INSTRUCTIONS ON HOW TO VIEW RESERVATION AND MAKE ADDITIONAL PAYMENTS

To view your registration, you will follow the steps below.

(This will also show you how much is due for your payment.)

- 1. Go to <u>https://events.scouting.org</u> (We recommend using Google Chrome as your browser.)
- 2. Login to the my.scouting.org account that you used to create the SBR reservation.



3. Go to the <u>MY EVENTS</u> tab

BSA Ev	ent Management		
Dashboard	Events		
	Events		
	Sort By V Search by Event Name	Q Select date	
	Discover My Events		<

4. Click on <u>VIEW RESERVATIONS</u> in the Summit Bechtel Reserve 2023 box.

1 Event			
	5		
No.	9	/	
Summit Bechtel Res	serve		
Jun 01, 2022 - Sep 01, 2022 Capacity: 3563	Summit Bechtel Reserve		
The Summit Bechtel Rese Paul R. Christen National and the James C. Justice	rive is home to the High Adventure Base National Scout Camp		

5. Click on the **arrow** to view the reservation and the reservation details. (It can be hard to see but it is there!)

< GO BACK						
Filter Reservations						
🛃 in Progress 🛃 Comple	etez Cancelled					
Expedition Number	Reservation Contact	Crews	People	Total Amount Due	Total Amount Paid	\frown
Expedition Number	Reservation Contact	Crews 2	People 0	Total Amount Due \$3104	Total Amount Paid	()) () () () () () () () () (

6. You will see your **<u>RESERVATION DETAILS</u>**.

eservation Details	*		Reservation Expedition Number:
Reservation Contact : • Add Contact			Total Event Cost:
Contact Name	Email	Primary Phone	\$30,450.00
Session Selected			Total Amount Due: \$29,950.00
Session Selected Scout Camp - SC070322 (7 days)	Session Dates Jul 03 - 09, 2022		Payment Due Date: Dec 01, 2020 Payment Amount Past Due: \$2,995.00

7. As you scroll down the page, you will see your **PAYMENT INFO**. You can see your Payment History and Payment Schedule. The payment schedule will tell you how much is due for your next payment.

Pay	ment Info	Payment Schedule	Payment History
	Installments	Due Amount	Due Date
	5.4700-00200000	225227)	

8. To make a payment online via electronic check, at the TOP of the page, go to the **<u>PAYMENT</u>** tab.

		Jul 03 - 09, 2022		
60 BACK		My Reportation Payment		
Payment Checkout			Payment Summary	
Station must	Next systement Street, 80 willio	C Takal remaining balance. S29900.00.000	exclusioned based Programming	Amount
1 215	USD		TOTAL	82946

If you prefer to mail in a check payment, you can do so by making all check or money orders payable to BSA. You also need to note on the payment the expedition # that the payment should be credited. Without this, we are unable to credit the correct account with the payment.

Payments can be mailed to:

Summit Bechtel Reserve

2023 High Adventure/Scout Camp

2550 Jack Furst Drive

Glen Jean, WV 25846

ADDITIONAL INFORMAITON

- To access the reservation, you must login to the account that was used to create the reservation. You can add one additional contact that can also access the
- If you need to update the # of participants on your reservation, please email <u>summit.program@scouting.org</u> with the # of youth and # of adults. We will then be able to assist in adjusting the reservation if capacity allows.
- We suggest not entering the crew roster until early 2023. This prevents you from having to make multiple changes should you have participants that add or drop. For someone to be added to the roster, they MUST have a my.scouting account that is linked to their current BSA membership #. (Youth will need their own my.scouting account.)
- If you have any questions, please contact scouting.org. You need to include the expedition # of the reservation in the email.
 - You can find your expedition # on the reservation details page. We need the complete expedition # to locate the reservation. Do not send partial or incomplete expedition #s.
 - The first part of the expedition # is the code to your program. The next part is the start date of your program. The last letter is the crew associated with your reservation.
 - Below is an example of an expedition #.

Reservation Expedition Number: AT061023-B