



SUMMIT BECHTEL RESERVE PROGRAMS CATALOG

PAUL R. CHRISTEN NATIONAL HIGH ADVENTURE BASE

JAMES C. JUSTICE NATIONAL SCOUT CAMP

JOHN D. TICKLE NATIONAL TRAINING AND LEADERSHIP CENTER



[SUMMITBSA.ORG](https://summitbsa.org)

ABOUT THE SUMMIT BECHTEL RESERVE

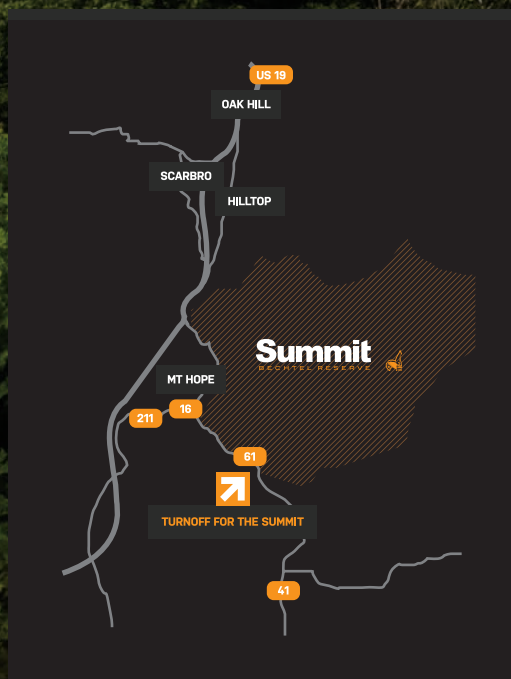
WEST VIRGINIA



Situated in the wilds of West Virginia, the Summit Bechtel Reserve is a training, Scouting, and adventure center for the millions of youth and adults involved in the Boy Scouts of America. Summit programs take Scouts and Venturers to the limits of what they think they can do, and pushes them further.

It's home to the National Scout Jamboree, the James C. Justice National Scout Camp, the John D. Tickle National Training and Leadership Center, and the Paul R. Christen National High Adventure Base.

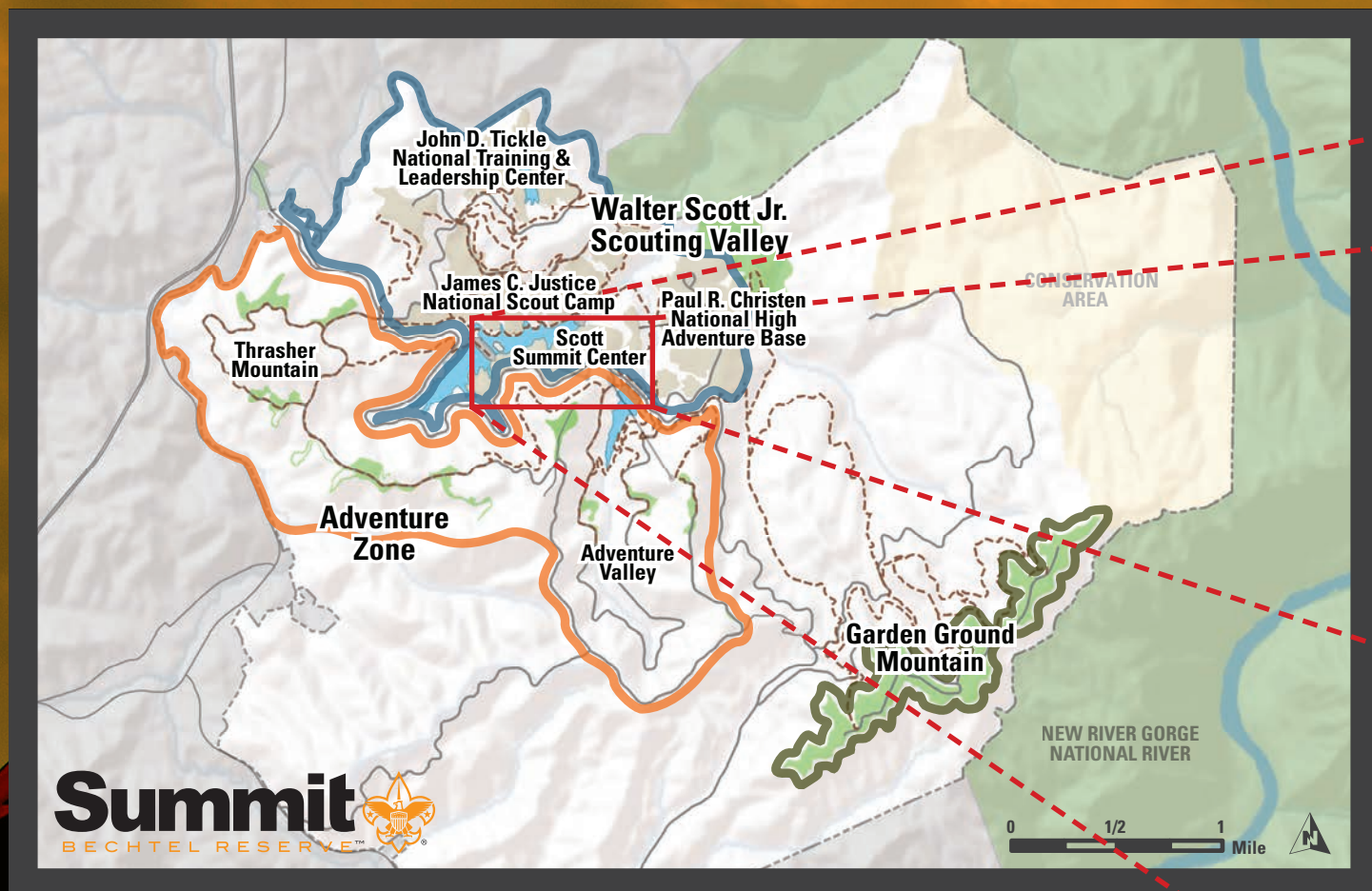
The Summit Bechtel Reserve was made possible through the generosity of donors who see the Summit's adventures, programs, and technological opportunities as vital to addressing the evolving needs of youth.



OVERVIEW

The Summit Bechtel Reserve in southern West Virginia consists of over 14,000 acres adjacent to the New River Gorge National River, which provides access to an additional 70,000 acres of recreational opportunities. The 10,600-acre main site hosts the National Scout Jamboree and the Summit's ongoing programs. The other nine sites of various sizes provide access points and camping areas adjacent to some of the New River Gorge's best kayaking, mountain biking, and climbing areas.

The main site is divided into three distinct programming areas: Adventure Zone, Scott Scouting Valley, and Garden Ground Mountain.



ADVENTURE ZONE

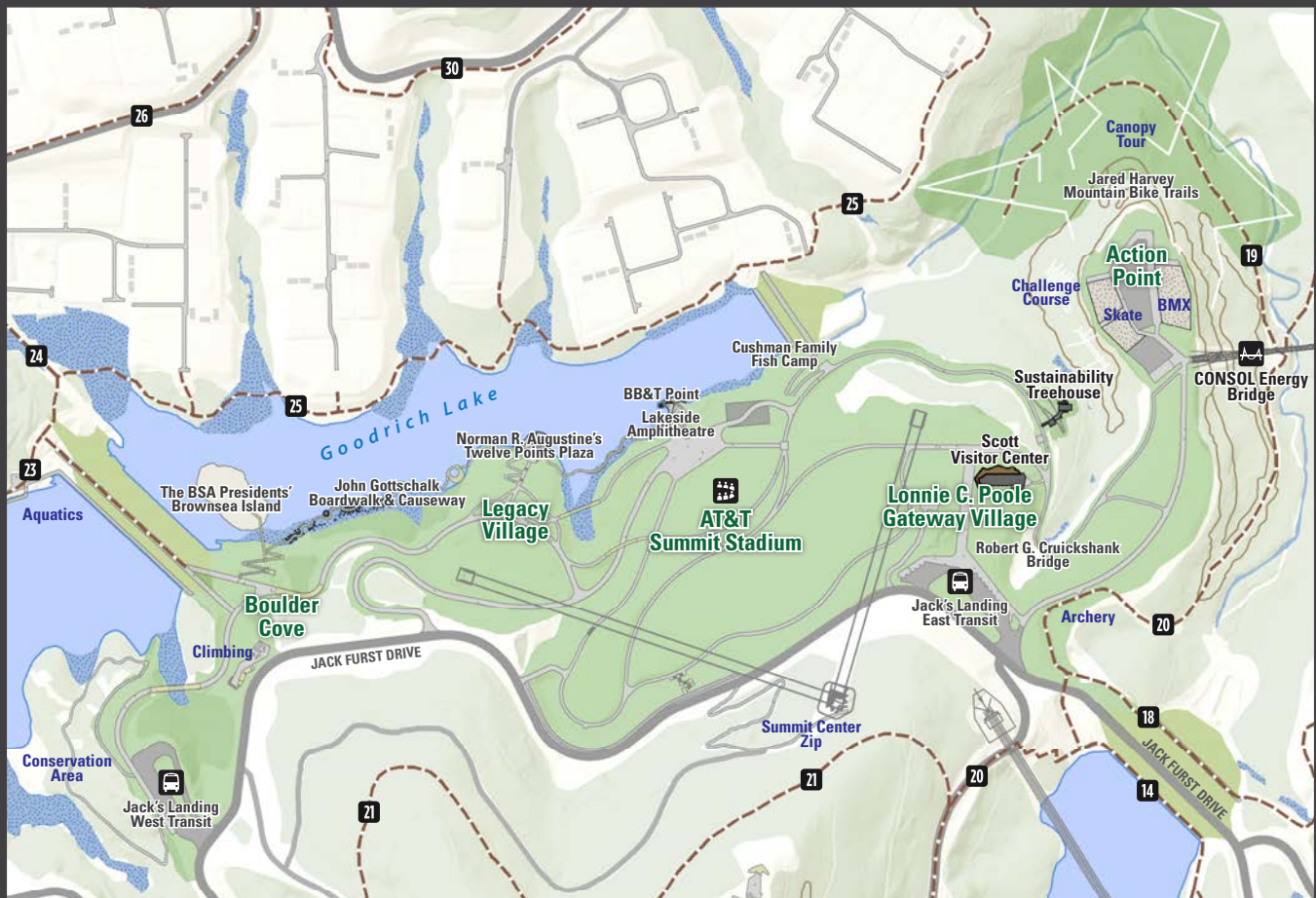
The Summit's Adventure Zone provides the program venues for the Paul R. Christen National High Adventure Base. These venues include:

- **The Barrels** – shotgun (trap, five-stand, sporting clays), rifle (.22, .223, .308), pistol (9mm, .22)
- **The Bows** – static archery (90m, 30m, 15m), sporting arrows, 3D archery, crossbows
- **The Park** – skateboarding (vert ramp, foam pit, bowls, street, transition)
- **The Trax** – BMX tracks (racing, pump, jump)
- **High Gear** – downhill mountain biking
- **Low Gear** – cross-country mountain biking
- **The Canopy** – canopy tours
- **The Ropes** – high ropes and challenge courses, alpine tower
- **The Rocks** – climbing, bouldering, rappelling, Leap of Faith
- **Bravo Lake** – kayaking
- **The Big Zip** – 3,200' zip lines

SCOTT SCOUTING VALLEY

The Scott Scouting Valley at the heart of the Summit serves several key functions. First, it serves as the headquarters of the Summit's three major programs: the Paul R. Christen National High Adventure Base, the James C. Justice National Scout Camp, and the John D. Tickle National Training and Leadership Center. The Scott Summit Center in Scott Scouting Valley is also home to the program venues for the James C. Justice National Scout Camp. These venues include smaller versions of the activities areas found in the Adventure Zone, including:

- Action Point Canopy Tour
- Action Point Skate Plaza
- Action Point BMX
- Action Point Archery and 'Hawk Throw
- Action Point Challenge Courses
- Scott Summit Center Zip Lines
- Goodrich Lake – stand up paddleboarding, kayaks, Water Reality obstacle course
- AT&T Summit Stadium
- Sustainability Treehouse



Scott Summit Center



GARDEN GROUND MOUNTAIN

Located in the southeast quadrant of the main site, Garden Ground Mountain provides substantial program venues during the National Scout Jamboree. During summer programming, Garden Ground serves as an outpost camp for the Order of the Arrow Summit Experience trail crew, the Summit Survival Challenge, and various other programs.



PROGRAMS OVERVIEW

SUMMIT BECHTEL RESERVE

The Summit is home to three key Scouting programs designed to meet different needs within the Scouting community:

- **Paul R. Christen National High Adventure Base**
- **James C. Justice National Scout Camp**
- **John D. Tickle National Training and Leadership Center**

HIGH ADVENTURE

The Paul R. Christen National High Adventure Base takes advantage of the Adventure Zone venues to provide challenging outdoor and action sports experiences.

In the Adventure Zone, each venue offers a variety of challenging elements. That means each high-adventure experience can be tailored to the individual's ability level—beginner, intermediate, or advanced. These are high-intensity experiences that stretch participants in ways that lead them to develop the five C's—competence, confidence, connections, caring, and character.

Participants in high-adventure programs receive a personalized, challenging experience using top-of-the-line facilities and equipment, and are coached by highly trained staff members who are experts in their sport.

SCOUT CAMP

The James C. Justice National Scout Camp introduces a new level of adventure to Scout camp programming using the venues in Scott Summit Center to support Scout merit badges and Venturing advancement, and to provide unique advanced Scouting experiences, such as the Summit Survival Challenge. The Scott Summit Center venues provide smaller versions of the activities found in the Adventure Zone as a means of introducing them to Scout camp participants.

TRAINING AND LEADERSHIP

The new John D. Tickle National Training and Leadership Center provides courses that support adult volunteers and commissioned professionals, as well as youth participants, who want to enhance leadership and program delivery skills.

Like the Philmont Training Center, the Tickle NTLC uses outstanding volunteer staff members with specific expertise to teach courses and coach participants to develop knowledge and skills that they can take home to make a positive impact on their local unit, district, and council.

WHICH PROGRAM IS RIGHT FOR ME?

Usually it is easy to decide when a training course at the Tickle NTLC meets your needs. However, deciding between a Scout camp program and a high-adventure program can be more challenging. Here are a few factors to consider when deciding which one is right for you:

1. Program Objectives. Scout camp offers merit badges and Venturing advancement opportunities. Ceremonies and camp events are a key part of the overall camp program. High-adventure focuses on personal development and rigorous outdoor activity.

2. Venues. High-adventure programs use the Adventure Zone while the Scout camp uses the venues in the Scott Summit Center. Scott Summit Center venues are smaller than corresponding Adventure Zone venues, but still provide outstanding adventure opportunities.

3. Cost. When determining the right program for you, budget is always an important factor. Programs run the gamut from three-day to weeklong adventures, with different levels of access to activity areas at the Summit Bechtel Reserve. Therefore, high-adventure programs and Scout camp programs are priced accordingly.

If you need more information or assistance in determining which Summit program meets your needs, please contact us at: summit.program@scouting.org or 304-465-2800.

NATIONAL HIGH ADVENTURE BASE

7-DAY PROGRAMS

The Paul R. Christen National High Adventure Base is an addition to three amazing bases—Philmont Scout Ranch, Northern Tier, and Florida Sea Base—that have set the standard for high adventure in Scouting.

Summit Experience

Try all nine of the Summit adventure sports venues. You'll spend a half-day at the following locations: The Rocks, The Ropes, The Canopy, The Trax, The Bows, The Barrels, The Park, Low Gear, and Bravo Lake. (Minimum age 13 by Sept. 1 of year attending)

FOCUSED PROGRAMS

(Minimum age 13 by Sept. 1 of year attending)

The River

Ready to hit the river for kayaking and whitewater rafting? You'll start out on Bravo Lake where you can hone your kayaking skills or learn the fundamentals. Then you'll hit the river for a day of kayaking the Upper New River followed by a day of whitewater rafting in the world-famous New River Gorge.

Helmets & Harnesses

Helmets & Harnesses includes challenging sessions at The Rocks, The Ropes, and The Canopy high-adventure venues.

The Marksman

Divide three days among The Bows and The Barrels. Activities include trap, five-stand, intermediate range rifle, sporting arrows, 3D archery, and long-distance archery. Activities include both skill development and competition.

CONSERVATION PROGRAMS

Summit Trail Corps

Spend your three-day core program building and maintaining Summit trails. Participants will also learn about trail surveying, tool maintenance, and GIS mapping technology. Then, get a ride on the Big Zip and take part in your choice of three other electives to fill out your week. Participants for this program must be 15 years old by Sept. 1 in the year of program attendance.

ADVANCED PROGRAMS

For those who have some experience and want to dive deeper into the skills and take advantage of one of the great outdoor recreation venues in the world—the New River Gorge. Participants spend their entire program experience focused on these activities. These programs require a high level of physical stamina.

Tires & Trails

Dig into three days of mountain biking at Low Gear and High Gear, including one day of cross-country riding, one day of downhill, and one long extended ride day.

Berms & Bars

Get stoked for three days of BMX riding at The Trax. Participants should already be comfortable riding a bike and have at least some experience with either BMX, mountain, or road bikes. Learn basic to more advanced BMX skills and try out three different BMX styles: dirt jumping, racing, and freestyle. Receive hands-on experience with basic repairs and bike maintenance.

Ramps & Rails

This is three days of skateboarding at The Park. No experience necessary; participants will have the opportunity to learn basic to more advanced skateboard skills and try out multiple styles of skateboarding including transition, street, bowls, vert, and jumping.

Extended Summit Trail Corps

This one-week provisional program includes six days of sustainable trail development followed by a week of high-adventure activities. During the high-adventure week, participants enjoy The Summit Experience program plus a full day climbing in the New River Gorge and a full day rafting the Lower New River. Participants must be at least 16 years of age for this conservation program. A session must have a minimum of six registered participants by April 1 of the program year in order for that session to be held.

Advanced Kayaking (Ages 16+)

Advanced Climbing (Ages 16+)

Advanced Mountain Biking (Ages 16+)

Adventure Photography (Minimum age 13 by Sept. 1 of year attending)

7-DAY SENIOR SCOUT CAMP PROGRAM

This program is designed to provide advancement opportunities for Venturers and older Scouts who have already attended local council Scout camps. Scouts and Venturers can continue their program advancement and still have time to learn new skills, make new friends, and experience a Scout camp environment never before available in Scouting. Scout programs focus on select merit badges that complement the unique outdoor opportunities provided at the Summit Bechtel Reserve. Venturing programs focus on making progress on the Venturing Ranger Award and developing outdoor leadership skills. By utilizing the venues available in the Scott Summit Center, participants are afforded unique opportunities in adventure sports, wilderness survival, and sustainability not available at many other camps.

Troops, teams, and crews camp at the James C. Justice National Scout Camp located on the north shore of Goodrich Lake in the Scott Summit Center. Scouts and Venturers have full access to the adventure and educational venues in the Scott Summit Center.

- **Boulder Cove** (Climbing, Rappelling, Bouldering)
- **Goodrich Lake** (Water Reality Obstacle Course, Stand Up Paddleboarding, Kayaking)
- **Freedom Field** (Sporting Arrows)
- **Action Point** (Canopy Tours, Ropes Courses, BMX, Skating, Mountain Biking, Archery, 'Hawk Throw)
- **Sustainability Treehouse**
- **Summit Center Zip Lines**

In addition to having an amazing Summit experience, making new friends, and building skills foundations for life, Boy Scouts will also have opportunities to earn merit badges while participating in activities at the Summit.

Venturers can focus on elements of the Venturing Ranger Award. The purpose of the award is to encourage Venturers to achieve a high level of outdoor skills proficiency; recognize achievement of this high level of outdoor skills proficiency; provide a path for outdoor/high-adventure skills training; and establish Rangers as a highly trained leadership resource for crews, Cub Scouts, Boy Scouts, and the community.

Adult Leaders

Adult leaders are encouraged to take advantage of any activities and adventure sports they are interested in, but should remember to recognize their personal abilities and limitations. Additionally, a number of adult-specific trainings, gatherings, and competitions will be available for leaders to partake. A 25 percent discount (\$299) applies to the first two adults. Additional adults can receive the discounted rate for each additional 10 youth who participate (e.g., 20 youth = 3 adult discounts—2 for the group + 1 for 10 additional youth).

Who Can Attend

- Registered Boy Scouts and Varsity Scouts who have achieved the First Class rank and have previously completed at least two weeks at a local council summer camp
- Registered Venturers

Scout Camp Programming

The Justice National Scout Camp includes programming for Scouts, Venturers, and their adult leaders. Participants can take advantage of scheduled programming in several ways:

- Merit badges including Climbing, Cycling, Wilderness Survival, and Whitewater
- Venturing Ranger electives including Mountaineering, Shooting Sports, and Cycling
- Activity awards including BSA Stand Up Paddleboarding Award, Summit SEAL Challenge, and Kayaking BSA
- Activity training including Paddlecraft Safety, Swiftwater Rescue, Leave No Trace Trainer, and Climbing Instructor Level 1
- Leader training including Trek Safely, Scoutmaster Specific, and Outdoor Leader Skills
- Campwide programs including cook-offs, National Park Service programs, flag retirement ceremonies, and the Appalachian Celebration

In addition to all of these scheduled programs, Scouts and Venturers may take part in open programming in each of the Scott Summit Center venues. At the Justice Scout Camp, youth are encouraged to push their limits and try something they have never done before. Whether participants are skateboarding or shooting a shotgun for the first time, our highly qualified adult instructors can safely teach those of any skill level.

Please note the activities listed above are a small sample of the Scout camp programs. Please refer to the website (summitbsa.org) for an up-to-date list of available advancement, training, and open program opportunities!

ADDITIONAL SCOUT CAMP PROGRAMS

Council Adventure Partnership

Boy Scouts, Varsity Scouts, Venturers

The CAP program is a partnership between local council summer camps and the Summit to provide programming to older Scouts attending council camps. Scouts and Venturers who attend their council camp with their troop, team, or crew join a council contingent that travels to the Summit and spends several days enjoying the activities available in the Scott Summit Center.

To find out if your council camp participates and learn the eligibility requirements, contact your local council.



Appalachian Adventure

Boy Scouts, Varsity Scouts, Venturers

Bring your unit to West Virginia for an Appalachian adventure like no other! This three-day, two-night campout at the James C. Justice National Scout Camp gives you open access to the Scott Summit Center and the adventure activities within. Units can elect to arrive Sunday evening and stay through Wednesday morning or arrive Wednesday evening and depart Saturday morning. Easily paired with other activities in the New River Gorge, it is an awesome way for Boy Scout troops, Venturing crews, and Varsity teams to explore West Virginia and the Summit!

Scott Summit Center activity venues:


- Boulder Cove Climbing and Rappelling
- Action Point Challenge Courses
- Action Point Canopy Tour
- Harvey Mountain Bike Trails
- Action Point Skate Plaza
- Action Point BMX
- Water Reality Obstacle Course
- Goodrich Lake Stand Up Paddleboarding and Kayaking
- Summit Center Zip Lines
- Sustainability Treehouse

Units will camp in Charlie Base Camp. Meals are included (arrival dinner through departing breakfast) and will be served in the Summit dining facility.



Visit SummitBSA.org
for the latest on Justice Scout
Camp program information
or to register.





JOHN D. TICKLE

NATIONAL TRAINING AND LEADERSHIP CENTER

7-DAY, 5-DAY, AND WEEKEND COURSES

Combining world-class Summit facilities with core values of adventure, service, sustainability, and leadership creates a unique learning environment to help you take your Scouting further! Outdoor training and education provide the perfect opportunities to hone leadership skills, build confidence, and learn new skills to contribute to Scouting on a whole new level. The John D. Tickle National Training and Leadership Center (Tickle NTLC) will offer specialized leadership training and educational opportunities.

The John D. Tickle National Training and Leadership Center opens its doors in 2016.

Like the Philmont Training Center, the Tickle NTLC at the Summit provides high-quality training experiences that support local council, district, and unit Scouters who want an immersive training experience conducted by experienced Scouting volunteers and Scouting professionals.

Each training and leadership course brings together Scouters from various councils to share ideas and challenges focused

on specific topics. Participants leave energized to take what they've learned to their local program along with new skills, new ideas, and new friends.

With its special emphasis on leadership, the Tickle NTLC is pleased to join Philmont Scout Ranch, Florida Sea Base, and Northern Tier in hosting the National Advanced Youth Leadership Experience (NAYLE). This leadership training builds on NYLT and prepares youth to take an active role in preparing others for leadership in their local units and council.

STEM Training – Adult

This conference will share information about the incorporation, integration, and implementation of science, technology, engineering, and math (STEM) activities into Scouting programs in your unit, district, and council through inspiration, imagination, and innovation. Enjoy a week filled with lively discussion and fun activities to challenge and stimulate your mind. Head home even more enthusiastic about STEM opportunities.

Our syllabus is flexible and can be adapted to suit the specific needs of the participants in areas of development, recruitment, training, funding, or whatever is needed. Add some adrenaline rush from the challenge activities available at Scott Summit Center and you are guaranteed to have an amazing experience.

STEM Training – Youth

Dig into an incredible learning experience at the SBR in the areas of STEM. Spend a week with other youth led by members of the SBR staff on daily STEM explorations of the challenging activities and technology located in the Scott Summit Center.

Experience astronomy, biology, biomechanics, chemistry, ecology, engineering, geology, and physics through fun and challenging activities at the BSA's newest national high-adventure base. Spend your evenings in the Scott Summit Center enjoying the activities or just hanging out with your new friends. Only one word can describe it—#AWESOME!

National Advanced Youth Leadership Experience

The National Advanced Youth Leadership Experience (NAYLE) is an exciting program where young men and women enhance their leadership skills through team building, ethical decision-making, problem solving, and service to others.

NAYLE is a very special experience. Participants camp in a team setting that enables them to use their leadership skills to resolve challenging situations. The week concludes with a closing challenge for each Scout to use what they've learned in service to others.

What you will take home from NAYLE:

- The skill, ability, and motivation to be a dynamic and effective leader taught through advanced, practical applications of National Youth Leadership Training (NYLT) skills.
- The ability to function well in team or group situations.
- Nationwide resources including new ideas and contacts that can only be gained through a program of this type.
- Written commitment to apply NAYLE skills back home.

Requirements to attend:

- Completion of Introduction to Leadership Skills for Troops or Crews (ILST or ILSC) and National Youth Leadership Training (NYLT).
- Be in top physical condition and meet the Summit's height and weight requirements; Parts A, B, and C of the BSA Annual Health and Medical Record are required.
- Be 14 years of age (or 13 years of age and completed the eighth grade) and not yet 21.
- Hold a unit leadership position.