



Summit



THE SUMMIT EXPERIENCE

PROGRAM SUPPLEMENT

YOUR SUMMIT SUMMER BEGINS HERE!

Dear Scouting friends,

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

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

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

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

Yours in Scouting,

The Summit Bechtel Reserve Outdoor Adventures Team



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

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

A NOTE ON THE LANGUAGE USED IN THIS GUIDE

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



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





2024 PROGRAM DATES

JUSTICE NATIONAL SCOUT CAMP

2024 SESSIONS

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

POLARIS A.T.V. EXPERIENCE

2024 SESSIONS

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

SUMMIT EXPERIENCE

2024 SESSIONS

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

NEW RIVER EXPERIENCE

2024 SESSIONS

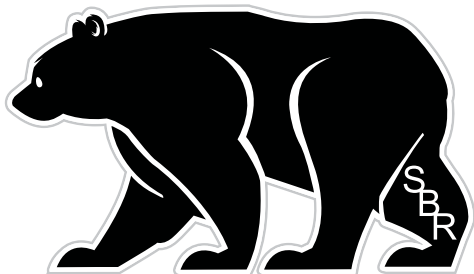
June 7-13
June 8-14
June 9-15
June 14-20
June 15-21
June 16-22
June 21-27
June 22-28
June 23-29
June 28-July 4
June 29-July 5
June 30-July 6
July 5-11
July 6-12
July 7-13
July 12-18
July 13-19
July 14-20
July 19-25
July 20-26
July 21-27
July 26-August 1
July 27-August 2
July 28-August 3
August 2-8
August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

MARKSMAN EXPERIENCE

2024 SESSIONS

for Venturing crews only

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



2024 PROGRAM DATES

BIKEPACKING EXPERIENCE

2024 SESSIONS

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

PACK N' PADDLE EXPERIENCE

2024 SESSIONS

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



HOW TO REGISTER FOR A SUMMIT ADVENTURE

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



REGISTRATION, FEES, & SCHEDULES

2024 PROGRAM REGISTRATION FEES

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

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



FEE SCHEDULE AND PAYMENT TIMELINE

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

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

PAYMENT METHOD

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

HAVE REGISTRATION OR PAYMENT QUESTIONS?

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

MAILING ADDRESS (NOT FOR CAMPER MAIL)

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

REFUND POLICY

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



CREATING *the* BUDGET

FINANCIAL PLANNING FOR A SUMMIT ADVENTURE

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

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

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

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

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

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

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

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

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

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

AFFORDING A SUMMIT ADVENTURE

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

CAMPERSHIPS

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



CONTACT & COMMUNICATION

COMMUNICATION

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

KEY SUMMIT LEADERSHIP CONTACTS

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

CONTACT PHONE NUMBER

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

MAILING ADDRESS

The general mailing address for the Summit Bechtel Reserve is:

1578 Loop Road

Glen Jean, West Virginia 25846

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

DRIVING ADDRESS

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

SUMMIT WEB SITE

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

www.summitbsa.org

EMERGENCY COMMUNICATION

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

ROUTINE COMMUNICATION

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



PREPARATION WEBINARS

WEBINARS

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

WEBINAR TOPICS

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

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



SCHEDULE A VISIT TO/FROM THE SUMMIT

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



CONTINGENT STRUCTURE

CHARTERED UNIT CONTINGENTS

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

COUNCIL CONTINGENTS

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

THE UNIT

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

YOUTH PROTECTION BASIC EXPECTATIONS

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



SCOUT CONNECTIONS

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

PROVISIONAL PARTICIPANTS (SCOUT CAMP)

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

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



CONTINGENT INFORMATION

THE EXPEDITION NUMBER

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

SE060924-A

EXPEDITION NUMBER AS KEY REFERENCE

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



RESERVATION ADJUSTMENTS

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



ADULT LEADERSHIP *for* SUMMIT PROGRAMS

MAKING THE ADVENTURE POSSIBLE

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

NOTES ON ADULT LEADER REQUIREMENTS

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

PARTICIPANTS BETWEEN 18-20

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

RESPONSIBILITIES OF UNIT ADULT LEADERSHIP

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

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

Youth and adult participants should tent separately.



SELECTING ADULT LEADERS FOR SUMMIT ADVENTURES

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

NUMBER OF LEADERS REQUIRED

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

DESIRED LEADER QUALIFICATIONS

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

ABILITY TO RECRUIT

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

SUFFICIENT TIME

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



ADULT LEADERSHIP ROLES

THE CONTINGENT ADVISOR

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

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

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



THE SCOUTMASTER/CREW ADVISOR

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

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

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

OTHER ADULT LEADERS

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



YOUTH PARTICIPANTS

WHO CAN VISIT THE SUMMIT?

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

JAMES C. JUSTICE NATIONAL SCOUT CAMP

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

THE SUMMIT EXPERIENCE

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

ALL OTHER HIGH-ADVENTURE PROGRAMS

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

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

MENTAL READINESS

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

PHYSICAL ABILITY

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



YOUTH PARTICIPANT LEADERSHIP ROLES

YOUTH LEADERSHIP ROLES

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

CREW LEADER/SENIOR PATROL LEADER

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

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

LEADER AND ORIENTATION MEETINGS

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

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



CHAPLAIN AIDE

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

OUTDOOR ETHICS GUIDE

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



ACCOMMODATIONS *at the* SUMMIT

THE CAMP ENVIRONMENT

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

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

SHOWER AND RESTROOM FACILITIES

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

A NOTE ON SHOWER AND RESTROOM FACILITIES

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

FOOD IN CAMPSITES

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

LAUNDRY

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

TECHNOLOGY

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

SECURING PERSONAL EQUIPMENT

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

UNIFORMING

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



FOODSERVICE *at the* SUMMIT

ONSITE FOODSERVICE

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

OFFSITE (HIGH-ADVENTURE) FOOD SERVICE

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

SPECIFIC DIETARY NEEDS

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

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

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

SPECIFIC DIETARY NEEDS FORM

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



HEALTH & SAFETY





HEALTH & SAFETY PREPARATIONS

REQUIRED MEDICAL FORM

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

PARTICIPANT FITNESS

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

MEDICAL FORM REVIEW

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

BRING COPIES OF MEDICAL FORMS

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

MEDICATIONS

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

STORAGE OF MEDICATIONS

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

ANAPHYLACTIC REACTIONS AND ASTHMA

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

IMMUNIZATIONS

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

RELIGIOUS BELIEFS AND MEDICAL EXEMPTIONS

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



OTHER HEALTH & SAFETY INFORMATION

MEDICAL EXEMPTIONS

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

INSURANCE

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

GENERAL HEALTH AND SAFETY TIPS

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

EMERGENCY PROCEDURES

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

ENVIRONMENTAL HEALTH AND SAFETY

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

WILDLIFE AT THE SUMMIT

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

HEAT AND HYDRATION

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

WASTE DISPOSAL

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

PARTICIPANT IDENTIFICATION

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



FIRST AID & C.P.R. TRAINING

WILDERNESS FIRST AID TRAINING REQUIREMENT

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

WILDERNESS FIRST AID TRAINING RECOMMENDATION

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

TRAINING AND LEADERSHIP SUGGESTION

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

WILDERNESS FIRST AID TRAINING AGREEMENT

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

WILDERNESS FIRST AID TRAINING PROVIDERS

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

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

WILDERNESS FIRST AID TRAINING ALTERNATIVES

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

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



YOUTH PROTECTION POLICIES

YOUTH PROTECTION EXPECTATIONS

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

HAZING AND DISCIPLINE

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

NOTES ON CONDUCT

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

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

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

SCOUTER CODE OF CONDUCT

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

FIREARMS

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

TOBACCO USE

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

ALCOHOL AND DRUGS

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



ARRIVAL DAY PREPARATIONS & NOTES

ARRIVAL PLAN

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

ARRIVAL TIME

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

ARRIVAL LOCATION

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

EARLY ARRIVALS AND LATE DEPARTURES

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

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

TRANSPORTATION ARRANGEMENTS

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

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

A NOTE ON TRAIN SCHEDULES

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

BECKLEY, WV, ENTERPRISE RENT-A-CAR

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

OTHER TRANSPORTATION AND SHUTTLE OPTIONS

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



ARRIVAL DAY, CHECK-IN, & ORIENTATION

CHECK-IN AND PAPERWORK

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

ITEMS TO BRING TO CHECK-IN

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

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

ORGANIZING PAPERWORK

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

MEDICAL RECHECKS

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

WHAT TO BRING FOR MEDICAL RECHECKS

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

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

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



GETTING SETTLED AT CAMP

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





Summit

PROGRAM PREPARATIONS



PHYSICAL PREPARATIONS

PHYSICAL CHALLENGE AWAITS

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

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

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

PREPARE FOR PRACTICE

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

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

REMEMBER THE SETTING

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

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

BSA HEIGHT/WEIGHT RESTRICTIONS

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



PROGRAM PREPARATIONS

PROGRAM-SPECIFIC PREPARATIONS

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

THE BSA SWIM CLASSIFICATION TEST

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

BUDDY TAGS: ESSENTIAL FOR AQUATIC SAFETY

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

NOTE ON BUDDY TAGS

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



AERIAL SPORTS ACTIVITIES WEIGHT REQUIREMENT

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

PERSONAL PROTECTIVE EQUIPMENT (P.P.E.)

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



EQUIPMENT INFORMATION

SUMMIT EQUIPMENT

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

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



SPECIALIZED ACTIVITY EQUIPMENT

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

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

SPECIALIZED ACTIVITY CLOTHING

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

AQUATICS ACTIVITIES AND CLOTHING

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

CLOSED-TOE SHOES: REQUIRED!

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

SKATEBOARDING, MOUNTAIN BIKING, AND BMX SHOES

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

MINI SAFETY MOMENT: FOOTWEAR

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



OTHER GENERAL PROGRAM NOTES

BRANDING

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



SERVICE AND CONSERVATION PROJECTS

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

HUNTER EDUCATION

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

FISHING

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

AWARDS AND RECOGNITIONS

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

THE SUMMIT PATCH

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

SUMMIT DUTY TO GOD AWARD

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



SUMMIT SUSTAINABILITY AWARD

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



APPALACHIAN CELEBRATION



APPALACHIAN CELEBRATION: A SUMMIT TRADITION

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

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

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

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

APPALACHIAN CELEBRATION NOTES

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

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



APPALACHIAN CELEBRATION

APPALACHIAN CELEBRATION EVENTS (SAMPLE)

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

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



TRADING POST

TRADING POSTS AT THE SUMMIT

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

THE SNACK SHACK/COMMISSARY

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

ICE AT THE SUMMIT

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



GARDEN GROUND OUTFITTERS

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

CUSTOM CREW T-SHIRTS

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

FREQUENTLY-ASKED QUESTIONS

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

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

Q: What types of payments are accepted?

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

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

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

Q: Where can patches for specific programs be obtained?

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

Q: Does the Summit offer unit photographs?

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





YOUR JOURNEY STARTS HERE.

WWW.GARDENGROUNDOUTFITTERS.COM

304.465.2800



Scan here to
Start Shopping!



Order your CUSTOM
Troop + Crew Gear
with us!

ATTRACTIONS NEAR *the* SUMMIT

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

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



ATTRACTIONS NEAR *the* SUMMIT

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

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





CHRISTEN
HIGH ADVE

NATIONAL
ENTURE BASE

WELCOME to the SUMMIT EXPERIENCE!

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

Thank you for selecting the Summit Experience, hosted at the Paul R. Christen National High Adventure Base at the Summit Bechtel Family National Scout Reserve, as your high-adventure destination for this season! We are excited to host you and your unit in the summer of 2024, and we hope you are excited to experience all the adventure that the Summit has to offer!

The programs of the Summit encourage participants to grow in competence, confidence, caring, and awareness by providing challenging experiences that require participants to move out of their comfort zones and stretch themselves. The Summit Experience program at the Paul R. Christen National High Adventure Base uses extreme sports to help all participants achieve success while discovering the joys of the outdoors.

The Summit Experience begins with the challenge and thrill of the aerial sports offerings at the Summit, including climbing, rappelling, and the Leap of Faith at the Rocks; the exhilarating Alexander's Eagle Flight (formerly known as the Big Zip); and the incredible canopy zip line tours. Then, participants visit Action Point for a day of mountain biking, on some of the hundreds of miles of available trails on property, and an enlightening experience at Crafton Hunter's Hall, where hunter education training and laser shot (simulated shooting range) in the Crafton Skills Center are offered. After practicing on the virtual range, participants head to the Bow and Barrels, the premier target sports venue at the Summit, the following day. The penultimate day includes skateboarding and BMX activities at the Park and the Trax, some of the best venues for those activities in the country. The final day sees participants hit the New River, the fourth-oldest river in the world, to navigate and negotiate challenging rapids in the gorgeous setting of the New River Gorge.

This guide is designed to help unit and council contingents plan a successful trip to the Summit. It is important that each adult leader accompanying the unit to the Summit Experience become familiar with every aspect of the trip and to share this information with participants and their parents/guardians. During the Summit Experience, each group will be assigned a Summit staff member, known as a Mountain Rover, to guide them to and through the adventures and activities.

Please read this guide carefully, as you will find many answers to your questions. If you have further questions, please e-mail us, at Summit.Program@scouting.org. We cannot wait to serve your group this summer at the Summit's Paul R. Christen National High Adventure Base!

We are looking forward to another awesome season with you and your Scouts!

Sincerely,



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

CONTACT INFORMATION

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

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



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SCHEDULE A SUMMIT VISIT (VIRTUAL OR IN-PERSON)

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



FEEDBACK: IT'S A GIFT!

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



PROGRAM INFORMATION

PROGRAM DESCRIPTION

The Summit Experience is a broad-interest high-adventure program for participants who want to try the best that the Summit has to offer in adventure sports. These activities include a zip line tour at the Action Point Canopy, climbing and rappelling at the Rocks, skateboarding at the Park, BMX biking at the Trax, mountain biking at Low Gear, shooting firearms and bows at the Barrels, laser shot at the Crafton Sportsman's Complex, kayaking and standup paddle boarding at Goodrich Lake West, whitewater rafting on the New River Gorge, and more! Participants in the Summit Experience will also take a thrilling ride down the 3100-foot Alexander's Eagle Flight (formerly the Big Zip)! Participants must be thirteen years old by the day they arrive at the Summit.

SUMMIT EXPERIENCE PARTICIPANTS

The Summit Experience is the only program offered at a BSA High Adventure Base for which the minimum participation age is thirteen. All participants must be at least thirteen years old by the day of arrival at the Summit.

THE COST OF THE SUMMIT EXPERIENCE

The 2024 Summit Experience fee is \$1,140.00 per person, payable on the schedule published in the general section of this guide. The Summit Experience fee includes food (beginning with dinner on the arrival day and ending with breakfast on the departure day), program equipment use, camping (in tents with cots provided by the Summit), and other activities.

DUAL REGISTRATION (WITH OTHER SUMMIT PROGRAM)

Units have the option to make reservations for both the Summit Experience and for the James C. Justice National Scout Camp concurrently. The default arrangement for units sending Scouts/Venturers to both programs is separate camping, with Scout Camp participants staying in the James C. Justice Scout Camp area and participants in the Summit Experience staying in the John D. Tickle High Adventure Base.

Units with Scouts/Venturers participating in both programs concurrently may elect to camp together at Justice National Scout Camp. While this arrangement allows for full-week fellowship between all members of the unit, the Summit Experience participants will have a longer trek to reach their daily activities. E-mail the Summit team, at Summit.Program@scouting.org if the unit would like to camp together in Scout Camp. **The Summit leadership do not recommend this arrangement; there will be opportunities for participants in both programs to interact throughout the session(s).**

SUMMIT EXPERIENCE PREPARATION WEBINARS

A total of three Webinars will be offered for Summit Experience leaders, parents/guardians, and other stakeholders. There will be an introductory Webinar for all registered participants in November, 2023. This Webinar will review basic information about the Summit and its programs. Two subsequent Webinars will be held in February and April of 2024. These hourlong (or less) Webinars will consist of informational sections, during which essential aspects of the Summit Experience will be covered, followed by question-and-answer sessions. Call-in instructions will be e-mailed to leaders in advance of each Webinar; these instructions can be shared with anyone (parents/guardians, other stakeholders) in a participating unit or contingent. There will be giveaways of Summit swag during each Webinar, so please make sure to join us!

2024 WEBINAR DATES AND TIMES

All Webinars will begin at 7:00 p.m. (E.S.T.), which is 6:00 p.m. C.S.T., 5:00 p.m. M.S.T., and 4:00 p.m. (P.S.T.). Three Webinars will be held for Summit Experience participants:

- **Wednesday, February 21, 2024:** Topics to include planning, logistics, equipment/gear, and frequently-asked questions
- **Wednesday, April 24, 2024:** Topics to include roles of participants and youth leadership positions, review of schedules and programs, and other remaining questions

WEBINAR RECORDINGS

All three Webinars will be recorded, and these recordings, along with supporting documentation from the meetings, will be e-mailed to all Summit Experience adult leaders listed in the Event Management System (and to any adult leaders for whom e-mail addresses are maintained outside of this system; for example, for parents/guardians who are not visiting the Summit). These recordings and meeting materials will also be made available on the Summit Web site.



ORGANIZATION, ARRIVAL, & DEPARTURE



GROUP ORGANIZATION: PROGRAM PATROLS

Groups participating in the Summit Experience arrive daily between Wednesday and Sunday. The day on which a crew arrives is indicated in their expedition number, generated through the Event Management System, the registration and payment platform. The maximum number of participants arriving on any day is forty-eight. This number represents all the Scouts, Venturers, and adult leaders in the troops and crews participating in the Summit Experience. These arrival groups are sorted into program patrols, the groups in which all participants will experience each of the daily programs. For example, if one troop of twenty participants and one troop of twenty-eight participants arrives to the Summit on June 6, these two groups will compose one program patrol.

CONTACTS ON SUMMIT PROPERTY

Contact information for the Summit Experience Program Director (seasonal) and Program Manager (full-time) will be provided to unit leaders at arrival. For emergencies or immediate concerns, the Summit operates a twenty-four-hour hotline, at the Security and Operations Center (S.O.C.). To call this hotline, where messages will be directed to the best person to handle any given situation, call 304-465-2900.

ARRIVAL DAY SCHEDULE

11:00 a.m.-3:00 p.m.

01. Arrive at the Summit; enter through the North Gate, located at 2550 Jack Furst Drive, Glen Jean, West Virginia 25846. Units will be directed to the exact location of check-in, which is still being determined at press time for this guide.
02. Turn in registration paperwork, pay final fees (if needed), copies of each individual's *Annual Health and Medical Record*, whitewater waivers, etc.
03. Navigate to the Alpha-Bravo Base Camp area, where the unit will meet their Summit staff member (Mountain Rover), who will direct participants to camping areas.

11:00-5:00 p.m.

01. Units settle into camping areas, setting up tents and cots. After unloading vehicles and arranging the camping area, unit vehicles can be parked in nearby lots (accessible on foot in just a few minutes).
02. Mountain Rover (Summit staff member) will help orient units to the Summit and provide a walking tour of the Scott Summit Center.

4:30-6:00 p.m.

01. Dinner at the Fork in the Road Dining Hall.

6:00-7:00 p.m. (or time shared by Mountain Rover)

01. Program patrol orientation meeting in the Rex W. Tillerson Leadership Complex. This orientation will help participants become acquainted with the Summit and understand the program elements of the Summit Experience.

6:00-8:00 p.m.

01. Open, camp-wide activities available at various venues, on certain nights. Mountain Rovers will share information with program patrols on available options. On Monday nights, for example, Appalachian Celebration is a camp-wide activity, open to all.

8:30-10:00 p.m. (Sundays)

01. On Sunday evenings, Summit Experience and Justice Scout Camp participants convene at the Dillon Amphitheatre for a Scout campfire program!

DEPARTURE DAY SCHEDULE

By 10:00 a.m.

01. Units will depart the Summit for the journey home!



the SUMMIT MOUNTAIN ROVERS

THE SUMMIT STAFF

The Summit seasonal staff is a group of dedicated individuals who work across a range of areas to ensure that the Summit offers quality experiences and positive interactions with all our stakeholders. Participants will encounter our inspirational and helpful staff in the high-adventure program venues, the dining hall, registration, and all over the Summit!

THE MOUNTAIN ROVERS

Mountain Rovers are the staff members specifically for the Summit Experience. Mountain Rovers accompany program patrols throughout their time at the Summit to ensure that a quality experience is realized. The Mountain Rover assigned to each program patrol greets all the units/contingents on arrival day, guides the program patrol to and through all activities, answers questions about the program and property, and organizes an inspiring closing program. Mountain Rovers are experienced staff members (many of whom participated in the Summit Experience themselves) who model Scout behavior and spirit!



ABOUT THE MOUNTAIN ROVERS

Mountain Rovers are tremendous resources for Summit Experience participants, but they do not replace youth leadership and unit-level adult supervision. Mountain Rovers will provide information about the program and property, specific skill instruction, and encouragement, but both youth and adult leaders should plan to fulfill their expected roles during the Summit Experience.

THE SUMMIT EXPERIENCE EXPERIENCE

The goal of the Summit Experience program, a goal internalized and acted upon by the Summit seasonal and full-time staff, is to provide an incredible and diverse high-adventure experience for Scouts, Venturers, and adults that supports year-round unit programs and efforts. High-adventure activities provide opportunities for youth participants in Scouting programs to apply skills and techniques in practical situations. These activities also emphasize the aims of Scouting, namely to produce individuals of good character, active citizenship, and physical and mental fitness. With the investment and assistance of adult leaders, the Summit staff look forward to delivering on these promises and to providing an enriching experience that will be remembered warmly. The Summit is a place for everyone!

SUMMIT EXPERIENCE LEADERSHIP

While the Mountain Rover assigned to each program patrol should be able to answer most questions and address most concerns, there may be times at which an adult leader or youth participant needs assistance from the Summit Experience Program Director (seasonal leader) or Program Manager (full-time leader). Contact information for these two individuals will be shared at check-in and orientation. As a note, both of these individuals are adults, so only other adults should contact them, to maintain the Youth Protection standards.



PROGRAM & ACTIVITIES

PROGRAM PHILOSOPHY AND STRUCTURE

The Summit Experience is the premier onsite high-adventure program of the Summit Bechtel Reserve. It offers participants the opportunity to engage in the best the Summit has to offer, through visits to all the high-adventure program venues. While there are some advancement options for Scouts and Venturers, the focus of the Summit Experience is the challenge and reward presented by these unique programs. Continue reading this page for additional information about the structure of the Summit Experience program.

SUMMIT EXPERIENCE SAMPLE SCHEDULE

	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
A.M.	ARRIVAL	THE ROCKS AND CANOPY ZIP	HUNTER ED. AND SKILLS CENTER	THE BOWS (ARCHERY)	THE PARK (SKATEBOARDING)	WHITEWATER RAFTING ON THE NEW RIVER	DEPARTURE
P.M.	ARRIVAL	ALEXANDER'S EAGLE FLIGHT (BIG ZIP)	LOW GEAR (MOUNTAIN BIKING)	THE BARRELS (SHOOTING SPORTS)	THE TRAX (BMX)	ONSITE AQUATICS OR SERVICE PROJECT	
Eve.	ORIENTATION	SUMMIT CENTER OPEN ACTIVITIES (CAMP-WIDE)				CLOSING PROGRAM	

The activities listed on the above sample schedule represent are paired and will always happen together. Sequencing of the paired activities throughout the week may be adjusted to address scheduling conflicts, weather hazards, and other factors. See the following pages for explanations of the program venues and activities.



CHALLENGE BY CHOICE

All high-adventure activities at the Summit are designed to expose exploration and education to participants. Learning is introduced when participants are exploring activities out of their comfort zone in a safe and controlled environment with managed risk. If there is an activity that a participant does not want to try they will not be forced. The Summit staff will always be encouraging in any decision the participant may make but will encourage them to try it first. Activity rescheduling cannot be guaranteed, however the Summit leadership will attempt to do so. Youth and adults will be given opportunities to succeed!



AERIAL SPORTS

AERIAL SPORTS

Summit Experience participants have the best access to the world-class aerial sports facilities on the property. On the first program day, participants will visit the Rocks, the canopy zip line tour in Action Point, and Alexander's Eagle Flight (formerly known as the Big Zip).

The Rocks is the high-adventure climbing, rappelling, and bouldering venue of the Summit, combining nature and ingenuity that reflect the incredible rock climbing in and around the New River Gorge. In addition to challenging routes and problems, the Rocks is also home to the Leap of Faith, a thrilling thirty-two foot tower drop.

The canopy zip line tour at Action Point is a tree-to-tree interpretive zip line experience, offering participants a unique view of the story of the Summit and the surrounding area.

Alexander's Eagle Flight, formerly the Big Zip, is the signature venue of the Summit. Enjoyed by tens of thousands of participants since 2013, Eagle Flight is a thirty-one-hundred-foot zip line through and above the trees, soaring over Tridave Lake, before ending at a landing in the Summit Center.

AERIAL SPORTS CONSIDERATIONS

Closed-toe and closed-heel shoes are required for all aerial sports activities. Participants must weigh between seventy and two hundred fifty pounds and fit in gear safely to participate. All required gear is provided.



MOUNTAIN BIKING



MOUNTAIN BIKING AT THE HARVEY X-ZONE

Participants are invited to take on the challenge of the extensive network of mountain biking trails at the Summit (the Summit ranks third overall for total trail mileage). For a half day on the second day of program, Summit Experience participants will make the short trek over the CONSOL Energy Bridge, to the Harvey X-Zone, in Action Point.

Under the guidance of qualified and passionate staff members, participants will receive basic instruction in necessary techniques and skills. Then, participants will set out to tackle trails that feature challenging downhill tracks, world-class technical features (including race and pump tracks), and stunning West Virginia scenery.

From beginners to seasoned cyclists, mountain biking promises adventure and fun for all!

MOUNTAIN BIKING CONSIDERATIONS

Closed-toe bike, skate, or low-rise tennis shoes are recommended. All safety gear is provided. Participants may bring their own equipment, but this equipment must be inspected and cleared by a Summit staff member.



HUNTER EDUCATION



THE JOE CRAFTON SPORTSMAN'S COMPLEX

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

HUNTER EDUCATION CERTIFICATION COURSE

Participants who are interested in attaining a hunter education card (needed to obtain a hunting license), should complete the following steps:

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

While all Summit Experience participants will visit Hunter's Hall during their stay, attaining a Hunter Education Card, which can be exchanged for a hunting license, is optional. Only those who want to earn this Card should follow the steps listed here (including registering at the link for the session attending, which will be available in January, 2024).



BOWS & BARRELS (TARGET SPORTS)

TARGET SPORTS AT THE BOWS AND BARRELS

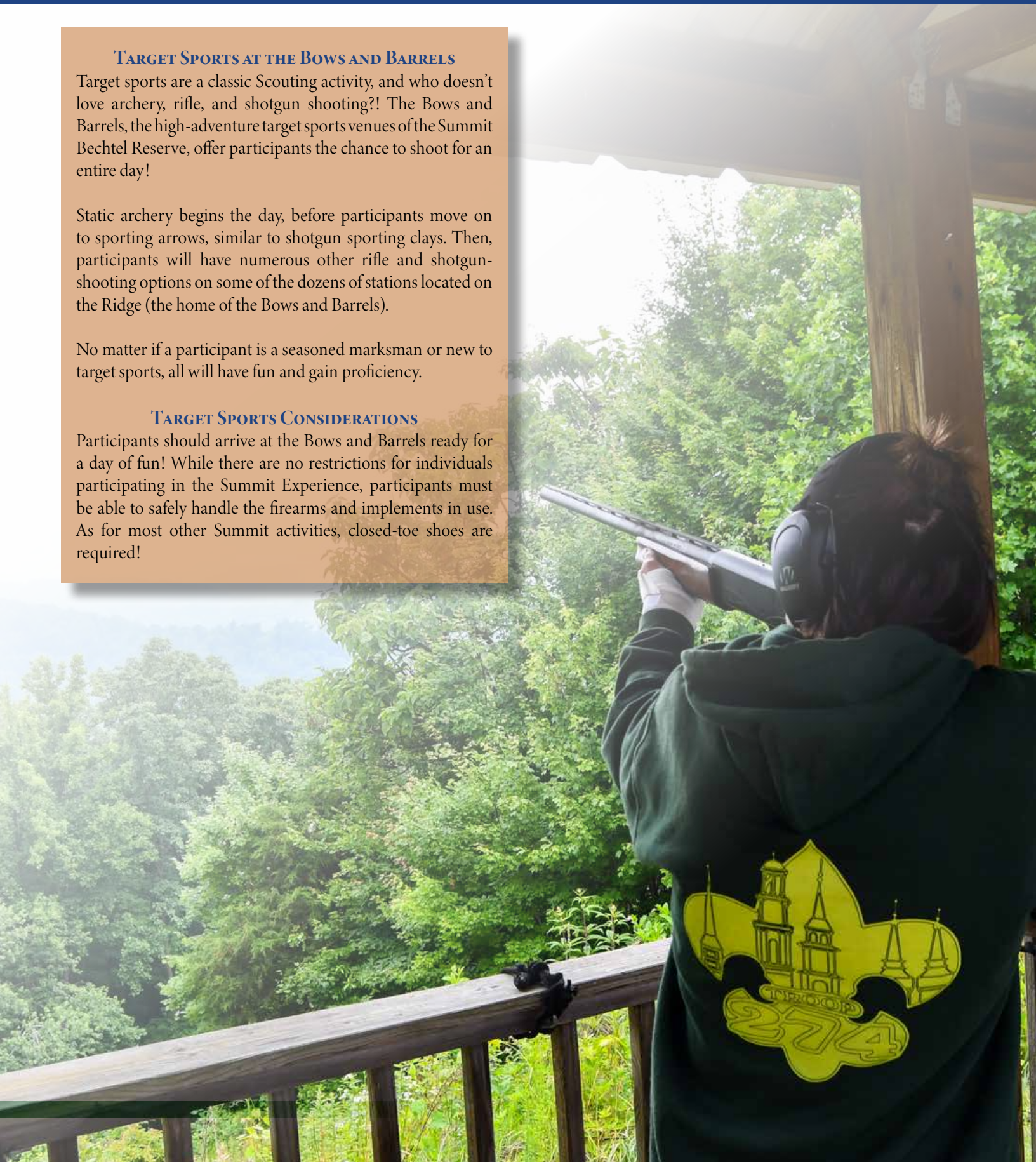
Target sports are a classic Scouting activity, and who doesn't love archery, rifle, and shotgun shooting?! The Bows and Barrels, the high-adventure target sports venues of the Summit Bechtel Reserve, offer participants the chance to shoot for an entire day!

Static archery begins the day, before participants move on to sporting arrows, similar to shotgun sporting clays. Then, participants will have numerous other rifle and shotgun-shooting options on some of the dozens of stations located on the Ridge (the home of the Bows and Barrels).

No matter if a participant is a seasoned marksman or new to target sports, all will have fun and gain proficiency.

TARGET SPORTS CONSIDERATIONS

Participants should arrive at the Bows and Barrels ready for a day of fun! While there are no restrictions for individuals participating in the Summit Experience, participants must be able to safely handle the firearms and implements in use. As for most other Summit activities, closed-toe shoes are required!



the PARK (SKATEBOARDING)

SKATEBOARDING AT THE PARK

Thrasher Mountain, home to the Park and the Trax, promises tons of fun for Scouts and adults alike. The Park is the premier skateboarding venue of the Summit Bechtel Reserve (and one of the largest in the country). Offering practice and challenge for those of all skating abilities, all participants will leave with a sense of competence of confidence for skateboarding.

Participants will begin with a safety briefing from the dedicated and highly-qualified staff. The staff will then guide participants through some essential techniques and skills. Throughout the experience, participants will build their skills in the bowl, reach new heights on the vert ramp, and maybe even grind out some radical combos. There is even a foam pit for participants to try tricks that really push the envelope!

SKATEBOARDING CONSIDERATIONS

Closed-toe bike, skate, or low-rise tennis shoes are recommended. All safety gear is provided. Participants may bring their own equipment, but this equipment must be inspected and cleared by a Summit staff member.



the TRAX (BMX)

BICYCLE MOTOCROSS (BMX) AT THE TRAX

Bicycle motocross (BMX) is an adventure sport for thrill-seekers! With more than two hundred seventy thousand square feet of incredible BMX terrain, the Trax, the high-adventure BMX venue of the Summit, will challenge Scouts and adults and allow them to experience two-wheeled fun like never before!

Participants will receive a safety briefing and instruction on the key techniques and skills needed for successful negotiation of the track elements. Challenges like rollers, berms and downhill courses, and a no-pedal pump track will allow participants to apply the skills and techniques they have learned. Whether a participant is a seasoned rider or has never heard of BMX, all participants are in for a good time!

BMX CONSIDERATIONS

Closed-toe bike, skate, or low-rise tennis shoes are recommended. All safety gear is provided. Participants may bring their own equipment, but this equipment must be inspected and cleared by a Summit staff member.



WHITEWATER RAFTING



WHITEWATER RAFTING ON THE NEW RIVER

The New River, the fourth-oldest river in the world, offers world-class whitewater rafting fun! On the final day of the Summit Experience, participants will load a bus, which leaves from the Whitewater Tent, and head to the river. The float includes about twenty-five rapids, ranging from Class I to Class IV. This one-of-a-kind trip is led by a qualified guide from a local rafting company.

WHITEWATER RAFTING CONSIDERATIONS

All whitewater participants must be designated as a swimmer after completion of the BSA swim classification test. Participants should come prepared in swimwear, with a water bottle on a carabiner, closed-toe shoes that can get wet, sunscreen, straps for eyewear (if needed), and any emergency medication; waterproof camera, hat, and long-sleeve shirt are optional. Participants should not bring a towel or a change of clothes on the bus with them (there is an area where these things can be left at the Summit). All participants should return their signed waivers at check-in on the day of arrival.



OTHER ACTIVITY OPTIONS

FINAL HALF-DAY PROGRAM OPTIONS

Participants have some choices for their final half day of program after the whitewater rafting trip; these options are detailed here, and the Mountain Rover for each program patrol will discuss these options with their participants.

AQUATICS ON GOODRICH LAKE WEST

Goodrich Lake West is the onsite home to aquatics activities at the Summit. With several boating options, swimming, and the Water Reality (aquatics obstacle) course, participants will fill the second half of their final day making memories and having lots of fun!

ALTERNATIVE PROGRAM OPTIONS

Generally, the program options for Summit Experience are set for all participants. Please reach out to the Summit Experience Program Manager, Johnny Tracy, at Johnny.Tracy@scouting.org, or e-mail Summit.Program@scouting.org, to request any consideration for alternative arrangements for one or more activities. Typically, alternative activities are only arranged for exceptional circumstances, like medical conditions. The Summit leadership will duly consider any request, though alternative arrangements may not be possible. It is the goal of the Summit leadership to provide a high-quality experience to all participants.



HIKE

The New River Gorge National Park is right in the backyard of the Summit (literally). The stunning natural area surrounding the Summit offers endless outdoor activities, and hiking is a popular activity. Mountain Rovers will discuss options for hikes with program patrols and participants during the Summit Experience orientation.

SERVICE PROJECT

During the orientation, Mountain Rovers will have information for program patrols and participants who wish to complete a service project to benefit the Summit or the local community. A Scout is Helpful!



PARTICIPANT AWARDS & RECOGNITIONS

THE PAUL R. CHRISTEN HIGH ADVENTURE BASE PATCH

This patch is earned by and awarded to every participant in the Summit Experience program. Patches for each crew will be distributed to the youth crew leader at the close of the program. The crew and crew leaders will determine a time to distribute these patches to all participants.



THE SUMMIT EXPERIENCE PATCH

For those looking for an extra memento of their time at the Summit, a special Summit Experience patch is available for purchase in the trading posts.

THE SUMMIT DUTY TO GOD AWARD

A Scout is Reverent. The Summit Duty to God Award is intended to provide Scouts and leaders an opportunity to experience and live the capstone point of the Scout Law. This optional award can be earned by individual participants, though unit support is needed. See the appendix to this guide for the form that must be completed and submitted to achieve this recognition. Information about the unit chaplain aide role, the youth who assists the unit members in earning the Duty to God Award, is detailed in the general part of this guide, in the Youth Leadership Roles section.

THE SUMMIT SUSTAINABILITY AWARD

Sustainability describes the necessary work to be done to preserve and protect the natural resources of the planet. Sustainability is a key commitment of the Summit and the Boy Scouts of America, and participants (youth and adult) in any Summit program can earn the Summit Sustainability Award. The award is a reflection of the individual's responsibility in the collective effort of sustainability. See the appendix to this guide for the form that must be completed and submitted to achieve this recognition. Information about the unit outdoor ethics guide role, the youth who assists the unit members in earning the Summit Sustainability Award, is detailed in the general part of this guide, in the Youth Leadership Roles section.

MERIT BADGES AND OTHER BSA AWARDS

The primary focus of high-adventure activity is on experience and fun, but there are numerous advancement opportunities latent in various aspects of the Summit Experience program. For Scouts and Venturers who want parts of their Summit Experience to count for advancement (rank advancement, merit badges, or special awards), preparations for documentation should be made. Scouts and Venturers may choose to bring blue cards for related merit badges (including from the below list), or unit leaders may wish to become counselors for merit badges that Scouts and Venturers want to earn during the Summit Experience. Scouts and leaders should research the following merit badges and BSA awards to explore whether activity during the Summit Experience meets some or all of the requirements:

- Archery merit badge
- Camping merit badge
- Climbing merit badge
- Cycling merit badge
- Hiking merit badge
- Kayaking BSA Award
- Kayaking merit badge
- Rifle Shooting merit badge
- Shotgun Shooting merit badge
- Whitewater Rafting BSA Award
- Whitewater merit badge



THE CLOSING CEREMONY

Mountain Rovers host closing ceremonies at the end of each session for program patrols. These ceremonies are inspirational and reflective, but also fun and engaging!



the APPENDIX

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

page 57	Scouter Code of Conduct	page 62	Buddy Tags
page 58	Immunization Waiver Form	page 63-64	Swim Classification Record
page 59	Scout Duty to God Award Form	page 65-66	Whitewater Waiver Form
page 60	Chaplain Aide and Duty to God Resources	page 67	Summit Map Information (Mobile App)
page 61	Summit Sustainability Award Form		<i>Printed maps will be available at camp.</i>
		page 68	BSA Campfire and Skit Guidelines



BSA ANNUAL HEALTH AND MEDICAL RECORD

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

VALIDITY OF THE BSA ANNUAL HEALTH AND MEDICAL RECORD

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

THE SUMMIT WAIVER FORM

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



BOY SCOUTS OF AMERICA

SCOUTER CODE OF CONDUCT

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

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

IMMUNIZATION EXEMPTION REQUEST

SOLICITUD DE EXENCIÓN DE INMUNIZACIÓN

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

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

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

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

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

Participant signature
Firma del participante

Parent/guardian signature
Firma del padre/tutor

Date
Fecha

Name (print)
Nombre (con letra)

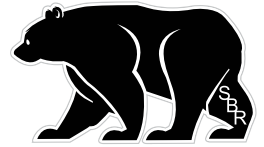
Address
Dirección

City, State, Zip
Ciudad, Estado, Código postal



BOY SCOUTS OF AMERICA®

Summit Bechtel Reserve DUTY TO GOD AWARD



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

The Requirements for the Summit Duty to God Award

Complete all of the following requirements.

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

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

Unit type and number: _____ Council: _____

Chaplain aide name/signature: _____

Unit leader's name/signature: _____

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

2024

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



Summit Chaplain Aide Notes – Resident Chaplain, Pastor Greg Godwin

Summit Trail Talk

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

Jurnee® Talk – MT. Jack, Boulders, Trailhead

MT. Jack – Peak, high point or good experience

Boulders – difficulties, uncertainties

Trailhead – a start of a new trail or new opportunities

New River Talk – Highs, Lows, horizon Line

Highs – good water level to ride the river

Lows – lower water level more difficult to ride the river

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

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

Scout Vespers – On Mondays after Camp Wide Evening Program

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

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

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

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

Summit Grace

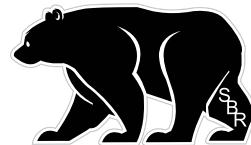
For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, Oh Lord.

Responsive Reading of the Summit Grace

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



Summit Bechtel Reserve SUSTAINABILITY AWARD



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

The Requirements for the Summit Sustainability Award

Complete all of the following requirements.

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



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

Unit type and number: _____ Council: _____

Outdoor ethics guide's name/signature: _____

Unit leader's name/signature: _____

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

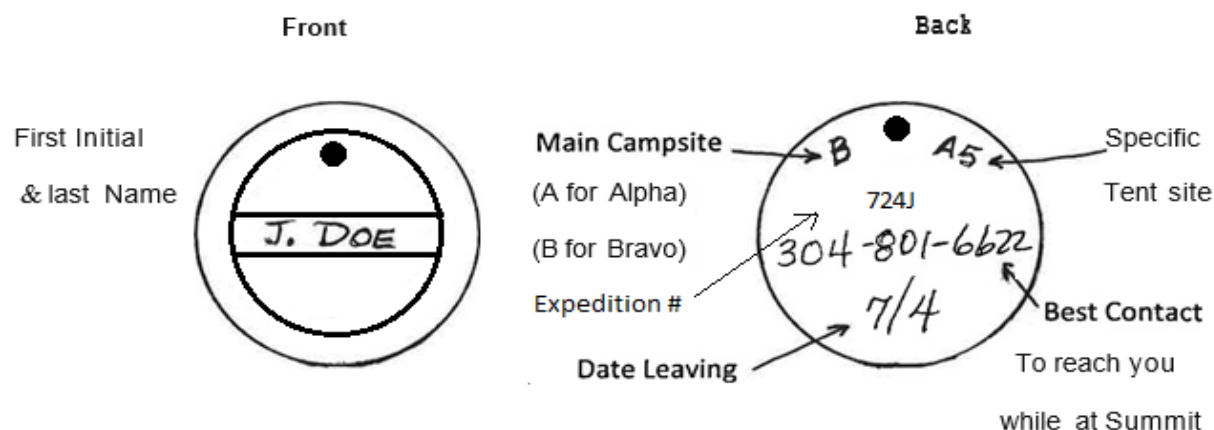
2024

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



BUDDY TAGS

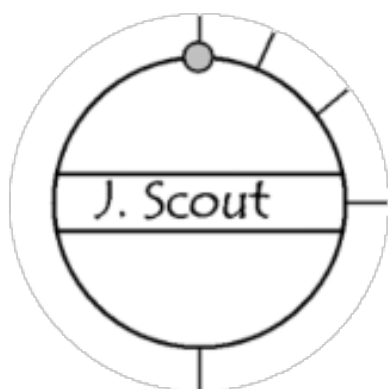
PLEASE PRINT LEGIBLY!



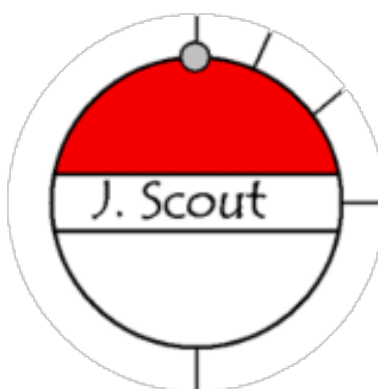
GROUP LEADERS:

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

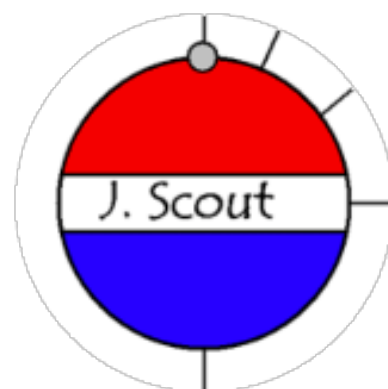
- Bring two copies of the swim test master form with to check-in. One copy will be turned in, one should be kept for unit records.
- The appropriate number of buddy tags will be provided to unit leaders at check-in.
- It is the responsibility of the unit leadership to complete (legibly fill in) the buddy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



Non-swimmer



Beginner



Swimmer

Swim Classification Record

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

Unit Number _____

Date of Swim Test _____

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

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

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

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

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

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

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

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

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

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

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

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

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

WHITEWATER RAFTING AND ACTIVITIES

RELEASE, ASSUMPTION OF RISK AND INDEMNITY AGREEMENT

(A SEPARATE FORM MUST BE COMPLETED FOR EACH PARTICIPANT)

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

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

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

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

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

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

Printed Name of Participant

Date

Signature of Participant

Date of Birth

(SEE REVERSE)

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

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

Printed Name

Relationship to Minor

Signature

Date

(Minor must also complete Reverse)

PLEASE READ CAREFULLY

DUTIES OF A PARTICIPANT- THE WEST VIRGINIA WHITEWATER RESPONSIBILITY ACT

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

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

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

FIRST NAME: _____ LAST NAME: _____

ADDRESS 1: _____

ADDRESS 2: _____

CITY: _____ STATE: _____ ZIP CODE: _____

DAY TIME PHONE: _____ EVENING PHONE: _____

AGE: _____ DATE OF BIRTH: _____

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

EMAIL ADDRESS: _____

(SEE REVERSE)

Updated: May 13

Explore the Summit Bechtel Reserve

“Summit Visitor Map” App

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

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

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



ArcGIS Field Maps icon

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

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



**The Summit
Visitor Map**
Jun 11, 2021

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





BSA Ceremonies and Campfire Guidance

(National Camping School)

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

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

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

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

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





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