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JAMES C. JUSTICE NATIONAL SCOUT CAMP  
PROGRAM SUPPLEMENT

# WELCOME TO THE SUMMIT!

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

Thank you for selecting the Summit Bechtel Family National Scout Reserve's James C. Justice National Scout Camp as your summer camp destination! We are thrilled to be your choice for an incredible summer camping experience in 2026, and we hope you are excited to experience the advancement and adventure the Summit has to offer.

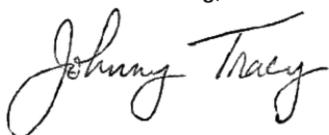
The Summit is truly a Scouting paradise, and, as one of four signature programs, the Justice National Scout Camp offers unparalleled opportunities for enrichment and fun in this amazing setting. Summer camp is a quintessential Scouting experience—nearly every Scout, throughout the history of Scouting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

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

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

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

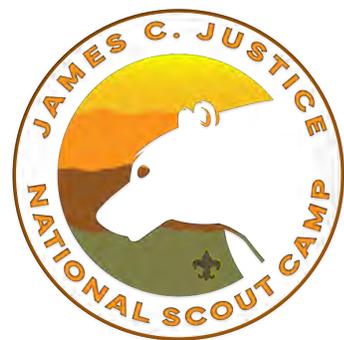
Yours in Scouting,



Johnny Tracy  
Onsite Programs Manager



Brent Peate  
Scout Camp Program Director



## CAMP DIRECTOR CONTACT INFORMATION

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

Program Manager (Camp Director) Johnny Tracy  
Phone (call/text): 901-489-6027  
E-mail: [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org)



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## THE DIVERSITY, EQUITY, AND INCLUSION STATEMENT OF SCOUTING AMERICA

Scouting 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.

## THE SCOPE OF THIS GUIDE

This guide is intended to provide program information about the James C. Justice National Scout Camp program at the Summit Bechtel Reserve. This guide does not contain any substantive program or planning information about any other Scouting or non-Scouting program offered at the Summit. Visit [www.summitbsa.org](http://www.summitbsa.org) for information on other opportunities offered at the Summit!



# PROGRAM DATES & REGISTRATION

## 2026 PROGRAM DATES

The Justice National Scout Camp will operate five sessions during the summer of 2026. Each session begins on Sunday (arrival day) and ends on Saturday (departure day).

SESSION	DATES (START AND END)
Week 1	June 7-13
Week 2	June 14-20
Week 3	June 21-27
Week 4	June 28-July 4
Week 5	July 5-11

## REGISTERING FOR SUMMER CAMP

The Justice National Scout Camp accepts unit reservations until a session of camp is full; the maximum number of participants for any session of Justice National Scout Camp is **five hundred twenty-five**. Unit registrations are created online, at [summitbsa.org/registration](http://summitbsa.org/registration). Registrations are managed by a designated unit leader and can be updated and adjusted as needed. The next page contains information about the camp fees and payment schedule.

## THE EXPEDITION NUMBER

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 a letter that indicates the order in which the registration was placed. Leaders and parents/guardians should reference the unit expedition number when communicating about their visit.

**SC060726-Z**

## HOW TO REGISTER FOR SCOUT CAMP

Unit registration can be completed online, by visiting the [summitbsa.org/registration](http://summitbsa.org/registration) Web page. Registration is immediate (there is no lottery system), though participant names can be entered later.

## UNIT STRUCTURE

The program of the Justice National Scout Camp is designed to support and enhance the year-round program offered by units and local council efforts. Any Scouts BSA troop, Venturing crew, Sea Scout ship, or Exploring post can register to participate in Justice National Scout Camp at the Summit. Any registered Scout can participate with an attending unit (whether or not they are registered in 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 and Sea Scout ships must meet the leadership standards as outlined in the same guide.

## 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). Visit [summitbsa.org/registration/scoutconnections](http://summitbsa.org/registration/scoutconnections) to learn more!

## PROVISIONAL PARTICIPANTS

Justice National Scout Camp welcomes provisional participants (youth registered as Scouts BSA members)! First, provisional participants will register for the session of camp in which they would like to participate, which can be accessed from the *Registration* page on the Summit Web site (typical payment schedule will apply). Provisional participants will register for merit badges and other opportunities on the Black Pug registration platform in mid-April. Provisional participants will be matched with a participating unit, upholding Safeguarding Youth standards. Contact Johnny Tracy, at [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org) or 901-489-6027, for assistance with provisional arrangements.



# CAMP FEES & PAYMENTS

## THE CAMP FEE

The cost to participate in the Justice National Scout Camp is \$460.00 per person, youth and adult, in 2026. See the *Fee Schedule and Payment Timeline* table on this page for the payment schedule.

# \$460.00

*cost per person for Scout Camp in 2026*

The program registration fee includes all food, beginning with dinner on the arrival day (Sunday) and concluding with breakfast on the departure day (Saturday); program equipment (though some programs requiring individual kits have additional fees); campsite equipment, including picnic tables, dining canopies, and fire pits; and camp cots for all participants. **Please note that tents are not provided; participants should plan to bring their own tents.**

## HAVE REGISTRATION OR PAYMENT QUESTIONS?

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

## CAMPERSHIPS (FINANCIAL ASSISTANCE)

The Summit Bechtel Reserve offers financial assistance for Scouts (youth participants) who may need it. Scouts must be listed on the unit reservation to apply, and the parent, guardian, or leader who applies for them should be prepared to supply some basic information, including the Scout's Scouting I.D. number. The campership application is open from August of 2025, and it will close on or around April 15, 2026; the specific application window will be published online and shared during Webinars. Recipients of campership assistance will be notified by April 30, 2026, and any award will be applied directly to the unit balance.

## Fee Schedule and Payment Timeline

Initial registration and deposit (accepted on an ongoing basis)	\$250.00 deposit due upon registration
First payment due by February 1, 2026 (or within thirty days of registration)	50% of remaining fees due
Final camp fee payment due by sixty days prior to arrival	Balance of remaining camp fees due
Payment(s) for buy-up/individual program fees due by seven days prior to arrival	Balance of program/buy-up fees due

## PAYMENT METHOD

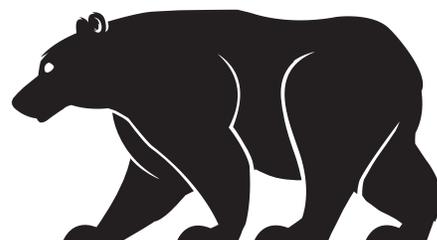
A \$250.00 unit deposit is due at the time of registration. This payment can be made online, using a credit/debit card or electronic check; paper checks, payable to Scouting America can also be mailed to the Summit. Subsequent registration payments must be made by electronic check or mailed check, payable to the Scouting America. Make sure to include crew number and unit number in all mailings.

## REFUND POLICY

The Summit must commit considerable resources to provide a quality program. Because of this, all camp 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 recommends only paying for those who have financially committed to attend. Please contact the registration team, at [Summit.Program@scouting.org](mailto:Summit.Program@scouting.org), with any questions about camp fee refunds.

## PAYMENT MAILING ADDRESS (NOT CAMPER MAIL)

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



# 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 General program, registration, and payment questions	<i>Summit.Program@scouting.org</i>
Scout Camp and Summit Experience Program Manager, Johnny Tracy Justice Scout Camp, Summit Experience, camp-wide activities	<i>Johnny.Tracy@scouting.org</i>
Treks Program Manager, Bill Lehrter New River and Pack n' Paddle Experiences; aquatics	<i>Bill.Lehrter@scouting.org</i>
Wheeled Sports Program Manager, Lelia Suydam Polaris A.T.V. Experience, skateboarding, BMX, mountain biking	<i>Lelia.Suydam@scouting.org</i>
Target Sports Program Manager, Nicholas Dorsey Marksman Experience, target sports programs	<i>Nicholas.Dorsey@scouting.org</i>
Family Adventure/Training & Leadership Program Manager, Braxton Rhodes Family Adventure Camp, Training & Leadership Center (N.A.Y.L.E.)	<i>Braxton.Rhodes@scouting.org</i>
Aerial Sports Program Manager, Sara Brubaker Climbing, rappelling, ziplining, C.O.P.E. activities	<i>Sara.Brubaker@scouting.org</i>
Hunter Education Program Manager, Chris Perkins Hunter education programs, Crafton Hunter's Hall and Skills Center	<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, from 8:30 a.m. to 5:00 p.m.

### DRIVING/CORRESPONDENCE 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**. This address should also be used for correspondence with the Summit (mailed checks, etc.).

### CAMPER MAILING ADDRESS

The mailing address for campers at the Summit is **1578 Loop Road, Glen Jean, West Virginia 25846**. When sending mail to campers at the Summit, please include the name and unit/Summit expedition number of the individual(s). Plan to send mail ten days to two weeks before camp!

### SUMMIT WEB SITE

The primary Web site of the Summit Bechtel Reserve, which contains information about its programs and properties, is **[www.summitbsa.org](http://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 throughout the Summit site, so messages and calls can be made and received reliably. The Summit leadership encourages units/crews to share cell phone numbers of participating leaders with parents/guardians to ensure simple communication. Mobile group texts and chats are acceptable forms of communication, as long as they can be and are used within Scouting America Safeguarding Youth guidelines.



# PREPARATION WEBINARS

## WEBINARS

The Summit Bechtel Reserve full-time staff hosts periodic preparation Webinars for leaders, parents/guardians, and other stakeholders. There will be two primary Webinars for Justice National Scout Camp participants. One additional registration-assistance Webinar will be conducted; this is for individuals who would like specific Black Pug (merit badge/program registration platform) assistance prior to merit badge and program registration opening. Primary leaders and/or registration contacts will be e-mailed reminders and invitations for each Webinar in advance of the meeting. These invitations should be forwarded to any individual who would benefit from attending (parent/guardians, Scouts, other unit leaders).

### 2026 JUSTICE SCOUT CAMP WEBINARS

Webinar #1: Tuesday, February 24, 2026, 7:00 p.m. (E.T.)

Webinar #2: Tuesday, March 24, 2026, 7:00 p.m. (E.T.)

Reg. Help: Tuesday, April 21, 2026, 7:00 p.m. (E.T.)

## 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
- Registering for merit badges and other programs
- Requisite trainings
- Physical preparations
- Webinars include question-and-answer sessions

## WEBINAR FOLLOW-UP INFORMATION

Recordings of each Webinar, along with all supporting information (including PowerPoint slides, forms, etc.) will be e-mailed to primary registration contacts within about three days of the conclusion of the Webinar. These recordings and supporting materials are also published on [www.summitbsa.org](http://www.summitbsa.org). Please contact Johnny Tracy, at [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org) or 901-489-6027, with any camp program questions or requests for Webinar materials.

## 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!



# SCOUT CAMP BASICS

## PROGRAM DESCRIPTION

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

## SCOUTS BSA RESIDENT CAMP

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

## SCOUT CAMP PHILOSOPHY

The staff of the Summit is committed to offering an exceptional experience at the James C. Justice National Scout Camp. At Scout Camp, participants will find abundant opportunities to advance on their Scouting journey and enrich their Scouting experience through a wide variety of amazing programs facilitated by an incredible staff. While camp is about so much more than merit badges and rank advancement, the Summit leadership know that these opportunities are a critical part of the camp experience. Merit badge and rank advancement work are balanced with dozens of open and evening programs. At the James C. Justice National Scout Camp, Scouts and adults will experience one of the best Scout summer camp programs available!

## PROGRAM EVENTS SCHEDULE

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

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

## MERIT BADGE SCHEDULE

The *Merit Badge Schedule*, available at the end of this guide, details when and where specific classes and activities can be found. It is organized by area in blocks for the morning and afternoon sessions. Each year, the *Merit Badge Schedule* is updated to introduce new programs, phase out less popular ones, and rearrange time slots to improve the overall camp experience. The *Open and Evening Programs Schedule* will be released at a later time, and it will be added to an updated version of this guide when it is released. Any changes to the schedule will be shared before arrival or during leader meetings. Typically, Scouts and leaders can expect few or no changes to the published schedules.



# SCOUT CAMP BASICS

## COMMISSIONER SERVICE STAFF

Each unit will be assisted by the Justice National Scout Camp commissioners throughout their stay at camp. Commissioners will visit campsites and work with units, assisting with any questions or concerns. Commissioners enrich the overall camp experience, by assisting with the facilitation of adult trainings and supporting the base camp operations staff to ensure comfort in the camping areas, among many other functions. Commissioners are a critical link in the customer-service operations of Justice Scout Camp; these staff members are empowered to make every stay a fantastic one!

The commissioner staff, supported by the base camp operations staff of the Summit, supports the camping and facility functions of the participants at the Justice National Scout Camp. Some examples of assistance that commissioners offer:

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

## UNIFORMS

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

## FEEDBACK WELCOME!

The leadership team of the Summit values feedback immensely. At the end of each session of camp, units will be provided a camp survey (which can be completed on paper or online). Adults in the unit are asked to complete at least one survey, and youth in the unit are asked to complete at least one survey. During sessions of camp, unit leaders (adult and youth) are encouraged to provide feedback, suggestions, and compliments to the camp director, program director, camp commissioners, area directors, and program staff!

## SCOUT CAMP: IS IT HIGH ADVENTURE?

In short, Justice National Scout Camp at the Summit is not a high-adventure experience, and participation does not count for the Triple Crown or Grand Slam of High Adventure Awards. Although it is not a high-adventure experience, participants have access to many great opportunities through buy-up and general programs!

Even though the Justice National Scout Camp is not a high-adventure experience, all participants, youth and adult, should be physically and mentally prepared for participation in a strenuous out-of-doors environment (one that includes a fair amount of walking). All participants and their families should review the Scouting America Height-Weight Guidelines, listed on the *Annual Health and Medical Record* and on page 13 in this guide, before committing to camp. Any individuals who fall outside of the parameters or who have specific medical concerns should contact the Summit health and safety team, before arriving to the Summit, at [summithealthlodge@scouting.org](mailto:summithealthlodge@scouting.org). The health and safety team, under the supervision of a medical doctor, makes final decisions regarding suitability for participation in any Summit program. These decisions are made in the best interest of the participant, their family, the Summit, and Scouting America.



# ADULT LEADERSHIP

## 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 (the Summit leadership recommends the participation of three or more adults or the maintenance of a ten-to-one Scout-to-adult ratio for better coverage). 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 Scouting America, without exception.

## PARTICIPANTS BETWEEN 18-20

Participants between the ages of eighteen and twenty are adults by the Safeguarding Youth standards of Scouting 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 Safeguarding Youth Training.

Youth and adult participants must tent separately.

## 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 Scouting America height/weight restrictions listed, outlined on the *Annual Health and Medical Record* (see the appendix to this guide for this form).** Adult leaders should lead by example and maintain appropriate discipline within the group. The adult leaders should also have a solid understanding of Scouting/Venturing fundamentals, including a commitment to uphold Safeguarding Youth policies and adhere to the rules and regulations outlined in the *Guide to Safe Scouting*.



## RESPONSIBILITIES OF THE ADULT LEADERS

Before camp, an adult leader (attending camp or not):

- Recruits qualified and quality leaders to attend the Summit with the unit.
- 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 participants and parents/guardians and the Summit.
- Ensures that all adults are registered members of Scouting America and have completed Safeguarding Youth Training.
- Ensures that adult and youth participants meet the minimum physical standards for participation in the programs of the Summit.

During camp, the Scoutmaster/crew advisor and other attending adults:

- Provide supervision of the unit during travel to and from the Summit and during the stay at the Summit.
- Ensure that Scout and adult leader behavior at the Summit aligns with the Scout Oath and Law, Safeguarding Youth Training guidelines, and the *Scouter Code of Conduct*.
- Act as a mentor and resource to the youth leadership team of the unit, ensuring that the unit is youth-led.
- Communicate with unit participants, parents/guardians, and other stakeholders during camp.
- Serve in specific roles, like the unit quartermaster or unit health and safety coordinator.

Attending Scouters (adult leaders) must agree to abide by the *Scouter Code of Conduct* as part of the registration. This code can be reviewed at [scouting.org](https://www.scouting.org).



# YOUTH PARTICIPANTS & LEADERS

## PARTICIPANT REQUIREMENTS

Justice National Scout Camp and the Summit eagerly welcome thousands of Scouts each summer! There are several basic requirements in place to ensure the safety and wellbeing of all youth participants in Scout Camp:

- All youth participants must be registered Scouts BSA, Venturing, or Exploring members. The minimum age at which a youth participant can be registered for any of these programs (Scouts BSA) is ten-and-a-half, and most Scouts are at least eleven.
- Youth participants should meet the Scouting America height/weight guidelines (outlined on the *Annual Health and Medical Record*); contact the Summit health and safety team in advance if not. The Summit can provide accommodations for many specific needs, if these needs are known in advance.
- Youth should understand, acknowledge, and practice behavior that aligns with the Scout Oath and Law.



## 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 during camp. Units may have other leadership roles to fill, too.

### SENIOR PATROL LEADER

The senior patrol leader is the primary youth leader of a participating unit at camp. This individual works closely with the adult leaders and other youth to ensure a successful overall experience. This individual, selected by the youth participants, should be respected and should lead by example. Examples of responsibilities include:

- Discussing ideas and plans with the group to gain investment and determine action.
- Organizing the unit and assigning duties.
- Working to ensure the camp environment is safe, clean, welcoming, and secure.
- Guiding the unit to complete a service project.
- Supporting the chaplain aide and outdoor ethics guide.

### CHAPLAIN AIDE

The chaplain aide is a youth participant (elected or designated) who coordinates the spiritual and religious efforts of the unit while at camp. The chaplain aide, with the support of the adult leadership, guides and certifies completion of requirements of the Summit Duty to God Award for each unit member. The chaplain aide also helps serve as a morale officer of the unit, communicating with members about their experience; working with the unit leader/senior patrol leader to address any issues; and promoting a positive atmosphere. There is a meeting for chaplain aides on Sunday evening (check-in day) in the Pigott Headquarters building (see page 19 for additional information).

### OUTDOOR ETHICS GUIDE

The outdoor ethics guide works with the unit to ensure responsible and conscientious use of the outdoor environment at the Summit and helps the unit make decisions informed by good conservation and stewardship practices. The outdoor ethics guide coordinates the unit completion of the Summit Sustainability Award with the help of Summit staff. There is a meeting for outdoor ethics guides on Sunday evening (check-in day) in the Pigott Headquarters building (see page 19 for additional information).



# CAMPSITES & ACCOMMODATIONS

## CAMPSITES

Units will be assigned a campsite in which to live while at the Summit. Pigott (Delta) Base Camp is the primary camping and program area for the Justice National Scout Camp. Campsite areas are large, open fields in the Delta Base Camp. While unit leaders are welcome to make campsite requests, through the online registration platform or by communicating directly with the camp leadership, campsite assignments are not typically shared in advance as the camping areas at the Summit are nearly all the same. The campsite areas have plenty of space to spread out and feel right at home!

## INCLUDED CAMPSITE EQUIPMENT

Each campsite contains two dining canopies, picnic tables, and a fire pit. Cots are provided for all individuals. Cots are 76.75 inches long by 33.25 inches wide by 18.25 inches high.

## TENTS

In order to ensure the best experience for Justice National Scout Camp campers, tents are not provided. All participants should plan to bring their own tents (see above for dimensions of provided cots). The Summit can provide tents on a limited basis for units traveling by plane or train.

## SHOWER AND RESTROOM FACILITIES

**New for 2026, there are three new hot shower and restroom facilities, with private rooms, in the Scout Camp camping areas, along with numerous polygons (the original shower and restroom facilities of the Summit) that will offer hot showers for the first time in 2026!** The polygons are clearly marked as youth male, adult male, youth female, or adult female; participants must use the appropriate facility that aligns with their age range and Scouting America-registered gender. Adult leaders have a key role in supervising activity in the shower and restroom facilities to ensure that Safeguarding Youth standards are being followed.

## SHOWER AND RESTROOM HYGIENE

The Summit employs a team dedicated to ensuring the hygiene and cleanliness of its shower and restroom facilities. Additionally, units participating in the Justice National Scout Camp program will have service opportunities to assist in keeping these facilities clean and safe. All participants should exhibit behavior appropriate for a Scouting setting when using the shower and restroom facilities.

## FOOD IN CAMPSITES

All meals for Justice National Scout Camp participants are served in the Pigott Dining Hall, so cooking equipment is not needed. Food should not be stored in any sleeping/tenting area; any food kept in the campsite should be stored in a vehicle, the unit trailer, or a bear-proof box (not provided).

## LAUNDRY

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

## TECHNOLOGY

The Summit has excellent wireless and cell phone connectivity. Wi-Fi is available throughout the Summit base camps, dining halls, and in Pigott Headquarters. Charging stations are located in base camps and around the Summit. Devices should be monitored while charging, as no locking storage areas are provided; 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 protective equipment to secure any sensitive electronics from the elements is needed. 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 a tent may get damaged. The Summit is not responsible for lost or damaged personal items.

### NOTE ON SHOWER/RESTROOM FACILITIES

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



# FOODSERVICE

## FOODSERVICE

The Summit dining halls provide foodservice for campers onsite; all meals for Scout Camp are served in the Pigott Dining Hall (with pack-out lunches provided for individuals participating in full-day buy-up programs). Staff will orient participants to dining hall/foodservice operations on arrival.

## PACK-OUT LUNCHES

Pack-out lunches are provided to individuals who are participating in full-day buy-up programs (does not include the full-day whitewater trip or the Whitewater merit badge trip; the programs for which pack-out lunches are provided will be specified on individual schedules and reminders will be given at leader meetings). These meals can be picked up from the Pigott Headquarters building on the morning of the buy-up program.



## 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), allergies can be selected from a list for individual registrants (typically selected by the parent/guardian completing the registration or the participating adult). 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 dining halls are nut-free (peanut and tree nut) facilities. The following specific dietary needs can be accommodated, if noted in registration prior to arrival at camp:

- Dairy allergies
- Egg allergies
- Fish allergies
- Gluten allergies/wheat intolerance
- Halal diets
- Kosher diets
- Sesame allergies
- Shellfish allergies
- Soy allergies
- Vegan diets
- Vegetarian diets

In the case of alternative dietary needs that the Summit foodservice team cannot accommodate, participants should plan to bring a supply of alternative, diet-safe food from home; this food can be stored in Summit facilities and can be accessed at any time. For questions about specific dietary needs, please e-mail the Summit team, at [Summit.Program@scouting.org](mailto:Summit.Program@scouting.org).

## CAMP MENUS

A planned *Summit Bechtel Reserve Dining Hall Menu 2026*, to which minimal or no changes are anticipated, is included on page 68 of this guide. These menus will also include provisions for common specific dietary needs. The Summit foodservice team is committed to providing delicious meals that suit a wide range of tastes!



# 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; e.g. a form completed June 1, 2025, is valid through June 30, 2026). The Scouting America *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. 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.

## MEDICAL FORM REVIEW BEFORE CAMP

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.

## MEDICAL FORM REVIEW AT CAMP

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 Scouting America 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, along with Epi-Pens and/or rescue inhalers (for those who need them).

## PARTICIPANT FITNESS

All youth and adult participants must be eligible for participation according to the Scouting America 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 and/or parent(s)/guardian(s) should contact the Summit health and safety team, at [summithealthlodge@scouting.org](mailto: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 any individual in any Summit program.

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

## SCOUTING HEIGHT/WEIGHT RESTRICTIONS

Individuals who want to participate in a Summit program but do not/will not meet the height/weight restrictions (body mass index (B.M.I.) requirements), listed on the Scouting America *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. Contact the Summit health and safety team, at [summithealthlodge@scouting.org](mailto:summithealthlodge@scouting.org), to request considerations for specific circumstances.



# OTHER HEALTH & SAFETY INFO.

## 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](mailto:summithealthlodge@scouting.org), for additional information.

## 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, 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 recommends 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; refrigerated storage space is available on-site.

## ANAPHYLACTIC REACTIONS & 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](mailto: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 individuals 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.

## 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](mailto: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.

## RELIGIOUS BELIEFS & MEDICAL EXEMPTIONS

The following is the policy of Scouting 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 submitted prior to arrival at camp, by e-mail, to [summithealthlodge@scouting.org](mailto:summithealthlodge@scouting.org).

## 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 Scouting America *Annual Health and Medical Record*.

## GENERAL HEALTH & SAFETY GUIDELINES

- 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.



# ENVIRONMENTAL HEALTH/SAFETY

## ENVIRONMENTAL HEALTH & 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 on-site, 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 ursine visitors!

## HEAT & 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.

## CLOSED-TOE SHOES: REQUIRED!

All activities at the Summit require closed-toe shoes for participation. The Summit leadership recommends bringing appropriate footwear for the offered activities, 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.

## EMERGENCY PROCEDURES

The Justice National Scout Camp follows emergency procedures and plans specific to its programs, operations, and situations. These procedures and plans will be reviewed and practiced, through simulation, with participants within twenty-four hours of arrival at the Summit.

## 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 health lodge or from the Scout Camp administrative staff.

## THE SUMMIT HEALTH LODGE

The Summit Health Lodge is located in the Delta Dorm lower floor gathering room. The Delta Dorm is conveniently attached to Pigott Dining Hall, where Scout Camp participants eat meals during camp. The Summit Health Lodge is open and accessible throughout the day, and qualified medical personnel are available twenty-four hour a day, seven days a week, to respond to any medical needs. Participants are welcome to visit the Summit Health Lodge on a walk-in basis. Any individual can call the Summit Operations Center (S.O.C.), at 304-465-2900, twenty-four hours a day, seven days a week, to request emergency assistance or medical personnel dispatch.

## REMEMBER THE SETTING

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



# SAFEGUARDING YOUTH NOTES

## SAFEGUARDING YOUTH EXPECTATIONS

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

## HAZING & 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 Safeguarding Youth policies of Scouting 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 Scouting America serve individuals from diverse backgrounds and experiences. Any behavior that belittles, harasses, or makes an individual uncomfortable is unacceptable. Remember, a Scout is kind!

Each unit 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 Scouting America.

**Contingent leaders are responsible for the participants in their unit/group 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 (and/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, Safeguarding Youth Training, and the *Guide to Safe Scouting*. See the separate appendix to this guide for the *Scouter Code of Conduct*, which summarizes the basic expectations for adults participating in a Summit adventure (or any Scouting activity).

## 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 discourages 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. Visit [cdc.gov/tobacco/campaign/tips/quit-smoking](http://cdc.gov/tobacco/campaign/tips/quit-smoking) for tobacco-cessation resources.

## ALCOHOL & 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.



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# ARRIVAL PREPARATIONS & NOTES



## ARRIVAL LOCATION

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**. The attendant at the North Gate Guard Building will provide to all drivers a map to the Delta-4 parking area, from which leaders will walk to **Pigott Headquarters building**, where check-in is located. (See the following page for detailed information on the check-in process.)

## ARRIVAL TIME

Units should plan to arrive at the North Gate of the Summit between **1:00 p.m. and 2:00 p.m.** (by 4:00 p.m. at latest) on their check-in day (Sunday of the week of camp). Arriving during this window ensures a smooth check-in process and allows time for a camp tour and orientation. Early or late arrivals can be accommodated, if needed, with advance notice. If unexpected delays occur, please notify the Summit registration team by calling 304-465-2900. Calling helps the team adequately prepare for a later arrival.

## EARLY ARRIVALS & LATE DEPARTURES

Units may elect to arrive at the Summit one day earlier than the start of their Scout Camp session and/or may opt to stay one day after the conclusion of their selected program. A fee of \$75.00 per person, per night, will be charged to the unit account to cover the additional costs for the added time. Unit leaders must call Cristi Richardson, Registration Supervisor, at 304-465-2817, to make arrangements for an early arrival or a late departure.

Please note that early arrival and/or late departure arrangements include food and camping space only. Additional activities or programs are not available. Units are welcome to engage in self-directed activities during this/these times. Unit/contingent adults must ensure that all Scouting America Safeguarding Youth 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 County 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 for units are not provided by the Summit from the Charleston Yeager Airport.

## 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](mailto:Summit.Program@scouting.org), if planning to travel by train.

## TRANSPORTATION OPTIONS

The Summit has an agreement with the Beckley, West Virginia, Enterprise Rent-A-Car (on Harper Road) 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 options include:

- Hills to Hills Shuttle: Call 304-640-8122 or visit [hillstohills.com](http://hillstohills.com).
- Chandler's Limousine Service: Call 304-345-5434.
- Kanawha Board of Education: School bus rental; call 304-348-6616.
- Formal Express Transportation: Call 304-907-2900.
- C&H Taxi: Call 304-344-4902 or visit [chtaxi.com](http://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](http://visitwv.com).



# CHECK-IN & ORIENTATION

## CHECK-IN & PAPERWORK

On arrival at the Summit, the friendly and helpful registration team will guide the senior patrol leader and adult leader(s) through the check-in 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 (or completed online before camp) for check-in:

- Scouting America *Annual Health and Medical Record* Copies: All participants, youth and adult, must have a completed, appropriately-signed copy of the *Annual Health and Medical Record* (Summit-specific version or parts A, B1, B2, and C). These forms can be mailed.
- 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.
- Safeguarding Youth Training Documentation: The unit/contingent must provide verification that all participants age eighteen or older have completed Safeguarding Youth Training within the past two years.
- Whitewater Rafting Waivers: 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 individual registrations.
- *Swim Classification Record*: All aquatics activities at the Summit require completion of the 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 Scouting America, will be accepted at check-in at the Summit (though units/contingents should have paid all registration fees prior to arrival at the Summit).

## ORGANIZING PAPERWORK

Please sort any individual paperwork alphabetically (by last name) by type. Sorting and organizing paperwork (primarily health forms) prior to departure for the Summit is recommended.

## 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 *Annual Health and Medical Record*, medications, and any specific needs. See pages 13-14 of this guide for specific information on medical rechecks.

## WHAT TO BRING FOR MEDICAL RECHECKS

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

- Scouting America *Annual Health and Medical Record* (one copy per person, organized alphabetically by last name)
- Any prescription medications (for individuals who use them; medical staff will review with individual)
- Inhalers and EpiPens (if required)
- 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

On arrival in the parking area near Pigott Headquarters building, a troop guide will meet the unit to begin the camp tour and orientation. After check-in is completed, the unit leader and the senior patrol leader will rejoin the troop and head to the campsite to begin camp set-up and embark on a brief (but informative) camp walking tour, including visits to the Pigott Dining Hall, some program areas, and other points of interest. Units will be provided with base camp materials that contain camp information and individual schedules.

## PARKING AT SCOUT CAMP

Units are permitted to leave a trailer and the vehicle attached to it or one vehicle in the campsite. All other vehicles must be parked in the Delta Base Camp parking areas.

## UNIT PHOTOGRAPHS

The media team of the Summit takes unit photographs during each week of camp. Typically, photographs are taken outside of Pigott Dining Hall, around dinnertime on one night (usually Wednesday) during the week. These photos are uploaded to the Summit Flickr account ([flickr.com/photos/summitbechtelreserve/](https://www.flickr.com/photos/summitbechtelreserve/)), from which individuals can access, download, and order prints of these photographs.



# COMMUNICATION AT CAMP

## SUNDAY WELCOME LEADER MEETING

A first-day meeting will be held for Scoutmasters, senior patrol leaders, and other key youth and adult leaders on Sunday evening at the Pigott Headquarters Pavilion (affectionately known as the Gas Station); this meeting is scheduled to occur at 6:00 p.m. at the time of publication, but the exact time could differ. Information about this key leadership meeting will be shared with participants at arrival by their troop guide at check-in.

## DAILY LEADER MEETINGS

Adult leader meetings will be held in the Pigott Headquarters building each morning, Monday through Friday, at 9:30 a.m. (though this time could change). While youth leaders are welcome at this meeting, the meeting will be held while morning program sessions are occurring. Typically, only adults participate in these daily meetings to ensure that Scouts maximize their time at camp.

## YOUTH LEADER (S.P.L.) MEETINGS

Youth leader meetings will be held on Tuesday and Thursday evenings, immediately following the evening flag ceremony. These meetings will be hosted by the program director, and all (acting) senior patrol leaders are invited to attend.

## LEADER MEETING PHILOSOPHY

In addition to Webinars held before camp begins, there will be daily leader meetings for the leaders of the Justice National Scout Camp. While the camp leadership strives to make information about the program and processes of Scout Camp accessible, please do not hesitate to contact the Summit leadership if there are any questions. For Scout Camp-specific questions, including merit badge and program registration, contact Camp Director Johnny Tracy, at 901-489-6027 or [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org); for general program questions or questions about registration and payment, e-mail [Summit.Program@scouting.org](mailto:Summit.Program@scouting.org).

## MOBILE NOTIFICATION PLATFORM: REMIND APP

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



## CHAPLAIN AIDE MEETING (YOUTH)

A Sunday evening meeting for unit chaplain aides will be held each week. The youth participant elected or designated to serve in this role will take part in a brief orientation meeting led by the seasonal camp chaplain. This meeting is required for the individuals serving in this role, and it will cover the roles and responsibilities of the chaplain aide. Unit chaplain aides assist unit members in earning the Summit Duty to God Award. This meeting will be held in the Pigott Headquarters building, likely around 7:00 p.m., though final details will be shared at camp.

## OUTDOOR ETHICS GUIDE MEETING (YOUTH)

A Sunday evening meeting for unit outdoor ethics guides will be held each week. The youth participant elected or designated to serve in this role will take part in a brief orientation, led by the ecology and conservation director. The meeting will cover the roles and responsibilities of the individual serving in this position. The outdoor ethics guide plays a key role in assisting unit members in earning the Summit Sustainability Award. This meeting will be held in the Pigott Headquarters building, likely around 7:00 p.m., though final details will be shared at camp.



# PROGRAM PREPARATIONS

## SCOUTING SWIM CLASSIFICATION TEST

Units must bring two copies of the completed Scouting America *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 Scouting 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 Scouting America *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 Scouting America *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, though participants must be classified as *swimmers*, after completion of the Scouting America 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](mailto:summithealthlodge@scouting.org) before arrival, and the health and safety and program teams will work to provide reasonable accommodation, if possible.



# PROGRAM SCHEDULING & NOTES

## SCHEDULING

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

### SAMPLE INDIVIDUAL SCOUT PROGRAM SCHEDULE

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

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
A.M.		SPACE EXPLORATION MERIT BADGE	PULP AND PAPER MERIT BADGE	CLIMBING MERIT BADGE (1/2)	AERIAL SPORTS BUY-UP PROGRAM	WHITewater RAFTING BUY-UP TRIP	DEPARTURE BY 10:00 A.M.
P.M.	ARRIVAL	SWIMMING MERIT BADGE (1/2)	SWIMMING MERIT BADGE (2/2)	CLIMBING MERIT BADGE (2/2)	AERIAL SPORTS BUY-UP PROGRAM	WHITewater RAFTING BUY-UP TRIP	
EVE.	OPENING CAMPFIRE	SUMMIT CENTER OPEN ACTIVITIES (CAMP-WIDE) AND SCOUT CAMP-SPECIFIC OPEN PROGRAMS				CLOSING CAMPFIRE	

### TWO-DAY MERIT BADGES

When registering for merit badges that meet on more than one day, leaders or parents/guardians only need to register for one session of the badge. After registering, the second session, which will always be held on the following day, will automatically be added. Swimming merit badge, in the above schedule, is an example of a two-day merit badge program.

### MERIT BADGE & PROGRAM SESSION EXPECTATIONS

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

### MERIT BADGE SESSIONS & PREREQUISITES

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



# PROGRAM REG. & BUY-UPS

## MERIT BADGE & PROGRAM REGISTRATION

Primary reservations are placed and camp fees are paid online (at [summitbsa.org](http://summitbsa.org)), through the Scouting America registration platform for National High Adventure Bases and national programs. This platform is not used for individual merit badge and program registration.

The Black Pug platform, feature-rich, built specifically for Scouting, and familiar to many adult leaders and parent(s)/guardian(s), is used by the Justice National Scout Camp for merit badge and program registration. In the spring, usually around the beginning of March, detailed access and use instructions for Black Pug will be e-mailed to primary leaders. **Merit badge and program registration for all sessions will open on or around Thursday, April 23, 2026; the scheduled launch time is 7:15 p.m. (E.T.)**



## WHO COMPLETES PROGRAM REGISTRATION?

Primary unit leaders, named owners of registrations in Black Pug, can make selections for the Scouts in their unit. Primary unit leaders can also enable the Parent Portal feature of Black Pug, which enables parent(s)/guardian(s) to make merit badge and program selection for their Scout(s).

## PROGRAM REGISTRATION ASSISTANCE

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

## ADVANCEMENT/COMPLETION REPORTING

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

## BUY-UP PROGRAMS: A TASTE OF HIGH ADVENTURE

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

BUY-UP PROGRAM	COST
Whitewater trip (half-day)	\$110.00
Whitewater merit badge/trip (full-day)	\$140.00
Wheels (Park & Trax, full-day)	\$65.00
Bows and Barrels (full-day)	\$75.00
Shotgun merit badge (full-day)	\$75.00
Aerial sports (full-day)	\$85.00
Alexander's Eagle Flight (Big Zip)	\$20.00



# SCOUTCRAFT (OUTDOOR SKILLS)

## THE SCOUTCRAFT (OUTDOOR SKILLS) PROGRAM

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

## SCOUTCRAFT MERIT BADGES



### CAMPING MERIT BADGE

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. Individuals who can take care of themselves while camping will also be prepared to meet an array of other challenges!

*Prerequisites: 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c*



### COOKING MERIT BADGE (\$20.00 FEE)

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

*Prerequisites: 2c, 4a-f, 6a-f (some parts of requirement 6 may be completed)*



### EMERGENCY PREPAREDNESS MERIT BADGE

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

*Prerequisites: 2a-c, 8d, 9 (earn the First Aid merit badge)*



### FIRST AID MERIT BADGE

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

*Prerequisites: 2b (1), 14 (must be completed outside of the session)*



### GEOCACHING MERIT BADGE

The word geocache is a combination of “geo,” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth—a hiding place you can find using a G.P.S. unit. This merit badge is a great introduction for Scouts who need some direction and/or want to develop a lifelong hobby!

*Prerequisites: 7, 9 (These requirements may be completed at camp.)*



# SCOUTCRAFT (OUTDOOR SKILLS)

## SCOUTCRAFT MERIT BADGES (CONTINUED)



### PIONEERING MERIT BADGE

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

*Prerequisites: None*



### SEARCH AND RESCUE MERIT BADGE

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

*Prerequisites: None*



### SIGNS, SIGNALS, AND CODES MERIT BADGE

Scouts get to learn the inner workings of various signs, signals, and secret codes that are present all around us in our everyday lives. Scouts will learn parts of Morse code, American Sign Language, semaphore, braille, trail signs, and more before delving into cryptography.

*Prerequisites: None*



### WILDERNESS SURVIVAL MERIT BADGE

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

*Prerequisites: 4, 5e (Scouts must stay overnight in their shelter to complete requirement)*



### SAFETY MOMENT: BLACK BEARS AT THE SUMMIT

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



# BROWNSEA ISLAND (FIRST-YEAR)

## THE BROWNSEA ISLAND PROGRAM FOR FIRST-YEAR SCOUTS

Brownsea Island (B.S.I.) sits in the center of Goodrich Lake East. Named after the island in England where Lord Baden-Powell first experimented with the concept of Scouting in 1907, it is the perfect location for the Justice National Scout Camp Brownsea Island First-year Camper Program. Here, new Scouts will work on rank-advancement requirements through First Class, develop new Scouting friendships, and learn and apply Scouting skills and concepts. The focus of this half-day program is for first-year Scouts to have fun while being introduced to Scout skills, camping, and advancement, so that they are excited about returning to camp and staying involved in their unit. Scouts participate in the program from Monday through Thursday.

### PROGRAM DESCRIPTION

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

### BROWNSEA ISLAND STRUCTURE

Brownsea Island is a week-long (Monday through Thursday) half-day program offered to Scouts as an all-morning session (8:30-11:30 a.m.) or an all-afternoon session (1:30-4:30 p.m.). Scouts should register for only one session of Brownsea Island, and the remaining time can be filled with other merit badge or program selections.

### WHY BROWNSEA ISLAND IS A HALF-DAY PROGRAM

The Brownsea Island program is offered as two separate sessions (one in the morning and one in the afternoon) instead of a single, full-day session as it has been in past years. This structure allows for smaller session sizes and, most importantly, allows Scouts to make their own selections for some merit badges and programs!

### PROGRAM NOTE ABOUT BROWNSEA PROGRAM

The First Aid and Swimming merit badges are no longer included as part of the Brownsea Island program, though these programs are offered in morning and afternoon sessions, so Scouts can opt to work on these merit badges!

### WHO SHOULD PARTICIPATE IN B.S.I.?

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

TIME	MONDAY-THURSDAY
8:30-11:30 a.m.	Morning B.S.I. session
1:30-4:30 p.m.	Afternoon B.S.I. session

*Scouts should select one session (morning or afternoon).*

### BROWNSEA ISLAND STAFF & VOLUNTEERS

Brownsea Island is staffed with dedicated, experienced Scouters who will ensure that the participating Scouts receive a robust experience. That said, volunteer support is always appreciated! Please contact Camp Director Johnny Tracy, at [Johnny.Tracy@scouting.org](mailto:Johnny.Tracy@scouting.org) or 901-489-6027, before camp, or discuss volunteer opportunities with the Justice National Scout Camp Program Director or the Brownsea Island Lead Instructor at camp.

### PROGRESS REPORTING

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



# OTHER SCOUTCRAFT PROGRAMS

## PAUL BUNYAN AWARD

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



## WILDERNESS SURVIVAL OVERNIGHTER

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



## THE FIREM'N CHIT

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



## THE TOTIN' CHIP

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



## OPEN SCOUTCRAFT/OUTDOOR SKILLS PROGRAMS

On Tuesday and Thursday evenings and on Friday during the day, the Scoutcraft and Outdoor Skills program area will be open to Scouts for various activities that will be shared with unit leaders prior to camp.

## TREK SAFELY (ADULTS)

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



## INTRO. TO OUTDOOR LEADER SKILLS (ADULTS)

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



## POTENTIAL ADDITIONAL SCOUTCRAFT PROGRAMS

The Justice National Scout Camp leadership team considers program and training additions throughout the year. As such, other program opportunities and/or trainings may be added before camp. Make sure to tune in for the Webinars to learn about any potential additions!



# AQUATICS

## THE AQUATICS PROGRAM

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

## AQUATICS MERIT BADGES



### CANOEING MERIT BADGE

Scouts will learn how to navigate their canoes through the beautiful waters of Goodrich Lake West, as they enjoy a centuries-old conveyance and leisure activity. Scouts will discuss proper preparation and equipment needed for a safe canoeing expedition and learn and practice various paddle strokes and maneuvers.

*Prerequisites: 2 (Scouts must be classified as swimmers to participate)*



### KAYAKING MERIT BADGE & KAYAKING BSA AWARD

This merit badge introduces Scouts to recreational kayaking and helps prepare them for advanced paddle sports like whitewater kayaking. The skills instructed in the Kayaking merit badge session are foundational and open up opportunities for other adventure experiences. This is a great badge to take before a whitewater trip on the New River!

*Prerequisites: 2 (Scouts must be classified as swimmers to participate)*



### LIFESAVING MERIT BADGE

No Scout ignores a plea for help, but it is critical that they know the best way to provide aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act.

*Prerequisites: 2a (including swimmer classification); C.P.R./First Aid cert. recommended*



### ROWING MERIT BADGE

Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Scouts are invited to hone their rowing skills on the picturesque Goodrich Lake West as they learn the skills and attitudes they will need to join the Summit Crew!

*Prerequisites: 2 (Scouts must be classified as swimmers to participate)*



### SWIMMING MERIT BADGE

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

*Prerequisites: 2 (Scouts must be classified as swimmers to participate)*

Scouts and leaders should complete the Scouting America swim classification test before camp!



# OTHER AQUATICS PROGRAMS

## SCOUTING STAND UP PADDLEBOARDING AWARD

The Scouting America Stand Up Paddleboarding Award introduces Scouts to the basics of stand up paddleboarding, including skills, equipment, self rescue, and safety precautions, while encouraging Scouts to develop paddling skills that promote fitness and safe aquatics recreation. The Justice National Scout Camp *Merit Badge Schedule* lists scheduling options.



## SCOUTING MILE SWIM

Mile Swim is the program for Scouts and adults looking for the ultimate swimming challenge! Participating Scouts and adults must attend practice sessions throughout the week before attempting to swim one mile in Goodrich Lake West on Friday. Additional information about practice sessions and scheduling will be communicated to unit leaders at camp.



## INSTRUCTIONAL SWIMMING

Instructional Swimming is for Scouts in the non-swimmer and beginner swimming ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group. The beginner's test completes requirement 7 for the Second Class rank, and the swimmer test completes requirement 9 for the First Class rank.

## OPEN BOATING, S.U.P., & SWIMMING

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

## WATER REALITY

Scouts and leaders are invited to visit the challenging Water Reality (water obstacle) course of the Summit, located in Goodrich Lake West, during scheduled open program times.

## SWIMMING & WATER RESCUE TRAINING

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



## PADDLE CRAFT SAFETY TRAINING

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



# WHITEWATER PROGRAMS

## THE WHITEWATER PROGRAM

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

### WHITEWATER MERIT BADGE (BUY-UP PROGRAM)



#### WHITEWATER MERIT BADGE (\$140.00 FEE)

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

*Prerequisites: Kayaking merit badge; Scouts must be twelve and classified as a swimmer*

#### WHITEWATER MERIT BADGE BUY-UP PROGRAM

Participants in the Whitewater merit badge buy-up program will be provided lunch from the outfitter that hosts the badge. The minimum registration for the Whitewater merit badge is five individuals. Units should plan to send one adult leader for any session in which at least one of their Scouts is participating. Trips cannot be canceled or refunded with notice of less than two weeks. Additional information will be provided to unit leaders and participants at camp. The cost to participate in this program is \$140.00 per person.

#### PREPARING FOR A WHITEWATER TRIP

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

- Whitewater waivers must be completed online by the participant or their parent/guardian, if the participant is under the age of eighteen
- Participants should report to the Whitewater Tent at the time provided by the camp leadership
- Participants should come prepared in swimwear, with a water bottle on locking carabiner, closed-toe shoes to get wet, sunscreen, straps for eyewear, and any emergency medication; waterproof camera, hat, and long-sleeve shirt optional
- Participants should not bring towels or a change of clothes with them; everything must be taken on the trip; different buses pick up and drop off from camp



#### WHITEWATER HALF-DAY OR FULL-DAY TRIP BUY-UP

Scout Camp participants are invited to participate in a half-day or full-day whitewater rafting experience on the lower New River. Sign up as a unit or individually and make a splash in your week at camp! Spots are available throughout each week of camp. On this trip, participants will navigate ten miles of river in an eight-person river raft. The trip route contains approximately twenty-five different rapids, ranging between Class I to IV+. These unforgettable trips will last for about two (half-day) or five (full-day) hours. Meals are provided by the rafting outfitter for full-day trips; half-day trip participants should plan to eat at the Pigott Dining Hall before (afternoon) or after (morning) their trip. Registration can be placed and fees paid through the Black Pug registration platform. Trips cannot be canceled or refunded with notice of less than two weeks. The cost to participate is \$110.00 per person for a half-day trip and \$140.00 per person for a full-day trip.



# ECOLOGY & CONSERVATION

## THE ECOLOGY & CONSERVATION PROGRAM

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

## ECOLOGY & CONSERVATION MERIT BADGES AT THE CUSHMAN FAMILY FISH CAMP



### FISH AND WILDLIFE MANAGEMENT MERIT BADGE

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

*Prerequisites: None*



### FISHING MERIT BADGE

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

*Prerequisites: None, though completion of requirement 9 cannot be guaranteed*



### FLY FISHING MERIT BADGE

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

*Prerequisites: None, though completion of requirement 10 cannot be guaranteed*

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



# ECOLOGY & CONSERVATION

## ECOLOGY AND CONSERVATION MERIT BADGES



### ARCHAEOLOGY MERIT BADGE

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

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



### ASTRONOMY MERIT BADGE

In the Astronomy merit badge, Scouts study how activities in space affect Earth and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

*Prerequisites: None, though participation in the Tuesday evening Star Party is required*



### BIRD STUDY MERIT BADGE

Now recruiting ornithologists! Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. The Summit provides a world-class venue and is an ideal place to work on the Bird Study merit badge.

*Prerequisites: None*



### ENERGY MERIT BADGE

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

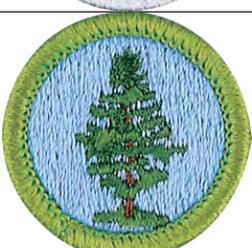
*Prerequisites: 4a-b*



### ENVIRONMENTAL SCIENCE AND SUSTAINABILITY MERIT BADGES

In this session that joins two related Eagle-required merit badges, Scouts will take investigate their surroundings and explore how humans impact the earth. Scouts will also delve into a core value of the Summit with the Sustainability merit badge, which encourages Scouts to evaluate ways in which individuals can be good stewards of the natural world.

*Prerequisites: Sustainability 8a (may be completed during camp, outside of the session)*



### FORESTRY MERIT BADGE

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

*Prerequisites: 5a-c (choose one)*



# ECOLOGY & CONSERVATION

## ECOLOGY AND CONSERVATION MERIT BADGES (CONTINUED)



### GEOLOGY MERIT BADGE

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

*Prerequisites: None*



### INSECT STUDY MERIT BADGE

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

*Prerequisites: None*



### PULP AND PAPER MERIT BADGE

Each person in the U.S. uses about seven hundred pounds of paper each year! More than two billion individual books, twenty-four billion newspapers, and three hundred fifty million magazines are published on paper in the U.S. alone. Paper is everywhere in our lives. During this merit badge session, Scouts will even make their own paper!

*Prerequisites: None*



### SOIL AND WATER CONSERVATION MERIT BADGE

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

*Prerequisites: None*

## SUMMIT CORE VALUE: SUSTAINABILITY

Sustainability, a core value of the Summit since its inception, describes a way of planning and operating that balances environmental stewardship, economics, and education. All programs at the Summit Bechtel Reserve offer opportunities to engage with sustainability and put the associated principles into practice. These include opportunities to utilize the energy-saving buildings and structures on the property; take official Leave No Trace courses; and, of course, visit the energy-positive Sustainability Treehouse!



# ECOLOGY & CONSERVATION

## ECOLOGY AND CONSERVATION MERIT BADGES (CONTINUED)



### MAMMAL STUDY MERIT BADGE

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

*Prerequisites: None*



### MINING IN SOCIETY MERIT BADGE

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

*Prerequisites: None*



### NATURE MERIT BADGE

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

*Prerequisites: None*



### PLANT SCIENCE MERIT BADGE

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

*Prerequisites: None*



### REPTILE AND AMPHIBIAN STUDY MERIT BADGE

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

*Prerequisites: 8a-b (choose one option)*



### WEATHER MERIT BADGE

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

*Prerequisites: 11*



# ECO/CON PROGRAMS & TRAININGS

## **ANTOLINE CONSERVATION TRAIL GUIDED HIKE**

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

## **MCALLISTER SUSTAINABILITY TRAIL GUIDED HIKE**

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

## **SUSTAINABILITY TREEHOUSE GUIDED TOURS**

The Sustainability Treehouse is the showpiece of Scouting America's commitment to sustainable practices. This award-winning building is not only an exhibit, but a living, interactive classroom where Scouts can learn about everything from recycling practices and urban gardening to photosynthesis and adaptation. The Treehouse emphasizes environment-conscious living through conservation standards and through increased social awareness and responsibility. The Sustainability Treehouse staff will be available to assist with demonstrations and experiments to engage Scouts and help them evaluate their impact on the planet. A tour is required to complete the Summit Sustainability Award, too!

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

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

## **LEAVE NO TRACE (L.N.T.) LEVEL I ED. TRAINING**

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

## **SCOUTING OUTDOOR ETHICS AWARENESS AWARD**

The Scouting America Outdoor Ethics Awareness Award is a course available to youth and adults during evening open program. This course offers participants opportunities to learn more about outdoor ethics and Leave No Trace principles. After completing this award, youth participants can earn the Scout Outdoor Ethics Action Award, and adults can earn the Scouter Outdoor Ethics Action Award.

## **OPEN FISHING & INTRO. TO FISHING**

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

## **CARL FISCHER MEMORIAL FISHING DERBY**

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



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

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

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

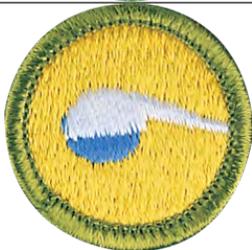
### S.T.E.M. MERIT BADGES AT THE TILLERSON LEADERSHIP CENTER



#### AVIATION MERIT BADGE

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Through aviation, we can fly farther, faster, and higher than they ever could!

*Prerequisites: None*



#### CHEMISTRY MERIT BADGE

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and molecule composition are all parts of chemistry. The Chemistry merit badge invites Scouts to stretch the imagination to envision molecules that cannot be seen—but can be proven to exist—and become chemists themselves!

*Prerequisites: None*



#### CRIME PREVENTION AND FINGERPRINTING MERIT BADGES

In this combined merit badge session, Scouts will learn how to prevent, recognize, and report crime and explore the ways in which crime affects individuals and communities. Scouts will also explore the fascinating science of fingerprinting and discover its role in a variety of contexts, including missing-person searches, crime investigation, and more.

*Prerequisites: None*



#### CYBERSECURITY MERIT BADGE

This badge equips Scouts with essential knowledge and skills to navigate and protect the digital world. Scouts will learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. Scouts will have opportunities to practice and apply what they learn!

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



#### DIGITAL TECHNOLOGY MERIT BADGE

Comprehend how electronic devices work and how to use them effectively with the Digital Technology merit badge. Scouts will explore the history of digital technology and discuss how technology today compares with the technology available to previous generations—all while imagining what kinds of devices might be available to them in the future!

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

### SAFETY IN THE DIGITAL WORLD

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



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

## S.T.E.M. MERIT BADGES (CONTINUED)



### ELECTRICITY AND ELECTRONICS MERIT BADGES

Scouts will learn the basics of electricity and electronics, including how electrical power is used, how circuits work, and the role of common electronic components. They will practice electrical safety, learn how fuses and circuit breakers protect systems, and respond to electrical emergencies. There will be numerous hands-on activities for a shockingly good time!

*Prerequisites: Electricity 2; none for Electronics*



### ENGINEERING MERIT BADGE

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

*Prerequisites: 4 (may be completed at camp)*



### INVENTING MERIT BADGE

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this merit badge, and discover your inner inventiveness!

*Prerequisites: None*



### MODEL DESIGN AND BUILDING MERIT BADGE

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

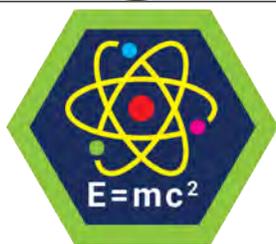
*Prerequisites: None*



### NUCLEAR SCIENCE MERIT BADGE

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

*Prerequisites: None*



### PHYSICS MERIT BADGE (TEST LAB)

Physics is the science of how things move, interact, and exist—from the tiniest particles inside atoms to the vast galaxies stretching across space. It's the foundation of modern technology, the reason rockets fly, and the explanation behind everyday phenomena like why your phone works or how a soccer ball curves through the air. Be prepared to be amazed!

*Prerequisites: None*



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

## S.T.E.M. MERIT BADGES (CONTINUED)



### PROGRAMMING MERIT BADGE

In the Programming merit badge, also known as “01010000 01010010 01000111 01001101,” Scouts will learn about the different types of programming languages along with industry uses and licensing. Scouts will get the chance to modify the code of a program to add working features to it! Programming is a lucrative career path and a fun hobby.  
*Prerequisites: 1a (Personal Safety Awareness “Digital Safety” video viewing)*



### RADIO MERIT BADGE

It’s time to ride some (radio) waves! Scouts will explore the various types of radios and will delve into the science and technology that make radio communication possible. Scouts will get the opportunity to use radio equipment, under the supervision of the counselor, and probably even communicate with extraterrestrials!  
*Prerequisites: None*



### ROBOTICS MERIT BADGE

Scouts will learn about the robotics industry, discover the different fields of robotics, and explore the available career options in robotics before designing, building, programming, and testing their own robot build. The Summit provides robotics kits for Scouts who, on completion of their builds, will compete in a one-of-a-kind robotics competition.  
*Prerequisites: None*



### SPACE EXPLORATION MERIT BADGE (\$20.00 FEE)

Space is mysterious. Humans explore space for many reasons, not least because we do not quite know what is out there. Scouts will learn about the history of space exploration, research the importance of space related to modern technology, and build and launch a model rocket. Please note that Scouts will not actually leave the planet.  
*Prerequisites: None*



# OTHER S.T.E.M. PROGRAMS

## EGG DROP

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

## OTHER S.T.E.M. FUN

Make sure to review the final *Evening and Open Program Schedule* for other open and free-time S.T.E.M. activities facilitated by the Justice National Scout Camp staff. Some examples of additional program opportunities include engineering challenges, 3-D printing demonstrations, and much more!



## ROCKET LAUNCH (SPACE EXPLORATION)

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

## SAFETY MOMENT: POCKETKNIVES

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

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

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



# ARTS, MEDIA, & HANDICRAFTS

## THE ARTS, MEDIA, & HANDICRAFTS PROGRAM

The Arts, Media, and Handicrafts programs are part of the larger S.T.E.A.M. center offered at the Justice National Scout Camp. Scouts looking to get creative at camp will enjoy the many offerings, from traditional merit badges, like Leatherwork and Basketry, to modern ones, like Moviemaking and Game Design. Let's get the creative juices flowing!

## ARTS, MEDIA, & HANDICRAFTS MERIT BADGES



### ANIMATION MERIT BADGE

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

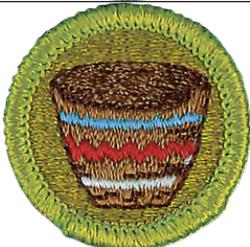
*Prerequisites: None*



### ART MERIT BADGE

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

*Prerequisites: 6 (recommended, though completed virtually at camp)*



### BASKETRY MERIT BADGE (\$20.00 FEE)

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

*Prerequisites: None, though Scouts may or may not complete the basket projects*



### CHESS MERIT BADGE

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

*Prerequisites: None*



### GAME DESIGN MERIT BADGE

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

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



# ARTS, MEDIA, & HANDICRAFTS

## ARTS, MEDIA, & HANDICRAFTS MERIT BADGES (CONTINUED)



### GRAPHIC ARTS MERIT BADGE

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

*Prerequisites: None*



### JOURNALISM MERIT BADGE

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

*Prerequisites: None*



### LEATHERWORK MERIT BADGE (\$20.00 FEE)

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

*Prerequisites: None*



### MOVIEMAKING MERIT BADGE

Scouts will have the chance to become the next Spielberg or Bigelow as they storyboard plots, create scripts, and explore characters in the inspiring setting of the Summit. Moviemaking is a way to tell stories visually through the art and science of motion picture photography. Scouts will need a camera or phone with video capabilities.

*Prerequisites: None; Scouts should bring a phone or camera of their own*



### MUSIC MERIT BADGE

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

*Prerequisites: None*



### PHOTOGRAPHY MERIT BADGE

Beyond capturing family memories, photography offers a chance to be creative. Photographers use lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

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



# ARTS, MEDIA, & HANDICRAFTS

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



### SCOUTING HERITAGE MERIT BADGE

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

*Prerequisites: 5, 6, 8 (5 and 8 may be completed during camp outside of the session)*



### SEWING AND NEEDLEWORK MERIT BADGE (TEST LAB)

Sewing is using a needle and thread to make stitches and combine textiles by hand or machine. Needlework is decorative sewing and other textile arts. In this badge, you will investigate several types of sewing and needlework. You will learn basic hand and machine sewing skills and make several small, practical projects using your new skills!

*Prerequisites: None*



### TEXTILE AND COMPOSITE MATERIALS MERIT BADGES

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

*Prerequisites: None*



### WOOD CARVING MERIT BADGE (\$10.00 FEE)

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

*Prerequisites: Scouts must have their Totin' Chip and bring some verification*

### CHESS TOURNAMENT

Join Scouting friends for the Thursday night chess tournament (participation for Chess merit badge Scouts may be required to complete the badge)! Make sure to "check" it out!

### GAME DESIGN SHOWCASE NIGHT

On Thursday evening or Friday afternoon, Scouts are invited to participate in the Game Design Showcase night, hosted by the Game Design merit badge participants. Scouts will be able to play new games designed by other Scouts!

### THE JUSTICE JOURNAL

The *Justice Journal* is the official publication of the Justice National Scout Camp, published each Friday afternoon. Participation by Scouts in the Journalism merit badge is required.

### MOVIE NIGHT

On Tuesday evenings, all Scouts and leaders are invited to enjoy Movie Night in the Pigott Dining Hall. Popcorn, soda, and other snacks are provided.

### 2027 PATCH DESIGN COMPETITION

Justice National Scout Camp hosts a summer-long competition, in which Scouts are invited to submit an entry for a 2027 patch design for the camp. All entries are due by 5:00 p.m. each Friday.

### PHOTOGRAPHY CONTEST

Each week, the Justice National Scout Camp will host a photography contest. Scouts and leaders are invited to enter their best photograph from their week of camp. Winners will be announced at the closing campfire each week!



## SPORTS MERIT BADGES



### GOLF (DISC GOLF OPTION) MERIT BADGE

Golf—whether played with clubs or discs—is unique in that players are expected to officiate themselves. Unlike many sports that rely on referees or umpires, golfers take responsibility for knowing the rules, calling penalties, and playing honestly. The integrity of the game depends on respect, sportsmanship, and personal accountability.

*Prerequisites: None*



### MULTISPORT MERIT BADGE

Multisport is a racing competition that combines running, biking, and swimming. This badge builds naturally on Swimming, Cycling, Athletics, or Personal Fitness, giving Scouts a fun way to expand into new fitness areas and experience the benefits of cross-training. Scouts can combine skills across sports to support long-term well-being, personal growth.

*Prerequisites: 5a-d*



### PERSONAL FITNESS MERIT BADGE

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

*Prerequisites: 4a-e, 7a-d (must be completed after camp)*

## SPORTS TOURNAMENTS

On Wednesday evenings, sports tournaments will be hosted for Scout Camp participants. These offerings have included gaga ball and volleyball in the past, and details will be provided for units and/or individuals to participate in these program opportunities.

## PHYSICAL FITNESS AT CAMP

All Scouts and leaders should be physically prepared for camp! The Summit recommends engaging in regular cardiovascular and strength-building exercise before camp!



# CITIZENSHIP & VOCATIONS

## THE CITIZENSHIP & VOCATIONS PROGRAM

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

### CITIZENSHIP & PERSONAL DEVELOPMENT MERIT BADGES



#### AMERICAN HERITAGE MERIT BADGE

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

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



#### AMERICAN INDIAN CULTURE MERIT BADGE

American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which Scouts will meet some of America's most fascinating peoples. This badge includes exploring local American Indian cultures and exploring ways of life.

*Prerequisites: 5a-b (choose one) recommended; will be completed virtually at camp*



#### AMERICAN LABOR MERIT BADGE

The labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions. Scouts will explore the hard-fought history of the labor movement and gain and understanding of the victories achieved by working people over many years.

*Prerequisites: None*



#### CITIZENSHIP IN THE NATION MERIT BADGE

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

*Prerequisites: 5; Scouts must attend the Friday field trip to complete requirement 7 at camp*



#### CITIZENSHIP IN THE WORLD MERIT BADGE

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

*Prerequisites: None*



# CITIZENSHIP & VOCATIONS

## CITIZENSHIP & PERSONAL DEVELOPMENT MERIT BADGES (CONTINUED)



### COMMUNICATION MERIT BADGE

This clear and concise definition comes from the U.S. Department of Education: “Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media.” Scouts will hone their skills in this essential area, developing

*Prerequisites: 4, 5, 8; Scouts must complete requirement 3 outside of the session*



### DISABILITIES AWARENESS MERIT BADGE

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

*Prerequisites: None*



### PERSONAL MANAGEMENT AND AMERICAN BUSINESS MERIT BADGES

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

*Prerequisites: Personal Management 1a-c, 2a-d, 8c-d*



### PUBLIC SPEAKING AND SALESMANSHIP MERIT BADGES

Public speaking and salesmanship are essential skills for personal and professional success. This session will provide instruction to Scouts on strategies and techniques to prepare and deliver messages effectively. These skills will be applied as Scouts practice salesmanship by pitching a variety of items. You’ll be able to sell ice to an Eskimo!

*Prerequisites: None; some requirements may need to be completed outside the session*



### RAILROADING MERIT BADGE

Railroading has a rich history in the United States and in southern West Virginia. By earning this badge, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading. This badge includes a field trip to the train tracks just outside the Summit, too!

*Prerequisites: None*



### SAFETY AND FIRE SAFETY MERIT BADGES

Scouts will learn how to prevent accidents and respond effectively in emergencies by making informed, responsible choices. Topics include safe and responsible use of fire, home and camping fire prevention, burn prevention, and general safety practices for everyday activities.

*Prerequisites: Fire Safety 5e, g*



# CITIZENSHIP & LIFE SKILLS

## VOCATIONS MERIT BADGES



### **AUTOMOTIVE MAINTENANCE AND TRAFFIC SAFETY MERIT BADGES**

Scouts will learn how automobiles work and how to care for them to ensure safe, efficient operation. They will also gain practical skills for staying safe in traffic—whether driving, biking, or traveling on foot—by understanding vehicle systems, road awareness, and responsible decision-making.

*Prerequisites: None*



### **PLUMBING MERIT BADGE**

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad, covering installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes. Plumbing: a career that will never go down the toilet!

*Prerequisites: None*



### **WELDING MERIT BADGE (\$10.00 FEE)**

Welding is the process of joining with a weld – combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Welding: It's pretty metal!

*Prerequisites: None*

## **PREPARING TO PARTICIPATE IN CITIZENSHIP & VOCATIONS PROGRAMS**

While there are no age or rank requirements to participate in any of the Citizenship and Vocations area programs, Scouts must come prepared to learn and engage in a safe, constructive manner. The Citizenship merit badges require a significant amount of writing and active, engaged participation. The Vocations merit badges involve working with specialized equipment, the use of which requires maturity and a keen attention to safety.

# Summit



# OTHER CITIZENSHIP PROGRAMS

## MESSENGERS OF PEACE AWARD

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



## NEW RIVER GORGE BRIDGE FIELD TRIP

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



## SCOUTING MUSEUM TOUR

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



# RANGE & TARGET ACTIVITIES

## THE RANGE & TARGET ACTIVITIES PROGRAM

The Range and Target Activities programs offered at the Justice National Scout Camp provide instruction to Scouts on the ways to responsibly, safely, and enjoyably use firearms. The Archery and Rifle merit badges are offered at the Scout Camp Ranges, near the main Scout Camp area, and Shotgun merit badge, offered on Wednesdays, is offered at the Barrels.

### TARGET SPORTS MERIT BADGES



#### ARCHERY MERIT BADGE

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

*Prerequisites: 1e; Scouts must also satisfy the qualification requirements*



#### RIFLE SHOOTING MERIT BADGE

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

*Prerequisites: 1e, 1g (1) and (2); Scouts must also satisfy the qualification requirements*



#### SHOTGUN SHOOTING MERIT BADGE (\$75.00 FEE)

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

*Prerequisites: 1e, 1g (1) and (2); Scouts must also satisfy the qualification requirements*



# OTHER RANGE/TARGET ACTIVITIES



## OPEN RIFLE & ARCHERY SHOOTING

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

## OPEN TOMAHAWKS & KNIFE THROWING

On Tuesday and Thursday evenings, Scouts and leaders are invited to test their tomahawk-throwing skills at the Scout Camp range. Knife throwing and/or tomahawk throwing is also available during the Monday evening Appalachian Celebration. Additional details on scheduling will be included in the *Evening and Open Program Schedule* and will be communicated at camp.

## TOP SHOT COMPETITIONS

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



## BOWS & BARRELS BUY-UP PROGRAM

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



## R.A.T.A. BUY-UP SCHEDULING

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

## R.A.T.A. HEALTH AND SAFETY NOTE

Closed-toe shoes are required at all ranges at the Summit. Please do not wear Crocs to the ranges!



# AERIAL SPORTS

## THE AERIAL SPORTS PROGRAM

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

## AERIAL SPORTS MERIT BADGE



### CLIMBING MERIT BADGE

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

*Prerequisites: None*

### OPEN CLIMBING

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



### ABOUT BOULDER COVE

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



# OTHER AERIAL SPORTS PROGRAMS

## PROJECT C.O.P.E. PROGRAM

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

PROJECT  
C O P E



## SUMMIT CENTER ZIPS

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



## AERIAL SPORTS FULL-DAY BUY-UP PROGRAM

The aerial sports buy-up program offers Scouts and leaders an opportunity to explore and negotiate the most challenging aerial sports venues on the property, alongside participants from the Summit Experience, the onsite high-adventure program of the Summit. This program begins at the Rocks, home to climbing, rappelling, bouldering, and the Leap of Faith (a thrilling thirty-two-foot jump). The day continues with an invigorating ride on Alexander's Eagle Flight (formerly the Big Zip), a signature Summit offering. The day concludes with the newly-reopened canopy zip line tour in Action Point, which offers a stunning platform-to-platform course through the trees. Participants will be provided with a pack-out lunch to eat on the trail between venues. The cost to participate in this program is \$85.00 per person, and registration can be placed online through the Black Pug program registration platform.

### AERIAL SPORTS BUY-UP SCHEDULING

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

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

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

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



# WHEELED SPORTS PROGRAMS

## THE WHEELED SPORTS PROGRAM

Wheeled sports programs are among the most unique offered at the Summit Bechtel Reserve. Skateboarding, BMX, and mountain biking are offered as evening and buy-up program options for Scouts and leaders, and the Skating merit badge (skateboarding requirements) is offered, too. Whether you are a seasoned skater or have never seen a skateboard, our experienced staff will provide instruction and direction. Let's ride!

## WHEELED SPORTS MERIT BADGE



### SKATING MERIT BADGE

This merit badge introduces Scouts to the exciting world of skateboarding. In addition to being an enjoyable leisure activity that promotes fitness, there are a variety of athletic careers in skating. The Summit is one of the only Scouting America facilities that offers skateboarding programs, and skaters of any level can participate!

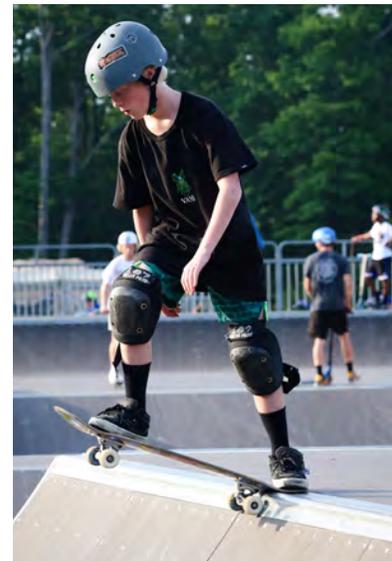
*Prerequisites: Requirement 2 (Skateboarding option) (7)*

### MOUNTAIN BIKING (ACTION POINT)

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

### SKATEBOARDING & BMX (ACTION POINT)

In addition to the high-adventure Park and Trax venues, the Harkey X-Zone, at Action Point, in the Summit Center, houses top-notch skateboarding and BMX facilities for Scouts and adults to try their hands at these adrenaline-pumping activities. During open program time, the specific days and times for which will be shared after publication of this guide, participants can visit the Harkey X-Zone to receive instruction in cornering, pumping, and balance on the BMX tracks or explore the transitions, ramps, quarter pipes, stair sets, boxes, and rails of the skatepark. Closed-toe athletic or skate shoes are required for these activities. Hiking boots are not permitted.



### WHEELED SPORTS BUY-UP PROGRAM

Scout Camp participants are invited to "shred the gnar," by visiting the Park, the high-adventure skateboarding venue of the Summit, and the Trax, the high-adventure BMX venue of the Summit, for a full-day wheeled sports buy-up program. Qualified instructors will share their passion for the sports with participating Scouts and adults. Participants of any ability will leave with the confidence and competence to tackle the challenges presented by these activities. Safety equipment is provided for both activities, and a pack-out lunch is provided for Scouts participating in this program. Scouts and adults who want to participate must register online through the Black Pug platform. See the *Merit Badge Schedule* for a listing of the days on which this program is offered. The cost to participate in the wheeled sports buy-up program is \$65.00 per person.



# HUNTER EDUCATION PROGRAMS

## THE JOE CRAFTON SPORTSMAN'S COMPLEX

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



## OPEN PROGRAMS AT THE SKILLS CENTER

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



## HUNTER EDUCATION CERTIFICATION COURSE

The Summit Bechtel Reserve Hunter Education Certification Program allows Scouts and Scouters the opportunity to receive their hunter education cards (which can be exchanged for a hunting license in all fifty states) while on site participating in any summer programming activity. The program is held at the Joe Crafton Sportsman's Complex, in Hunter's Hall. During each week of Scouting program, the hunter education program will be offered on **Wednesday evenings, from 6:00-8:30 p.m.**

Guests 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 guests by February of 2026.
02. Before coming to camp, complete an online hunter education course at [wvdnr.gov/programs-publications/hunter-education](http://wvdnr.gov/programs-publications/hunter-education). The BeASafeHunter (fee) and N.R.A. Hunter Education (no fee) courses are recommended. Make sure to select West Virginia as the state while taking the online course.
03. After completing the course, bring a copy of the the completion voucher to Hunter's Hall on Wednesday evening to participate in the hands-on portion of the hunter education certification program. (The staff recommends taking a phone photograph of completed vouchers.)

Contact Chris Perkins, Crafton Sportsman's Complex and Hunter Education Program Specialist, at [Chris.Perkins@scouting.org](mailto:Chris.Perkins@scouting.org) or 304-465-2856, with any questions.

## HUNTER EDUCATION NOTE

While any Scout or leader is welcome to participate in a hunter education program, those who wish to earn the West Virginia Hunter Education Card, which can be exchanged for a hunting license, must complete the steps here. Registration for the online course, required for those wanting to earn the Card, will be shared with participants in February of 2026.



# OTHER SCOUT CAMP PROGRAMS

## OPEN PROGRAMS

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

## WEDNESDAY NIGHT: INTER-UNIT FELLOWSHIP

On Wednesday evenings, there are only a few scheduled open programs. While many Scouts and Scouters participate in the Order of the Arrow rededication ceremony, described on this page, many also choose to remain in their campsites for inter-unit fellowship, including campfires and s'more-making, Gaga ball, sports tournaments, and other activities.

## FRIDAY CLOSING CAMPFIRE PROGRAM

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

## UNIT PLAQUE PROGRAM

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



## SCOUT SPIRIT: THEME DAYS

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

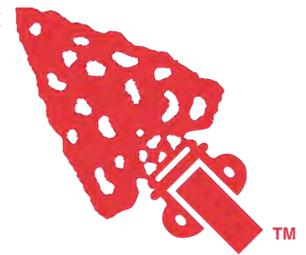
- Monday: West Virginia, Best Virginia Day (wear gear from West Virginia or gear from your home state)
- Wednesday: Cowboy/Cowgirl and Western Day
- Friday: Order of the Arrow Day

## ORDER OF THE ARROW PROGRAMS

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

## WEDNESDAY NIGHT REDEDICATION CEREMONY

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



## FRIDAY NIGHT CALLING-OUT CEREMONY

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



# AWARDS & OPPORTUNITIES

## AWARDS SPECIFIC TO SCOUT CAMP

The Summit Bechtel Reserve offers several awards available for participants in any program; these awards are detailed on the right of this page. The programs listed below are specifically for Scout Camp participants.

### SCOUT CAMP PARTICIPATION AWARD

The Justice National Scout Camp Participation Award is an award presented to those Scouts (youth) who want to maximize their summer camp experience by taking advantage of the numerous opportunities afforded to participants during their camp experience at the Summit. See the end of this guide for the requirements and the form that must be completed and submitted to achieve this special individual recognition. All award forms should be submitted to the Pigott Headquarters building (Scout Camp office) by Friday at 1:00 p.m. Awards will be given to unit leaders at check-out.

### MERIT AND HONOR TROOP AWARDS

The Merit Unit and Honor Unit Awards recognize units that participate fully in the camp program and demonstrate the true spirit of Scouting. All units receiving the Merit and Honor Unit Awards will be recognized at the closing campfire program with the presentation of special ribbons to hang from the unit flag. See the end of this guide for the form that must be completed and submitted to achieve this/these recognitions. All Merit and Honor Troop Award forms must be submitted to the Pigott Headquarters building (Scout Camp office) no later than Friday at 1:00 p.m. If forms are not received by this time, units will still be given the award ribbons, but they may not be presented at the closing campfire.



### JUSTICE TROOP AWARD

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

## SUMMIT DUTY TO GOD AWARD

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



## SUMMIT SUSTAINABILITY AWARD

Sustainability describes the essential work to be done to preserve and protect the natural resources of the planet Earth. Sustainability is a key commitment of the Summit and Scouting 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. This form should be returned to the Bunker (the trading post).



# ADULT LEADER PROGRAMS

## ADULT LEADER TRAININGS

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

## SCOUTMASTER COOK-OFF

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



## SCOUTMASTER MERIT BADGE

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

## WANT TO HELP AT CAMP?

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



# JOIN THE SUMMIT STAFF!

## THE BEST JOB EVER!

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

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



## APPLY TODAY!

Staff members are paid a salary (starting at \$1,600.00 per month in 2026) and provided food and housing (in a canvas wall tent on a concrete platform in staff camp) for the duration of employment. There are many other opportunities, including internship cooperation. Reach out to [summitseasonalstaff@scouting.org](mailto:summitseasonalstaff@scouting.org) to learn more, visit [summitbsa.org/jobs](https://summitbsa.org/jobs), or scan the Q.R. code below. We cannot wait to welcome you to our team!



# ATTRACTIONS NEAR THE SUMMIT

The area surrounding the Summit holds a wonderland of outdoor adventures, cultural experiences, and other unique activities. 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 one or more of several overlook / viewing areas. (photo: Donnie Nunley)

## INFORMATION

Canyon Rim Visitor Center  
162 Visitor Center Road  
Lansing, WV 25862  
304-574-2115  
[nps.gov/neri](http://nps.gov/neri)



## LOCAL HIKES

There are dozens of local trails to hike and explore, all of which offer stunning views of natural and manmade surroundings. These trails weave in and out of the West Virginia woods and offer unforgettable experiences!

## INFORMATION

[nps.gov/neri/planyourvisit/fayetteville\\_trails](http://nps.gov/neri/planyourvisit/fayetteville_trails)  
There are many other resources for trails in the area that can be accessed online. The Long Point Trail is recommended.



## WHITewater EXPERIENCES

The New River is home to world-class whitewater rafting, and tens of thousands of thrill-seekers visit the area each year. Make sure to experience the New River through a buy-up or before or after a visit to camp!

## INFORMATION

There are several local options:  
ACE Adventure Resort: [aceraft.com](http://aceraft.com)  
Adventures on the Gorge: [adventuresonthegorge.com](http://adventuresonthegorge.com)  
River Expeditions: [raftinginfo.com](http://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](http://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](http://tamarackwv.com)



## LOCAL STATE PARKS

West Virginia is home to some of the best state parks in the U.S. With dozens of recreation and sightseeing activities, visitors can hike, 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](http://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](http://arrowheadbikefarm.com)



## BRIDGE WALK

Below the New River Gorge Bridge, spanning more than three thousand feet, nearly nine hundred feet over the New, there is a catwalk, on which visitors can walk and take in amazing views high above the mighty river!

## INFORMATION

57 County Route 85/9  
Lansing, WV 25862  
304-574-1300  
[bridgewalk.com](http://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 listed 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. Several downtown areas close to the Summit are listed.

## 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](http://worldscoutingmuseum.org)



## THURMOND, WV (GHOST TOWN)

The New River Gorge National Park is home to the town of Thurmond, West Virginia, a classic boomtown that resulted from coal and the railroad. Today, the town is deserted, but well-preserved buildings provide a peek into the past.

## INFORMATION

254 River Crest Road  
Thurmond, WV 25396  
304-465-8550  
[nps.gov/neri/planyourvisit/thurmond](http://nps.gov/neri/planyourvisit/thurmond)

*This list consists of suggestions for local activities near the Summit. These activities are not facilitated by the Summit, and the Summit does not receive any financial benefit when Summit participants visit any of the suggested locations.*



# 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) will be given during the Celebration.

## 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. Here are some additional program notes:

- **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:** Items will be 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! **This is the only opportunity for branding during camp.**
- **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 of opportunities:

- Guided Sustainability Treehouse and self-guided 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 cooking demonstrations
- 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 POSTS

## 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. Most items are available at both locations!

## 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.



## 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 huge variety of Summit products and souvenirs, allowing participants (and anyone else) 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. The deadline for custom shirt orders is April 1, 2026, as time is required to produce/ship the shirts.

## 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 materials.

### 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 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 their 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 units one evening (likely Wednesday); the times for this will be shared with unit leaders at camp. Unit photos can be accessed and printed from the Summit Flickr account.



# SUMMIT MOBILE MAP APP.

## Explore the Summit Bechtel Reserve

### “Summit Visitor Map” Mobile Application

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

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

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



ArcGIS Field Maps icon

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

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



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





## DUTY TO GOD AWARD

The Scout Oath begins with duty to God and country, and the Scout Law ends with reverence. Scouting America maintains that no member can grow into the best kind of citizen without recognizing an obligation to a higher power. Under the guidance of the unit chaplain aide, an elected or designated Scout (youth), Scouts in any Scouting program at the Summit Bechtel Reserve are encouraged to earn the Duty to God Award, the requirements for which are detailed here. The Summit employs a full-time seasonal chaplain to support Scouts and Scouters during their adventures.

### Requirements for the Summit Duty to God Award

*Complete all of the following requirements.*

- Unit chaplain aides for units in the Justice National Scout Camp should attend the meeting for chaplain aides, conducted by the Summit chaplain during each camp session on Sunday evening. Unit chaplain aides for all other programs should review the *Chaplain Aide Guide*, included in the unit check-in materials or available from the program/trek staff.
- Attend the Summit Scout Vespers (interfaith, nondenominational) service on Monday evenings at 8:45 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 service any time during their stay.
- Participate in daily or periodic devotionals guided by the unit chaplain aide. Devotional resources are provided on the Summit Web site and will be available to participants on site at the Summit.
- Participate in a daily or periodic "Summit Trail Talk" (Thorns, Roses, and Rosebuds is a great place to start), a reflection guided by the unit chaplain aide.
- Learn about a faith or spiritual tradition other than your own. This exploration can be completed through personal research, through respectful dialogue with other Scouts/Scouters, or in any other reasonable way.
- Raise awareness of the Religious Emblems Award Program of Scouting 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 Duty to God Award, complete this form, certified by the unit chaplain aide 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: \_\_\_\_\_

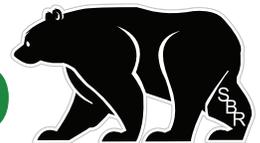
Unit leader's name/signature: \_\_\_\_\_

Number of participants who completed award: \_\_\_\_\_ Date submitted: \_\_\_\_\_

2026

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





# SUSTAINABILITY AWARD

Each Scouting guest at the Summit Bechtel Reserve 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 Scouts and Scouters are encouraged to earn the Summit 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.

## 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. In Scout Camp, there will be a meeting on Sunday evening for these individuals. For all other programs, a guidebook will be provided for review by the outdoor ethics guide.
- \_\_\_\_\_ Tour the Sustainability Treehouse and document at least five things that were learned.
- \_\_\_\_\_ Throughout the stay at the Summit, practice the Seven Principles of Leave No Trace. Document at least one example of each principle.
- \_\_\_\_\_ Pick up and dispose of at least one piece of trash each day at the Summit.
- \_\_\_\_\_ During one of the final two days at the Summit, share the actions and observations documented throughout the week with the unit. Each member of the unit/crew who is working on the award should share their own observations, actions, and experiences related to sustainability.



**To purchase the Summit Sustainability Award, complete this form, certified by the outdoor ethics guide and the unit leader, and return it to the 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: \_\_\_\_\_

# 2026

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





# JUSTICE NATIONAL SCOUT CAMP PARTICIPATION AWARD (SCOUTS)

The purpose of the Justice National Scout Camp Participation Award is to encourage all youth participants to maximize their time at camp. To earn this award, Scouts should complete the appropriate requirements from the provided lists. Completions of this award will be accepted on a "Scout's-honor" basis. Unit leaders only need to return one copy of this form, with the total number of individuals who have earned the award indicated, to Pigott Headquarters, by Friday at 1:00 p.m. of the week of camp. Awards will be included in unit check-out packets.

## First Option

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

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

## Second Option

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

- Participate in the Brownsea Island (first-year Scout) program.
- Complete three merit badges at camp.
- Complete the McAllister Family Sustainability Trail or Antoline Conservation Trail.
- Earn or finish the Scouting America Complete Angler Recognition.
- Earn the Paul Bunyan Award.
- Complete the hunter education course and earn the hunter education certificate.



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

Unit number: \_\_\_\_\_ Number of awards earned: \_\_\_\_\_

# JUSTICE NATIONAL SCOUT CAMP

## SCOUTMASTER MERIT BADGE (ADULTS)

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

### First Option

*Complete any six of the following options.*

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

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

### Second Option

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

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





# JUSTICE NATIONAL SCOUT CAMP

## MERIT & HONOR UNIT AWARDS

The Merit and Honor Unit Awards recognize units that participate fully in the camp program and demonstrate the true spirit of Scouting. All units receiving the Merit or Honor Unit Awards will be recognized at the closing campfire with special ribbons to hang from the unit flag. This form must be returned to the Pigott Headquarters front desk by 1:00 p.m. on Friday

### Merit Unit Award

Complete 7 of the 11 options here.

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

### Honor Unit Award

Earn Merit Unit and complete 4 of the 7 options here.

- \_\_\_\_\_ Unit maintains a clean campsite (evaluated by the unit leaders; visit by the commissioner staff available on request)
- \_\_\_\_\_ The unit performs a conservation or camp improvement/service project while at camp; the project must be approved beforehand, and checked upon completion, by the Ecology director, program director, or camp director
- \_\_\_\_\_ The unit plans one inter-unit or inter-campsite activity, such as a cracker barrel or a campfire; the activity must foster a sense of Scouting friendship between at least two units.  
*Brief description of activity and other unit(s):*  
\_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_ The senior patrol leader (or representative) attends all S.P.L. meetings during the week
- \_\_\_\_\_ Unit has 50% of youth at camp earn the Summit Duty to God Award
- \_\_\_\_\_ Unit has 50% of youth at camp earn the Summit Sustainability Award
- \_\_\_\_\_ The unit contributes a wooden plaque for display in the Pigott Headquarters building; while there are no required parameters for the size or shape of the plaque, a square plaque measuring 6" x 6", 9" x 9", or 12" x 12" is recommended; a plaque will be provided to each unit, too!

## THE JUSTICE TROOP

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

Unit type and number: \_\_\_\_\_

Summit Bechtel Reserve 2026 Dining Hall Menu (subject to change)

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast						
	Cheesy Eggs or Scramble Egg Alt (V,D) Biscuits or GF biscuit (G) Seasoned Home Fries Bacon or Veg. sausage (V) Oatmeal Grits Assorted Cereal Breakfast Fruit	Scrambled Eggs or Scramble Egg Alt (V,D) French Toast or GF Sweet Roll (G) Sausage Links or Veg. sausage (V) Fruit Topping Syrup Oatmeal Grits Assorted Cereal Breakfast Fruit	Western Scrambled or Scramble Egg Alt (V,D) Biscuits or GF biscuit (G) Bacon or Veg. Sausage (V) Seasoned Home Fries Oatmeal Grits Assorted Cereal Breakfast Fruit	Scrambled Eggs or Scramble Egg Alt (V,D) Pancakes or GF Pancakes (G) Sausage Links or Veg. Sausage (V) Fruit Topping Syrup Oatmeal Grits Assorted Cereal Breakfast Fruit	Scrambled Eggs or Scramble Egg Alt (V,D) Biscuits and Gravy or Cream Gravy (V,G) GF Biscuit (G) Seasoned Home Fries Oatmeal Grits Assorted Cereal Breakfast Fruit	Cheesy Eggs or Scramble Egg Alt (V,D) Biscuits or GF biscuit (G) Seasoned Home Fries Bacon or Veg. sausage (V) Oatmeal Grits Assorted Cereal Breakfast Fruit
Lunch						
	Cheeseburgers or Black Bean Burger (V) Baked Beans Seasoned Fries (V) Or Roasted Pot (G) Burger Toppings Double Choc. Chunk Cookies Tomato Bisque Soup Super Salad Bar	BBQ Pork Sandwich or BBQ Jackfruit (V,G) Tator Tots Corn Cole Slaw Oatmeal Raisin Cookies Minestrone Soup Super Salad Bar	Philly Steak & Cheese Sand. or Veg. Hoagie (V) Steak Fries Peppers/Onions M&M Cookies Broc. Cheddar Soup Super Salad Bar	Crunchy Chicken Sand. or Veg. Chicken Sandwich (V,G) Mixed Vegetables Kettle Chips (V,G) L,T, pickles Double Choc. Chunk Cookies Chicken Noodle Soup Super Salad Bar	Pepperoni or Cheese Pizza or GF Cheese Alt Pizza (V,G) Chicken Wings (G) or Veg. Chicken Wings (V) Steamed Carrots Lemon White Choc. Chunk Cookies Tomato Bisque Super Salad Bar	
Dinner						
Fried Chicken or Grilled Veg Chicken (V,G) Mashed Potatoes or Parsley Pot. (V,D) Chicken Gravy Green Beans Dinner Roll or GF Dinner Roll (G) M&M Cookies Super Salad Bar	Appalachian Celebration!! Giant Pepperoni Roll or Veg/GF Pizza Steamed Mixed Veg Kettle Chips (V,G) Ice Cream Sandwich Super Salad Bar	Beef Soft Tacos or Tex Mex Quinoa Tacos (V) Spanish Rice (V,G) Refried Beans (V,G) Sour Cream Toppings Lemon White Choc. Chunk Cookies Super Salad Bar	Chicken Fried Rice or Tofu Fried Rice (V,G) Veg. Spring Roll Steamed Asian Veg. Choc. Chip Cookies Super Salad Bar	Pasta Stuffed Shells with Meat Sauce (g) or Marinara Sauce (V) Green Beans Garlic Bread or GF Garlic Bread (G) Sugar cookies Super Salad Bar	Chicken Pasta Alfredo or Veg. Chick w/Seasoned Pasta (V,D) Or GF Chick. Alf. Pasta Roasted Broccoli Dinner Rolls or GF Dinner Roll (V,G) Oatmeal Raisin Cookies Super Salad Bar	

Super Salad Bar – Mixed Salad, Tomatoes, Peppers, Cucumbers, Carrots, Garbanzo Beans, Sliced Peaches, Shredded Cheese, Cottage Cheese, Pepperoni, Croutons, Assorted Dressings, Protein (Grilled Chicken on Mon., Wed., and Fri.; Tuna Salad on Tue.; Chicken Salad on Sun.)

Notations: V = Vegetarian - G = Gluten Free - D = Dairy Free

We are a no-nut property and utilize products with no peanuts or other tree nuts, e.g. none in desserts, oils, mixes, snacks, entrées, etc.  
All desserts are offered with a V & GF alternative or fresh fruit.



## Justice National Scout Camp Prerequisite List, 2026

*This is a list of merit badge requirements that cannot be completed at camp. While the Justice Scout Camp Staff attempt to make this list complete and accurate, merit badge requirements change often, so please reach out if you have any questions!*

Merit Badge/Program	Prerequisite(s)
American Heritage	3c, 4b-e (choose one)
American Indian Culture	5a-b recommended (choose one; 5a will be completed virtually at camp)
Archaeology	7a-c (choose one), 8
Archery	1e
Art	6 (covered virtually at camp)
Camping	4b, 5e, 7b, 8c-d, 9a-c
Canoeing	2 (must be classified as a <i>swimmer</i> )
Citizenship in the Nation	5, 7a-d (choose two OR go on Friday field trip)
Climbing	must weigh between fifty and two hundred fifty pounds
Communication	3 (must be completed outside of session), 4, 5, 7, 8 (outside work likely required)
Cooking	2c, 4a-f, 6a-f (some parts of requirement 6 may be completed)
C.O.P.E.	must weigh between fifty and two hundred fifty pounds
Cybersecurity	1a
Digital Technology	1
Electricity	2
Emergency Preparedness	2a-c, 9 (earn the First Aid merit badge)
Energy	4a-b
Engineering	completion of requirements 4a-e before camp recommended
Fire Safety	5e, g
First Aid	2b (1), 14 (completed outside of session)
Fishing	completion of requirements 9 and 10 cannot guaranteed
Fly Fishing	completion of requirements 10 and 11 cannot guaranteed
Forestry	5a-c (choose one)
Geocaching	7, 9 (may require work outside of session)
Kayaking	2 (must be classified as a <i>swimmer</i> )
Lifesaving	2a (earn the Swimming merit badge, including <i>swimmer</i> classification)
Moviemaking	Scouts should bring their own phone or camera
Multisport	5a-d
Paul Bunyan Award	must have Totin' Chip or verification from leader
Personal Fitness	4a-c, 7a-d (must be completed after camp with a local counselor)
Personal Management	1a-c, 2a-d, 8c-d
Photography	1b; Scouts should bring their own phone or camera
Programming	1a
Reptile and Amphibian Study	8a or 8b (choose one)
Rifle Shooting	1e, 1g (1) and (2)
Rowing	2 (must be classified as a <i>swimmer</i> )
Scouting Heritage	5, 6, 8 (requirements 5 and 8 can be completed at camp)
Shotgun Shooting	1e, 1g (1) and (2)
Skating	2 Option D - Skateboarding (7)
Snorkeling Award	must be classified as a <i>swimmer</i>
Stand Up Paddleboarding Award	must be classified as a <i>swimmer</i>
Sustainability	8a (requirement can be completed at camp)
Swimming	2 (must be classified as a <i>swimmer</i> )
Weather	11
Whitewater	3 (earn Kayaking merit badge); must be classified as a <i>swimmer</i>
Wilderness Survival	4; requirement 5e completed outside of session (overnight in shelter)
Wood Carving	2a (must have Totin' Chip or have verification from leader)

*This page will contain the evening and open programs schedule when it is released!*

JAMES C.  
**JUSTICE**  
NATIONAL  
**SCOUT CAMP**

### Suggested Packing List for Justice National Scout Camp

#### Packs/Bags

___ Duffel, hiking backpack, suitcase, or footlocker	1
___ Daypack	1
___ Gallon zipping bags	3-5
___ Small stuff sacks	3-4
___ Toiletry bag	1

#### Clothing

___ T-shirts (short-sleeve)	2-3
___ T-shirts (long-sleeve)	1-2
___ Shorts	1-2
___ Long pants	1-2
___ Sweater or jacket	1
___ Underwear	4-5
___ Socks	4-5
___ Rain jacket	1
___ Swimwear	1
___ Baseball/wide-brim hat	1
___ Sleeping clothes, set	1

#### Footwear

___ Hiking boots	1
___ Sneakers/tennis shoes (low-rise shoes required)	1
___ Water shoes	1
___ Camp shoes	1

*Crocs recommended only for camp wear.*

#### Sleeping Gear

___ Sleeping bag (rated for between 30-50°F)	1
___ Sleeping pad (cots provided)	1
___ Small pillow	1

#### Trading Post

___ Money (\$60-150)	
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#### Toiletries

___ Soap	1
___ Shampoo	1
___ Toothbrush	1
___ Toothpaste	1
___ Sunscreen	1
___ Lip balm	1
___ Foot powder	1
___ Hand sanitizer	1
___ Personal medications	
___ Tampons/pads (f)	3-5
___ Towel	1-2

#### Camping Gear

___ Water bottle (reusable)	1-2
___ Locking carabiner	1
___ Small pocketknife	1
___ Flashlight/headlamp	1
___ Bandana	1
___ Insect repellent	1
___ Personal first-aid kit	1
___ Camp chair	1

#### Miscellaneous

___ Sunglasses	1
___ Watch	1
___ Camera	1
___ Whistle	1
___ Notepad/pen	1
___ Extra batteries/charging cables	
___ Patches to trade	

#### Provided by the Summit

___ Tent (approx. 9'x 9')	
___ Cot (76.75" long x 33.25" wide x 18.25" tall)	
___ Dining canopy	
___ Picnic tables	

Note: Every individual may not need every item listed here to successfully participate in Scout Camp, while others will want to bring items not listed here to ensure the best and most comfortable experience possible. Please contact Onsite Programs Manager Johnny Tracy, at 901-489-6027 or [johnny.tracy@scouting.org](mailto:johnny.tracy@scouting.org), with any questions. *Updated 1 February 2026.*

