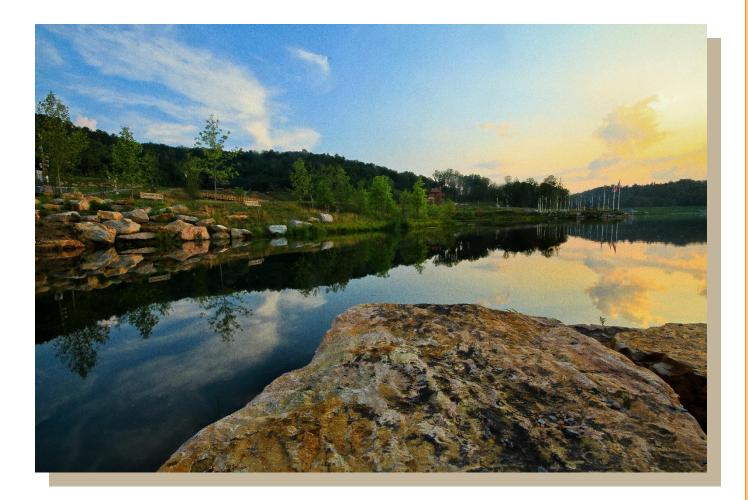
# **Leaders' Guide**

For Senior Scout Camp, Appalachian Adventure, and the Council Adventure Partnership



The James C. Justice National Scout Camp



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## **Welcome Letter**

The Summit Bechtel Family National Scout Reserve 2550 Jack Furst Drive Glen Jean, WV 25846

Dear Unit Leaders,

Welcome to the James C. Justice National Scout Camp! I hope you are as excited as I am to provide life-changing program to the youth in your unit. Like many other scout camps, our program is designed to be an extension of the program that you offer in your unit. However, our program includes the added experience of adventure sports instruction and the amazing facilities available here at The Summit Bechtel Reserve. The following are the Summit Bechtel Reserve's Core Values and are guiding principles of the staff at the Justice Scout Camp:

- Adventure We encourage Scouts to challenge themselves through exciting adventure sports, wilderness survival, and outdoor exploration.
- **Service** Through meaningful projects, we teach Scouts the fulfillment that comes with helping others.
- **Sustainability** With experiential learning, we develop scouts into stewards of the world we live in and teach them to be mindful of their economic, social, and environmental impacts.
- Leadership Through training, challenges, and empowerment, we help scouts excel at taking command of their lives and setting an example for others.

These Core Values mean a lot to us, and can be great tools to help you mold the leaders of tomorrow. Please keep them in mind while planning and participating in your experience at the Justice National Scout Camp. These along with the <u>Aims and Methods of Scouting</u> are our tools to deliver the mission of The Boy Scouts of America, and develop the character of today's youth.

Our staff is preparing for this coming summer with eager anticipation and are willing to do whatever they can to make sure your stay here is an amazing experience. Here are a few things to keep in mind to help us make your experience the best it can be:

- Please thoroughly read through this guide, the attached documents, and any future correspondence (many of the pictures, forms, titles and videos in this guide are interactive or clickable and will link to other resources). As we innovate new program ideas, our certain schedules, requirements, and other details may change.
- This program takes place in the Scott Summit Center. It is not a National High Adventure Program and therefore does not guarantee access to the high adventure



activities offered at the <u>Paul R. Christen National High Adventure Base</u> at the Summit Bechtel Reserve. If you are interested in those programs, please look for more information at <u>Summitbsa.org</u>.

- Make sure your unit is prepared both physically and mentally for their experience. Physical fitness and proper planning are essential to an enjoyable time here at the James C. Justice National Scout Camp.
- Remember to share this guide with your youth leaders (Crew President, Senior Patrol Leader, etc.) and get them involved in the planning process as much as possible. Our staff are going to try to make them their point of contact, rather than the adult leaders.
- We provide tents, cots, and most other equipment you might need, but we do want you to bring the fun stuff that makes your campsite a home.
- Do your best to minimize your impact when here by practicing the policies of Leave No Trace, and always thinking about the bigger picture when it comes to using resources like water, energy, and disposables (i.e. Do you really need to print this guide?).
- Feel free to give us your feedback and ideas before, during, and after your stay. We can't solve your problems if we don't know about them. Please let us know of any issues and be patient with us as we do our best to resolve them.

Working together, we can make a significant positive impact in the young people that we bring to camp. For this reason, I couldn't be more excited to meet you and your unit. Remember that this is your facility and we are here to serve you! Make yourselves at home at the Justice Scout Camp and **Be Prepared** to have the experience of a lifetime. If there is anything at all I can do to help you be successful, do not hesitate to contact me.

In Scouting,

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Phillip J. Ferrier Director, James C. Justice National Scout Camp <u>Phillip.Ferrier@scouting.org</u> 304.465.2800





JAMES C. JUSTICE NATIONAL SCOUT CAMP | Leaders' Guide

# **Registration & Preparing for Camp**

## **The Summit Website**

At <u>Summitbsa.org</u> you can find more information on the James C. Justice National Scout Camp programs or other opportunities in training or high adventure available at the Summit Bechtel Reserve. The link below will take you to the James C. Justice National Scout Camp landing page where you can download additional resources or make a reservation for camp!

## www.summitbsa.org/scoutcamp

## The James C. Justice National Scout Camp

The James C. Justice National Scout Camp is one of three "camps" at the Summit Bechtel Reserve. (The other two being the Christen National High Adventure Base and the



Tickle National Training & Leadership Center). The National Scout Camp's focus is on advancement, Scouting traditions, and the exploration of different activities/interests through merit badges, Ranger Electives, awards, and open program.

The James C. Justice National Scout camp is not a National High Adventure Base and therefore does not guarantee access to programs offered by the Paul R. Christen National High Adventure Base at The Summit Bechtel Reserve (i.e.- The "Big Zip," The Rocks, etc.).

The National Scout Camp offers three core programs:

## Senior Scout Camp

The Senior Scout Camp is a week-long resident camp targeting Venturers and older Boy Scouts who are looking for more challenging advancement opportunities beyond what may be offered at their local resident camp. This program is not intended to compete with the local resident camp experience, but supplement it and serve as a next step. This experience includes advancement courses, open program, trainings, and camp-wide events. It is open to any registered Boy Scout, Varsity Scout, Venturer, or Explorer and their registered adult leadership. There is a beginner camper program for Scouts who have not yet attained 1<sup>st</sup> class rank.

## **Appalachian Adventure**

Appalachian Adventure is a short-term camping experience for units from Sunday-Wednesday or Wednesday-Saturday that offers open program, advancement, and camp-wide events in the Scott Summit Center. It is open to any registered Boy Scout, Varsity Scout, Venturer, or Explorer and their registered adult leadership.

## **Council Adventure Partnership**

The Council Adventure program is a partnership with a local BSA council's resident camp within a day's driving distance of the Summit Bechtel Reserve. Registered Scouts and Venturers age 13 and up go to the local resident camp with their unit. On Monday morning after opening programs the participants are transported to the National Scout Camp for a program very similar to the Senior Scout Camp, however they return to the council camp Friday morning to reunite with their unit for closing program.



Revised: 3/13/2017

## **Participant Eligibility**

Each of the programs at the James C. Justice National Scout Camp have a varying experience/age requirements. Both Senior Scout Camp and Council Adventure are aimed at more experienced Scouts. For specific requirements see below.

#### **Experience Requirements**

#### Senior Scout Camp and Appalachian Adventure

To attend the Senior Scout Camp or Appalachian Adventure, participants must meet one of the following criteria:

- Be a registered Boy Scout, Varsity Scout, Venturer or Explorer (any age or rank) or
- Be a registered adult leader in a Boy Scout Troop, Varsity Team, Venture Crew, or Exploring Post.

#### **Council Adventure Partnership**

To attend Appalachian Adventure, participants must meet one of the following criteria:

- Be a registered Boy Scout, Varsity Scout, Venturer or Explorer of *at least 13 years of age* by arrival at the National Scout Camp or
- Be a registered adult leader in a Boy Scout Troop, Varsity Team, Venture Crew, or Exploring Post

## **Fitness Level**

In addition to the experience requirements, participants must be in good physical shape. Though the National Scout Camp uses venues located within Scott Summit Center (an area relatively compact compared to the rest of the Summit Bechtel Reserve), Scouts and leaders should still expect to hike several miles per day. Additionally, many activities in the Scott Summit Center require exertion well above that which a typical person might experience during a day. This includes periods of intense effort, reaching, bending, stretching, twisting, and other exertions consistent with adventure sports. For this reason, each participant should be cleared by their physician for participation in these adventure activities. Some activities may have specific physical restrictions. The medical staff at the Summit Bechtel Reserve may place activity restrictions on participants if medical conditions warrant it. Youth and adult participants will be expected to move between areas on their own. Transportation will only be provided during emergencies and to off-site excursions.

#### **Activity Restrictions**

#### **Aerial sports**

Aerial sports activities require participants to weigh between 50 and 250 lbs. (zip-lines, canopy tours, challenge courses, etc.). This is due to safety restrictions put in place by the course builders and engineers. Absolutely no exceptions will be made.

#### **Aquatics**

All participants taking part in aquatics activities will need to complete a BSA Swimmer's test prior to arrival at the James C. Justice National Scout Camp. Unit leaders will be responsible for tracking evidence of completion using <u>this form</u>.

Non-swimmers and beginners will have limited access to aquatic activities.





## **Making a Reservation**

A reservation is easily made using the Summit Website. Visit the <u>James C. Justice National Scout Camp</u> <u>page</u>, select the program your unit plans to attend and scroll to the bottom of the webpage to find a button that links to our registration form. This form will ask for the contact information of the unit leader, number of youth attending, and choice of available dates. To reserve a place at the National Scout Camp, a unit (or council contingent) must have a minimum of five eligible youth and two eligible adults.

Upon completing all of this information, you should receive a confirmation email. Within 1-2 business days your application will be reviewed. If approved, your unit will have 30 days to make a non-refundable deposit: \$250 for Appalachian Adventure and \$500 for Senior Scout Camp. Upon receipt of deposit, your space will be reserved and you will have access to your unit roster. Please keep this roster updated! A final roster with program electives will be required by April 30<sup>th</sup>.

## If the person registering the unit is not the same person who will be attending in camp, please notify Summit staff and make sure that all information is forwarded to the person attending.

If you are interested in more information or have questions about the reservation process, feel free to call (304.465.2800) or email us (<u>summit.program@scouting.org</u>)!

Council Adventure Partnership reservations are made directly to the Summit Bechtel Reserve through email by their Council Representative.

## **Payment Information**

#### **Senior Scout camp**

Payments may be made through the online registration system using a credit card or by mailing a check. The final fee per participant is \$399. The first two adults and each one after to maintain a 10 to 1 ratio, will receive a 25% discount (making the adult fee roughly \$299 per person). Payments will be due in the following timeline:

- \$500 non-refundable deposit due within 30 days of approved reservation
- 1/2 balance due by February 28th
- Final balance due by April 30th (or within 30 days of a late reservation)

#### **Appalachian Adventure**

Payments may be made through the online registration system using a credit card or by mailing a check. The final fee per participant is \$220. Payments will be due in the following timeline:

- \$250 non-refundable deposit due within 30 days of approved reservation
- Final balance due by April 30th (or within 30 days of a late reservation)

## **Council Adventure Partnership**

All fees and payments will be handled by the Camp or Council that is partnered with the Summit Bechtel Reserve. Please contact them for information on reservations, pricing, and deadlines.



## **Planning for Camp**

In order to have the best possible experience while at camp, your leaders, Scouts, and parents will need to appropriately prepare for their time at the Justice Scout Camp. As the leader, you will be responsible for distributing information in a timely manner. At different points during the planning process it is recommended that your unit do the following:

## Upon Registration (6-9 Months Before Camp)

- 1. Inform all Scouts, leaders, and parents of the date when the unit will be attending camp
- 2. Become familiar with this Leaders' Guide and share this information with youth and adult leaders
- 3. Begin youth promotion and recruitment
  - a. Promo slideshow is available here
- 4. Recruit the appropriate number of adult leaders for the group you will bring to camp (see Unit Leadership section for more information)
- 5. Have a parent's meeting to discuss the planning process and share the following information/media:
  - a. This Leaders' Guide
  - b. Unit Planning Video
  - c. Unit and Participant Packing List
  - d. Program Schedule
  - e. Events Schedule
  - f. Training Opportunities
- 6. Participate in any online Leaders' Meetings, webinars, or conference calls *Notification will be sent* to the email used during registration
- 7. Begin exploring transportation options

## **3 Months Before Camp**

- 1. Finalize transportation plans See <u>Transportation Section</u> below for more information
- 2. Submit unit roster and pre-registrations
- 3. Fill out your unit online Arrival Card
- 4. Make any necessary final changes to group roster
- 5. Attend one or more pre-camp Leaders Meeting Webinars
- 6. Hold a camp planning meeting with campers to lay out program options, packing list, etc.
- 7. Work with youth leader to assign responsibilities to each camper
- 8. Encourage participants to schedule medical exams
- 9. Schedule BSA Swim Check opportunity

## 3-4 Weeks Before Camp

- 1. Verify Youth Protection training for all 18+ participants
- 2. Submit final rosters including
  - a. Program pre-registrations
  - b. Dietary Restrictions
- 3. Submit any special needs to summit.program@scouting.org
- 4. Hold a "shake down" meeting of participants
  - a. Review Unit and Participant Packing List
  - b. Procure, inspect, and prepare any unit equipment needed



Summit Bechtel Reserve Promo Video!

- c. Review updated Events Schedule
- d. Review updated Program Schedule
- e. Prepare any Merit Badge Applications ("Blue Cards")
- f. Collect, review, and make required copies of all participant <u>Annual Health and Medical</u> <u>Records</u> (Parts A,B&C and copy of insurance card) and <u>Summit Waivers</u>
- g. Review transportation plans

## 1 Week Before Camp

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- 1. Inventory and pack up unit equipment
- 2. Make sure all <u>required paperwork</u> has been collected by unit leader and copies are made (some forms will not be returned)
- 3. Review transportation plans and departure times with drivers and participants
- 4. Review participants' program plans

## 2-4 Weeks After Camp

- 1. Conduct a post-camp meeting to evaluate your experience, collect photos/videos, and review youth advancement
- 2. Use testimonials, photos and videos to share stories with parents, potential members, chartered organizations, etc. at an open house, court of honor, or other event
- 3. Start planning your next visit to the Summit Bechtel Reserve!



## **Transportation and Travel**

The Summit Bechtel Reserve was strategically located in an area that is within a day's drive of 75% of the US population. Below you will see a listing of various transportation options used by units to get to the Summit Bechtel Reserve. Keep in mind that the road in West Virginia are seldom straight and travel times may be longer than expected. Note: If you cannot arrive at the South gate before 2:30pm on your arrival day we suggest arriving the day before.

#### **Air Transportation**

**Yeager Airport (<u>CRW</u>), Charleston, WV – 75 minute drive** Service from American Eagle, Delta, Spirit, and United Express

Beckley Raleigh County (<u>BKW</u>), Beckley, WV – 30 minute drive ViaAir via CLT

**Greenbrier County (LWB), Lewisburg, WV – 75 minute drive** ViaAir via CLT

Charlotte Douglas (<u>CLT</u>), Charlotte, NC – 3.5 hour drive Most major airlines

## **Bus/Charter/Tour Companies**

Blue Sky Adventures Tour packages from Charlotte to SBR, as well as Pittsburgh to SBR blueskyadventures.net

Chandler Limousine Service 15 passenger vans – CRW & Prince Amtrak 1-800-779-5434 chandlerslimo.com

## **Vehicle Rental**

Avis (CRW, BKW, LWB, CLT) avis.com

Enterprise (CRW, BKW, LWB) enterprise.com

Hertz (CRW, BKW, LWB, CLT) hertz.com Greyhound Bus Lines Beckley, WV Station greyhound.com

Spring Valley Charter (304) 733-4074 springvalleycharter.com springvalleybus@aol.com

National/Alamo (CRW, LWB, CLT) nationalcar.com

Budget (CRW, LWB, CLT) budget.com

Alamo (CRW, CLT) <u>alamo.com</u>

## Train

Amtrak Prince Station (PRC), Prince, WV – 30 minute drive

The <u>Prince Station</u> is a stop on Amtrak's Cardinal Line which runs 3 days a week between New York City/Washington, D.C. and Chicago. You can find the schedule <u>here</u> or at <u>Amtrak.com</u>. *Due to the Cardinal Line's limited schedule, units will need to arrive one day early and/or depart one day late to take advantage of the train. See more information in the* <u>early arrivals</u> *section.* 



## **Personal Vehicles**

This method of transportation should be used only with full assurance that the vehicles are safe and the drivers are reliable. Make sure there is adequate insurance coverage for each vehicle. Drivers must adhere rigidly to requirements in the <u>Guide to Safe</u> <u>Scouting</u>. The Summit is not responsible for vehicles parked in parking areas.

## **Driving Directions**

Units participating in program at the Summit Bechtel Reserve will enter through the main South Gate near Mount Hope, West Virginia. To arrive at this gate, follow signs for "Summit Bechtel Reserve" by exiting *highway 19* at the *North Beckley* exit and *turning northwest* toward Bradley on highway 16. Follow highway 16 for approximately 4 miles (through the town of Bradley). The highway will then veer right and travel around the outskirts of Mount Hope. Turn right onto highway 61. Follow highway 61 for approximately 2 miles. The Summit Bechtel Reserve entrance will be on vour *left*. Follow Jack Furst Drive through the property until you are greeted by staff at the South Gate (approximately 3 miles).

When making transportation plans and choosing an arrival time, keep in mind that it is approximately 10 miles from the

Summit Beckley

South Gate to the James C. Justice National Scout Camp (20-30 minutes driving time on gravel roads at 20 mph). If you do not think you will arrive at the gate prior to 2:30pm on your scheduled arrival day, we suggest planning an <u>early arrival</u> the day before (additional \$35 per person fee) or spending the night somewhere closer to the Summit Bechtel Reserve.

## **South Gate GPS Coordinates**

37°53'37"N 81° 6'15"W

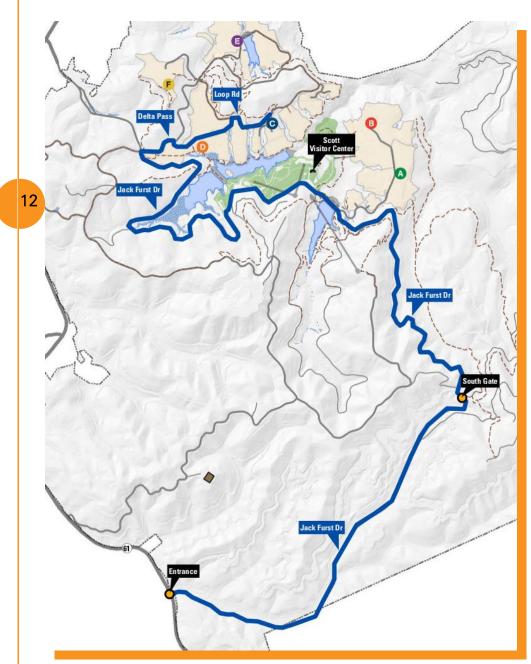
#### **Address**

The Summit Bechtel Family National Scout Reserve 2550 Jack Furst Drive Glen Jean, WV 25846

If you are using GPS software, take care as it may take you to the incorrect gate (North utility entrance near Glen Jean, WV). If this is the case, we recommend following the above written instructions.







## **Check-In Procedures**

Once your unit arrives at the gate they will be greeted by a Summit staff member and/or security personnel. This staff member will direct your drivers north from the Main Gate on Jack Furst Drive. At 2.5 miles you will pass the Scott Visitor Center. Continue another 4.3 miles following signs for the Justice National *Scout Camp* (Charlie & Pigott (Delta) Base Camps) by turning right at *Delta Pass*. The check-in area will then be on your right.

Upon arrival at the Justice Scout Camp you will be greeted by your Camp Commissioner or a Base Camp Staff Member. This Staff member will work with your youth leader to show your unit to their campsite and prepare your unit for the check-in process. Once your unit is settled in their campsite your Commissioner will begin a walking tour of the Scott Summit Center.

The walking tour will cover the following areas:

- 1. Registration/Check-In bring all required paperwork with you
- 2. Group Photo
- 3. Dining Hall/ 37° North Outfitters (Trading Post)
- 4. Scott Visitor Center/Guest Services
- 5. Program Area Orientation
- 6. Make-up swim tests (if time permits)

At check-in, your unit will be provided with the following for every participant:

- a waterproof map of the Scott Summit Center (additional copies may need to be purchased)
- a copy of the most up to date program schedule
- participant wristband (required for participation in all meals and programs)



# **Check-In & Required Paperwork**

The following paperwork will be collected during registration. Please organize them by document in roster order. DO NOT staple different documents together as each type of document has a different destination.

- Verification of youth protection for all participants 18+
- 3 Copies of an up to date Unit Roster\*
- Complete <u>Annual Health & Medical Record</u> for each **youth and adult** (in roster order)
  - o Including parts A, B, C & copy of insurance card
- Complete Original <u>Summit Waiver</u> (separate from health forms, in roster order) \*
- Copy of <u>Unit Swim Classification Record</u>\*

\*Will not be returned (make extra copies if needed)

## **Medical Re-Checks**

Each participant's medical form (both youth and adult) will be reviewed by a

member of the Medical Staff. In this review, they will briefly look over the health form and identify any medical issues of concern and discuss those concerns with either the adult leader or that participant themselves. Note: Medical staff may place restrictions on the activities a participant may partake in if a medical condition warrants it.

## **Early Arrivals**

Some units find it more convenient to arrive on Saturday (a day early) rather than Sunday for various reasons. If the unit's planned arrival day is Sunday and they wish to do this, they will need to note it on their arrival card. The unit will then be charged an additional \$35 per person, per day. Please note that the unit will be responsible for all program from arrival through Sunday afternoon as the program venues will not be available to Senior Scout Camp or Appalachian Adventure participants on these days. Units arriving later than 11:30am should be prepared to provide their own lunch. Units arriving later than 5:00pm should be prepared to provide their own dinner. Sorry, we cannot accommodate early arrivals on Tuesday for Appalachian Adventure at this time.

## **Check-Out Procedures**

The National Scout Camp's check out process is very simple. The morning of your departure (or night before if departing before 8am) please do the following:

- 1. Meet with Summit Registration/Guest Services to reconcile any unpaid fees or credits
- 2. Pick up Annual Health & Medical Records from the Health Lodge
- 3. Check out of campsite with camp commissioner to receive participant patches:
  - a. Return all rented equipment
  - b. Clean all shower houses
  - c. Clean out tents and break down any extra tents/cots as directed by staff
  - d. Police campsite for trash and dispose of all recycling/trash in appropriate dumpsters
  - e. Turn in one Adult and one Youth Evaluation form
- 4. Travel safe back home!

# Any Annual Health & Medical Records will be shredded if not picked up prior to departure. Be sure to provide copies.



Complete roster orde o Ind Complete order) \*

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# **Camp Life**

## **Campsite Amenities**

All units will be camping in the James C. Justice National Scout Camp on the north side of Goodrich Lake. Though all participants will be camping in base camps Charlie and Delta, each unit will have their own designated campsite with the following amenities provided by the Summit Bechtel Reserve:

- Tents w/ screens (2 participants to a tent, including adults)
- Cots

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- Ambient temperature showers
- Flush toilets (which reuse shower gray water)
- Sinks with mirrors
- AT&T Wi-Fi
- A small above-ground fire ring
- Dining flies
- Picnic tables

Units are strongly encouraged to bring any other amenities which will make their camp "feel like home." Things like unit flags, signs, awards, pioneering projects, woods tools, patrol boxes, lawn games, etc. (within reason) are more than welcome at camp, but not required. Note: nothing should leave a permanent mark on the facility.



Units will be responsible for keeping their tent, campsite, and adjacent shower houses clean. A duty roster of campsite responsibilities is recommended. Units should be prepared to police their campsite area for all trash before departing.

## **Camp Staff**

The National Scout Camp and Summit Bechtel Reserve staff is composed of highly dedicated young men and women who are committed to creating an exemplary Scouting experience for your unit. These quality adult instructors are passionate about their area of expertise and have dedicated themselves to safely sharing this passion with the participants who come through their areas. Additionally, the Administrative Staff is comprised of individuals with significant professional Scouting, outdoor industry, and/or camp administration experience. Rest assured, your youth are in good hands!

If you or anyone in your unit is interested in becoming a part of this elite team, please contact any member of administrative team (Camp Director, Head Commissioner, etc.), or look for the online application at <a href="http://www.summitbsa.org/jobs">www.summitbsa.org/jobs</a>.

## **Commissioner and Base Camp Staff**

The commissioner staff at the Justice Scout Camp are your liaisons to the rest of the camp staff and administration. They should be able to answer most questions or promptly find someone who can. The camp commissioners are your resource for Scouting principles, training, or material goods. A small cache of woods tools, Dutch ovens, board games, field games, rope and other supplies will be available to check out from the Base Camp staff. In addition to providing quality customer service, this staff will be responsible for check-in, check-out, and the overall cleanliness, health & safety of the campsites.



#### Revised: 3/13/2017

If your unit is interested in obtaining the Justice Scout Camp Honor Award talk to your commissioners to get the requirements. This award encourages quality unit function, program participation, proper uniforming and includes a campsite inspection. This inspection will look for evidence of good patrol method, use of camp gadgets, and proper waste disposal/recycling among other things.

## **Food Service**

Food at the Justice National Scout Camp is provided in the Summit Dining Hall by an outside vendor. This dining hall is located in Summit Center near the Scott Visitor Center (about a 10-15 minute walk from the Justice Scout Camp). Breakfast, lunch, and dinner will be served in the dining hall. Breakfast and lunch are typically eaten alongside participants in the National High Adventure Base and National Training Center (a great opportunity to socialize with Scouts from all over the country!).

## **Special Dietary Needs**

The dining hall has the capability to provide meals that meet various special dietary needs throughout your stay at the Summit, including but not limited to vegetarian, vegan, religious diets, food allergies, and many more. In the spring of 2017 you will be able to indicate on your roster in the registration system any special dietary needs for your unit members. In addition, please note any special diet needs on your medical forms, also identify yourself with dining hall management upon arrival and they will be happy to assist and review ingredients in the different items and review items that are available to you.

Common Special dietary needs that the Summit Dining Hall Accommodates:

- Vegetarian
- Vegan
- Kosher
- Hallal
- Gluten Free
- Peanut Allergies

The dining hall is able to accommodate other special dietary needs in addition to the ones above. If you have questions about a special dietary need e-mail Summit.Program@Scouting.org.

If your unit has any special dietary restrictions or significant food allergies, please send a detailed description to <u>summit.program@scouting.org</u> at least two weeks prior to your arrival. Be sure to include the participants' name, unit number, program, arrival/departure dates, and a description of the dietary restriction. Please keep in mind that the Summit Dining hall is not always able to make accommodations for every type of restricted diet. Sometimes it is best for people with severe allergies or strict diets to bring their own supplemental food to be stored in the dining hall. If you have any questions, please contact The Summit Bechtel Reserve well ahead of your arrival date.

Due to bears and other scavenging animals, all food must be stored in the dining hall, vehicles or other lockable storage away from camping areas. Absolutely no food is to be stored in or around tents.



# **Policies & Procedures**

## **Camp Communications**

The Summit Bechtel Reserve has multiple avenues of relaying messages to participants and staff for both general information and emergencies. These avenues include leaders' meetings, text message alerts, cell phones, UHF radios, family-band radios, the "Big Voice" PA camp-wide PA system, email and commissioner/program guide staff. Depending on the nature of the message multiple avenues of communication may be used to relay it. Each of these methods will be laid out during the opening leaders' meeting.

# For any emergencies contact the Summit Operations Center (SOC) at 304-465-2900

## **Medical Procedures**

In case of a severe medical emergency; do not move the injured person. Immediately contact the Summit Operations Center in one of the following ways:

- Alert a staff member who can call over the radio
- Call 304-465-2900
- Send a runner to the nearest staff member or the health lodge itself

The Summit Operations Center will give further instruction and dispatch EMS, if necessary.

If any participant is taken to the health lodge with a significant injury their unit leader will be notified. If a youth participant cannot be treated on-site, and needs to be taken to the hospital, it will most likely be necessary for an adult leader to accompany them. Unit leaders are responsible for parental notification of minor injuries.

## **Campfires & Fire Prevention Policies**

Each unit will have a fire prevention plan and a fire guard responsible for ensuring the unit fire guard plan is carried out. The fire guard, consisting of the senior junior leader as chief (in consultation with unit adult leadership) and a fire guard from each patrol, will adhere to the following:

- 1. All campfires or open flames aside from cooking stoves must remain inside designated fire rings.
- 2. Only wood provided by SBR staff is to be burned in campfire rings (nothing is to be cut from conservation areas surrounding base camps)
- 3. Ensure Scouts and leaders understand they are not to fight or suppress fires in the campsite. In the event of a fire, immediately evacuate the area and report the emergency to 911.
- 4. Conduct at least one fire drill on the day of arrival to ensure all unit members know what to do in case of fire. This drill should familiarize participants with the Designated Assembly Areas and how to report an emergency.
- 5. Keep combustible materials away from all open flames, stoves, and lanterns.
- 6. Regularly check stoves to ensure that they are turned off when not in use.
- 7. Store propane cylinders out of direct sunlight in a safe manner and away from tents used for sleeping.
- 8. Ensure those in and around campfire and cooking areas understand a lack of attention or horseplay is dangerous and is often a precursor to serious injury. Instruct all unit members to be aware of their surroundings and manage risk appropriately.



- 9. Under no circumstances are stoves powered by liquid fuels permitted. Also, no liquid or compressed-fuel lanterns are permitted in the campsite.
- 10. No open flames of any kind are permitted in tents. Only battery-operated lanterns are permitted.
- 11. Ensure the tent spacing plan approved by the State Fire Marshal is observed at all time. Staff will be briefed on the requirements established be the Fire Marshal and will inspect to ensure compliance as unit and other areas are erected.
- 12. Ensure campfire rings in unit sites are at least 25 feet from any tent or dining fly.
- Ensure cooking stoves and propane tanks in unit sites (when authorized) shall be used at least ten (10) feet from any tent or dining fly. Scouts are to be instructed on the safe operation of stoves and tanks before being allowed to operate them.

## **Hazardous Wildlife**

Southern West Virginia is home to a variety of hazardous plants & animals. All participants and staff need to be alert to these hazards and know what to do in the event of a wildlife situation. Never feed any wild animals and keep a safe distance from even seemingly harmless animals.

WARNING: There is to be no food, snacks, soft drinks etc. stored in any tent overnight. All food MUST be consumed or placed in a trash container. Any campsite or shower house trash cans need to be emptied in the evenings before bedtime and in the morning before leaving the campsite.

#### Snakes

Avoid tall grassy areas, areas with surface rock, and wet areas. Stay on trails. Do not approach any snake and treat all snakes as poisonous. If bitten, have the victim lay prone and rest quietly to reduce the spread of venom and immediately summon medical assistance through a staff member or the Summit Operation Center at 304-465-2900.



Copperhead



Eastern Timber Rattlesnake

## **Bears**

In the event a bear is encountered, attempt to leave the area. Do not under any circumstances approach a bear or go between a bear and bear cubs. Do not attempt to feed bears. If a bear approaches, make noise and wave your arms to scare it off. If the bear charges it may be necessary to fight back to avoid serious



injury. All bear sightings should be reported immediately to the Summit Operations Center (304-465-2900) and all personnel removed from the immediate area of the sighting.

#### **Rabies Carrying Animals**

Raccoons and other commonly observed small animals are known to carry rabies. Never attempt to approach any animal and report any animal acting in a strange manner, especially if the animal is unnaturally aggressive, to the Camp Director.

#### **Deer Ticks**

Deer ticks are known to carry Lyme disease. They can be found in grassy as well as wooded areas. While ticks are often hard to detect in the woods, they can be located by carefully checking clothes, skin and hair. A tick check should be performed several times a day and whenever leaving tick habit. Remove ticks from clothing, but seek medical assistance in removing ticks embedded in the skin or hair.



**Deer Tick** 

#### **Venomous Spiders**

Southern West Virginia is home to two venomous spiders: The Black Widow (Latrodectus mactans) and the Brown Recluse (Loxosceles reclusa). Both spiders are fairly timid, but will bite to defend their web or in self-defense. If you suspect you may have been bitten by one of these spiders, contact the Summit Operations Center or Health Lodge immediately.

A Black Widow can be identified by its shiny black body and signature red or dark orange "hourglass" shape on the abdomen. Its bite causes a burning pain, swelling and redness typically followed by cramps, nausea, and/or tremors.

A Brown Recluse's bite is very different from a Black Widow's bite. The reaction often occurs over the course of a few hours from an initial stinging sensation typically followed by intense pain. A small blister may form and the tissue may eventually fall off exposing the tissue below. The spider can usually be identified by a mark resembling a fiddle on the abdomen.





**Black Widow** 



**Brown Recluse** 

## **Health Lodge**

First Aid treatment will be administered by the Summit Health Lodge provided by Raleigh General Hospital. This on-site facility is a 24-hour clinic with a full-time doctor, multiple treatment rooms, holding facilities, a full stock of medical supplies, up to date equipment, and a team of EMT first responders.

## Medications

Each participant at The Summit who has a condition requiring medication must bring an appropriate supply. The pharmacy at the Health Lodge is very limited and the identical medications may not be available. In many instances the medical staff will have to use pharmacies in the near-by communities to address these needs. In certain circumstances duplicate or even triplicate supplies of vital medications are appropriate. Participants will be charged for maintenance medications or medications that should have been brought to The Summit and end up being dispensed by The Summit Health Lodge.

It is recommended that leaders bring a lockable storage device to store all medications while at and traveling to/from the Summit Bechtel Reserve. Medications that are required to be kept cooler than room temperature should be transported accordingly. While at the Summit Bechtel Reserve, refrigerator space will be provided through the health lodge to store such medications.

Persons who have had an **anaphylactic reaction** from any cause must contact the Summit Bechtel Reserve before arrival. If you are allowed to participate, *you will be required to have appropriate treatment with you*. Any person who has needed treatment for asthma in the past three years must carry a rescue inhaler. If you do not bring a rescue inhaler, you must buy one before you will be allowed to participate.

## Insurance

The program participation fees include insurance coverage for health, accident and sickness en route to and from home and while participating in Summit Bechtel Reserve programs. This policy is an Excess Insurance Plan meaning that the plan will pay eligible expenses incurred from a covered accident or sickness not paid by any other collectable insurance or pre-paid health plan in force. If no other collectable insurance or pre-paid health plan will pay eligible covered expenses up to the plan limits. There is no deductible under this plan. Please e-mail <u>Summit.Program@Scouting.org</u> for the brochure that covers the details of this plan.

## **Leaving Camp**

If you or your unit plan to leave camp before your scheduled departure time, please see the appropriate procedures below. These policies are important to ensure that the staff can account for all participant in case of emergency and make sure that youth are leaving the site with adults who are authorized to



transport them. Participants departing/arriving at the site outside their arrival/departure day will need to use the North Gate in Glen Jean, WV. For directions contact your commissioner or Guest Services.

#### **Unit Excursions**

If a unit elects to leave camp during the week for a program this must be communicated with Justice National Scout Camp Leadership and/or SBR Administration during check-in and the unit must sign out when departing with the Camp Clerk or the Summit Operations Center.

#### Individuals

If adults need to leave camp for any reason, we ask that they notify the Camp Commissioner on duty at the time of their departure and return. In the event of an emergency The Summit Staff need to be able to account for every person on the site.

If any youth participant is to be transported off-site before their scheduled departure day they MUST check out with Camp Clerk and the Summit Health Lodge. This is to not only have a record of their departure, but to verify the person transporting them is authorized to do so.

#### **Early Departures**

If a unit elects to depart of camp early, they will need to check out with the Camp Clerk, Summit Operations Center, Head Commissioner, and/or the Camp Director. They will also need to check out with the Health Lodge to retrieve their medical records. We would still ask that they turn in any evaluations, return all equipment, and leave the campsite clean or cleaner than they found it.

## **Restricted Access**

Justice Scout Camp Participants are welcome to explore the 10,600 acres of the Summit Bechtel Reserve. However, as an adventure sports facility, the Summit Bechtel Reserve has several venues which can be dangerous without proper supervision. Therefore, no program venues are to be used without the presence of a qualified Summit Manager on site. If there is no staff present DO NOT enter, climb, or play on any program venues!

## **Personal Equipment**

#### **Specialized Activity Clothing**

Bring clothes that are appropriate for hiking and action sports. If you have a lot of experience in one of the activities that we provide at SBR, such as mountain biking and you have specialized clothing for that activity, feel free to bring those clothing items with you. If the activities are new to you, there is not a need to spend extra money on specialized clothing for the activities at SBR.

**Skateboarding, Mountain Biking and BMX** - The ideal shoe for these activities is a biking shoe, skateboard shoe or low rise tennis shoe with a thinner sole. These types of footwear also help reduce injury in these activities. Stiff and bulky hiking boots can make control more difficult on a skateboard.

**Safety equipment -** SBR provides all required program and safety equipment such as helmets, pads, PFDs, ear protection, harnesses, etc. Do not bring your own safety equipment... SBR knows the history of the equipment being used.

Closed toe shoes - All Summit activities require closed toe shoes for participation.

**Aquatics activities -** Closed toe shoes are required for all aquatics activities as well. Bring footwear that will be dedicated to being soaked for the week. There are types of sport sandals that are closed like a shoe in the front and open in the back like a sandal. These work very well. An old pair of tennis



shoes will work great also. Moisture wicking shirts that dry quickly are recommended for our aquatics activities, which also provide protection from the sun while out on the water.

#### **Specialized Equipment**

The Summit Bechtel Reserve has all the program equipment you need to participate in our programs. If you elect to use your own equipment for activities at the Justice Scout Camp this section outlines what can be allowed subject to inspection by trained and qualified SBR staff.

Some equipment used for Summit programs can be very costly. When deciding whether to bring your own equipment, please take into consideration that the Summit Bechtel Reserve does not provide secure storage for your 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. We do not consider climbing shoes as required safety equipment, so if you have a personal pair you would like to bring, please feel free to do so.

#### **B**ikes

Only the participants in Tires & Trails, Berms & Bars and Advanced Mountain Biking programs (Paul R. Christen High Adventure Base) are allowed to bring their own bike. A manager of the program area must inspect and approve the bike before its use on the site.

#### **Skateboards**

Personal skateboards are allowed for all participants as they are small, portable and easy to inspect. A skateboarding program manager must inspect your board each time you bring it to one of the skate parks.

# Participants are NOT ALLOWED to bring any personal firearms or archery equipment.

## **Personal Vehicles & Trailers**

Personal vehicles and trailers can be parked in designated parking areas within the base camps. This is typically 50-250 yards from the campsites. Carts are provided to transport personal and unit equipment from vehicles to the camping areas. For both aesthetic, grounds maintenance, and safety reasons, no personal vehicles or trailers are to be parked in camping areas, program venues, or used as transportation around the site without the express permission of the Camp Director.

## Tobacco, Alcohol & Drug Use

The following sections lay out the Boy Scouts of America's and the National Scout Camp's policies on Tobacco, Alcohol, and drugs. These policies are meant to be taken very seriously. Violation of these policies may result in dismissal from camp, membership revocation, and/or police action.

#### Alcohol

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members

#### Tobacco

Adult leaders should support the attitude that they, as well as youth, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This



includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

## Use of all tobacco products (including E-cigarettes and chewing tobacco) must be done out of sight of all youth participants in designated areas within camp. Contact the program Area Director or camp Commissioner if you have any questions about where these areas are.

## Drugs

Illegal drugs, including the misuse of prescription drugs have absolutely no place at any Scouting function. The misuse of drugs happens in all levels of our society. We may be confronted with the problem at any time; therefore, we need to understand the misuse of drugs and what can be done about the situation. See the Drug Enforcement Administration website (<u>www.justice.gov/dea/index.htm</u>) for detailed information on controlled substances and their effects.

#### **Medical Marijuana**

It is unacceptable for anyone to use or be under the influence of medical marijuana at or during any Scouting activity, including the Justice National Scout Camp. Marijuana possession is illegal in the State of West Virginia



## **Unit Leader Responsibilities**

It should be the primary responsibility of all Adult Unit Leaders and assistants to provide a positive example for youth participants and instill in them the values of the Boy Scouts of America: *Character Development*, *Citizenship/Leadership training*, and *Physical, Mental, and Emotional Fitness*. Additionally, primary Adult Leadership who are present in camp must meet the following:

- 1. Have no other duties which would detract from the responsibility of serving as a unit leader
- 2. Be responsible to the Camp Director or assigned designee
- 3. Be responsible for the safety and well-being of all members of his/her unit
- 4. Have up to date training in Youth Protection
- 5. Have up to date Hazardous Weather Training
- 6. File all paperwork required by the Summit Bechtel Reserve, Boy Scouts of America, and federal/state government including Health and Medical Records for every participant
- 7. Ensure that all Youth Protection policies are followed by both adult and youth participants (for more details see below)
- 8. Be responsible for all financial obligations incurred by the unit while at camp
- 9. Be responsible for the discipline of all members of his/her unit in accordance with Youth Protection Policies

## **Youth Protection**

All registered adults must have current BSA Youth Protection Training (within the past two years) for participation in any national event/activity. This means all participants 18 years of age or older must have current Youth Protection Training. This includes Venturers and Explorers who are 18 years of age or older. Verification of Youth Protection Training for each adult in a unit is required upon check in at the Summit Bechtel Reserve.

#### **Barriers to Abuse**

- 1. Minimum two-deep leadership on all outings required
- 2. One-on-one contact between adult and youth members prohibited
- 3. Separate accommodations for adults and Scouts required
- 4. Privacy of youth respected
- 5. Inappropriate use of cameras, imaging, or digital devices prohibited
- 6. No secret organizations
- 7. No hazing
- 8. No bullying
- 9. Youth leadership monitored by adult leaders
- 10. Appropriate attire for all activities required
- 11. Members are responsible to act according to the Scout Oath and Law
- 12. Units are responsible to enforce Youth Protection Policies
- 13. Mandatory reporting of child abuse
- 14. Social media guidelines in place

## The Summit Bechtel Reserve will strictly enforce Youth Protection policies. Violations will be reported to the participant's Scout Executive and/or the National Service Center.



## Technology

Unlike many other scout camps, technology use is not discouraged at the James C. Justice National Scout Camp. Scouts are encouraged to appropriately document and share their experiences during their stay. Adult leaders should review appropriate technology use with their unit. Please feel free to use the following tags on posts before, during, and after your stay!

Facebook: <u>The Summit Bechtel Family National Scout Reserve</u> Twitter & Instagram: <u>@BechtelSummit</u> Hashtags: <u>#NationalScoutCamp</u>, <u>#JusticeScoutCamp</u>, <u>#SBR</u>

The Summit Bechtel Reserve offers full wireless and cell phone connectivity. AT&T Wi-Fi Hotspots are available throughout the Scott Summit Center and camps. Outlets and charging stations are available in select locations in base camp and/or the Scott Summit Center, however a battery back-up or solar charger is recommended.

## Charging stations are not lockable. No electronics should be left unattended. The Summit Bechtel Reserve is not responsible for lost or stolen items.

## **Unauthorized Persons**

To ensure the safety of all our participants and staff it is important that we ensure every person on the site is supposed to be here. Any person without a staff name badge, participant wristband, or visitor badge is an unauthorized person on the camp and needs to be reported to the Summit Operations Center immediately (304-465-2900). It is very important that all participants keep their wristband on during the duration of their stay and do not provide it to anyone outside seeking access to the site.

## **Clothing and Uniforming**

Uniforming is one of the time-tested methods to deliver the Aims of Scouting and therefore has a prominent place at the Justice National Scout Camp. Field ("class A") uniforms will be strongly encouraged for travel, opening/closing flag ceremonies, religious services, flag retirement, and opening/closing campfires. During the week, field uniforms will not be required at flag raising or lowering due to the nature of the activities scouts will be taking part in during the day. Units however, are more than welcome to wear a uniform unit activity shirt throughout the week if they desire. Additionally, any unit wishing to serve as color guard will need to be in full field or activity uniform during flag ceremonies.

Clothing worn during the week should be comfortable and flexible for an array of activities from skateboarding to rock climbing, to rifle shooting. Comfortable shoes for hiking on gravel trails are essential. In addition, campers planning to participate in mountain biking, BMX, or skateboarding should bring skate shoes, or at the very least, tennis shoes, as hiking boots are inappropriate for those activities and can lead to injuries. Closed toe shoes are required during aquatic activities as well. See the <u>Personal Equipment</u> section for more information. Any clothing worn by Scouts and adult leaders should not deter from the Scouting ideals.

## **Visitor Policy**

If your unit expects visitors throughout the week please inform staff during check in. With the exception of the public visitor days, visitors are only allowed in Gateway village near the Scott Visitor Center (Dining hall, back porch, trading post, etc.) and must be accompanied by a staff member or the adult leader of the unit the entire time they are on the property. Upon check-in, they will be issued a visitor wristband or badge



which they must wear at all time while on the site. All visitors MUST check in at Summit Bechtel Reserve Guest Services or with the Camp Clerk immediately upon entering the property. No Exceptions!

## Waste Management & Recycling

The Summit Bechtel Reserve strives to be as sustainable in its practices as possible. For us to continue this effort, we will need your unit's help. Please take advantage of the recycling that is available in rural West Virginia by separating plastic bottles, aluminum, and paper/cardboard so that it may be repurposed in the future. Throughout the property you will find trash cans and recycling bins. Please ensure that all waste makes it into these bins and lead by example by picking up any trash you may find around the site.

## 25 Blue Recycling Container

- #1 & #2 plastics, which includes most plastic bottles and jugs
- plastic bags
- aluminum cans
- tin/steel cans
- paper, including white, colored, shredded (bagged), newspaper, envelopes, and bags

## Yellow "Cardboard Only" Container

• cardboard, including cereal & tissue boxes and clean pizza boxes

#### **Green Trash Container**

• Everything else

Note: It is preferable to uncap and wash/rinse bottles and other containers before placing in recycling. Sticky notes are acceptable in recycling as well as small amounts of packing tape that may be attached to cardboard packages. Staples do not need to be removed from paper.

## **Emergency Procedures and Severe Weather**

Because the safety of all our participants and staff is the first priority, the Summit Bechtel Reserve has a detailed emergency action plan. This section briefly addresses some of these procedures as they apply to units. For more information or a copy of the full emergency action plan, please contact SBR administration.

## **Emergency Communications**

The Summit Operations Center (SOC) monitors weather conditions 24 hours a day when participants are on site and will issue notifications during severe weather and other emergencies. Due to the size of the site and varying access to communications equipment, the Summit Operations Center uses a variety of methods to communicate to participants and staff:

- Public Address System (The "Big Voice") The Summit Bechtel Reserve has a PA system which covers most of the Scott Summit Center. This system broadcasts any weather or emergency alerts given out by the Summit Operations Center (SOC) in addition to occasional program announcements, reveille, and taps. Depending on location, it can be difficult to understand so all announcements are accompanied with another means of communication.
- Text messages Using an online text message database, the Summit Operations Center (SOC) can quickly broadcast messages to unit leaders' cell phones. Upon arrival, unit leadership will be given the details needed to enroll and encouraged to do so.
- Radios All program Area Directors will be issued a UHF radio which may be used to relay messages from the Summit Operations Center (SOC).



• Heat Index Flags – A series of colored flags are posted outside the administration building, Summit Health Lodge and other buildings to note the current heat advisory. See below for more details.

## **Hazardous Weather**

The mountains of Southern West Virginia on occasion receive severe and hazardous weather. This typically is in the form of intense thunderstorms with high winds, heavy rain, or hail. Lightning, high winds and many other factors may require staff to close specific program venues, bridges, or trails. These procedures however, do not replace the responsibility of unit leaders to ensure the safety of the youth in their care. SBR is an open-air facility and there are no storm shelters. When in doubt, follow staff direction, use common sense, and remember the BSA's Hazardous Weather Training available here or at My.Scouting.org.

#### **High Wind Alert**

A high wind alert will be announced when sustained winds are in excess of 20 miles per hour. In this situation, all aerial sports activities (zip lines, challenge courses, climbing) will be discontinued and the wings of the CONSOL Energy Bridge and observation deck of the Sustainability Treehouse will be closed. Other program venues may also close based on safety concerns specific to that area. If you are caught outside in a hail or wind storm, seek shelter, protect your body (especially your head), avoid culverts and low areas that can fill with water, and stay alert to any potential falling objects or branches.

#### Lightning Advisory

When lightning is detected within 12 miles of the Summit Bechtel Reserve, a lightning advisory will be announced. When this happens, no new participants will be taken on aerial sports activities (participants already on a course will be permitted to finish). The wings of the CONSOL Energy Bridge and observation deck of the Sustainability Treehouse will be closed.

#### **Lightning Alert**

When lightning is detected within 8 miles of the Summit Bechtel Reserve, a lightning alert will be announced. When this happens, all aerial sports activities will immediately cease and participants will be escorted to shelter. All other outdoor program areas will cease operations and seek shelter (aquatics, wheeled sports, and shooting sports). All walkways on the CONSOL Energy Bridge will be closed. An "All clear will be issued when lightning moves outside a 12-mile perimeter of SBR or at the discretion of the Summit Group Director or Operation Director. In the event of a lightning storm stay away from water, wet items, metal objects, tall isolated trees, open fields or ridge tops. If you are caught outside, spread out if you are in a group and seek a low-lying area or low stand of trees. Assume a low-profile position (crouch or sit cross-legged).

#### **Severe Heat**

The Summit Bechtel Reserve uses a system of flags to denote the various heat advisories:

- GREEN FLAG- Temperature Range: 82 85 degrees. ¼ to ½ quart per hour
- YELLOW FLAG- Temperature Range: 85 88 degrees. ½ to ¾ quart per hour
- **RED** FLAG- Temperature Range: 88 to 90 degrees <sup>3</sup>/<sub>4</sub> to 1 quart per hour.
- BLACK FLAG- Temperature Range: Greater than 90 degrees 1 to 1 ¼ quart/ hour.

Announcements will be made when Red or Black flag temperatures have been reaches and program will typically be limited.

#### **Assembly Areas**

During or directly following certain emergencies, SBR staff may need to account for all participants on site. In this situation, participant's will be asked to move to the closest assembly area when safe:



- Pigott Administration Building flag plaza (Charlie & Delta Base Camps)
- Scott Visitor Center front lawn (Summit Center)

If you are in a remote area of the site or cannot reach these areas, please contact the Summit Operations Center at 304-465-2900 so you can be accounted for.

#### **Evacuation**

If during extreme circumstances SBR administration decide participants need to be relocated to a safer area, remain calm, take account of all unit members and follow the directions of staff and the Summit Operations Center who will coordinate the evacuation procedures.

#### Lost/Missing Scout, Leader, or Staff Member

If a Scout, leader, or staff member is missing, remain calm, identify the last known location of the individual(s), and notify the Summit Operations Center. Do not go looking or send others, unless instructed to do so. A hasty search of the last known area will first be performed followed by a search of the person's campsite/tent and then a page over the PA system. If they are then not located, the staff will organize a formal search. If the person has not been located after two hours since the initial report, the local authorities will be notified to assist and take over the search.

#### **Other Emergencies**

Contact the Summit Operations Center at 304-465-2900 to notify them of missing participants/staff, suspicious people or activities, violence/abuse, fires, or any other emergency. Please remain calm, relay as much information as possible (location, # of people, injuries, ages, etc.) and follow the directions of the staff member.



## Program

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## **Camp-Wide Events**

There are several camp-wide events available to participants during their stay at The Summit Bechtel Reserve. Some take place within the Justice Scout Camp and others are open to the <u>Christen High</u> <u>Adventure Base</u> and <u>Tickle Training & Leadership Center</u> as well. These events include, but are not limited to the following. Note: Appalachian Adventure and Council Adventure timeframes may not include a number of these events.

## **Opening & Closing Flag Ceremonies (Sunday and Friday nights)**

The first camp-wide event of the week calls all the units of the James C. Justice National Scout Camp together for a flag lowering performed by the National Camp Staff. This is a required event. Units should wear their full BSA Field Uniform and line up in formation around the parade field located on the north side of Goodrich Lake. Do not forget to bring enthusiastic Scout spirit through unit/patrol reports, cheers, and celebrations!

## **Religious Services (Sunday nights)**

Religious services will be held Sunday evening following the Sunday opening flag ceremony and dinner. There will be a formal Protestant Service and a Catholic Mass every Sunday with LDS services available with advanced request. Locations may vary due to weather and will be announced at the opening flag ceremony. Units are also welcome to hold their own specific services as they desire. <u>Contact staff</u> ahead of time if any facilities or equipment will be desired.

## **Opening Campfire (Sunday night)**

The opening campfire is the exciting kick-off to the week. Immediately following the flag ceremony and religious services, scouts will meet at Justice Heights (weather permitting) for an evening of entertainment put on by the National Camp Staff. Units should bring all of their Scout spirit and feel free to join in the excitement in any way they can.

## "Appalachian Celebrachian" (Wednesday night)

The Appalachian Celebrachian (Yes, that is spelled correctly) is a festival of music, games, and good food! Activities include a live bluegrass band, games, refreshments, and the Coal Country Cook-off (unit vs. unit and leader vs. leader Dutch oven competitions). This also serves as an opening kickoff to our Wednesday to Saturday Appalachian Adventure units. Units are encouraged to bring one or more dishes to compete and a field game to share with other groups. (Dutch Ovens and charcoal can be provided on a first come, first serve basis).

## Summit Center Relay (Friday afternoon/night)

On Friday afternoon representatives from each unit will face off in the ultimate relay around the Scott Summit Center. The relay will be a great way to show off the skills learned during the week. It will have 5-7 legs including rock climbing, kayaking, biking, zip-lines, shooting sports and sustainability, with multiple people from each unit handing off a totem from one racer to the next. Be sure to bring your "A" game to take home the prize!

## **Closing Campfire (Friday night)**

At the closing of the week it is time for each unit to share the stories of their adventure through performance. The campfire will be hosted by the National Camp Staff, but the entertainment will be provided by the units. Don't worry; the staff will throw in a few performances as well. Each group is encouraged to get creative and perform something unique. Ceremonies, skits, songs, awards, stories, and jokes are welcome. Just remember to keep it Scout appropriate; this is the National Scout Camp after all!



## **Program Areas**

The Justice National Scout Camp offers program in a wide variety of venues. Keep in mind that this does not include every program venue at the Summit Bechtel Reserve. Many of the "Adventure Zone" venues are reserved for participants taking part in the Paul R. Christen National High Adventure Base.

## **BMX Tracks**

Action Point is the home of four BMX tracks. BMX is an abbreviation of bicycle motocross and evolved from a bicycle alternative for motorcycle dirt track racing. Each track varies in size. During open program time, any participant is welcome to try their hand at BMX under the supervision of our qualified instructors. Instruction begins on a flat ground course and through learning the basics of cornering, pumping, and balance on the beginner course. Depending on participant ability and interest they may move to either the larger BMX racetrack or the dirt jump course, where they can get significant air!



All BMX participants will be required to wear helmets and pads. It is also strongly recommended that participants wear skate or tennis shoes rather than hiking boots in order to improve handling and reduce injury. The Summit uses a wristband system to identify participants who have demonstrated sufficient skills to progress to the next level of participation. Participants should already know how to ride a bike.



## **Boulder Cove**

Boulder Cove is the National Scout Camp's climbing rappelling and bouldering venue. This artificial climbing area sports 24 belay stations and three giant boulders with routes ranging in difficulty from 5.4 to 5.11.

This venue is also the home climbing merit badge, the Ranger Mountaineering Elective, BSA Climbing Instructor Training. You are always welcome to stop by for open climb and be sure to keep posted for various competitions!

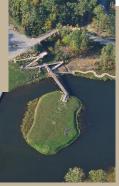
All participants and observers must be wearing a climbing helmet when within the fall zone of the climbing/rappelling wall. This venue will operate in the rain, but safety protocols require it to close during high winds and lightning. Participants must weigh between 50 and 250 pounds.

## **Brownsea Island**

Brownsea Island sits in the center of Goodrich Lake named after the island in England where Baden Powell first experimented with the concept of Scouting in 1907. For this reason, it should seem fitting that this is the location for our beginner camper program and Outdoor Skills programs. It is also the finish line for the <u>Summit Center Relay</u>!



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#### Revised: 3/13/2017

## **Canopy Tours**

A Canopy Tour consists of a series of zip lines and platforms (and the occasional rope bridge or rappel element) that takes participants on a treetop tour of the area around action point. In addition to the excitement of zipping through the treetops, participants get the chance to look at the forest in a new way, developing a greater understanding of its importance.



Participants should meet in the north end of Action Point during the evenings to gear up for canopy tours. Each group will be taken through a "ground school" before zipping on the course.

Manufacturer's guidelines require that all Canopy Tour participants weight at least 50 lbs. and no more than 250 lbs. Participants must also be able to properly wear all safety gear and respond promptly to staff instructions on the course. The venue will operate in the rain, but safety protocols require this venue to be closed and/or evacuated during high wind and/or lightning.



## **Challenge Courses & Project COPE**

The Justice Scout Camp is the home to a 16 element low cope course located near Goodrich Lake and two challenge courses (sometimes referred to as "High COPE") located in Action Point. The challenge courses are a selection of obstacles to navigate while tethered from a cable high above the ground. Each element presents a unique challenge that requires problem-solving, dexterity and determination. These physical challenges combined with the added element of height develop self-confidence and accomplishment.

The Challenge Courses however are just part of the experience. To get the full experience, we recommend the full COPE Program. COPE stands for Challenging Outdoor Personal Experience. At the Justice Scout Camp COPE consists of a half day of puzzles, games, and low challenge elements which require intense teamwork, trust, planning, communication, decision making, problem solving, self-esteem and leadership (the eight goals of COPE!).

Manufacturer's guidelines require that all participants on the Challenge Course (high course only) must weigh at least 50lbs and no more than 250lbs. Participants must also be able to properly wear all safety gear and respond promptly to staff instructions on the course. The venue will operate in the rain, but safety protocols require this venue to be closed and/or evacuated during high wind and/or lightning.

## **CONSOL Energy Bridge**

The CONSOL Energy Bridge serves as an efficient route between the Paul R. Christen National High Adventure Base and Action Point. It is an engineering and architectural showpiece and a great place to walk and relax. Its wing-tip design is intended to resemble the outstretched wings of a flying eagle. Take a look at tell us what you think!







## **Gateway & Legacy Zip Lines**

Scott Summit Center has two sets of zip lines that depart from a shared platform above the AT&T Summit Stadium – The Gateway Zip and The Legacy Zip. Participants can follow signage and trails to the launch platform during evening program for gear up and orientation. After their thrilling 1100-1300' zip they can leave their gear at the landing and go back up for another ride or move on to the next exciting activity.

Manufacturer's guidelines require that all participants on the Summit Center Zip Lines must weigh at least 50lbs and no more than 250lbs. Participants must also be able to properly wear all safety gear and respond promptly to staff instructions on the course. The venue will operate in the rain, but safety protocols require this venue to be closed and/or evacuated during high wind and/or lightning.

## **Goodrich Lake**

Goodrich Lake is the home to the Justice Scout Camp's aquatics activities: paddleboarding, kayaking, and water reality (water

obstacle course). It is also the home of the Cushman Fish Camp with programs focused on spin fishing, fly-fishing and wildlife management. Goodrich Lake is a manmade lake separated into two sections by a dam: Goodrich Lake East and Goodrich Lake West. Both are great places to experience the National Scout Camp's aquatic activities.



All participants must have passed the BSA Swimmers test, wear close toed shoes, and a properly fitted PFD (personal flotation device) in order to take part in water reality, paddleboarding, or kayaking.



#### **Gottschalk Boardwalk & Causeway**

Gottschalk Boardwalk is a wonderful place to quietly connect with nature and explore the wetland ecosystem. The Causeway encircles Goodrich Lake-West and serves as a wonderful classroom for Ecology, Environmental Science, and the study of Nature. If you're lucky you might catch a glimpse of a white-tail deer taking a drink or a bald eagle looking for its next meal of fish.

#### **Jared Harvey Mountain Bike Trails**

Weaving in and out of the woods surrounding Action Point is the Jared Harvey Mountain Bike Trail system. These trails offer a variety of difficulty ratings including Green Circle (Easy), Blue Square (More Difficult) and Black Diamond (Very Difficult). Qualified IMBA certified instructors will work with riders of all abilities to improve their riding skills.

All mountain bike participants will be required to wear helmets (provided). It is also strongly recommended that participants wear skate or tennis shoes rather than hiking boots in order to improve handling and reduce injury. Participants should already know how to ride a bike.







## **Shooting Sports Annex**

The Annex is the home to most of the Justice Scout Camp's shooting sports activities. These include but are not limited to static archery, high-velocity air rifles, LaPorte (sporting arrows), and tomahawk throwing, all under guidance and coaching of our highly trained staff.

Those taking part in <u>Shotgun Shooting Merit Badge</u> should meet here, where they will go through a briefing and led up the ridge to the Shotgun Range. **Due to location and staffing at The Barrels there is no open shotgun shooting**.

## **Skate Park**

The Action Point Skate Park is a great facility to hone skateboarding skills or to even start from scratch. The park includes transitions, ramps, quarter pipes, stair sets, boxes, rails, and a mini-ramp. The staff at Action Point have taken many firsttime skaters and developed them into safe and confident shredders.

All skateboard participants will be required to wear helmets and pads. It is also strongly recommended that participants wear skate or tennis shoes rather than hiking boots in order to improve handling and reduce injury. Participants should be sufficiently flexible and prepared to fall safely.





## **Survival School**

The Summit Survival School was created to educate participants in effective methods of wilderness survival, foraging, and search & rescue. Programs offered include <u>Wilderness Survival Merit Badge</u>, <u>Wilderness Survival Ranger Core</u> and the <u>Summit Survival Challenge</u>. These overnight programs are designed to test a Scout's willpower, outdoor skills, and physical ability. In the Survival Challenge, participants will push their limits and be tested through mentally and physically uncomfortable situations.

While this program may be difficult and demanding, any participant can walk away with a new confidence and set of skills which they can apply to the rest of their lives.

## **Sustainability Treehouse**

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 everything from recycling practices to urban gardening, to photosynthesis and adaptation. A staff of Sustainability and Ecology Interpreters will be available to assist with advancement opportunities, demonstrations, and experiments to engage youth and help them evaluate their impact on our planet. Sustainability is not just about the environment though. Scouts who visit the treehouse will



learn about the importance of balancing a dedication to our environment with both social and economic impacts. This building is a must see of the site and also a great place to relax.



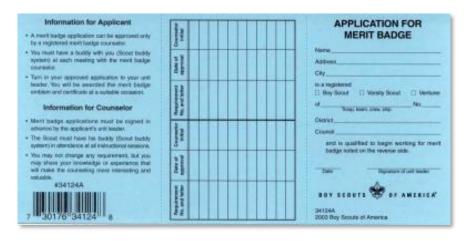
## **Boy Scout & Venturing Advancement Courses**

It wouldn't be Scout Camp without advancement opportunities. Scouts & Venturers come to camp to learn valuable skills that will become essential to their careers or transform into lifelong hobbies. At the James C. Justice National Scout Camp our aim is to go "Beyond the merit badge!" We offer a number of instructional courses that go into depth in subjects tailored to varied interests. Each of these courses involves one more advancement elements including merit badges, ranger electives, or rank advancement.

Scouts come to camp to have fun, so we encourage them to show up for courses that interest them and the advancement portions will fit right in. Each of the following sections are various courses that will be offered and the advancement opportunities that go along with them. These courses are offered in program blocks. For example, the first session of the climbing merit badge program may take place Monday morning and then meet back up again on Tuesday morning. To complete the course, a participant would need to attend both sessions with the possibility of some homework in camp or during open program time. Some courses make take up more or less time depending on weather, participant ability, or many other variables. With a couple exceptions, all a scout needs to do to begin one of these programs is show up to the beginning of the first session. Be sure to check the most up to date program schedule for the course listing and session times.

## **Requirement Tracking**

If members of your unit plan to take advantage of these advancement elements, be sure to prepare by looking over the relevant merit badge pamphlet or skills manuals. Boy Scouts should come prepared with plenty of copies of the BSA Merit Badge Application (<u>#34124</u>), or "blue card" with their Scoutmasters approval signature on the front. Venturers should be sure to have their copy of the Ranger handbook (<u>#33494</u>) to get their requirements marked off.



## **STEM NOVA Requirements**

Many of the courses listed below meet requirements for STEM/Nova and Supernova awards. For more information on these programs and a full list of requirements for these awards please visit the Nova Awards page here:

http://www.scouting.org/stem/Awards.aspx

Courses which complete requirements for a NOVA Award will have this logo

Courses which complete requirements for a Supernova Award will have this logo



## **Venturing Ranger Core and Elective Courses**

## Wilderness Survival Core (Premium Pass)

Through classroom and an overnight field instruction in the primitive wilderness, Summit Survival School staff will teach essential wilderness survival skills including, foraging, camp craft, advanced fire building techniques, and wild edible identification. Note: includes two overnights and will take most the week.

Requirements Covered: Complete Core (#7)

**Prerequisites:** 

7a, Strong physical stamina and significant camping experience; Cooking, Land Navigation, and First Aid Core Requirements

## Cycling/Mountain Biking Elective (Premium Pass)



In this course participants learn what they need to know to be a responsible, safe, and self-sufficient mountain biker through trails rides, skills courses, technique coaching, and maintenance/repair instruction. Venturers will need to take additional rides at home to complete this elective including a 40-mile mountain bike trek.

Requirements Covered: 11a, 11b, 11c, 11d, 11e, 11f, 11gi (partial), 11gii (partial), 11i Prerequisites:

Appropriate footwear (no hiking boots); experience riding a bike

## **Ecology Elective**

This course focuses on the natural world around us, how it works, and how we affect it as humans. Through experiments, hikes, and maybe a little gardening we demonstrate conservation of water, soil, food, energy, and other important resources. This course is intended to raise ecological awareness and demonstrate easy ways to fix the problems facing our environment.

Requirements Covered: 12a, 12d Prerequisites: 12b, 12c

## Fishing Elective – Fresh Water & Fly Fishing Options

Participants explore many types of fishing including spinning and fly fishing from shore/docks and/or boats. During this course, they will develop skills in fish identification, fly tying, wildlife management, effective tackle selection & equipment operation.

**Requirements Covered:** 15a, 15c, 15d, 15g, 15hi, 15h

Prerequisites: 15b, 15e, 15f



Revised: 3/13/2017

## **Mountaineering Elective**

Participants develop the skills to be a safe, confident, recreational climber. They will learn both the climbing techniques and the technical skills necessary to grow as a climber through rappelling, climbing, bouldering, rigging, equipment selection, and basic self-rescue techniques.

Requirements Covered: Complete Elective (#18)

Prerequisites:

Comfortable with heights or willing to conquer fear of heights; Meet weight requirements for aerial sports activities

## **Plants & Wildlife Elective**

This course explores the creatures and other living things that inhabit the natural world around us. Through hikes and field study participants learn plant/animal identification and the various relationships, adaptations, and contributions they make to the varied ecosystems of the New River Gorge.

Requirements Covered: 21a, 21bii, 21cii, 21d, 21e

Prerequisites: 21bi, 21ci

## **Project COPE Ranger Elective**

Through initiative games, trust events, low-course events and high-course events (challenge course), participants are challenged as a group to develop and display the eight goals of COPE in a noncompetitive setting: Communication, planning, teamwork, trust, leadership, decision making, problem solving, and self-esteem.

Requirements Covered: Complete Elective (#22)

**Prerequisites:** Comfortable with heights or willing to conquer fear of heights; Meet weight requirements for

aerial sports activities

## **Shooting Sports Elective: Archery Discipline**

Participants are given the instruction to develop their shooting ability and have the skills and knowledge to be a proficient recreation archer when they leave camp. They will receive instruction in shooting, bow selection, bow maintenance, and bowstring/arrow construction. Additionally, they will have opportunities to shoot at various ranges including static archery, LaPorte (sporting arrows), NFAA tournament ranges, and field targets.

Requirements Covered: Complete Elective (#24)

**Prerequisites:** Archery experience (qualifying is quite difficult)



## Shooting Sports Ranger Elective: Air-rifle or Shotgun Discipline (Premium Pass)

With range time on rifles and shotguns, participants develop shooting proficiency, maintenance, and the safe handling skills of firearms.

**Requirements Covered:** Complete Course (#24)

**Prerequisites:** Shooting experience (qualifying is quite difficult)

#### 36 Watercraft Elective

Through Kayaking and Paddleboarding (and whitewater for an additional fee), participants become proficient in navigating the aquatic environment. Program includes instruction on river/lake features, strokes, self-rescue, equipment selection and care.

**Requirements Covered:** 25c, d, e **Prerequisites:** BSA Safety Afloat (25a), Boating Safety Course (25b), BSA Swimmer, \$85 fee for whitewater session, closed-toe shoes

## Merit Badge Courses

At the Justice National Scout Camp, we believe in guality merit badge instruction. The badges we offer have a place at camp and have plenty of opportunities for experiential learning. To begin a merit badge, course all a Scout needs to do is show up at the beginning of the session with a merit badge application completed with all their information and the signature of their scoutmaster (Note: Whitewater Merit Badge requires advance sign-up and additional fee at least two weeks prior to arrival) Keep in mind that most merit badge courses are blocked into two or more sessions. Scouts will need to attend all sessions to complete the badge unless otherwise directed by their counselor.

Here is a list of the badges offered with details to follow:

Archerv Astronomy Bird Study Bugling <u>Climbing</u> Cvcling Environmental Science First Aid Fish & Wildlife Management Fishing Fly Fishing Forestry Geocaching <u>Kayaking</u> Lifesaving

Mammal Study Music Nature Orienteering **Photography** Pioneering Reptile & Amphibian Study Rifle Shooting Shotgun Shooting Soil & Water Conservation Sustainability Swimming Whitewater Wilderness Survival



Revised: 3/13/2017

### Archery Merit Badge

Participants are given the instruction to develop their shooting ability and have the skills and knowledge to be a proficient recreational archer when they leave camp. They will receive instruction in shooting, bow selection, bow maintenance, and bowstring/arrow construction.

Requirements Covered: Complete badge

Prerequisites: None

### Astronomy Merit Badge 🥮

With the help of telescopes and other tools, participants will spend their evenings observing our place in the universe. Learn about the movement of the moon, planets, and how to identify various constellations.

Requirements Covered: Complete Badge

Prerequisites: None

### Bird Study Merit Badge

Learn about the tools available to identify the wide variety of birds around us and how they are a natural indicator to the quality of the environment. By the end of this course Scouts should be able to identify and sketch species of birds by their song, feathers, or appearance.

Requirements Covered: Complete badge

Prerequisites: None

### **Bugling Merit Badge**

Meet with our camp bugler to learn the appropriate time to use various bugle calls and proper care of your instrument.

**Requirements Covered:** 1, 2, 3, 4, 5

**Prerequisites:** 

6, Experience playing brass instruments and familiarity with various bugle calls in requirement 3

#### **Climbing Merit Badge**

Participants develop the skills to be a safe, confident, recreational climber. They will learn both the climbing techniques and the technical skills necessary to grow as a climber through rappelling, climbing, bouldering, rigging, equipment selection, and basic self-rescue techniques.

Requirements Covered: Complete badge











#### Prerequisites:

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Comfortable with heights or willing to conquer fear of heights; Meet weight requirements for aerial sports activities

# Cycling Merit Badge (Premium Pass) 🌋



In this course participants learn what they need to know to be a responsible, safe, and selfsufficient mountain biker through trails rides, skills courses, technique coaching, and maintenance/repair instruction. Note: to complete this merit badge participants will need to take part in both the course and long-term rides later in the week

Requirements Covered: Complete badge

**Prerequisites:** Appropriate footwear (no hiking boots); experience riding a bike

### **Environmental Science Merit Badge**

This course focuses on the natural world around us, how it works, and how we affect it as humans. Through experiments, studies, and hikes we demonstrate conservation of water, soil, food, energy, and other important resources. This course is intended to raise ecological awareness and demonstrate ways to fix the problems facing our environment.

Requirements Covered: Complete badge Prerequisites:

None

#### **First Aid Merit Badge**

Become prepared to respond to a wide variety of medical conditions that may arise in your daily life and how to protect yourself and others when providing care.

Requirements Covered: Complete badge

Prerequisites: None

### Fish & Wildlife Management Merit Badge

Through field observation, projects, and animal identification participants will learn about the conservation of wildlife resources both in West Virginia and their home area.

Requirements Covered: Complete badge

Prerequisites: None









#### JAMES C. JUSTICE NATIONAL SCOUT CAMP | Leaders' Guide

#### **Fishing Merit Badge**

Participants explore different types of fishing outfits and techniques. During this course they will develop skills in fish identification, spin-fishing, effective tackle selection, and how to properly prepare a fish.

**Requirements Covered:** Complete badge

**Prerequisites:** None

#### Fly-Fishing Merit Badge

39

This course specifically goes into fly-fishing techniques and equipment. It includes fly-tying, selection, casting techniques, and responsible fishing practices. Participants will work both on and off the water to gain a basic understanding of the sport of fly-fishing.

**Requirements Covered:** Complete badge

**Prerequisites:** Fishing experience, fishing merit badge preferred

### **Forestry Merit Badge**

Participants will learn tree identification, how to measure the health of a forest, and potential careers in forestry. They will also learn the importance of forests to our environment, society, and the economy.

**Requirements Covered:** Complete badge

**Prerequisites:** None

#### Geocaching Merit Badge

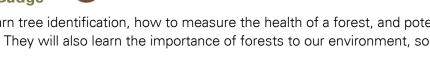
This course not only serves as an introduction to geocaching as a fun activity, but teaches Scouts how to safely and effectively use a GPS receiver. They will learn how to use a GPS unit to supplement a map and compass and how to find a location using a UTM grid.

**Requirements Covered:** 1,2,3,4,5,6,7 **Prerequisites:** 

8,9

### **Kayaking Merit Badge**

Through Kayaking and Paddleboarding (and whitewater for an additional fee), participants become proficient in navigating the aquatic environment. Program includes instruction on river/lake features, strokes, self-rescue, equipment selection and care.



















Requirements Covered: Complete badge

**Prerequisites:** BSA Swimmer, closed-toe shoes

### Lifesaving Merit Badge

40

By practicing different types of rescues and first aid skills, you will learn to apply first aid and respond to emergencies in and around the water.

Requirements Covered: Complete badge

Prerequisites: Strong BSA Swimmer, closed-toe shoes

### Mammal Study Merit Badge

Participants will learn classification techniques and what makes mammals unique from other animals. They will spend time in the field observing mammals, learn about their habitats, and what we can do to conserve them.

Requirements Covered: Complete badge

Prerequisites: None

### **Music Merit Badge**

Participants will have a chance to develop their performance techniques and appreciation of music alongside other Scouts from around the country.

Requirements Covered: 1, 2, 3d, 4

**Prerequisites:** 3a, b, or c

### **Nature Merit Badge**



This course explores the creatures and other living things that inhabit the natural world around us. Through hikes and field study participants learn plant/animal identification and the various relationships, adaptations, and contributions they make to the varied ecosystems of West Virginia.

Requirements Covered: Complete Badge

Prerequisites: None

### **Orienteering Merit Badge**

Orienteering teaches a mastery navigation by map and compass. Participants will learn how to take part in orienteering events and how to set up their own courses for groups.













**Requirements Covered:** 1, 2, 3, 4, 5, 6, 8, 9, 10

**Prerequisites:** 7a, 7b

### **Photography Merit Badge**

Using a photo scavenger hunt, participants will learn about the important elements of photography including composition, exposure, angle, blue, and depth of field. They will then use these photos to develop a visual story.

**Requirements Covered:** Complete Badge

**Prerequisites:** Must have a digital photo camera (camera phones are acceptable)

### **Pioneering Merit Badge**

Pioneering Merit Badge teaches everything to do with rope and spars. Participants will learn lashings, knots, splices, and how to build large pioneering projects. They will also learn how to apply these skills not only in the campsites, but their lives through gadgets, block & tackle, and large-scale projects.

**Requirements Covered:** Complete Badge

**Prerequisites:** None

### **Reptile & Amphibian Study Merit Badge**

This course explores the biodiversity of cold-blooded creatures that inhabit the natural world around us. Through hikes and field study participants learn to identify the differences between reptiles and amphibians and how they relate to other animal species. They will also learn about and how to identify the venomous reptiles located in the New River Gorge and throughout the United States.

**Requirements Covered:** 1, 2, 3, 4, 5, 6, 7, 9, 10 **Prerequisites:** 8.

### **Rifle Shooting Merit Badge**

While on the shooting range, participants develop shooting proficiency, maintenance techniques, and learn the safe handling of firearms. This merit badge may be completed on a combination of air rifles and/or .22 rifles.

**Requirements Covered:** Complete badge















Prerequisites: 1f

### **Shotgun Shooting Merit Badge**

While shooting sporting clays participants develop shotgun shooting proficiency, maintenance techniques, and learn the safe handling of firearms. This merit badge will be completed on 12-guage shotguns. Participants must arrive at the Shooting Sports Annex for briefing and hike up the Ridge to the Shotgun Range. There is no open Shotgun Shooting.

Requirements Covered: Complete badge

Prerequisites: 1f

### Soil & Water Conservation Merit Badge

Through experiments and studies participants will learn about the conservation of water, soil, and their effect on our environment, society, and economy. This course is intended to raise ecological awareness and demonstrate ways to fix the problems facing our environment.

Requirements Covered: Complete badge

Prerequisites: None

#### **Sustainability Merit Badge**

Sustainability is one of the four core values at the Summit Bechtel Reserve and a focus of the BSA as a whole. In this course participants will learn about the three elements of sustainability: society, economy, and environment. We have developed a workbook to help Scouts complete the badge <u>here</u>.

> Requirements Covered: (See <u>workbook</u>)

Prerequisites: (See <u>workbook</u>)

#### **Swimming Merit Badge**

Through swimming, diving, and rescues, participants will

demonstrate their proficiency in the water and an understanding of safety as it applies to aquatic activities.

Requirements Covered: Complete badge

**Prerequisites:** BSA Swimmer, closed-toe shoes



Sustainability Merit Badge Workbook	
1 INTRODUCTION	
Dear Scout,	
For grad that you're interested is Santainshilly, and i hop recourses at the staff here at the Samonic. Our grad in tai to make you aware of the impact we make on our planet impact that you and your tamity easter.	king you through the requirements of this mark beings i
Sustainability is one of the four core values at the Summ hold of a copy of the Sustainability Mexic Redge Pumphis initiation here at the Summit: The paraphile will also be holdon. Don't work, you won't he reading out of the be	et it has a section dedicated to the sustainability overy helpful in completing the requirements for the
If you would like to complete the ment budge in its enti- throughly. Furt me, the ment budger you work hard to down the road.	
Seconds,	
Nel San	
Philip Ferrier	Tan Bandes
Director, James C. Justice National Scout Camp	Sustainability & Ecology Director
P.S. – If you can, get started on the right foot by fills	ng this form out digitally rather than printing it!







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### Whitewater Merit Badge

Participants will have the opportunity to ride the Upper New River (Class I to Class III) in "duckies" (inflatable kayaks) and learn the skills necessary to navigate river rapids including various strokes, maneuvers, and rescue techniques. Note: this program is provided by outside outfitters and is dependent on the state of the river. In large waters a raft may be substituted, making some

requirements impossible to complete. Pre-registration is required for all whitewater trips at least two weeks prior to arrival at camp. Absolutely no registrations will be taken upon arrival.

**Requirements Covered:** Complete badge

**Prerequisites:** 3 (Kayaking Merit Badge), BSA Swimmer, \$85 fee, pre-registration, closed-toe shoes

#### Wilderness Survival Merit Badge (Premium Pass)

Through classroom and an overnight field instruction on Garden Ground Mountain, Summit Survival School staff will teach essential wilderness survival skills including, foraging, camp craft, advanced fire building techniques, and wild edible identification. Note: Includes overnight.

**Requirements Covered:** Complete badge

**Prerequisites:** Strong physical stamina and significant camping experience

### **Other Youth Award Courses**

#### **Project COPE**

Through initiative games, trust events, and low-course events participants are challenged as a group to develop and display the eight goals of COPE in a noncompetitive setting: Communication, planning, teamwork, trust, leadership, decision making, problem solving, and self-esteem. Upon completion of the low-course, participants are then encouraged to take part in open High COPE at the Action Point Challenge Course.

#### **Prerequisites:**

Comfortable with heights or willing to conquer fear of heights; Meet weight requirements for aerial sports activities

#### Stand Up Paddleboard Award

The purpose of this award is to encourage the development of stand up paddleboarding skills and water safety. Participants will need to demonstrate their ability to prepare, paddle, stand up, maneuver, and self-rescue their paddleboard. Once earned the patch can be displayed on the left leg of the recipient's swim trunks.







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**Prerequisites: BSA Swimmer** 

#### Kayaking Award

The purpose of this award is to encourage the development of kayaking skills and water safety. Participants will need to demonstrate their ability to prepare, enter, maneuver, and self-rescue their kayak. Once earned the patch can be displayed on the left leg of the recipient's swim trunks.

Prerequisites: **BSA Swimmer** 

#### Mile Swim

44

This award recognizes those who can swim a mile or more. Participants will be expected to do incremental practice swims which will prepare them for the mile-long swim in Goodrich Lake – East. Once earned the patch can be displayed on the left leg of the recipient's swim trunks.

**Prerequisites:** BSA Swimmer; Strong swimming ability

#### Summit Survival Challenge

In the second session and overnight of the Survival Program, participants will take on land navigation and search and rescue techniques in addition to the basic survival skills being reinforced from session 1. Survival Challenge participants should be 15 years or older, be in good physical condition (able to hike 5+ miles a day in adverse weather), a Star Scout or aspiring Ranger, and be able to embrace adversity.

Prerequisites: Wilderness Survival Merit Badge; 15+; Star Scout/Aspiring Ranger







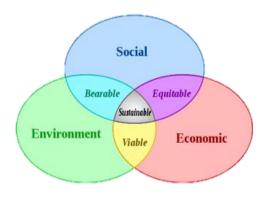




### **Summit Sustainability Award**

This award recognizes participants who have taken the initiative to educate themselves in the principles of Sustainability: society, environment, and economy. They must then document their commitment live a more sustainable life. **If you are interested in this award, please obtain a requirements sheet from a staff member upon arrival. Turn in this completed sheet to purchase patches from 37° North Outfitters (Trading Post).** 





#### **Requirements:**

1. Your Unit's Outdoor Ethics Guide must attend the Outdoor Ethics meeting held on arrival day. There they will pick up a small guidebook on Leave No Trace and hang tags for each member of your unit. (Only the unit Ethics guide needs to complete this requirement.)

 Tour the Sustainability Treehouse and document at least five things you learned. Make a commitment and sign a pledge to that commitment on top of the Sustainability Treehouse
Throughout your stay at the Summit Bechtel Reserve, practice the seven principles of Leave No Trace

- 4. Share the things you have documented with your unit and ask them to share what efforts they've made to be sustainable either at the Summit Bechtel Reserve or at home
- 5. Complete a service project of at least three hours under the guidance of a Summit Bechtel Reserve staff member during your stay

#### **Duty to God Award**

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This award recognizes units or individual participants who make a concerted effort to demonstrate their commitment to the twelfth point of the Scout Law: A Scout is Reverent. If you are interested in this award, please obtain a requirements sheet from a staff member upon arrival. Turn in this completed sheet to purchase patches from 37° North Outfitters (Trading Post).

#### **Requirements:**

- 1. Your unit's Chaplain's Aide, must attend the Chaplain's Aid meeting on arrival day
- 2. Attend a camp-wide service or conduct a unit-lead service while at the Summit Bechtel Reserve
- 3. Participate in a daily devotional lead by the Chaplain's Aide. A devotional guide will be provided at the Chaplain's Aide meeting
- 4. Participate in a daily Roses, Buds & Thorns session

The Chaplain's Aide, youth leader and adult leader must approve the completion of the award



### **Open Program**

Many program areas offer "open program" during their evening blocks or select morning/afternoon blocks. This is an opportunity for participants to wrap-up unfinished courses, practice their skills, or just enjoy themselves by exploring a new activity. During open program times, a participant can show up at any time and move from area to area as they please. During many evening blocks, participants from the Paul R. Christen High Adventure Base and John D. Tickle Training & Leadership Center will join the Justice Scout Camp in Summit Center to experience program at all the venues.

### **Adult Leader Programs**

Adult Leaders are more than welcome to participate in any of the programs available to youth at the Justice Scout Camp. However, adults are encouraged to evaluate their flexibility and physical limitations. If jumping on a skateboard or BMX isn't your style, we encourage leaders to take part in training opportunities. Leaders are also welcome to spend some time relaxing in their campsite. Our goal is that everyone has an awesome experience while visiting the Summit Bechtel Reserve. Note: Skateboarding is a discouraged activity for most adult leaders.

### **Training Courses**

The National Scout Camp offers several training courses for adults and older youth. Many of these require previous experience in the subject area and will take a significant amount of the week to complete. For this reason, *Appalachian Adventure or Council Adventure Participants may not be able to complete them during their stay.* 

### Leave No Trace Trainer (15+)

This course teaches the 7 principles of Leave No Trace through hiking, classroom lectures, discussions, and an overnight campout. Participants who complete the course will be certified Leave No Trace Trainers. For more information on the course check out the Leave No Trace website <u>here</u>: <u>http://www.scouting.org/scoutsource/OutdoorProgram/OutdoorEthics/Training.aspx</u>

#### Note: Includes overnight

#### **Prerequisites:**

Significant camping experience and basic Leave No Trace awareness and the ability to hike 5-7 miles a day on strenuous terrain

#### BSA Climbing Instructor Training (18+) and BSA Climbing Instructor in Training (16+)

In this course participants will learn the basic skills required to operate a BSA summer camp climbing operation including equipment inspection, rigging, belaying/climbing/rappelling instruction, and basic rescue techniques. Note: participants will need additional site-specific training at their local council to serve as a climbing instructor at a camp's facility.

#### **Prerequisites:**

16+ years old, with significant climbing experience beyond that required for the climbing merit badge. Should know all basic climbing knots and be comfortable working at height.

### BSA Aquatics Supervision: Paddle Craft Safety (15+)

BSA Paddlecraft Safety expands upon 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 water. For more information: <u>http://www.scouting.org/filestore/Outdoor%20Program/Aquatics/pdf/430-501.pdf</u>



#### Note: This is not a classroom course, most of it is hands-on, in-water rescue training.

**Prerequisites:** 

15+ years old, BSA Swimmer (w/ significant swimming and paddling experience)

#### BSA Aquatics Supervision: Swimming & Water Rescue (15+)

BSA Swimming & Water Rescue expands upon Safe Swim Defense and provides BSA leaders with the skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. For more information: <u>http://www.scouting.org/filestore/Outdoor%20Program/Aquatics/pdf/430-505.pdf</u>

Note: This is not a classroom course, most of it is hands-on, in-water rescue training.

**Prerequisites:** 

47

15+ years old, BSA Swimmer (w/ significant swimming and paddling experience)



JAMES C. JUSTICE NATIONAL SCOUT CAMP | Leaders' Guide

# **Feedback & Contact Information**

We look forward to seeing you at The James C. Justice National Scout Camp. If you have any further questions do not hesitate to call or email. Our contact information can be found in the following section.

### **Feedback & Requests**

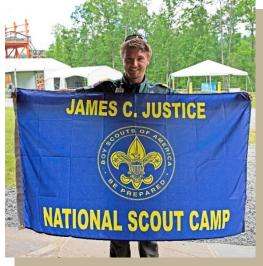
We always appreciate constructive criticism and/or positive feedback on our program and operations at the James C. Justice National Scout Camp. Remember that we can't fix a problem if we don't know about it. It is our sole mission that your Scouts or Venturers have an amazing life-changing experience while they are here. We will try our very hardest to make that dream a reality.

During your stay, be sure to take part in Leaders' Meetings, Commissioner Coffees, and other leader

gatherings. These events are a great time to ask questions, provide feedback, or make requests. See your program event schedule for more details.

In the event that a significant problem does arise during your stay at camp please use the following steps to resolve it:

- Talk directly to the staff member involved. In most cases, the problem isn't known and can be resolved once it is addressed to the staff member or area director
- 2. If the problem is not solved, please address it directly to the camp commissioner or program director.
- 3. If you are still not satisfied contact the Camp Director, Phillip Ferrier to discuss the issue. Generally, all Justice Scout Camp problems stop here.



4. If, after all of these steps, you are not satisfied with the results, you may contact the Summit Director of Program, Matt Monroe at 304.465.2800

Finally, as part of the check-out process, the staff will collect one feedback form for all of your youth and one feedback form for all of your adults. Please make sure that your entire unit has a chance to contribute to this feedback. Please do not wait until the filling out the feedback forms to raise a complaint.

## **General Contact Information**

The Summit Bechtel Reserve is staffed year-round. If you need any assistance do not hesitate to contact us through phone or email. For general non-emergency inquiries please use the information below:

General Contact Phone Number: **304-465-2800** General Contact Email Address: <u>Summit.program@scouting.org</u>

### **Emergencies – Summit Operations Center (SOC)**

During summer operations, the Summit Bechtel Reserve overall operates a 24-hour emergency communications hub call the Summit Operations Center. This communications hub has access to lightning and weather reporting, site-wide PA systems, text message alerts, unit contact information, and staff radio contact. For emergencies only, the SOC can be contacted 24 hours a day at the following number:

### Emergency Phone Number: 304-465-2900

This phone number will forward to our security gate or office once summer operations have concluded.



### **Mailing Address**

To send a scout a package please mail to the following address. Keep in mind the Summit Bechtel Reserve is in a rural area. Mail takes a significant amount of time to not only arrive on site, but be sorted and put in the hands of the Scout. Outgoing mail can be taken to Camp Clerk or Summit Guest Services for drop off to the postal service.

#### James C. Justice National Scout Camp

Scout Name, Unit/Expedition Number 2550 Jack Furst Drive Glen Jean, WV 25846

### **Staff Contact Information**

If you have a specific question or concern, feel free to contact the appropriate full-time staff members to have it resolved. If we can't answer your question or address your concern, we will promptly seek out someone who can.

#### **Camp Director – Phillip Ferrier**

Phillip Ferrier Director, James C. Justice National Scout Camp <u>Phillip.ferrier@scouting.org</u> 304-465-2807

#### **Registration – Cristi Richardson**

Cristi Richardson Senior Registration Coordinator <u>Cristi.richardson@scouting.org</u> 304-465-2803

#### **Program Managers**

Troy Phillips Aerial Sports Program Manager <u>Troy.phillips@scouting.org</u> 304-465-2831

Isaac Colvard Aquatics Program Manager <u>Isaac.colvard@scouting.org</u> 304-465-2833

Ryan King Shooting Sports Program Manager <u>Ryan.king@scouting.org</u> 304-465-2832

Phil Waidner Wheeled Sports Program Manager <u>Philip.waidner@scouting.org</u> 304-465-2834



# **Additional Information & Resources**

### Links

### **BSA Links**

<u>The Summit Bechtel Reserve</u> <u>James C. Justice National Scout Camp</u> <u>Boy Scouts of America</u> <u>Philmont</u> <u>Northern Tier</u> <u>Florida Sea Base</u> <u>Buckskin Council, Boy Scouts of America</u>

### **Local Outfitters & Organizations**

New River Gorge National River (National Park Service) Adventures On The Gorge Ace Adventure Resort Rivers Expeditions

### **Other Organization Links**

ACA (American Canoe Association) IMBA (International Mountain Bike Association) AMGA (American Mountain Guides Association) NRA (National Rifle Association) Leave No Trace Center for Outdoor Ethics

### **Social Media**

Summit Facebook Summit Instagram Summit Flickr Summit Twitter Summit Youtube www.summitbsa.org www.summitbsa.org/scoutcamp www.scouting.org www.philmontscoutranch.org www.ntier.org www.bsaseabase.org www.buckskin.org

www.nps.gov/neri www.adventuresonthegorge.com www.aceraft.com www.raftinginfo.com

> www.americancanoe.org www.imba.com www.amga.com www.training.nra.org www.lnt.org

www.facebook.com/thebechtelsummit www.instagram.com/bechelsummit www.flickr.com/summitbechtelreserve/ www.twitter.com/bechtelsummit www.youtube.com/thebechtelsummit

## **Other Opportunities at the Summit Bechtel Reserve**

### Paul R. Christen National High Adventure Base

The Paul R. Christen High Adventure Base offers programming in three different areas or levels. <u>The</u> <u>Summit Experience</u>, <u>Focused Programs</u>, and <u>River Treks</u>. The Summit Experience is an introduction to high adventure at the Summit Bechtel Reserve, and explores each of the adventure venues through a half day experience. Each of the Focused Programs spend 3 full days in the area of focus, with two days left for electives. The River Treks delve deep into the area of specialty for a full week-long experience.

For more information visit <u>www.summitbsa.org</u>!

### John D. Tickle National Training & Leadership Center

The John D. Tickle National Training and Leadership Center offers a variety of week long and weekend conferences targeted towards Scouters and experienced Scouts. These courses include Professional Development, Youth Development, Program Instructor Certifications, STEM, NAYLE, Leave No Trace, and much more. For more information visit <u>www.summitbsa.org</u>!



### **Instructional Videos**



Mountain Bike Body Position



Mountain Bike Pumping Basics



**BMX Gate Start** 



Four Rules of Gun Handling



10 Tips for Paddling Safely



Proper Archery Form



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Climbing Knots



Wilderness Survival: Water Purification



Leave No Trace Principles



Sustainability in Two Minutes



Story of the New River Gorge: Part 1



Story of the New River Gorge: Part 2



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