival merit badge.



TREK SAFELY (ADULTS)

Trek Safely is an adult leader training intended to help prepare leaders and units plan and carry out safe trekking experiences. In this training, seven key safety points are reviewed. While this course does not cover trekking skills, it is a valuable introductory training for Scouters, especially new leaders interested in making new opportunities available to their Scouts! This course is offered on Tuesday evenings during each session.



INTRO. TO OUTDOOR LEADER SKILLS (ADULTS)

The Introduction to Outdoor Leadership Skills (I.O.L.S.) course is a key training for Scouts BSA leaders, including Scoutmasters and assistant Scoutmasters. This course provides leaders with the practical knowledge necessary to help Scouts learn and apply outdoor skills. It emphasizes safety in the outdoors; the use of the patrol method and creating a youth-led unit; and other Scouting skills and techniques. This course begins on Thursday evening and continues through Friday afternoon during each session of camp.



OPEN SCOUTCRAFT/OUTDOOR SKILLS PROGRAMS

On Tuesday and Thursday evenings and on Friday during the day, the Scoutcraft and Outdoor Skills program area will be open to Scouts who want to hone their Scouting skills, like fire-building, knot-tying, cooking, or pioneering. Scouts will also be able to earn their Firem'n Chit and Totin' Chip during these times, too. (Brownsea Island Scouts will work on these achievements during the normal course of that program.)

THE FIREM'N CHIT

The Firem'n Chit is awarded to Scouts who demonstrate proficiency and safety when performing campfire-related duties. The Scoutcraft and Outdoor Skills staff will work with Scouts to complete the requirements for this award, which, after earned, grants a Scout the right to carry matches and build campfires. All Scouts should earn the Firem'n Chit!



THE TOTIN' CHIP

The Totin' Chip is a classic Scouting award that grants a Scout the right to carry and use wood tools, including a pocketknife. The Scoutcraft and Outdoor Skills staff will facilitate this training for Scouts, including the proper handling, use, and care of axes, saws, and pocketknives. Scouts must have a Totin' Chip to carry or use a pocketknife, and a Scout must present their Totin' Chip at the trading post for any pocketknife purchases.



ORIENTEERING RACE

Scouts are invited to visit the Scoutcraft and Outdoors Skills area to practice their orienteering skills and take part in the weekly orienteering race. The top orienteer will win a special recognition!

PIONEERING PLAYGROUND

The Scoutcraft and Outdoor Skills area is a playground for those who love Scout skills! Scouts are invited to play on the pioneering playground, constructed completely from lashing projects, during open program times!

RADIO NIGHT

Scouts and leaders should plan to visit the Scoutcraft and Outdoor Skills area for Radio Night! Scouts and leaders will learn about radios and practice making contacts on the Summit equipment.



AQUATICS

THE AQUATICS PROGRAM

Goodrich Lake is the home to the Justice Scout Camp's aquatics activities, including paddleboarding, kayaking, and swimming. Goodrich Lake is a manmade lake, separated into two sections by a dam: Goodrich Lake East and Goodrich Lake West. Most aquatics activities take place on Goodrich Lake West, while fishing programs are on Goodrich Lake East.

AQUATICS MERIT BADGES



CANOEING MERIT BADGE

Scouts will learn how to navigate their canoes through the beautiful waters of Goodrich Lake West, as they enjoy a centuries-old conveyance and leisure activity. Scouts will discuss proper preparation and equipment needed for a safe canoeing expedition and learn and practice various paddle strokes and maneuvers. Scouts will be ready for a trek at that other high-adventure base soon!
Prerequisites: None, though Scouts must be classified as swimmers to participate.



KAYAKING MERIT BADGE AND KAYAKING BSA AWARD

This merit badge introduces Scouts to recreational kayaking and helps prepare them for advanced paddle sports such as touring/sea and whitewater kayaking. The skills instructed in the Kayaking merit badge session are foundational and open up opportunities for other adventure-paddling experiences. This is a great badge to take before a whitewater trip on the New River!
Prerequisites: None, though Scouts must be classified as swimmers to participate.



LIFESAVING MERIT BADGE

No Scout ignores a plea for help, but it is critical that they know the best way to provide aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.
Prerequisites: 2a (including classification as a swimmer); C.P.R./First Aid certification recommended



ROWING MERIT BADGE

Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Scouts are invited to hone their rowing skills on the picturesque Goodrich Lake West as they learn the skills and attitudes they will need to join the Summit Crew!
Prerequisites: None, though Scouts must be classified as swimmers to participate.



SMALL-BOAT SAILING MERIT BADGE

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety and technique. Scouts will learn and develop these skills as they enjoy the tranquility of Goodrich Lake West. It is big fun in small boats!
Prerequisites: None, though Scouts must be classified as swimmers to participate.

See the *Program Preparations* section of the general program guide for aquatics safety protocols and procedures.



AQUATICS & OTHER AQUATICS PROGRAMS

AQUATICS MERIT BADGES (CONTINUED)



SWIMMING MERIT BADGE

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills (and maybe become the next Olympic swimmer!). It is strongly suggested that Scouts take this before other aquatics badges.

Prerequisites: None, though Scouts must be classified as swimmers to participate.

OTHER AQUATICS OPPORTUNITIES

BSA LIFEGUARD

BSA Lifeguard training is a rigorous program that certifies a Scout or adult to be a lifeguard. Participants are required to spend most of their time in the aquatics area (Goodrich Lake West). Physical strength, stamina, and a great deal of written work are required. Bring long pants, a long-sleeved button-down shirt along with shoes that can get wet. Participants must be at least fifteen years old and strong swimmers to participate in this program. Adults are welcome to participate in this program, too!



MILE SWIM BSA

Mile Swim BSA is the program for Scouts and adults looking for the ultimate swimming challenge! Participating Scouts and adults must attend several practice sessions throughout the week before attempting to swim one mile in Goodrich Lake West on Friday. Additional information about practice sessions and scheduling will be available on the *Justice National Scout Camp Program Schedule* and more details will be shared with participants at camp.



BSA STAND UP PADDLEBOARDING AWARD

The BSA Stand Up Paddleboarding Award introduces Scouts to the basics of stand up paddleboarding, including skills, equipment, self rescue, and safety precautions, while encouraging Scouts to develop paddling skills that promote fitness and safe aquatics recreation. The *Justice National Scout Camp Program Schedule*, which will be shared with registered leaders, will show scheduling options.



OPEN BOATING AND STAND UP PADDLEBOARDING

On Tuesday and Thursday evenings and on Friday, Scouts and leaders can visit Goodrich Lake West for open boating (canoeing, kayaking, rowing) and stand up paddleboarding fun!

INSTRUCTIONAL SWIMMING

Instructional Swimming is for Scouts in the non-swimmer and beginner swimming ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group. The beginner's test completes requirement 7 for the Second Class rank, and the swimmer test completes requirement 9 for the First Class rank. This session is offered concurrently with all Swimming merit badge sessions. The *Justice National Scout Camp Program Schedule*, which will be shared with registered leaders, will show scheduling options.

OPEN SWIMMING AND SUMMIT SWIM MEET

On Tuesday and Thursday evenings and on Friday, Scouts and leaders can visit Goodrich Lake West for open swimming. On Friday afternoon, visit the aquatics area to participate in the Summit Swim Meet!

WATER REALITY

Scouts and leaders are invited to visit the challenging Water Reality (water obstacle) course of the Summit, located in Goodrich Lake West, on Tuesday and Thursday evenings and on Friday.



WHITewater PROGRAMS

THE WHITewater PROGRAM

The New River, the fourth-oldest river in the world, is a world-class destination for whitewater rafting. The Summit offers two opportunities for Justice National Scout Camp participants to experience the thrills of whitewater rafting. Scouts and adults can both participate in the full-day merit badge program or the half-day trip. Make sure not to miss this classic Summit activity!

WHITewater MERIT BADGE (BUY-UP PROGRAM)



WHITewater MERIT BADGE

Scouts (and leaders) are invited to a whitewater rafting experience on the upper New River, where they will learn the skills and techniques needed for a successful rafting experience. This knowledge will then be applied, as participants navigate and negotiate ten miles of the river, including more than fifteen rapids, ranging in difficulty from Class I to III+. The cost to participate is \$120.00.

Prerequisites: None, though Scouts must be classified as swimmers to participate.

WHITewater MERIT BADGE BUY-UP PROGRAM

Participants in the Whitewater merit badge buy-up program will be provided lunch from the outfitter that hosts the badge. Specific details about the merit badge session will be provided to participants during each session of camp. The minimum registration for the Whitewater merit badge is five individuals; if a minimum is not met, the Summit staff will work with the unit(s) to reschedule. Units are encouraged to send one adult leader for any session in which at least one of their Scouts is participating. Trips cannot be canceled or refunded with fewer than five days' notice. The cost to participate in this program (also listed in the above) is \$120.00 per person.



PREPARING FOR A WHITewater TRIP

Whitewater trip participants should ensure the following preparations are made for a successful whitewater trip:

- Whitewater waivers (available in the appendix to this guide and on the Summit Web site) must be completed, on paper, and returned at registration
- Participants should report to the Whitewater Tent at the time provided by the camp leadership; the bus may leave without a participant
- Participants should come prepared in swimwear, with a water bottle on a carabiner, closed-toe shoes that can get wet, sunscreen, straps for eyewear (if needed), and any emergency medication; waterproof camera, hat, and long-sleeve shirt are optional
- Participants should not bring towels or a change of clothes with them; everything must be taken on the trip; different buses pick up and drop off

WHITewater HALF-DAY TRIP BUY-UP PROGRAM

Scout Camp participants are invited to participate in a half-day whitewater rafting experience on the lower New River. Sign up as a unit or individually and make a splash in your week at camp! Spots are available, morning or afternoon, Monday through Friday. On this trip, participants will outfit a large rubber raft boat, holding up to eight individuals, and navigate ten miles of river. The trip route contains approximately twenty-five different rapids, ranging between Class I to IV+. This unforgettable trip, which may satisfy some of the requirements for the Whitewater Rafting BSA Award, will last for about two hours. Participants on an afternoon trip should eat lunch in the Pigott Dining Hall or request a pack-out lunch on the morning of their trip; a pack-out meal is provided for this program only by request to help ease time constraints. Registration can be placed and paid through the Black Pug registration platform. Trips cannot be canceled or refunded with fewer than five days' notice. The cost to participate is \$85.00 per person.



AQUATICS TRAININGS *for* ADULTS

SWIMMING AND WATER RESCUE TRAINING

The BSA Swimming and Water Rescue Training provides adult leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training (a prerequisite, which can be completed online). Individuals completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. See the Program Schedule for additional information about this training, for which adults can register on the Black Pug platform or simply show up.



PADDLE CRAFT SAFETY TRAINING

Float trips are popular Scouts BSA and Venturing activities. Safety Afloat awareness training (a prerequisite) provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. The BSA Paddle Craft Safety course expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat and moving water. Persons completing the training should be better able to assess their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, or Explorer who is age fifteen or older. Registration for this training will be open on Black Pug or participants can simply attend.



BSA LIFEGUARD TRAINING

The BSA Lifeguard training is a rigorous program that certifies a Scout or adult to be a lifeguard. Participants are required to spend most of their time in the aquatics area (Goodrich Lake West). Physical strength, stamina, and a great deal of written work are required. Bring long pants, a long-sleeved button down shirt, and closed-toe shoes that can get wet.



ECOLOGY & CONSERVATION

THE ECOLOGY AND CONSERVATION PROGRAM

Sustainability is a core value of the Summit Bechtel Reserve, and this commitment is reflected through the robust ecology and conservation program offered at the James C. Justice National Scout Camp. There are three primary venues for these programs: the Delta Pavilion, the Sustainability Treehouse, and the Cushman Family Fish Camp. Of course, the most rewarding learning takes place as Scouts explore the trails and waters of the stunning Summit property!

ECOLOGY AND CONSERVATION MERIT BADGES AT THE CUSHMAN FAMILY FISH CAMP



FISHING MERIT BADGE

Fishing is one of the essential skills of Scouting and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing merit badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.

Prerequisites: None, though completion of requirements 9 and 10 cannot be guaranteed.



FLY FISHING MERIT BADGE

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people throughout the world. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

Prerequisites: None, though completion of requirements 10 and 11 cannot be guaranteed.

The Cushman Family Fish Camp, located on Goodrich Lake East, is the home to spin fishing, bait-cast fishing, and fly-fishing programs. Visit the Cushman Family Fish Camp for instruction or to borrow a fishing rod to test out your luck angling on the Summit's lakes during open fishing. Goodrich Lake East has been stocked with catfish, bluegill, largemouth bass, striped bass, perch, grass carp, and crappie. No fishing license is needed on Summit property! Scouts who participate in fishing programs may be eligible to earn the BSA Complete Angler Award; see the appendix to this guide for the requirements!



ECOLOGY & CONSERVATION

ECOLOGY AND CONSERVATION MERIT BADGES AT THE SUSTAINABILITY TREEHOUSE



ENERGY MERIT BADGE

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

Prerequisites: 4a-b



ENVIRONMENTAL SCIENCE AND SUSTAINABILITY MERIT BADGES

In this session that joins two related Eagle-required merit badges, Scouts will take a deep dive into environmental science as a career and will investigate their surroundings and how humans impact the earth. Scouts will also explore a core value of the Summit through the Sustainability merit badge, in which plans will be developed to reduce impact on the resources of the earth.

Prerequisites: E4a or 4b is recommended; S1, S2Wa, S2Fa, S2Eb or 2Ec, S2Sa, S5a



FORESTRY MERIT BADGE

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Prerequisites: Completion of requirement 8 cannot be guaranteed.



PULP AND PAPER MERIT BADGE

Here is an astonishing number to digest. Each person in the U.S. uses about seven hundred pounds of paper each year; more than two billion individual books, twenty-four billion newspapers, and three hundred fifty million magazines are published on paper in the U.S. alone. Paper is everywhere in our lives. Scouts delight in this badge, in which they will make their very own paper!

Prerequisites: 6



SOIL AND WATER CONSERVATION MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: None

SUMMIT CORE VALUE: SUSTAINABILITY

Sustainability has always been front and center in the development of the Summit. The property does this to ensure that future participants are able to experience and enjoy the same (or better) opportunities as Scouts and leaders can now. All programs at the Summit Bechtel Reserve offer opportunities to engage with sustainability and put the associated principles into practice. These include opportunities to utilize the energy-saving buildings and structures on the property; take official Leave No Trace courses; and, of course, visit the energy-positive Sustainability Treehouse!



ECOLOGY & CONSERVATION

ECOLOGY AND CONSERVATION MERIT BADGES AT THE DELTA PAVILION



ARCHAEOLOGY MERIT BADGE

Understand how cultures evolve and investigate the past using clues our ancestors left behind with the Archeology merit badge. Scouts will learn about five archaeological sites in and outside the United States and give a short presentation about their findings to a Cub Scout pack, Scout troop, or peers in their classrooms. Can you dig it?!

Prerequisites: 7a-c (choose one), 8 (area-specific)



ASTRONOMY MERIT BADGE

In learning about astronomy, Scouts study how activities in space affect Earth and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. Participation in the Tuesday night Star Party is required.

Prerequisites: None, though Scouts must participate in the Star Party to complete the requirements.



BIRD STUDY MERIT BADGE

Now recruiting ornithologists! Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to the understanding of the natural world.

Prerequisites: None, though Scouts may want to begin working on requirement 5 prior to camp.



FISH AND WILDLIFE MANAGEMENT MERIT BADGE

Fish and Wildlife Management is a conservation-based merit badge recognizing the ecological impact and responsibility of humans to preserve and protect animal life. Scouts will learn the purpose and practice of fish and wildlife conservation while researching significant challenges threatening fish and wildlife resources in their community.

Prerequisites: None



GEOLOGY MERIT BADGE

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence. Scouts will explore rock formations and connect the study of geology to the unique history of the Summit. The Geology merit badge rocks!

Prerequisites: None



INSECT STUDY MERIT BADGE

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed; see insects that undergo startling changes in habits and form as they grow; and learn how insects see, hear, taste, smell, and feel the world around them.

Prerequisites: None



ECOLOGY & CONSERVATION

ECOLOGY AND CONSERVATION MERIT BADGES AT THE DELTA PAVILION



MAMMAL STUDY MERIT BADGE

Scouts are invited to study the wonderful world of mammals, animals that have hair of some kind, provide milk for their young, are warm-blooded, and are relatively intelligent. Mammals range in size (from a tiny, less-than-one-ounce shrew to a one-hundred-fifty-ton blue whale). Mammals swim, waddle, fly, and more—there is so much to explore!

Prerequisites: None



MINING IN SOCIETY MERIT BADGE

The Mining in Society merit badge covers the history of mining, explores the status of mining in the twenty-first century, and introduces Scouts to modern mining careers. Because of the importance of mining to the economy and culture of West Virginia, this is a great merit badge for Scouts interested in learning about the local area.

Prerequisites: None



NATURE MERIT BADGE

There is a very close connection between the soil, the plants, and all animal life, including humans. Understanding this connection, and the impact humans have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature. Scouts are invited to study, question, and explore the abundant nature at the Summit.

Prerequisites: None



PLANT SCIENCE MERIT BADGE

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

Prerequisites: None



REPTILE AND AMPHIBIAN STUDY MERIT BADGE

Developing knowledge about these captivating creatures leads to an appreciation for all wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. Come explore the world of snakes, lizards, turtles, and more!

Prerequisites: 8a-b (choose one option)





OTHER ECOLOGY PROGRAMS

ANTOLINE CONSERVATION TRAIL GUIDED HIKE

The Justice National Scout Camp Ecology and Conservation staff will offer guided hikes of the serene Steve Antoline Family Conservation Trail during each session of camp. Beginning at Boulder Cove, around the bend of Goodrich Lake West, continuing across Jack Furst Drive, and stretching into primitive trails nestled among the Summit hills, this trail includes pause points and offers a chance for hikers to reflect on the human impact on the environment and the associated responsibilities of stewardship and conservation. Participants are welcome to hike this trail, close to the primary Scout Camp area, on their own, too!

MCALLISTER SUSTAINABILITY TRAIL GUIDED HIKE

The McAllister Family Sustainability Challenge Trail, a five-mile trek, beginning in Echo Base Camp and continuing South through the Summit Center, offers twelve pause points that provide opportunities for instruction and reflection. Scouts and leaders are invited to explore the story of sustainability in the beautiful setting of the Summit Bechtel Reserve. Scouts and leaders are welcome to attempt this challenging trail independently or with a staff member guide (see the Program Schedule for details). There is an award, a patch, which can be picked up after completion, from Pigot Headquarters (the Scout Camp office).

SUNSET NATURE AND PLANT I.D. HIKES

The brilliant natural setting of the Summit, nestled in the mountains of wild and wonderful West Virginia, offers resplendent sunset views at multiple venues. Join a Summit staff member for a fun hike to explore the property and enjoy a gorgeous sunset. A plant identification hike will also be offered during each session, during which participants will learn more about the abundant flora of the Summit. See the Program Schedule for details.

SUSTAINABILITY TREEHOUSE GUIDED TOUR

The Sustainability Treehouse is the showpiece of the Boy Scouts of America's commitment to sustainable policies. This award-winning building is not only an exhibit, but a living, interactive classroom where Scouts can learn about everything from recycling practices and urban gardening to photosynthesis and adaptation. The Treehouse emphasizes environment-conscious living through conservation standards (like the Leave No Trace Principles) and through increased social awareness and responsibility. The Sustainability Treehouse staff will be available to assist with demonstrations and experiments to engage Scouts and help them evaluate their impact on our planet. A tour is required to complete the Summit Sustainability Award, too!

LEAVE NO TRACE (L.N.T.) AWARENESS TRAINING

The Leave No Trace Awareness training is offered on Tuesday evening in the Delta Pavilion. This excellent introductory course introduces the concepts of Leave No Trace and emphasizes simple strategies to incorporate and practice these principles in Scouting activities.

LEAVE NO TRACE (L.N.T.) TRAINER TRAINING

All Scouting programs include outdoor stewardship, care for the environment, and Leave No Trace as part of their programs. This course is offered to train adults and youth (age fourteen or older) to serve their units, districts, and councils as Leave No Trace Trainers and as Outdoor Ethics Guides. Every Scouting unit should have at least one Leave No Trace/Outdoor Ethics Trainer. This training offers in-depth instruction and practice of Leave No Trace skills and strategies, with heavy emphasis on implementation at the unit, district, and council levels. This course begins on Thursday evening and concludes on Friday afternoon. There must be at least five registrants for this course to be conducted.

BSA OUTDOOR ETHICS AWARENESS AWARD

The BSA Outdoor Ethics Awareness Award is a course available to youth and adults on Thursday evening in the Delta Pavilion. This course offers participants opportunities to learn more about outdoor ethics and Leave No Trace principles. After completing this award, youth participants can earn the Scout Outdoor Ethics Action Award, and adults can earn the Scouter Outdoor Ethics Action Award.



OPEN FISHING AND INTRO TO FISHING

The staff of the Cushman Family Fish Camp want to share with Scouts and leaders the joys of fishing! On Tuesday and Thursday evenings and on Friday, all participants are invited for open fishing opportunities at Fish Camp; on Tuesday and Thursday evenings, an Introduction to Fishing session will be offered for those who want to learn the most effective techniques and strategies to catch the big one! Participants may bring their own gear, but Fish Camp has all the needed gear available for use, too!

CARL FISCHER MEMORIAL FISHING DERBY

On Friday, Scouts and leaders are invited to the Cushman Family Fish Camp for the Carl Fischer Memorial Fishing Derby. Participants may visit at any time during the day, and catches will be weighed and recorded. The biggest catch will win!



SCIENCE & TECHNOLOGY (S.T.E.M.)

THE SCIENCE AND TECHNOLOGY (S.T.E.M.) PROGRAM

Located at the Tillerson Leadership Center, Scouts will have the opportunity to dive deep into the fields of science, technology, engineering, and mathematics, with merit badges like Space Exploration and Oceanography.

S.T.E.M. MERIT BADGES AT THE TILLERSON LEADERSHIP CENTER



AVIATION MERIT BADGE

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.
Prerequisites: Completion of requirement 4 (a-c options) cannot be guaranteed.



CHEMISTRY MERIT BADGE

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and molecule composition are all parts of chemistry. The Chemistry merit badge invites Scouts to stretch the imagination to envision molecules that cannot be seen—but can be proven to exist—and become chemists themselves!
Prerequisites: None



COMPOSITE MATERIALS MERIT BADGE

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher. Scouts are invited to explore these materials that make up so much of the manmade world.
Prerequisites: None



CRIME PREVENTION AND FINGERPRINTING MERIT BADGES

In this combined merit badge session, Scouts will learn how to prevent, recognize, and report crime and explore the ways in which crime affects individuals and communities. Scouts will also explore the fascinating science of fingerprinting and discover its role in a variety of contexts, including missing-person searches, crime investigation, and more.
Prerequisites: None



DIGITAL TECHNOLOGY MERIT BADGE

Comprehend how electronic devices work and how to use them effectively with the Digital Technology merit badge. Scouts will give a brief history of the changes in digital technology and discuss how technology today compares with the technology available to previous generations—all while imagining what kinds of devices might be available to them in the future!
Prerequisites: 1 (Personal Safety Awareness "Digital Safety" video viewing)

SAFETY IN THE DIGITAL WORLD

Scouts should view the Personal Safety Awareness "Digital Safety" videos before coming to camp (Scout rank requirement).



SCIENCE & TECHNOLOGY (S.T.E.M.)

S.T.E.M. MERIT BADGES AT THE TILLERSON LEADERSHIP CENTER (CONTINUED)



ELECTRICITY MERIT BADGE

Scouts will learn why electricity plays a significant role in the economy and how energy consumption impacts daily life. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. Scouts will gain a practical understanding of electricity, and it will be a shockingly good time!

Prerequisites: 2



ELECTRONICS MERIT BADGE

Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Scouts will gain a deeper understanding of the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices.

Prerequisites: None



ENGINEERING MERIT BADGE

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost batteries for cell phones to a gigantic dam across the mighty Yangtze River in China. Scouts will explore several fields of engineering and will explore concepts through experiments and hands-on activities.

Prerequisites: Completion of requirement 4 cannot be guaranteed.



EXPLORATION MERIT BADGE

Discover the history and importance of various kinds of exploration by earning the Exploration merit badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare, and embark on an expedition right onsite at the Summit (there are more than ten thousand acres to explore!).

Prerequisites: None, though this is a new offering, so there may be some requirements not completed.



INVENTING MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: None



MODEL DESIGN AND BUILDING MERIT BADGE

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby, it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes. Scouts will learn concepts and make models of their own.

Prerequisites: None



SCIENCE & TECHNOLOGY (S.T.E.M.)

S.T.E.M. MERIT BADGES AT THE TILLERSON LEADERSHIP COMPLEX (CONTINUED)



NUCLEAR SCIENCE MERIT BADGE

Nuclear science offers a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science!

Prerequisites: None



PROGRAMMING MERIT BADGE

In the Programming merit badge, also known as "01010000 01010010 01000111 01001101," Scouts will learn about the different types of programming languages along with industry uses and licensing. Scouts will get the chance to modify the code of a program to add working features to it! Programming is a lucrative career path and a fun hobby.

Prerequisites: 1a (Personal Safety Awareness "Digital Safety" video viewing)



RAILROADING MERIT BADGE

All aboard for fun! By enrolling in the Railroading merit badge session, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading. Scouts will explore the importance of the railroad system in modern times and will engage in hands-on activities, too!

Prerequisites: None



ROBOTICS MERIT BADGE

Scouts will learn about the robotics industry, discover the different fields of robotics, and explore the available career options in robotics before designing, building, programming, and testing their own robot build. The Summit provides robotics kits for Scouts who, on completion of their builds, will compete in a one-of-a-kind robotics competition.

Prerequisites: None



SPACE EXPLORATION MERIT BADGE

Space is mysterious. Humans explore space for many reasons, not least because we do not quite know what is out there. It is vast, and humans are full of curiosity. Scouts will learn about the history of space exploration, research the importance of space related to modern technology, and build and launch a model rocket. Please note that Scouts will not actually leave the planet.

Prerequisites: None; model rocket kits will be provided to participating Scouts.



OTHER S.T.E.M. PROGRAMS

EGG DROP

Scouts are invited to test their engineering skills as they design, build, and test an egg-drop device to protect an egg from heights that will progressively get higher and higher. Materials will be provided for this activity, offered on Tuesday and Thursday evenings, but Scouts are also welcome to bring their own supplies.

EXPLORATION MERIT BADGE EXCURSION

There are so many places to explore and discover at the Summit and in the surrounding areas. On Thursday evening, Scouts and leaders are invited to wander and explore on an excursion designed by the Scouts in the Exploration merit badge (for whom participation is required to complete the badge). Transportation to the exploration area may be provided, if the location justifies it.



ROCKET LAUNCH (SPACE EXPLORATION MERIT BADGE)

On Tuesday and Thursday evenings, all Scouts are invited to construct and launch model rockets, a classic Scouting activity! This activity is required for Scouts who are participating in the Space Exploration merit badge (for whom rockets are provided), but all Scouts and leaders are welcome. Scouts and leaders who are not participating in the Space Exploration merit badge can purchase a rocket kit from the Bunker Trading Post.



S.T.E.M. NOVA AWARDS

The Boy Scouts of America offers Scouts the opportunity to complete an array of Science, Technology, Engineering, and Mathematics tasks to earn the S.T.E.M. Nova Awards. While the James C. Justice National Scout Camp does not specifically offer these awards, interested Scouts and leaders should reach out to their local council to see if the awards are offered in their area. These awards provide ways for Scouts to explore a variety of S.T.E.M. topics and engage with them. These awards require significant commitment of time and effort, and the S.T.E.M. staff of the Justice National Scout Camp will be available to assist individuals who are interested in these program work toward completion.

S.T.E.M. AT THE SUMMIT

S.T.E.M. at the Summit is a volunteer-led program for Scouts and adult leaders who have a passion for S.T.E.M. In 2024, this program will be held at the Summit from July 12-14. Emphasizing adventure programming and the science behind it, Scouts will explore, experiment, and engage with a variety of S.T.E.M. topics. Adult leaders will receive hands-on training to prepare to facilitate S.T.E.M. programs in their home units, districts, and councils. See the S.T.E.M. at the Summit flyer located in this guide for more information and for details about cost and registration.



ARTS, MEDIA, & HANDICRAFTS

THE ARTS, MEDIA, AND HANDICRAFTS PROGRAM

The Arts, Media, and Handicrafts program area is a part of the larger S.T.E.A.M. center offered at the James C. Justice National Scout Camp. Scouts looking to get creative at camp will enjoy the many offerings, from traditional merit badges, like Leatherwork and Basketry, to modern ones, like Moviemaking and Game Design. No matter what a Scout selects, the creative juices are sure to be flowing!

THE ARTS, MEDIA, AND HANDICRAFTS MERIT BADGES



ANIMATION MERIT BADGE

Animation is a popular modern art form with applications in a variety of industries and contexts. In the Animation merit badge, Scouts will learn how to create animations, explore the ways in which animation is used, and discover the fun and exciting career opportunities in animation. Scouts will work on their very own animation projects in this session!

Prerequisites: None



ART MERIT BADGE

Picasso. Monet. Johnny Scout? The Art merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art. Scouts will create several works of original art in this session.

Prerequisites: 6 (recommended)



BASKETRY MERIT BADGE

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

Prerequisites: None; kits will be provided to participating Scouts.



CHESS MERIT BADGE

Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments. Scouts are invited to become the next famous Grandmaster.

Prerequisites: None



GAME DESIGN MERIT BADGE

Games come in almost every shape, size, and format imaginable. They can be fast-paced or slow, competitive or cooperative, for individuals or enormous groups, and last seconds or years. Games are an important element of the human experience, and Scouts will explore game elements, design and play their own game, and more in the exciting and engaging Game Design merit badge.

Prerequisites: None, though Scouts must participate in the Game Design Showcase Night.



ARTS, MEDIA, & HANDICRAFTS

THE ARTS, MEDIA, AND HANDICRAFTS MERIT BADGES (CONTINUED)



GRAPHIC ARTS MERIT BADGE

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. Scouts who participate in the Graphic Arts merit badge will gain hands-on experience working for the *Justice Journal*, the newspaper of the Justice Scout Camp.

Prerequisites: None



JOURNALISM MERIT BADGE

Journalism is an exciting and essential field in which no two days are ever the same. Journalists report on a variety of topics (current events, local news, media reviews, interviews) in a variety of media (newspapers, television, magazines, online). Journalists delve deep to ask and answer the tough questions.

Prerequisites: None, though Scouts must participate in a field trip for requirement 2.



LEATHERWORK MERIT BADGE

Scouts who participate in the Leatherwork merit badge will explore the history and endless uses of leather. Then, they will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

Prerequisites: None; kits will be provided to participating Scouts.



MUSIC MERIT BADGE

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. Today, new technology and fresh ways of seeing the world make the possibilities for creating new music limitless. Scouts will both explore the history of music and create music!

Prerequisites: None



PHOTOGRAPHY MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: 1a; Scouts should bring a phone or camera of their own.



SCULPTURE AND POTTERY MERIT BADGES

This combined merit badge session introduces Scouts to sculpture and pottery, art forms that allow artists to express what they see and feel by shaping materials such as clay, stone, metal, and wood. The Pottery merit badge will emphasize the practical use of these three-dimensional creations. This session offers several hands-on opportunities for Scouts.

Prerequisites: Requirements from the Pottery merit badge may not be completed due to time and resources.



ARTS, MEDIA, & HANDICRAFTS

THE ARTS, MEDIA, AND HANDICRAFTS MERIT BADGES (CONTINUED)



TEXTILE MERIT BADGE

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more, and Scouts soon realize that textiles are found everywhere!

Prerequisites: None



WOOD CARVING MERIT BADGE

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Scouts should come prepared with a safety mindset!

Prerequisites: None; kits will be provided to participating Scouts.

SAFETY MOMENT: POCKETKNIVES

Scouting provides many opportunities for young people to explore the utility and recreation of pocketknives! While these tools have many applications, the most important consideration is safety. All Scouts who use pocketknives on the Summit property must have earned their Totin' Chip. The Totin' Chip allows a Scout to use a pocketknife and other basic wood tools and acts as an assurance that the Scout knows how to properly and safely use these implements. If a Scout is not using a pocketknife safely, the knife and the Totin' Chip may be revoked (though Totin' Chip corners may not be cut for any reason). Remember, a knife is a tool, not a toy! Here are some reminders for Scouts (and adults):

Do: Follow the rules of the Totin' Chip; keep knife clean, sharp, and dry; check surroundings before cutting or carving; cut slowly and steadily; cut away from the body; think before using a knife

Do not: Throw any knife, except on a designated range; pass a knife blade-first (closed is best); whittle or use a knife with others in close proximity; carry an open pocketknife; or cut toward the body



OTHER ARTS, MEDIA, & HANDICRAFTS

CHECKERS TOURNAMENT

Find chess too confusing? Scouts and leaders are invited to an exhilarating, action-packed classic checkers tournament on Tuesday evening during each session of camp!

CHESS TOURNAMENT

Join Scouting friends for the Thursday night chess tournament (participation for Chess merit badge Scouts is required to complete the badge)! Whether participating in the merit badge or not, make sure to “check” out the chess tournament!



PATCH DESIGN COMPETITION (FOR 2025)

The Justice National Scout Camp will host a summer-long competition, in which all Scouts are invited to submit an entry for a 2025 patch design for the camp. Time is designated for Scouts to use Summit supplies on Friday afternoon during each session of camp, but any submission will be accepted through 5:00 p.m. on each Friday of camp. The winning design will be notified by e-mail or phone call after the conclusion of camp.

PHOTOGRAPHY CONTEST

Each week, the Justice National Scout Camp will host a photography contest. Scouts and leaders are invited to enter their best photograph from their week of camp. Voting on submissions will be conducted, and winners will be announced at the closing campfire each week. Winning photographs will be displayed in the Pigott Headquarters building (Scout Camp office).

ROCKET LAUNCH (SPACE EXPLORATION MERIT BADGE)

On Tuesday and Thursday evenings, all Scouts are invited to construct and launch model rockets, a classic Scouting activity! This activity is required for Scouts who are participating in the Space Exploration merit badge (for whom rockets are provided), but all Scouts and leaders are welcome. Scouts and leaders who are not participating in the Space Exploration merit badge can purchase a rocket kit from the Bunker Trading Post.

GAME DESIGN SHOWCASE NIGHT

On Thursday evening, Scouts are invited to participate in the Game Design Showcase night, hosted by the Game Design merit badge participants. Scouts will be able to play new games designed by the Scouts in these sessions. A fun time is guaranteed!

THE JUSTICE JOURNAL

The *Justice Journal* is the official publication of the James C. Justice National Scout Camp. Scouts are invited to hone their writing, layout, and editing skills on Tuesday evening, as the paper gets prepared for publication and distribution. Participation by Scouts in the Journalism merit badge is required.

MOVIE NIGHT

On Tuesday evenings, all Scouts and leaders are invited to enjoy Movie Night in the Pigott Dining Hall. A different movie will be shown each week, based on votes from participants in each session. Popcorn, soda, and other snacks are provided.



CITIZENSHIP & LIFE SKILLS

THE CITIZENSHIP AND LIFE SKILLS PROGRAM

The Citizenship and Life Skills area of the Justice National Scout Camp offers Scouts the opportunity to explore their past, thrive in the present, and prepare for the future. In the Citizenship and Personal Development section, Scouts will focus on growing as individuals and as citizens. In the Life Skills section, Scouts will explore different vocations and hard skills.

CITIZENSHIP AND PERSONAL DEVELOPMENT MERIT BADGES



AMERICAN HERITAGE MERIT BADGE

Every Scout swears to an oath that includes duty to their country. A better understanding of American heritage, the ways in which the past has led to our present circumstances, is key to truly knowing what it means to be an American. Scouts will explore a variety of media, including songs, videos, and documents, to better understand our collective American heritage.

Prerequisites: 3c, 4b-e (choose one option)



CITIZENSHIP IN THE NATION MERIT BADGE

As Scouts fulfill the requirements for this Eagle-required merit badge, they will learn how to become active citizens aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

Prerequisites: 5; Scouts must attend field trip to the New River Gorge Bridge to complete requirement 7a.



CITIZENSHIP IN THE WORLD MERIT BADGE

Scouts who earn the Citizenship in the World merit badge will discover that they are already a citizen of the world. How good a citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries. This merit badge will broaden the horizons of Scouts and demonstrate that we are all global citizens.

Prerequisites: None



COMMUNICATION MERIT BADGE

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication." Scouts will hone their skills in this essential area.

Prerequisites: 4, 5, 6, 8



DISABILITIES AWARENESS MERIT BADGE

Scouts will understand various disabilities and how they affect their friends, family, and community members in the Disability Awareness merit badge. Scouts will learn about the experiences of individuals with disabilities, explain the significance of disability etiquette, and how that etiquette may differ depending on the specific disability.

Prerequisites: None, though prior work on requirement 4 is recommended.



CITIZENSHIP & LIFE SKILLS

CITIZENSHIP AND PERSONAL DEVELOPMENT MERIT BADGES (CONTINUED)



LAW MERIT BADGE

Participating in the Law merit badge enables a Scout to learn about the history and types of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession. Additionally, Scouts will engage in a mock trial, playing roles of attorney, judge, witnesses, and others!

Prerequisites: None



PERSONAL FITNESS MERIT BADGE

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, at the conclusion of the athletic requirements for this merit badge, Scouts will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities. Significant work before or after camp is necessary to finish this badge.

Prerequisites: 1a (medical exam must be completed for camp), 1b, 6a, 6b, 8



PERSONAL MANAGEMENT AND AMERICAN BUSINESS MERIT BADGES

Personal management describes mapping a life plan that involves setting short-term and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make these goals become a reality. Scouts will focus on time and money management primarily and will explore strategies to help them improve their competence in these areas.

Prerequisites: 1a-b (recommended), 2a-d, 8c-d



SCOUTING HERITAGE MERIT BADGE

Scouts will explore the origins of the Scouting movement in the Scouting Heritage merit badge. Scouts will learn about the life and times of Lord Robert Baden-Powell (founder of the movement), discover how Scouting grew in the United States, and understand how the programs of Scouting have developed and adapted over time. Scouts will also visit the Scouting museum at the Summit.

Prerequisites: 5, 6, 8



CITIZENSHIP & LIFE SKILLS

VOCATIONS AND LIFE SKILLS MERIT BADGES



AUTOMOTIVE MAINTENANCE MERIT BADGE

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand basic automotive engineering concepts and how these concepts interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate and feel empowered to repair their own vehicles!

Prerequisites: None



METALWORK MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: None



PLUMBING MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: None



TRAFFIC SAFETY MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: None



WELDING MERIT BADGE

Conservation is not just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Prerequisites: None

PREPARING TO PARTICIPATE IN CITIZENSHIP AND LIFE SKILLS PROGRAMS

While there is no age or rank requirement to participate in any of the Citizenship and Life Skills area programs, Scouts must come prepared to learn and engage in a safe, constructive manner. The Citizenship and Personal Development merit badges require a significant amount of writing and active participation. Many of the Life Skills merit badges involve working with specialized equipment, the use of which requires attention to safety and a solid level of maturity.



OTHER CITIZENSHIP PROGRAMS

DISABILITIES AWARENESS CHALLENGE

Inspired by the Disabilities Awareness Challenge offered at the National Scout Jamboree, Scouts will be offered the opportunity to see the world in new ways, as they navigate the world as individuals with a variety of different abilities do. This Challenge will include exposure to and activity around both visible and invisible disabilities, and Scouts will leave with an increased appreciation and heightened empathy for those who live with these challenges.

MESSENGERS OF PEACE AWARD

Created by the World Organization of the Scouting Movement in 2011, the Messengers of Peace Award encourages Scouts around the world to work to make it a better place for all. Messengers of Peace aims to promote a culture of peace and dialogue for mutual understanding, promote service initiatives led by Scouts, support the development of young people affected by conflict situations, provide further connection to the Sustainable Development Goals of the United Nations, and connect Scouts around the world in a global network of twenty million Messengers of Peace. Divided into four stages of Inspire, Learn and Decide, Do, and Share, this program emphasizes service and introspection on the personal and community levels.



NEW RIVER GORGE BRIDGE FIELD TRIP

On Friday afternoon, all Scouts and leaders are invited to visit the incredible New River Gorge Bridge, one of the longest and highest arch bridges in the world. Listed on the National Register of Historic Places, a visit to the New River Gorge Bridge satisfies a requirement for the Citizenship in the Nation merit badge, so Scouts participating in that merit badge are highly encouraged to participate. This trip is open to all participants.

SCOUTING MUSEUM TOUR

The Summit Bechtel Reserve is home to a wonderful Scouting Museum (pictured at the bottom of this page), located in the Scott Visitor Center. Scouts and leaders should plan to visit the museum to check out the fantastic Scouting displays, including uniforms, badges, Scouting stories, and more. A visit to the museum satisfies a requirement for the Scouting Heritage merit badge, and Scouts participating in that badge will visit the museum as part of their session. The museum is open daily, and guided tours are provided on Monday evenings (during Appalachian Celebration) and on Friday mornings. For other guided tour opportunities, please talk to the Justice Scout Camp leadership team.



TARGET SPORTS

THE TARGET SPORTS PROGRAM

The Arts, Media, and Handicrafts program area is a part of the larger S.T.E.A.M. center offered at the James C. Justice National Scout Camp. Scouts looking to get creative at camp will enjoy the many offerings, from traditional merit badges, like Leatherwork and Basketry, to modern ones, like Moviemaking and Game Design. No matter what a Scout selects, the creative juices are sure to be flowing!

TARGET SPORTS MERIT BADGES



ARCHERY MERIT BADGE

Archery is a fun way for Scouts to exercise their minds and bodies, developing a steady hand, a good eye, and a disciplined mind. The Archery merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of this ancient sport.

Prerequisites: 1d; Scouts must also satisfy the qualification (shooting) requirements.



RIFLE SHOOTING MERIT BADGE

The Rifle Shooting merit badge shows Scouts how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than just squeezing the trigger. Once Scouts have learned the fundamentals of rifle shooting, they will get opportunities to apply them to various rifle-shooting sports and activities.

Prerequisites: 1f; Scouts must also satisfy the qualification (shooting) requirements.



SHOTGUN SHOOTING MERIT BADGE

The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Shotgun shooting presents thrilling opportunities for Scouts. Whether a Scout is new to target sports or has been shooting for years, all will leave the badge with enhanced skills and an understanding and appreciation for safe firearm operation. The cost of this program is \$75.00.

Prerequisites: 1f; Scouts must also satisfy the qualification (shooting) requirements.



OTHER TARGET SPORTS PROGRAMS



OPEN RIFLE AND ARCHERY SHOOTING

On Tuesday and Thursday evenings (and likely on Fridays), the Scout Camp rifle and archery ranges will be open for shooting practice and fun. Scouts and leaders are welcome to the range to work on the shooting qualification requirements or just to shoot! Scouts and leaders may be asked to arrive during certain windows to ensure that each person shooting has heard the safety briefing. These specifics will be shared at the leader meetings at camp.

OPEN TOMAHAWKS

On Tuesday and Thursday evenings, Scouts and leaders are invited to test their tomahawk-throwing skills at the Scout Camp range. Knife throwing and/or tomahawk throwing is also available during the Monday evening Appalachian Celebration.

TOP SHOT COMPETITIONS

On Friday morning and afternoon, several target-sports competitions will be offered for Scouts and adult leaders, across several disciplines, including static archery, sporting arrows, tomahawks, and rifle shooting. Details about these competitions can be found on the Program Schedule, and additional information will be shared during leader meetings during each session of camp. Special awards will be presented to the “Top Shots” in each discipline, for youth and adults, at the closing campfire!

BOWS AND BARRELS BUY-UP PROGRAM

This is a full-day experience that combines a half day of shooting bows and a half day of shooting firearms at the Barrels. Participants will get the opportunity to safely handle multiple different kinds of firearms, under qualified instructors. This program is offered on several different days of each session, on the same days the program is offered for the Summit Experience (the onsite high-adventure program). This program promises thrills and chills for Scouts and leaders alike! The cost to participate in this program is \$75.00 per person.

SHOTGUN MERIT BADGE BUY-UP PROGRAM

The Shotgun merit badge, which is described on the previous page, is a buy-up program of the James C. Justice National Scout Camp. Scouts will work on completing the merit badge and have fun as they practice and shoot recreationally. Scouts and adults may register for this buy-up program, though Scout registration is prioritized. The cost to participate in this program is \$75.00 per person.

TARGET SPORTS BUY-UP SCHEDULING

Both the Bows and Barrels and Shotgun merit badge buy-up programs are full-day activities. A pack-out lunch will be provided for Scouts and leaders participating in the Bows and Barrels program; Shotgun merit badge participants will eat lunch in Pigott Dining Hall, as normal.



AERIAL SPORTS, C.O.P.E., & CLIMBING

THE AERIAL SPORTS PROGRAM

The Summit Bechtel Reserve is home to numerous world-class aerial sports and climbing facilities. Boulder Cove is the primary climbing, rappelling, and bouldering venue for the Justice Scout Camp. During each session of camp, Scouts and adult leaders will also have options to explore other aerial sports options, at the Rocks (high-adventure climbing and rappelling), Alexander's Eagle Flight (formerly Big Zip), and canopy zip line tours.

AERIAL SPORTS MERIT BADGE



CLIMBING MERIT BADGE

Climbing is not a sport that requires tremendous muscular strength, though it does demand mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors. Scouts will convene at Boulder Cove, a world-class climbing facility at the Summit, to take on these challenges.

Prerequisites: None

OPEN CLIMBING

Boulder Cove will be open on Tuesday and Thursday evenings and on Friday during the day for open climbing. C. Scouts and leaders are invited to try their hand at climbing the range of routes!

ABOUT BOULDER COVE

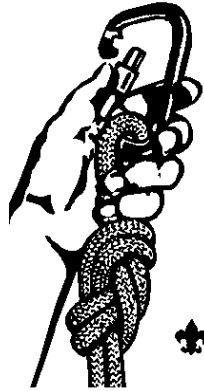
Boulder Cove is the Justice National Scout Camp's climbing, rappelling, and bouldering venue. This artificial climbing area (designed by Disney Imagineers) sports twenty-four climbing stations, multiple rappelling stations, and three giant boulders, with routes ranging in difficulty from 5.4 to 5.13!



OTHER AERIAL SPORTS PROGRAMS

PROJECT C.O.P.E. PROGRAM

The Challenging Outdoor Personal Experience (C.O.P.E.) program pairs a series of low-course team-building exercises and challenges with the excitement and thrill of the high-ropes course. In this two-day program, offered twice during each camp session, participants will spend the first session on the low-ropes course, near Goodrich Lake West and the second day on the high-ropes course in Action Point. The goals of project C.O.P.E. are to build leadership, self-esteem, decision-making, trust, and teamwork. This is accomplished by progressing, as a group, through a series of increasingly-challenging physical and mental exercises that require cooperation and teamwork to complete. Scouts must be thirteen years old or older to participate in this program.



CLIP INTO
ADVENTURE

SUMMIT CENTER ZIPS

There are many fantastic aerial sports venues at the Summit. In the Summit Center, the Gateway (1,100 feet) and Legacy (1,300 feet) Zip Lines offer fun and adventure, convenient to the main program area of the Summit. These zip lines will be open on some evenings during each session of camp, probably on Tuesday and Thursday evenings. Details about these opportunities will be shared with leaders as camp nears.



AERIAL SPORTS FULL-DAY BUY-UP PROGRAM

The aerial sports buy-up program offers Scouts and leaders an opportunity to explore and negotiate the most challenging aerial sports venues on the property, alongside participants from the Summit Experience, the onsite high-adventure program of the Summit. This program begins at the Rocks, home to climbing, rappelling, bouldering, and the Leap of Faith (a thrilling thirty-two-foot jump). The day continues with an invigorating ride on Alexander's Eagle Flight (formerly known as the Big Zip), a signature Summit offering. The day concludes with the newly-reopened canopy zip line tour in Action Point, which offers a stunning platform-to-platform course through the trees. Participants will be provided with a pack-out lunch to eat on the trail between venues. The cost to participate in this program is \$80.00 per person, and registration can be placed online through the Black Pug program registration platform.

AERIAL SPORTS BUY-UP SCHEDULING

The aerial sports buy-up program is a full-day program, including three activities (Rocks, Alexander's Eagle Flight, and canopy zip line tour). Registration for the aerial sports buy-up does not allow for à la carte selections.

ALEXANDER'S EAGLE FLIGHT BUY-UP PROGRAM (FORMERLY BIG ZIP)

Youth and adult participants in the James C. Justice National Scout Camp have the chance to experience the most thrilling ride the Summit has to offer on Alexander's Eagle Flight (formerly Big Zip)! Take in the beautiful natural surroundings above and through the trees, high above Tridave Lake, with an Alexander's Eagle Flight buy-up! Individuals will register and pay online through the Black Pug registration platform. Specific times on the days on which participants are registered will be coordinated at camp. Transportation will be provided for Scout Camp participants, though they may also choose to hike. Make sure to register early, as this is the most popular buy-up program for Scout Camp participants! The cost for a ride on Alexander's Eagle Flight is \$20.00 per person.

Participants must weigh between fifty (eighty for Eagle Flight) and two hundred fifty pounds and fit safely into the proper gear to ride any zip line at the Summit.



WHEELED SPORTS PROGRAMS

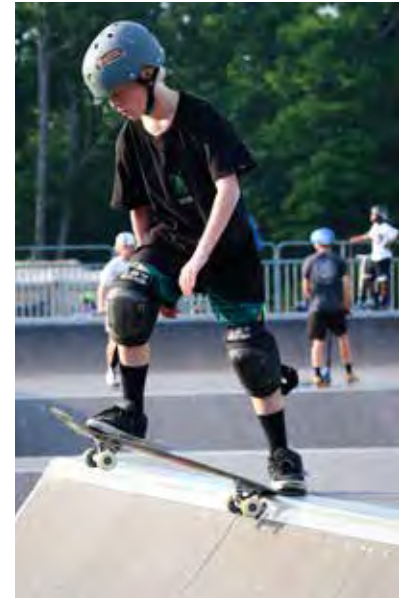
MOUNTAIN BIKING (ACTION POINT)

Weaving through the woods around Action Point and the surrounding areas are the Jared Harvey Mountain Bike Trails. These trails offer a variety of difficulty ratings including Green Circle (easy), Blue Square (more difficult) and Black Diamond (very difficult). Qualified staff, based at the Harvey Mountain Bike Shop in Action Point, will work with riders of all abilities to improve their riding skills and help roll through any requirements. Half-day Introduction to Mountain Biking courses are offered throughout the week, and open mountain biking is available on some evenings during each session (usually on Tuesday and Thursday evenings). Those youth and adults who want to participate in the half-day Introduction to Mountain Biking course must register online through the Black Pug platform; evening mountain biking programs do not require registration. See the Program Schedule in this guide for additional information.



SKATEBOARDING AND BMX (ACTION POINT)

In addition to the high-adventure Park and Trax venues, the Harkey X-Zone, at Action Point, in the Summit Center, houses top-notch skateboarding and BMX facilities for Scouts and adults to try their hands at these adrenaline-pumping activities. During open program time (usually on Tuesday and Thursday evenings, though specific days and times will be shared with participants at camp), participants can visit the Harkey X-Zone to receive instruction in cornering, pumping, and balance on the BMX tracks or explore the transitions, ramps, quarter pipes, stair sets, boxes, and rails of the skatepark. Closed-toe athletic or skate shoes are required for these activities.



WHEELED SPORTS BUY-UP PROGRAM

Scout Camp participants are invited to “shred the gnar,” by visiting the Park, the high-adventure skateboarding venue of the Summit, and the Trax, the high-adventure BMX venue of the Summit, for a full-day wheeled sports buy-up program. Qualified instructors will share their passion for the sports with participating Scouts and adults. Participants of any ability will leave with the confidence and competence to tackle the challenges presented by these activities. Safety equipment is provided for both activities, and a pack-out lunch is provided for Scouts participating in this program. Scouts and adults who want to participate must register online through the Black Pug platform. See the Program Schedule for a listing of the days on which this program is offered. The cost to participate in the wheeled sports buy-up program is \$60.00 per person.



HUNTER EDUCATION PROGRAMS

THE JOE CRAFTON SPORTSMAN'S COMPLEX

The Joe Crafton Sportsman's Complex Hunting and Shooting Program, located in Action Point, contains Hunter's Hall, which has exhibits on hunting and conservation, and the Crafton Skills Center, a state-of-the-art, twelve-room virtual shooting range. Participants can experience the half-day, hands-on portion of the hunter education course in Crafton Hunter's Hall which will include a certificate and hunter education memorabilia and will also be given the opportunity to shoot Laser Shot in the Skills Center. This virtual shooting experience has a variety of simulations and challenges, allowing participants to practice their pistol, rifle, and shotgun skills before heading out to the live range. In addition, participants have the opportunity to receive a hunter education card which will allow them to obtain a hunting license in their home state (see Hunter Education Certification Course information, to the right, on this page).



OPEN PROGRAMS AT THE SKILLS CENTER

Open program, typically on Tuesday and Thursday evenings, provides Scouts and adults the opportunity to visit the virtual shooting range in the Crafton Skills Center. Participants will be admitted every thirty minutes during open times.



HUNTER EDUCATION CERTIFICATION COURSE

Participants who are interested in attaining a hunter education card (needed to obtain a hunting license), should register for a session of the hunter education course in Black Pug, where merit badge and program registration is located, then complete the following steps:

01. Go to the link for the West Virginia Division of Natural Resources (D.N.R.) registration site and sign in for the date that matches your week of attendance. These links will be shared with participants in January of 2024, as they cannot be created until that time.
02. Once registered, visit www.wvndr.gov and select one of the five hunter education courses, of which four have a fee and the last one, offered by the National Rifle Association, at www.nrahe.org, is free. Participants must take the course through the West Virginia DNR Web site and must select West Virginia as the state.
03. After passing the test, print out and bring the completed Field Day/Practical Exam Voucher to the Summit to participate in the hands-on hunter education certification class and final course test for certification. Take a picture of the Voucher on a phone or mobile device as a backup!
04. Summer camp courses (for Justice Scout Camp) will be instructed on Monday, Tuesday, Thursday (if five people or more register), and Friday in the Joe Crafton Hunter's Hall, located in Action Point. Scouts and adults who want to participate should select the corresponding option in the Black Pug registration platform.
05. Once all requirements are met, participants will receive a West Virginia Hunter Education Card which will allow them to purchase a hunting license in any of the fifty states, plus Mexico, Canada, and the United Kingdom. In addition, participants will receive a Hunter Education patch and a West Virginia D.N.R. certificate.
06. Participants can contact Chris Perkins, Hunter Education Program Manager, at Chris.Perkins@scouting.org or 304-465-2856, with any questions.

HUNTER EDUCATION NOTE

While any Scout or leader is welcome to participate in a hunter education program, those who wish to earn the West Virginia Hunter Education Card, which can be exchanged for a hunting license, must complete the steps here. The online course registration, which is required for those wanting to earn the Card, will be shared with participants in January of 2024.



OTHER PROGRAMS

OPEN PROGRAMS

The Summit Bechtel Reserve offers several open programs throughout the week. On Monday evening, the camp-wide Appalachian Celebration is held in Action Point. On Tuesday and Thursday evenings, Boulder Cove, Goodrich Lake West, and skateboarding and BMX in Action Point are open, in addition to the Scout Camp open program described on the preceding pages. Sunday and Friday evenings in Scout Camp are dedicated to the opening and closing campfire programs, respectively.

WEDNESDAY NIGHT: INTER-UNIT FELLOWSHIP

On Wednesday evenings, there are no scheduled open programs. While many Scouts and Scouters participate in the Order of the Arrow rededication ceremony, described on this page, many also choose to remain in their campsites for inter-unit fellowship, including campfires and s'more-making, Gaga ball, sports tournaments, and other activities.

FRIDAY CLOSING CAMPFIRE PROGRAM

The Justice National Scout Camp staff hosts the opening campfire ceremony on Sunday evenings to welcome participants and set a positive tone for each session of camp. For the Friday evening closing campfire ceremony, units are invited to perform skits and songs of their own, interspersed with recognitions and rewards for individual participants and units from throughout the week. Youth leadership should work with the Scouts in their unit to determine appropriate skits and songs for this program. All skits and songs will be screened by the camp leadership to ensure that they meet the standards of the *BSA Ceremonies and Campfire Guidance*.

UNIT PLAQUE PROGRAM

In the arrival materials, contained in the base camp box, each unit will receive a plaque to decorate and sign for display in Pigott Headquarters (Scout Camp office). Units may also choose to bring or make their own plaque. Recommended dimensions are six inches by six inches, though reasonable aberrations from this recommendation will still be accepted.



SCOUT SPIRIT: THEME DAYS

Each day of each session at the Justice National Scout Camp will have a different theme. Scouts and leaders are encouraged to dress for and take part in the theme—in whatever Scouting-appropriate way desired—for each day!

- Monday: West Virginia, Best Virginia Day
- Tuesday: Hawaiian Day
- Wednesday: Superhero Day
- Thursday: Pirate Day
- Friday: Order of the Arrow Day

ORDER OF THE ARROW PROGRAMS

The Order of the Arrow, Scouting's National Honor Society, plays a key role in the program of the Justice National Scout Camp. There are two primary opportunities offered during each session of camp, a Wednesday evening rededication ceremony and a Friday night calling-out ceremony.

WEDNESDAY NIGHT REDEDICATION CEREMONY

On Wednesday evenings, current members of the Order of the Arrow are invited to participate in a rededication ceremony unique to the Summit. This ceremony will take place in the Summit Circle, the relocated original ceremony ring from Camp Treasure Island, where the Order of the Arrow was established in 1915. Following the ceremony, attendees are invited to participate in an ice cream social in the Alpha Pavilion (near the ceremony site). Transportation to and from the Alpha Pavilion will be provided; participants will walk about one and a half miles, total, to and from the drop-off point to the ceremony site.



FRIDAY NIGHT CALLING-OUT CEREMONY

On Friday night, at the end of the closing campfire program, the James C. Justice National Scout Camp will host an Order of the Arrow calling-out ceremony. In order for a Scout or Scouter, elected or selected, respectively, for Order of the Arrow membership, to be called-out during the Friday night ceremony, the unit must provide a letter from the local lodge (in any reasonable format) verifying that the Scout or adult has been properly elected or selected, through an election or through the adult-nomination process. Without this verification letter, Scouts and leaders will not be called-out during this ceremony.



AWARDS & OPPORTUNITIES

AWARDS SPECIFIC TO SCOUT CAMP

The Summit Bechtel Reserve offers several awards available for participants in any program to earn during a visit. The James C. Justice National Scout Camp participates in these awards programs, detailed in the column on the right of this page, and also offers the programs listed below, specifically for Scout Camp participants.

JUSTICE SCOUT CAMP PARTICIPATION AWARD

The Justice Scout Camp Participation Award is an award presented to those Scouts (youth) who want to maximize their summer camp experience by taking advantage of the numerous opportunities afforded to participants during their Scout resident camp experience at the Summit. See the appendix to this guide for the requirements and the form that must be completed and submitted to achieve this special individual recognition. All award forms should be submitted to the Pigott Headquarters building (Scout Camp office) Friday at 5:00 p.m. Awards will be given to unit leaders at check-out on Saturday morning.

MERIT AND HONOR TROOP AWARDS

The Merit Unit and Honor Unit Awards recognize units that participate fully in the camp program and demonstrate the true spirit of Scouting. All units receiving the Merit and Honor Unit Awards will be recognized at the closing campfire program with the presentation of special ribbons to hang from the unit flag. See the appendix to this guide for the form that must be completed and submitted to achieve this/these recognitions. All Merit and Honor Troop Award forms must be submitted to the Pigott Headquarters building (Scout Camp office) no later than Friday at 5:00 p.m. If forms are not received by this time, units will still be given the award ribbons, but they may not be presented at the closing campfire.



JUSTICE UNIT AWARD

At the end of each session of camp, one unit (troop or crew) will be recognized as the Justice Unit for that session. The Justice Unit is the troop or crew who, collectively, shows the most outstanding Scout spirit, operates according to the principles of the Scout Oath and Law, and contributes most to camp life during each week of camp. Units must achieve the Honor Troop designation to be considered for the Justice Unit recognition. The Justice Unit will be decided by a staff vote on Friday afternoon of each camp session; the award will be presented at the closing campfire program.



SUMMIT DUTY TO GOD AWARD

A Scout is Reverent. The Summit Duty to God Award is intended to provide Scouts and leaders an opportunity to experience and live the capstone point of the Scout Law. This award can be earned by individual participants, though unit support is needed. See the appendix to this guide for the form that must be completed and submitted to achieve this recognition.



SUMMIT SUSTAINABILITY AWARD

Sustainability describes the essential work to be done to preserve and protect the natural resources of the planet Earth. Sustainability is a key commitment of the Summit and the Boy Scouts of America, and participants (youth and adult) in any Summit program can earn the Summit Sustainability Award. The award is a reflection of the individual's responsibility in the collective effort of sustainability. See the appendix to this guide for the form that must be completed and submitted to achieve this recognition.



ADULT LEADER PROGRAMS

ADULT LEADER TRAININGS

The qualified, adult staff of the Justice National Scout Camp conduct trainings for adult leaders during each session of camp. These trainings are described in detail in the preceding pages. While all of these trainings can be selected on Black Pug, the online registration platform used by Scout Camp for merit badge, training, and program registration, for many of these trainings, leaders can simply show up to the right area at the right time! Training cards will be provided as verification of completion, and training records can be e-mailed to local councils on request.

SCOUTMASTER COOK-OFF

On Thursday evenings, all leaders are invited to participate in the Scoutmaster Cook-off! Hosted at the Pigott Headquarters building, at the conclusion of evening program, adult leaders who wish to participate should prepare a dish, an entrée and/or a dessert, and bring it to Pigott Headquarters for judging by a distinguished staff panel and tasting by all attendees. The only rule for the Cook-off is that the dish must be prepared and cooked completely in the campsite. An ice cream complement will be provided by Justice Scout Camp. A special apron will be presented to the winners in each category each week.



SCOUTMASTER MERIT BADGE

The Scoutmaster Merit Badge is the ultimate summer camp challenge for adult leaders. Experience the best camp has to offer, while supporting and enhancing the program by working on the Scoutmaster Merit Badge. All earners of this award will receive a special recognition. See the appendix to this guide for a list of the requirements to attain this prestigious recognition!

WANT TO HELP AT CAMP?

While the Justice National Scout Camp employs a fantastic, top-notch staff, assistance from qualified adult leaders is always appreciated (and help usually satisfies a requirement for the Scoutmaster Merit Badge!). Leaders who are interested in assisting at camp, by leading a training or session, conducting a special project, or offering hobby- or career-based expertise, should e-mail Justice Scout Camp Program Manager Johnny Tracy, at Johnny.Tracy@scouting.org, or the Summit program and registration team, at Summit.Program@scouting.org, to make the appropriate arrangements. One area always in need of extra expertise and supervision is the Brownsa Island first-year camper program!



JOIN *the* SUMMIT STAFF!

THE BEST JOB EVER!

Each season, the Summit Bechtel Reserve hires more than two hundred fifty individuals (age eighteen or older) as the summer seasonal staff, across a variety of functional areas. Many Summit staffers have Scouting experience, but many do not. Any individual who wants to perform meaningful work for a youth-serving organization should consider working at the Summit. It'll be the best job ever! Here is a sample of some of the many roles available:

- River and trek guides
- A.T.V. instructors and guides
- Merit badge instructors
- Camp commissioners and base camp (facilities) operators
- Aerial sports (climbing, zip lining, challenge course)
- Wheeled sports (mountain biking, skateboarding, BMX)
- Support services, including foodservice and registration
- Lifeguards and aquatics facilitators

APPLY TODAY!

Staff members are paid a salary and provided food and housing (in a canvas wall tent in staff camp) for the duration of employment. There are many other opportunities, including internship cooperation. Reach out to summitseasonalstaff@scouting.org to learn more, visit summitbsa.org/jobs, or scan the Q.R. code below. We cannot wait to welcome you to our team!





the APPENDIX

The appendix to this guide, the contents of which are listed here, is intended to give participants in Summit programs resources needed for a successful visit. This appendix is not exhaustive, and participants should visit www.summitbsa.org for the latest information.

page 89	Scouter Code of Conduct	page 97	Complete Angler Award Information
page 90	Immunization Waiver Form	page 98	Buddy Tags
page 91	Scout Duty to God Award Form	page 99-100	Swim Classification Record
page 92	Chaplain Aide and Duty to God Resources	page 101-102	Whitewater Waiver Form
page 93	Summit Sustainability Award Form	page 103	Summit Map Information (Mobile App)
page 94	Scout Camp Participation Award Form		<i>Printed maps will be available at camp.</i>
page 95	Scout Camp Scoutmaster Merit Badge Form	page 104	BSA Campfire and Skit Guidelines
page 96	Scout Camp Merit/Honor Unit Award Form		



BSA ANNUAL HEALTH AND MEDICAL RECORD

The BSA *Annual Health and Medical Record* can be accessed online, at www.scouting.org/health-and-safety/ahmr/. This Web page is updated each time the health form is updated. The final option on this page is the Summit-specific copy of the *Annual Health and Medical Record*. Please note that the Summit-specific form contains additional information about the activities and risks of participation in Summit programs, but the only parts of this form that are fillable are Parts A, B, and C. All three parts are required for participation in any Summit program. Units are responsible for providing copies of each health record for each participant; these copies will not be returned and are destroyed on the same day a unit departs the Summit.

VALIDITY OF THE BSA ANNUAL HEALTH AND MEDICAL RECORD

The BSA *Annual Health and Medical Record* is valid through the end of the twelfth month from the date it was administered. For example, a physical examination administered on July 2, 2023, would be valid through July 31, 2024.

THE SUMMIT WAIVER FORM

Every participant, youth and adult, must have a completed Summit waiver form. This form must be completed online, by the participant or by a parent/guardian, if the participant is under the age of eighteen. Please e-mail the Summit registration and program team, at Summit.Program@scouting.org, if any assistance is needed. Whitewater waiver forms can only be accepted on paper at check-in.



BOY SCOUTS OF AMERICA SCOUTER CODE OF CONDUCT

On my honor, I promise to do my best to comply with this Boy Scouts of America Scouter Code of Conduct while serving in my capacity as an adult leader:

1. I have completed or will complete my registration with the Boy Scouts of America, answering all questions truthfully and honestly.
2. I will do my best to live up to the Scout Oath and Scout Law, obey all laws, and hold others in Scouting accountable to those standards. I will exercise sound judgment and demonstrate good leadership and use the Scouting program for its intended purpose consistent with the mission of the Boy Scouts of America.
3. I will make the protection of youth a personal priority. I will complete and remain current with Youth Protection training requirements. I will be familiar with and follow:
 - BSA Youth Protection policies and guidelines, including mandatory reporting: www.scouting.org/training/youth-protection/
 - *The Guide to Safe Scouting*: www.scouting.org/health-and-safety/gss
 - The Sweet Sixteen of BSA Safety: www.scouting.org/health-and-safety/gss/sweet16
4. When transporting youth, I will obey all laws, comply with Youth Protection guidelines, and follow safe driving practices.
5. I will respect and abide by the Rules and Regulations of the Boy Scouts of America, BSA policies, and BSA-provided training, including but not limited to those relating to:
 - Unauthorized fundraising activities
 - Advocacy on social and political issues, including prohibited use of the BSA uniform and brand
 - Bullying, hazing, harassment, and unlawful discrimination of any kind
6. I will not discuss or engage in any form of sexual conduct while engaged in Scouting activities. I will refer youth with questions regarding these topics to talk to their parents or spiritual advisor.
7. I confirm that I have fully disclosed and will disclose in the future any of the following:
 - Any criminal suspicion, charges, or convictions of a crime or offense involving abuse, violence, sexual misconduct, or any misconduct involving minors or juveniles
 - Any investigation or court order involving domestic violence, child abuse, or similar matter
 - Any criminal charges or convictions for offenses involving controlled substances, driving while intoxicated, firearms, or dangerous weapons
8. I will not possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies:
 - Alcoholic beverages or controlled substances, including marijuana
 - Concealed or unconcealed firearms, fireworks, or explosives
 - Pornography or materials containing words or images inconsistent with Scouting values
9. If I am taking prescription medications with the potential of impairing my functioning or judgment, I will not engage in activities that would put youth at risk, including driving or operating equipment.
10. I will take steps to prevent or report any violation of this code of conduct by others in connection with Scouting activities.

IMMUNIZATION EXEMPTION REQUEST

SOLICITUD DE EXENCIÓN DE INMUNIZACIÓN

On religious, philosophical, or medical grounds, I request exemption for me and/or my child from all vaccinations and/or immunizations required by the BSA (found on Scouting.org under Scouting Safely) for attendance to Camp _____ operated by the _____ Council, Boy Scouts of America.

I understand that a medical evaluation and screening by a licensed health-care practitioner is necessary to reduce the possibility of exposing other camp participants to a communicable disease.

In consideration of these exemptions, I understand that I accept complete responsibility for the health of me and/or my child, and I hereby release and agree to hold harmless the Boy Scouts of America and any of its officers, agents, and representatives from any liability that might arise during Scouting activities by virtue of this exemption. It is further understood that, should an emergency arise, (name) _____, (telephone) _____, will be notified immediately. In the event that this contact cannot be located immediately, the Boy Scouts of America authorities may take such temporary measures as they deem necessary.

Por motivos religiosos, filosóficos o médicos, solicito la exención para mí o mi hijo de todas las vacunas o inmunizaciones requeridas por BSA (que se encuentran en Scouting.org bajo Scouting Safely) para asistir al campamento _____, operado por el concilio _____, Boy Scouts of America. Entiendo que una evaluación médica y el examen por parte de un profesional de la salud con licencia son necesarios para reducir la posibilidad de exponer a otros participantes del campamento a una enfermedad transmisible.

En consideración a estas exenciones, entiendo que acepto completa responsabilidad por mi salud o la de mi hijo y por medio de la presente libero y acuerdo eximir a la organización Boy Scouts of America y a cualquiera de sus funcionarios, agentes y representantes de cualquier responsabilidad que pueda surgir durante las actividades Scouting en virtud de esta exención. Queda entendido asimismo que, si surge una emergencia, (nombre) _____, (teléfono) _____, será notificado inmediatamente. En caso de que este contacto no sea localizado inmediatamente, las autoridades de Boy Scouts of America podrán tomar las medidas temporales que consideren necesarias.

Participant signature
Firma del participante

Parent/guardian signature
Firma del padre/tutor

Date
Fecha

Name (print)
Nombre (con letra)

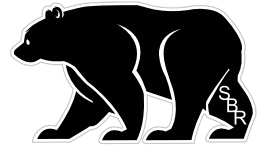
Address
Dirección

City, State, Zip
Ciudad, Estado, Código postal



BOY SCOUTS OF AMERICA®

Summit Bechtel Reserve DUTY TO GOD AWARD



The Scout Oath begins with duty to God and country, and the Scout Law ends with reverence. The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing an obligation to God. The Summit provides this optional award under the guidance of the unit chaplain aide, a youth unit participant elected or designated to assist the unit members in completing the Duty to God Award. The goal of the award is to assist a participant in living out their “Duty to God.”

The Requirements for the Summit Duty to God Award

Complete all of the following requirements.

- _____ The unit chaplain must attend the chaplain aide training. This training is offered on Sunday evenings for Scout Camp participants and on the day of arrival for all other high-adventure treks. Summit staff will share specific times and locations for these meetings.
- _____ Participants should attend the Summit Scout Vespers on Monday evenings at 8:15 p.m. (after Appalachian Celebration), which is held on the back porch of the Scott Visitor Center. Alternatively, units (one or more) and unit members can choose to conduct their own Vespers service during their stay.
- _____ Participate in daily devotionals guided by the unit chaplain aide. Devotional resources are provided on the Summit Web site and will be available to participants onsite at the Summit.
- _____ Participate in a daily “Summit Trail Talk” (similar to Thorns, Roses, and Rosebuds) guided by the unit chaplain aide.
- _____ Raise awareness of the Religious Emblems Award Program of the Boy Scouts of America. Information can be found online.
- _____ When the requirements for the Duty to God Award are completed, present this sign-off sheet at the Bunker, the Summit trading post located in the Pigott Headquarters building, to purchase the award patches.

To purchase the Summit Sustainability Award, complete this form, certified by the outdoor ethics guide and the unit leader, and return it to the Bunker, the trading post located in the Pigott Headquarters building.

Unit type and number: _____ Council: _____

Chaplain aide name/signature: _____

Unit leader's name/signature: _____

Number of participants who completed award: _____ Date submitted: _____

2024

**Justice National Scout Camp
Summit Experience
New River Experience
Polaris A.T.V. Experience
Marksman Experience
Pack n' Paddle Experience
Bikepacking Experience**



Summit Chaplain Aide Notes – Resident Chaplain, Pastor Greg Godwin

Summit Trail Talk

Scouts and leaders, as a unit, are encouraged to reflect daily upon their experiences to transfer learning to real life and future learnings. Summit Trail Talk is an opportunity to strengthen the team work of the unit and promotes the mental, emotional, social health of individuals. It gives youth an opportunity to share and practice active listening.

Jurnee® Talk – MT. Jack, Boulders, Trailhead

MT. Jack – Peak, high point or good experience

Boulders – difficulties, uncertainties

Trailhead - a start of a new trail or new opportunities

New River Talk – Highs, Lows, horizon Line

Highs – good water level to ride the river

Lows – lower water level more difficult to ride the river

Horizon Line – Usually indicates a drop in river gradient implying good rapids ahead.

“Jurnee” is middle English that means a day's journey

Scout Vespers – On Mondays after Camp Wide Evening Program

Mondays @ 8:15 pm next to SVC & behind the health lodge.

Meditation - *“A Scout Is Kind – Our Golden Rule”*

Learning the Summit Grace – The prayer can be used as one of the unit's five devotions. Particularly if units say grace together before Breakfast or Dinner.

The story behind the Summit Grace can be found in Chaplain Aide Resources on Linktree or by entering <https://summitbea.org/chaplain-aide/> into your search engine.

Summit Grace

For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, Oh Lord.

Responsive Reading of the Summit Grace

For this time and this place,
We thank Thee, Oh Lord.
For Your goodness and grace,
We thank Thee, Oh Lord.
For each friend we embrace,
We thank Thee, Oh Lord.



Summit Bechtel Reserve SUSTAINABILITY AWARD



Each participant at the Summit can earn the Summit Sustainability Award, which encourages Scouts and leaders to explore human impact on the Earth and to identify ways to preserve, conserve, and be good stewards of its resources. All participants are encouraged to earn the Sustainability Award to reflect the central place of sustainability and conservation in the Scouting movement. While this award has a component that must be completed for the entire unit, the remainder of this award should be completed individually.

The Requirements for the Summit Sustainability Award

Complete all of the following requirements.

- _____ The unit/crew designates an individual (youth) to serve as the outdoor ethics guide throughout the stay at the Summit; this individual must attend the outdoor ethics meeting on the first day of camp to receive a small guidebook, which details the principles of Leave No Trace.
- _____ Tour the Sustainability Treehouse and document at least five things that were learned.
- _____ Throughout the stay at the Summit, practice the Seven Principles of Leave No Trace. Document at least one example of each principle.
- _____ Pick up and dispose of at least one piece of trash each day at the Summit.
- _____ During one of the final two days at the Summit, share the actions and observations documented throughout the week with the unit. Each member of the unit/crew who is working on the award should share their own observations, actions, and experiences related to sustainability.



To purchase the Summit Sustainability Award, complete this form, certified by the outdoor ethics guide and the unit leader, and return it to the the Bunker, the trading post located in the Pigott Headquarters building.

Unit type and number: _____ Council: _____

Outdoor ethics guide's name/signature: _____

Unit leader's name/signature: _____

Number of participants who completed award: _____ Date submitted: _____

2024

**Justice National Scout Camp
Summit Experience
New River Experience
Polaris A.T.V. Experience
Marksman Experience
Pack n' Paddle Experience
Bikepacking Experience**



Justice National Scout Camp

PARTICIPATION AWARD

The purpose of the Justice National Scout Camp Participation Award is to encourage all participating Scouts and Venturers to maximize their time at camp. To earn this award, Scouts and Venturers should complete the requirements from the provided lists. Completions of this award will be accepted on a "Scout's-honor" basis. Unit leaders only need to return a copy of this form, with the total number of individuals who have earned the award indicated, to Pigott Headquarters, by Friday of the week of camp.

First Option

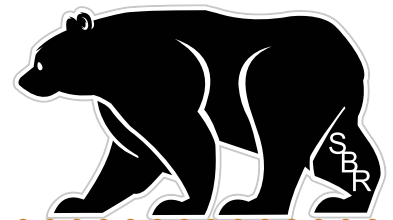
Complete six items from the following options. (It is possible to count some options twice.)

- | | |
|---|---|
| <input type="checkbox"/> Participate in a whitewater rafting trip. | <input type="checkbox"/> Earn the Summit Sustainability Award. |
| <input type="checkbox"/> Participate in the Bows and Barrels program. | <input type="checkbox"/> Participate in an inter-unit activity. |
| <input type="checkbox"/> Participate in the Wheels program. | <input type="checkbox"/> Participate in the Appalachian Celebration. |
| <input type="checkbox"/> Test your limits at the Rocks or Boulder Cove. | <input type="checkbox"/> Participate in open program in two or more program areas. |
| <input type="checkbox"/> Take a ride on Alexander's Eagle Flight (Big Zip). | <input type="checkbox"/> Participate in the O.A. Rededication Ceremony. |
| <input type="checkbox"/> Complete the Mile Swim. | <input type="checkbox"/> Earn the Totin' Chip or the Firem'n Chit for the first time at camp. |
| <input type="checkbox"/> Earn the Stand Up Paddleboarding Award. | <input type="checkbox"/> Visit the Sustainability Treehouse. |
| <input type="checkbox"/> Attend the Order of the Arrow calling-out ceremony. | <input type="checkbox"/> Participate in a model rocket launch. |
| <input type="checkbox"/> Earn the Summit Duty to God Award. | <input type="checkbox"/> Visit the Joe Crafton Sportsman's Complex (hunter education, laser shot at Skills Center). |
| <input type="checkbox"/> Participate in a skit, song, or other Scouting-spirit activity with your patrol, unit, or on your own. | <input type="checkbox"/> Visit Cushman Fish Camp (for a merit badge program or for open fishing). |
| <input type="checkbox"/> Play gaga ball, remembering the Scout Oath and Law, while at camp. | <input type="checkbox"/> Visit the Scouting Museum, at Scott Visitor Center. |
| <input type="checkbox"/> Attend a Star Party. | |

Second Option

Complete three items from the First Option list (above); complete any one of the options listed here.

- Participate in the Brownsea Island (first-year Scout) program.
- Attend three merit badge sessions at camp. (Merit badges do not have to be completed.)
- Complete the McAllister Family Sustainability Trail.
- Earn or finish the BSA Complete Angler Recognition.
- Earn the Paul Bunyan Award.
- Complete the hunter education course and earn the hunter education card.
- Participate in the BSA Lifeguard training.



Return this form to Pigott HQ no later than Friday afternoon.

Unit number: _____ Number of awards earned: _____

Justice National Scout Camp

SCOUTMASTER MERIT BADGE



The Scoutmaster Merit Badge program is designed for leaders to get the most out of their camp experience by taking part in activities and trainings during the week of camp. Additionally, the Scoutmaster Merit Badge requirements encourage leaders to explore Scouting concepts (new and old!) and to assist with the camp program. Completions of this award will be accepted on a Scout's-honor basis. Unit leaders only need to return one copy of this form, with the total number of individuals who have earned the award indicated, to Pigott Headquarters, by Friday of the week of camp. Awards will be included in check-out packets.

First Option

Complete any six of the following options.

- _____ Take a selfie with (or just meet) the camp director, the assistant camp director, or the camp commissioner.
- _____ Lead a Scoutmaster Minute for your unit.
- _____ Enter the Scoutmaster Cook-off/Culinary Competition.
- _____ Select two activities and participate. (Options: open climbing, open fishing, open boating, Star Party, hunter education and/or laser shot, target sports evening program or competition, Big Zip, wheeled-sports or aerial sports open program in Action Point)
- _____ Attend or lead any adult leader training during the week. Training: _____
- _____ Coordinating with the area director or lead, assist in any one of the following areas for one session (or at least one hour): Brownsea Island; merit badge instruction for a badge for which you are a counselor; the rifle or archery range as an instructor or R.S.O.; aquatics as a lifeguard (during merit badge or evening program or for Mile Swim practice); fish camp; or Wilderness Survival overnighter
- _____ Earn the Summit Duty to God Award.
- _____ Earn the Summit Sustainability Award.
- _____ Facilitate or assist in facilitating a daily Thorns, Roses, and Rosebuds reflection for your unit.
- _____ Lead two Safety Moments for your unit.

- _____ Do any five of the following:
 - Learn a new knot (or help a Scout learn a new knot).
 - Explain what the E.D.G.E. method is and help a Scout learn a skill using this method.
 - Visit Boulder Cove and explain the meaning of the C.H.E.C.K. program.
 - Identify the Three Always Rules and the Five Fundamentals of Rifle Shooting.
 - Visit the Outdoor Skills area and explain the Ten Essentials for Hiking and Camping.
 - Visit the Ecology/Sustainability areas and list the Seven Principles of Leave No Trace.
 - Explain the Four Steps of Emergency Preparedness (Emergency Preparedness merit badge).
 - Identify three varieties of trees and three varieties of fish that can be found on the Summit property.
- _____ Go for a hike or lead a unit hike to a Summit landmark, like the Sustainability Treehouse or CONSOL Bridge.
- _____ Visit the Scouting Museum, located in the Scott Visitor Center, and answer the following questions:
 1. What was the Eagle rank called when proposed?
 2. Which OA lodge was first to produce a pocket flap?
 3. Who is the only Eagle Scout president of the U.S.?

Second Option

Complete any two items from the First Option list (above) and complete the option listed here.

- _____ Instruct at least one full session of a merit badge; lead one full training course; instruct in the Brownsea Island (first-year-Scout) program for one full day; or assist in any area (with approval) for a day.

Return this form to Pigott HQ by Friday afternoon.

Unit number: _____

Number of awards earned: _____

Justice National Scout Camp

MERIT & HONOR UNIT AWARD



The Merit and Honor Unit Awards recognize units that participate fully in the camp program and demonstrate the true spirit of Scouting. All units receiving the Merit and Honor Unit Awards will be recognized at the closing program with special ribbons to hang from the unit flag. This form must be returned only to Pigott HQ (not handed to someone) on Friday of your week of camp.

Merit Unit Award

Complete 7 of the 11 options.

- Unit has 50% of active membership at camp
- Unit has 50% of youth at camp earn the Participation Award
- Unit has 50% of youth at camp participate in the Appalachian Celebration
- At least one leader earns the Scoutmaster Merit Badge
- Scoutmaster and/or assistant attends all of the daily leader meetings
- Scouts and leaders wear the appropriate uniform at the appropriate times
- The unit designates two youth to serve as chaplain aide and to serve as outdoor ethics guide for the week of camp; these individuals attend the respective Sunday trainings
- Unit builds a campsite gateway or other significant/useful pioneering project
- The unit attends vespers service or participates in an inter-unit vespers service
- Unit has Order of the Arrow members who participate in the calling-out ceremony
- Unit signs up and cleans one polygon (latrine) during the week or completes an approved alternative service effort
- The unit demonstrates Scout Spirit by participating with songs and skits when appropriate

Honor Unit Award

Earn Merit Unit and complete 5 of the 8 options.

- Unit maintains a clean campsite, evaluated by camp inspection scores
- The unit performs a conservation or camp improvement/service project while at camp; the project must be approved beforehand, and checked upon completion, by the Ecology director, program director, or camp director
- The unit plans one inter-unit or inter-campsite activity, such as a cracker barrel or a campfire; the activity must foster a sense of Scouting friendship between at least two units.
Brief description of activity and other unit:

- The senior patrol leader (or representative) attends all S.P.L. meetings during the week
- Unit has 50% of youth at camp earn the Summit Duty to God Award
- Unit has 50% of youth at camp earn the Summit Sustainability Award
- Unit earns the Spirit Baton at least once during the week
- The unit contributes a wooden plaque for display in the Pigott Headquarters building; while there are no required parameters for the size or shape of the plaque, a square plaque measuring 6"x6", 9"x9", or 12"x12" is recommended; a plaque will be provided to each unit, too!

THE JUSTICE UNIT

Selected by the staff each week, the Justice Unit embodies the best of Scouting spirit and collectively demonstrates the Scout Oath and Law. This is the award for the top unit in camp!

Unit type and number: _____

Boy Scouts of America

BSA Complete Angler Recognition



Requirements:

Earn the three Fishing related merit badges - Fishing, Fly Fishing, and Fish & Wildlife Management.

Fishing Merit Badge – Date earned	
--	--

Fishing merit badge was one of the original merit badges and by 2015 TWO MILLION SCOUTS have earned the Fishing MB. In a recent Boys' Life survey, Fishing placed 4th overall as the preferred outdoor activity, surpassed only by camping, swimming and bicycling.

Fly Fishing Merit Badge - Date earned
--

This the newest angling merit badge and was introduced in 2002 and has had special interest and attention in recent years. The last three National Jamborees featured fly fishing with great success. The Fly Fishing Merit badge have had a recent 48% increase in completions.

Fish and Wildlife Management Merit Badge -Date earned
--

This merit badge was introduced in 1972 and was originally called Wildlife Management. Scouts earning Fish & Wildlife Management Merit Badge will be encouraged to help develop healthy fish and wildlife populations and to become better aware of how to protect our wildlife for generations.

Your last step is to successfully complete one or more of the following projects:

1. Teach a Fishing or Fly Fishing merit badge skill to your troop, crew or team as part of a unit program activity.
2. Help instruct Cub Scouts on fishing skills or fishery management as part of a Cub Scout meeting or outing.
3. Participate in a local fishing derby or tournament, either a Scouting or Community event.
4. Complete a conservation project that will benefit a local fishery.

Project Details –	Date completed
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Scout's Name:	Unit #
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This certifies this Boy Scout has completed the requirements for the BSA Complete Angler Award.

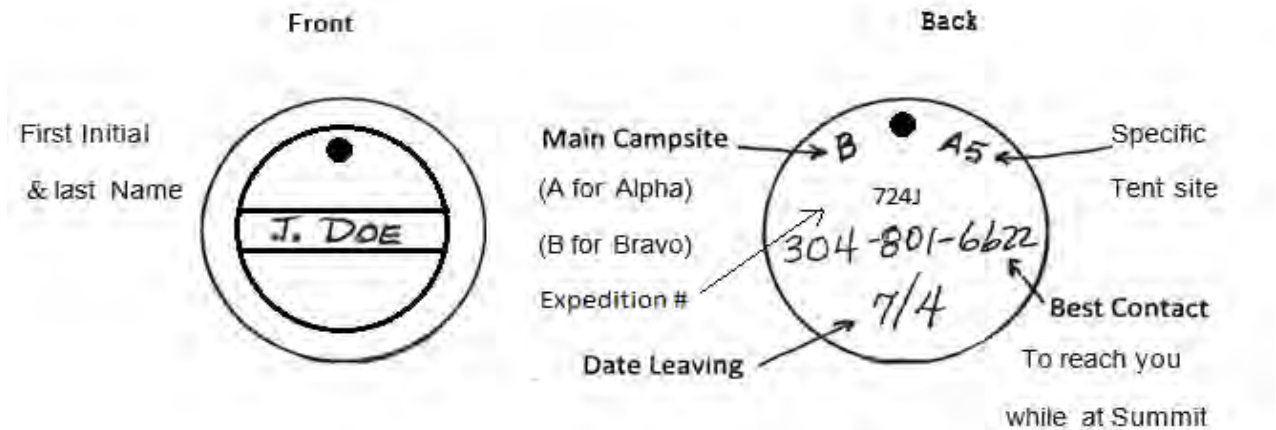
Unit leader's signature:	Date:
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The patch, pictured above, is produced and distributed by BSA Supply and should be available in your Scout Shop.

Take this signed application to your local council service center to purchase this patch, No. 620740.

BUDDY TAGS

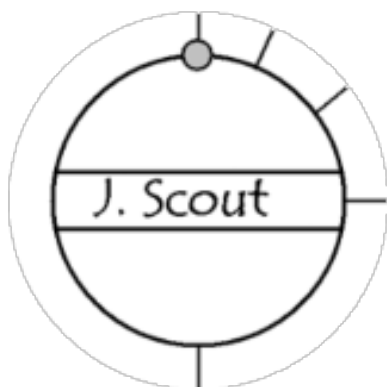
PLEASE PRINT LEGIBLY!



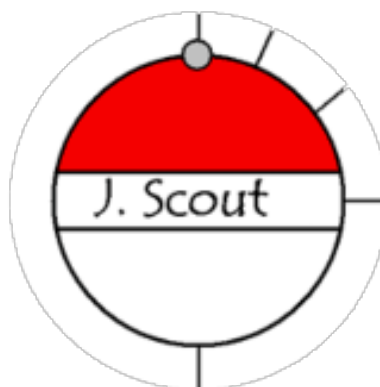
GROUP LEADERS:

The majority of aquatics activities at the Summit require an annual BSA swim test and have passed as a *swimmer*. This includes whitewater rafting activities, standup paddleboarding, kayaking and canoeing, and Water Reality.

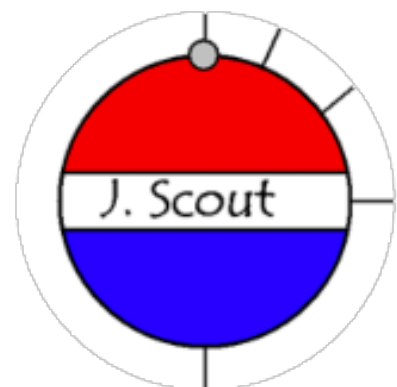
- ☛ Bring two copies of the swim test master form with to check-in. One copy will be turned in, one should be kept for unit records.
- ☛ The appropriate number of buddy tags will be provided to unit leaders at check-in.
- ☛ It is the responsibility of the unit leadership to complete (legibly fill in) the buddy tags.
- ☛ Fill out one tag per participant, youth and adult, for aquatics activities. Please write legibly!
- ☛ Color each tag appropriately to identify participant ability level. No color indicates a *non-swimmer*; red on top only indicates a *beginner*; red on top and blue on bottom indicates a *swimmer*. See below for examples.
- ☛ Please fill out as much information as possible prior to arrival to expedite check-in. See the above examples for the information that should be indicated on the tag for each participant.
- ☛ Whitewater rafting does not require a buddy tag but does require completion of the annual BSA swimmer ability test, with designation as a *swimmer*.



Non-swimmer



Beginner



Swimmer

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA 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 individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for ***council activities*** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

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: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

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

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.

WHITEWATER RAFTING AND ACTIVITIES

RELEASE, ASSUMPTION OF RISK AND INDEMNITY AGREEMENT

(A SEPARATE FORM MUST BE COMPLETED FOR EACH PARTICIPANT)

In consideration of being allowed to participate in Adventure WV, LLC and American Canadian Expeditions, LTD and River Expeditions, Inc. whitewater rafting and other whitewater activities (the "Activity"), I represent that I understand the nature of this Activity and that I am qualified, in good health, and in proper physical condition to participate in the Activity, which involves travel on or being in whitewater rivers and streams. I agree to only participate while wearing the protective and safety equipment required, to follow the instructions of the guides and, if I believe it unsafe, to immediately discontinue my participation. I know that the Activity involves substantial risk of serious bodily injury, including disability, paralysis and death, and damage or loss of personal property as the result of exposure; travel on or being in whitewater rivers and streams; and other known and foreseeable risks including, but not limited to, the risks of travel on roads or rough terrain by foot, conveyances, or other means; the risks arising from the failure or misuse of equipment; and the risks that injuries may occur in remote areas without adequate medical facilities. I realize that there may be other risks not known to me or not readily foreseeable but I fully accept and assume all such risks, whether or not identified above, and I assume all responsibility for losses and damages which I may suffer as a result of my participation in this Activity.

The Releasees identified below may also have been requested to arrange for my participation in activities or services, including lodging or meals, provided by others ("Additional Services") and I acknowledge that the Releasees have made no representations whatsoever as to the safety or quality of those Additional Services.

I HEREBY RELEASE Adventure WV, LLC and American Canadian Expeditions, LTD and River Expeditions, Inc., any parent, related and/or subsidiary corporations, partnerships, companies and entities; their respective administrators, directors, agents, officers, volunteers, and employees; other participants; sponsors; advertisers; and the owners and lessors of the property on which the Activity takes place (the "Releasees") from all liability, claims, demands, losses, costs and damages arising or asserted to arise, directly or indirectly, in whole or in part, from the Activity or the Additional Services whether resulting from negligence or otherwise, including rescue operations, and will indemnify and hold harmless the Releasees as to all such matters.

I consent to the use without compensation by Releasees of photographs and video recordings made of me or the minor identified below while participating in the Activity or using the Additional Services and agree that all such materials, including negatives, are the sole property of the Releasees.

I agree that the exclusive venue of any suit or claim against the Releasees for any reason whatsoever shall be the Magistrate or Circuit Courts of Fayette County, West Virginia; consent to the jurisdiction of such Courts as to any action against me to enforce this Agreement; and agree that this Agreement is to be enforced in accordance with the law of the State of West Virginia.

I have read the foregoing Release, Assumption of Risk And Indemnity Agreement; understand that I will give up substantial rights by signing it; sign it freely and without any inducement or assurance of any nature not stated herein; intend it to be a complete and unconditional release, assumption of risk and indemnity to the greatest extent allowed by law; and agree that if any portion of this Agreement is held invalid the remainder shall continue in full force and effect.

Printed Name of Participant

Date

Signature of Participant

Date of Birth

(SEE REVERSE)

ADULT CONSENT AND ASSUMPTION OF RESPONSIBILITY FOR MINORS (Required for Participant under the age of 18)

I understand the nature of the above Activity, am familiar with the Minor's experience and capabilities, and believe the Minor to be qualified to participate. I hereby personally accept and undertake, individually and in my own name, all of the obligations stated above specifically including the release, assumption of risk, and hold harmless provisions as to the Releasees of all liability, claims, demands, losses and damages suffered or alleged to have been suffered or incurred by the Minor or to others resulting from injury to the Minor.

Printed Name

Relationship to Minor

Signature

Date

(Minor must also complete Reverse)

PLEASE READ CAREFULLY

DUTIES OF A PARTICIPANT- THE WEST VIRGINIA WHITEWATER RESPONSIBILITY ACT

(West Virginia Code § 20-3B-1 through 5)

- (a) Participants have a duty to act as would a reasonably prudent person when engaging in recreational activities offered by commercial whitewater outfitters and commercial whitewater guides in this state.
- (b) No participant may:
 - (1) Board upon or embark upon any commercial whitewater expedition when intoxicated or under the influence of non-intoxicating beer, intoxicating beverages or controlled substances; or
 - (2) Fail to advise the trip leader or the trip guide of any known health problems or medical disability and any prescribed medication that may be used in the treatment of such health problems during the course of the commercial whitewater expedition; or
 - (3) Engage in harmful conduct or willfully or negligently engage in any type of conduct which contributes to or causes injury to any person or personal property; or
 - (4) Perform any act which interferes with the safe running and operation of the expedition, including failure to use safety equipment provided by the commercial whitewater outfitter or failure to follow the instructions of the trip leader or trip guide in regard to the safety measures and conduct requested of the participants; or
 - (5) Fail to inform or notify the trip guide or trip leader of any incident or accident involving personal injury or illness experienced during the course of any commercial whitewater expedition. If such injury or illness occurs, the participant shall leave personal identification, including name and address, with commercial whitewater outfitter's agent or employee.

- 1. Do you need to talk to the trip leader or trip guide about any matters, including medical conditions or medications, as required by the above regulations? Yes____ No____
- 2. Do you have any questions about your duties under the above regulations? Yes____No____

FIRST NAME: _____ LAST NAME: _____

ADDRESS 1: _____

ADDRESS 2: _____

CITY: _____ STATE: _____ ZIP CODE: _____

DAY TIME PHONE: _____ EVENING PHONE: _____

AGE: _____ DATE OF BIRTH: _____

To receive our e-newsletters, specials, hot deals, high water alerts or other information, please give your email address!

EMAIL ADDRESS: _____

(SEE REVERSE)

Updated: May 13

Explore the Summit Bechtel Reserve

“Summit Visitor Map” App

Be sure to download the free **Summit Visitor Map** App to your phone.

The **Summit Visitor Map** provides an interactive map for viewing and navigating the Summit.

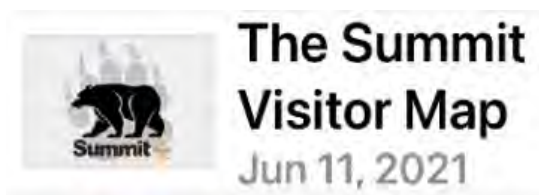
1. Download **ArcGIS FieldMaps** free from your phone’s App Store.



ArcGIS Field Maps icon

2. Create a username and password or Select “**Continue without signing in**” for 7 free days of use.
3. After you launch **ArcGIS FieldMaps**, type “**Summit Visitor Map**” into the search bar.

Look for the icon below and tap on it to select the map.



The map will open, and you are ready to start exploring the Summit Bechtel Reserve!





BSA Ceremonies and Campfire Guidance

(National Camping School)

Ceremonies and campfires are fun and exciting parts of any camping experience! They give youth the ability to perform, but runons, stories, skits and songs must also fit within the program guidelines of the BSA. There are numerous things that are inappropriate and unacceptable. While the following is not an exhaustive list, it will help you begin the discussion about ensuring only appropriate material is portrayed:

- No name Calling, put-downs, Hazing
- No references to undergarments, nudity or bodily functions
- No cross-gender impersonation at any point in the skit
- No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. – *be mindful of this in song lyrics as well.*
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose is not allowed. *You may not know the current situation of youth and adults who are in the audience. Many may not have adequate food at home and the wasting of food in any way would further point out this disparity. Additionally there are parts of the world where water is not potable therefore the wasting of water is not appropriate.*
- No inside jokes that exclude some of those present
- Do not change lyrics to patriotic songs (“America”, “America the Beautiful”, “God Bless America”, “The Star-Spangled Banner”) or hymns and other spiritual songs
- Do not embarrass anyone – including staff or audience members (even if they are “in on it”) - *just because the staff member is in on it, everyone in the audience is not aware of that fact and the appearance is that you are making fun of someone.*
- Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing “guns” at each other)
- No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song.
- No water skits – NO ONE gets wet in any way (includes staff, and even if they are “in on it”)
- No material with sexual overtones
- **Do not include anything that is not in keeping with the ideals of the Boy Scouts of America.**

Best motto to have is, “If in doubt, take it out!”

All material should be vetted by the camp leadership team. Be sure you understand all aspects of the performance and what will happen. For example, a unit may have the same name for a skit and have a different interpretation of it than you expected.

Each of us has a role to help ensure our ceremonies and campfires represent the BSA ideals and brand. Thank you for communicating this material to your short-term camps so that they can help us all represent the best in Scouting.







The Summit Bechtel Reserve
Boy Scouts of America
2550 Jack Furst Drive
Glen Jean, WV 25846
304-465-2800
Summit.Program@scouting.org