



THE SUMMIT EXPERIENCE

PROGRAM SUPPLEMENT

YOUR SUMMIT SUMMER BEGINS HERE!

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

Thank you for selecting the Summit Experience, hosted at the Paul R. Christen National High Adventure Base at the Summit Bechtel Family National Scout Reserve, as your high-adventure destination for the 2026 season! We are excited to host your unit, and we hope you are excited to experience the incredible adventures that the Summit has to offer!

The programs of the Summit encourage Scouting guests to grow in competence, confidence, compassion, and awareness by providing challenging experiences that require Scouts and Scouters to move outside their comfort zones. The Summit Experience program at the Paul R. Christen National High Adventure Base uses extreme sports to help all Scouts and Scouters realize success while enjoying the great outdoors.

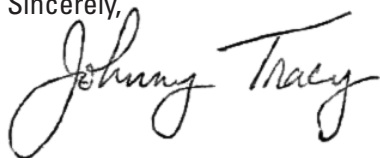
The Summit Experience offers an array of programs, beginning with the challenge and thrill of the aerial sports offerings at the Summit, including climbing, rappelling, and the Leap of Faith at the Rocks; the exhilarating Alexander's Eagle Flight (formerly known as the Big Zip); and the incredible canopy zip line tours. Guests will visit Action Point for a day of mountain biking, on some of the hundreds of miles of available trails on property, and an enlightening experience at the Crafton Skills Center, where conservation and firearm-safety training and laser shot (simulated ranges) are offered. After practicing on the virtual range, guests head to the Bow and Barrels, the premier range and target sports venues at the Summit. Skateboarding and BMX activities, at the Park and the Trax, some of the best venues for those activities in the country offer excitement and the opportunity to try new things. Finally, guests will hit the New River, the fourth-oldest river in the world, to navigate and negotiate challenging rapids in the gorgeous setting of the New River Gorge.

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

Please read this guide carefully, as you will find many answers to your questions. If you have further questions, please contact us. We cannot wait to support your year-round unit program by offering formative and transformative experiences for your Scouts and Venturers!

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

Sincerely,



Johnny Tracy

Onsite Programs Manager and Recruiting/Outreach Manager



CONTACT INFORMATION

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

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



CONTENTS OF THIS GUIDE

page 01	Welcome Letter	page 20	The Summit Experience Program
page 02	Contents of this Guide	page 24	Other Summit Experience Programs
page 03	Program Highlights/Quick Information	page 25	Summit Experience Program Awards
page 05	Program Dates & Registration	page 26	Other Program Notes
page 06	Camp Fees & Payment Schedules	page 27	The Mountain Rovers
page 07	Contact & Communication	page 28	Trading Posts at the Summit
page 08	Preparation Webinars	page 29	Appalachian Celebration
page 09	Campsites & Accommodations	page 31	Activities Near the Summit
page 10	Foodservice	page 33	Summit Duty to God Award Form
page 11	Adult Leaders	page 34	Summit Sustainability Award Form
page 12	Youth Participants & Leaders	page 35	Summit Experience Packing List
page 13	Health & Safety Preparations	page 36	Scheduling Sequences
page 15	Environmental Health & Safety	page 37	Explore the Summit (Map App)
page 16	Safeguarding Youth Reminders		
page 17	Arrival Preparations & Notes		
page 19	Program Notes & Scheduling		

Visit summitbsa.org for additional information and resources!



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.

A NOTE ON THE LANGUAGE USED IN THIS GUIDE

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



CAN'T READ THE WHOLE GUIDE NOW?

QUICK VIEW

The purpose of this guide is to provide unit leaders, Scouts, parents/guardians, and other stakeholders with accurate and complete information to be prepared to participate in the Summit Experience. This page and the following one contain quick information about the program (that is also contained and explained in further detail in other places in this guide).

WHAT IS THE SUMMIT EXPERIENCE?

The Summit Experience is the premier onsite high-adventure program offered by the Summit Bechtel Reserve. The program includes a variety of high-adventure programs for Scouts and leaders.

WHAT PROGRAMS ARE OFFERED?

- Aerial sports, including climbing, rappelling, and the Leap of Faith at the Rocks; the Action Point canopy zip line tour; and a trip on Alexander's Eagle Flight (Big Zip)
- Conservation and firearm safety training at the Crafton Sportsman's Complex
- Range and target activities at the Bows and Barrels, including static and action archery, rifle, and shotgun
- Wheeled sports activities, including mountain biking, skateboarding, and BMX
- Whitewater rafting on the New River

WHEN IS THE SUMMIT EXPERIENCE OFFERED?

Summit Experience guests arrive at the Summit on the Sunday of the session for which they are registered and depart on the following Saturday. In 2026, the program dates for the Summit Experience are:

June 7-13
June 14-20
June 21-27
June 28-July 4
July 5-11

WHO CAN PARTICIPATE?

Registered Scouts (youth), thirteen or older, and Scouters (registered adults eighteen or older) can participate in the Summit Experience. All guests must be registered in a Scouting America program (Scouts BSA, Venturing, Exploring, Sea Scouts). Appropriate unit adult leadership and supervision is required for the duration of the program.

WHAT IS THE COST?

The cost of the Summit Experience for the 2026 season is \$1,225.00 per person. This fee includes programs, food, tenting/camping arrangements, and staff services for the duration of the visit to the Summit. Fees should be paid following the schedule provided in this guide.

FINANCIAL ASSISTANCE

The Summit Bechtel Reserve offers financial assistance in the form of campership awards. Parents/guardians apply for this assistance, the process for which involves sharing some basic information, including the Scout's Scouting identification number. Recipients of an award will be notified by April 30, 2026, and the campership award will be credited directly to the unit balance. The 2026 campership form can be accessed at bit.ly/sbr-campership-2026.

WHAT PAPERWORK MUST BE COMPLETED?

- Current Scouting America *Annual Health and Medical Record*, parts A, B1, B2, and C; all youth and adult guests must meet the height/weight guidelines listed on this form or have participation approval from the Summit Health and Safety Team
- Accepted disclaimers/waivers, including the Summit Risk Acknowledgement and Consent Form, whitewater rafting waiver, Acknowledgement of Code of Conduct, Media Consent and Authorization, and Medical Consent to Treat forms (completed electronically)
- Verification of completed Safeguarding Youth Training for all adults (guests over the age of eighteen)
- Completed *Swim Classification Record* (for aquatics and whitewater activities)

OTHER PROGRAMS AND ACTIVITIES

The Summit Experience includes a number of evening program activities, including opening and closing campfire ceremonies, open activities at program venues, Appalachian Celebration (a camp-wide event), and more. The structure of the Summit Experience involves positive interaction within and between groups. Make sure to arrive at the Summit with a friendly Scouting attitude, and the Summit team will work hard to provide an unforgettable experience!



CHECK OUT THESE IMPORTANT NOTES!

PROGRAM ADJUSTMENTS

Generally, all programs listed on the previous page are attended by all Summit Experience guests; alternative programs may not be available or may be available in rare cases.

PHYSICAL PREPARATIONS

The Summit Experience is an out-of-doors, high-adventure experience that requires a significant amount of walking (averaging more than five miles per day). It is recommended that all guests, youth and adult, engage in practice hikes, cardiovascular and light strength training, and other physical activity to be prepared, especially if rigorous activity is not a usual part of the daily routine.

EQUIPMENT AND GEAR

Guests who are participating in the Summit Experience will need to be prepared with the right equipment and gear. There is a complete packing list in the appendix to this guide, but here are some highlights/often-missed reminders:

- Closed-toe shoes are required for all activities
- Hiking boots or sneakers are appropriate for most of the adventure activities offered
- Low-rise shoes (sneakers, tennis shoes, skate shoes) are required for mountain biking, skateboarding, and BMX activities
- Rain gear is critical; rain does not prevent most programs
- A locking carabiner is recommended for securing gear on the whitewater rafting day
- It is the responsibility of each individual to keep track of their personal items; the Summit does not replace or compensate individuals for lost or destroyed effects

QUESTIONS AND PRIMARY CONTACTS

For questions regarding the Summit Experience program, camping arrangements, or any specific considerations, please contact Johnny Tracy, Onsite Programs Manager, at Johnny.Tracy@scouting.org or 901-489-6027.

For questions regarding registration or payment, please contact the Summit registration team, at Summit.Program@scouting.org. The primary phone number of the Summit, answered from Monday through Friday, between the hours of 8:30 a.m. and 4:30 p.m., is 304-465-2800.

TRIPLE CROWN/GRAND SLAM OF HIGH ADVENTURE

The Summit Experience, along with the New River, A.T.V. Experience, Marksman, and Pack 'n Paddle Experiences, can be counted toward the completion of the Triple Crown or Grand Slam of High Adventure. These awards encourage participation in programs offered by the National High Adventure Bases of Scouting America, which include, along with the Summit, Philmont Scout Ranch, Florida Sea Base, and Northern Tier. Visit nationalhighadventureawards.org to learn more.

OTHER SUMMIT PROGRAMS

The Summit Bechtel Reserve offers a rich array of meaningful Scouting programs and is home to world-class event spaces. Here are quick descriptions of each Scouting program offered at the Summit:

- **New River Experience:** A multi-day whitewater journey covering more than fifty miles of the historic New River, combining kayaking, rafting, and riverbank camping for a true expedition-style trek.
- **The A.T.V. Experience:** Hit the trails and explore the rugged backcountry of the Summit aboard all-terrain vehicles — blending skill development with adrenaline-filled adventure.
- **Marksman Experience:** A focused range and target activities immersion at the Bows and Barrels ranges, where participants refine precision and discipline through archery, rifle, shotgun, and pistol shooting.
- **Pack 'n Paddle Experience:** A backcountry challenge that combines trail hiking at the Summit and a full day of river rafting in one expedition.
- **James C. Justice National Scout Camp:** A classic Scout camp atmosphere with advancement opportunities and more than eighty merit badges, with access to the Summit's world-class high-adventure venues.

The Summit Bechtel Reserve offers other programs and incredible venues for a range of events, including weddings, conferences and meetings, retreats, and more.

- **Family Adventure Camp** offers camping (with a range of lodging options to fit all needs) and adventure activities for the general public. Learn more about F.A.C. at www.summitbsa.org/familyadventurecampwv.
- **Summit Events** offers comfortable lodging, stunning venues, and top-tier planning and support for milestone events. Visit summiteventswv.com to learn more.



PROGRAM DATES & REGISTRATION

2026 PROGRAM DATES

The Summit Experience sessions for 2026 are listed here. Each session begins on Sunday and ends on Saturday.

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 THE SUMMIT EXPERIENCE

The Summit Experience accepts unit reservations until a session is full; the maximum number of guests for any session of the Summit Experience is **three hundred (300) total guests**. Unit registrations are created online, at 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 Scouting guests. 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.

SE060726-Z

HOW TO REGISTER FOR THE SUMMIT EXPERIENCE

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

UNIT STRUCTURE

The Summit Experience is a high-adventure program designed to support and enhance the year-round program offered by units and local council efforts. Any Scouts BSA troop, Venturing crew, or Exploring post can register to participate in the Summit Experience. Any registered Scout can participate with an attending unit (whether or not they are registered in the unit). Councils may send contingents to participate in Summit programs, too.

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 for all-male/all-female troops as outlined in the *Guide to Safe Scouting*. Coeducational Scouts BSA troops and Venturing crews must meet the leadership standards for coeducational units as outlined in the same guide. Please contact the Summit registration team, at Summit.Program@scouting.org, or Camp Director Johnny Tracy, at Johnny.Tracy@scouting.org, with any questions about leadership requirements.

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 to learn more!



CAMP FEES & PAYMENT SCHEDULES

THE CAMP FEE

The cost to participate in the Summit Experience is \$1,225.00 per person, youth and adult, in 2026. See the *Fee Schedule and Payment Timeline* table on this page for the payment schedule.

\$1,225.00

cost per person for Summit Experience 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 tents, picnic tables, dining canopies, and fire pits; and camp cots for all guests. **The Summit provides tents, though guests are welcome to bring their own.**

HAVE REGISTRATION OR PAYMENT QUESTIONS?

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

CAMPERSHIPS (FINANCIAL ASSISTANCE)

The Summit Bechtel Reserve offers financial assistance for Scouts (youth guests) 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 identification number. The campership application is open from August, 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. The 2026 application is available at bit.ly/sbr-campership-2026.

FEE SCHEDULE AND PAYMENT TIMELINE

Initial registration and deposit (accepted on an ongoing basis)	\$250.00 deposit due upon registration
First payment, due within thirty (30) days of registration	10% of remaining fees due
Second payment, due by November 1, 2025 (or within thirty days of registration)	50% of remaining fees due
Final payment due ninety (90) days prior to arrival at the Summit	Balance of remaining fees

PAYMENT METHOD

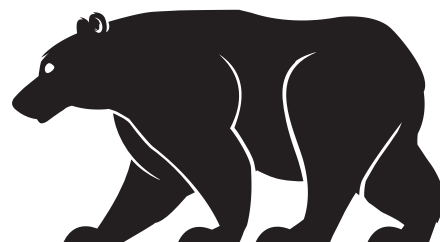
A \$250.00 unit deposit is due at the time of registration. This payment can be made online, using a credit/debit card or electronic check; paper checks, payable to Scouting America can also be mailed to the Summit. Subsequent registration payments must be made by electronic check or mailed check, payable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

MAILING ADDRESS FOR PAYMENT

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

REFUND POLICY

The Summit must commit considerable resources to provide a quality program. Because of this, all 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, with any questions about camp fee refunds.



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 National 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>
Range and Target Activities Program Manager, Nicholas Dorsey Marksman Experience, range and target activities 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>
Crafton Sportsman's Complex/Hunter Ed. 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 Monday through Friday, from 8:30 a.m. to 4:30 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.).

SCOUTING GUEST MAILING ADDRESS

The mailing address for Scouting guests at the Summit Bechtel Reserve is **1578 Loop Road, Glen Jean, West Virginia 25846**. When sending mail to Scouts/Scouters at the Summit, please include the name and unit/Summit crew number of the individual(s).

SUMMIT WEB SITE

The primary Web site of the Summit Bechtel Reserve, which contains information about its programs and properties, is **www.summitbsa.org**.

EMERGENCY COMMUNICATION

The Summit Bechtel Reserve operates a twenty-four-hour hotline number, at **304-465-2900**. All calls to or for guests 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 cellular numbers of participating leaders with parents/guardians to ensure simple communication. Mobile group texts or chats are acceptable forms of communication, as long as they can be/are used within Scouting America Safeguarding Youth guidelines.



PREPARATION WEBINARS

WEBINARS

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

WEBINAR TOPICS

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

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

SUMMIT EXPERIENCE 2026 WEBINARS

Webinar #1: Weds., February 25, 2026, 7:00 p.m. (E.T.)

Webinar #2: Weds., April 29, 2026, 7:00 p.m. (E.T.)

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 twenty-four hours of the conclusion of the Webinar. These recordings and supporting materials are also published on www.summitbsa.org. Please contact Johnny Tracy, at Johnny.Tracy@scouting.org or 901-489-6027, with any camp program questions or requests for Webinar materials.



SCHEDULE A VISIT TO OR 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!



CAMPSITES & ACCOMMODATIONS

CAMPSITES

Units will be assigned a campsite in which to live while at the Summit. Bravo Base Camp is the primary camping area for the Summit Experience guests. Campsite areas are large, open fields, located near Fork in the Road Dining Hall. Campsite assignments are not typically shared in advance, as the camping areas at the Summit are nearly all the same, but unit leaders are welcome to reach out to discuss any specific needs before camp. The campsite areas have plenty of space to spread out and feel right at home!

INCLUDED CAMPSITE EQUIPMENT

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

TENTS

Tents are provided for all Summit Experience guests. The tents were purchased for the 2025 season. The tents are approximately 9 feet wide by 9.5 feet long by 6 feet high (at the center). While tents are provided, guests are welcome to bring their own tents, too!

SHOWER AND RESTROOM FACILITIES

The Summit offers heated and ambient-temperature (unheated) shower and restroom facilities, groups of which are called polygons, throughout the property. These facilities, along with all other restroom facilities at the Summit, are clearly marked as youth male, adult male, youth female, or adult female; guests 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; these cleanings typically happen twice per week, and guests should alert staff if additional cleaning is needed. All guests should exhibit behavior appropriate for a Scouting setting when using the shower and restroom facilities. Unit leaders are responsible for the behavior of Scouts in their unit at the restroom/shower facilities.

FOOD IN CAMPSITES

All meals for Summit Experience guests are served in the Fork in the Road Dining Hall, so cooking equipment is not needed in campsites. Food should not be stored in any camping area; any food kept in the campsite should be stored in a vehicle or in the unit trailer.

LAUNDRY

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

TECHNOLOGY

The Summit offers excellent wireless and cell phone connectivity. Wi-Fi is available throughout the Summit base camps, including the camping areas and many program areas. 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

Guests 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 AND RESTROOM FACILITIES

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

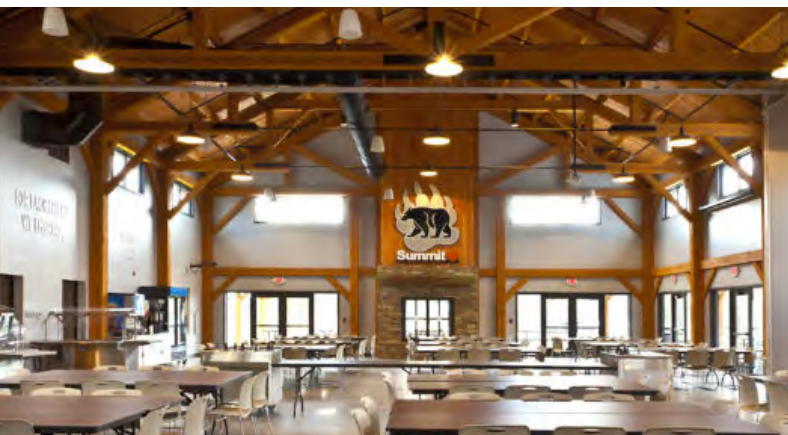


FOODSERVICE

The Summit dining halls provide foodservice for guests onsite. Summit Experience guests will eat all breakfasts and dinners in the Fork in the Road Dining Hall. Lunches will be provided as pack-out meals, in the dining hall, or provided by the rafting outfitter (on the rafting day). Staff will orient guests to dining hall/food service operations on arrival.

PACK-OUT LUNCHES

Pack-out lunches are provided for guests on the aerial sports, range and target activities, and skateboarding/BMX program days. These lunches are trail meals, similar to those provided at Philmont, which are intended to provide needed energy for high-adventure activities. While some alternatives can be provided, these meals often contain items with common allergens. Please complete the form at the end of this page (by scanning the Q.R. code) to make the foodservice team aware of any specific needs.



SPECIFIC DIETARY NEEDS

The foodservice team has the capability to provide meals that meet a variety of specific dietary needs for guests visiting the Summit. To notify the food service team of specific needs for any participant(s), unit leaders or parents/guardians should complete the dietary information section for each individual with specific dietary needs (on the roster report in the registration platform). 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 foodservice/dining hall management to discuss preparations and accommodations and to review ingredient lists for prepared foods. The Summit can accommodate many common needs, such as:

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

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

CAMP MENUS

Sample camp menus will be provided for review to registered guests several months prior to camp. 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!

SPECIFIC DIETARY NEEDS FORM

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



ADULT LEADERS

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 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.

GUESTS BETWEEN 18-20

Guests between the ages of eighteen and twenty are adults by the Safeguarding Youth standards of Scouting America. Guests between the ages of eighteen and twenty must tent alone or with another individual over the age of eighteen. All guests who are eighteen years old or older must complete Safeguarding Youth Training.

Youth and adult guests must tent separately.

DESIRED LEADER QUALIFICATIONS

Experiences and activities at the Summit can be rigorous for both adult and youth guests. **Attending adult leaders should be in good physical condition and must meet the Scouting America height/weight restrictions described 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.
- 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.

See the separate appendix to this guide for the Scouting America *Scouter Code of Conduct*, by which all adult leaders are expected to abide.



YOUTH PARTICIPANTS & LEADERS

YOUTH PARTICIPANT REQUIREMENTS

The Summit welcomes thousands of Scouts each summer! There are several basic requirements in place to ensure the safety and wellbeing of all youth guests at the Summit:

- All youth guests must be registered Scouts BSA, Venturing, or Exploring members. The minimum age at which a youth participant can be registered for the Summit Experience is thirteen (13).
- Youth guests should meet the Scouting America height/weight guidelines (outlined on the *Annual Health and Medical Record*); guests who do not meet these guidelines must contact the Summit health and safety team before coming to camp. The Summit can provide accommodations for some 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 fill the following leadership roles during camp. Units may have other leadership roles to fill, too.

SENIOR PATROL/CREW 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. The Mountain Rover (Summit staff member guide) will conduct a brief meeting with chaplain aides after the initial program orientation on arrival day.

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. The Mountain Rover (Summit staff member guide) will conduct a brief meeting with outdoor ethics guides after the initial program orientation on arrival day.



HEALTH & SAFETY PREPARATIONS

REQUIRED MEDICAL FORM

All youth and adult Scouting guests are required to have a medical evaluation, conducted by a licensed health-care provider, within twelve months of the date of their program at the Summit (forms are valid until the end of the twelfth month). The 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. **The *Annual Health and Medical Record* is valid through the end of the twelfth month from when the physical examination occurred.**

MEDICAL FORM REVIEW BEFORE CAMP

Advisors/leaders should review medical forms for all guests (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 guests 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 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, guests should bring to the health recheck any medications currently being taken, along with Epi-Pens and/or rescue inhalers (for those who need them).

FIRST AID/C.P.R. TRAININGS

Summit Experience guests are not required to complete Wilderness First Aid, First Aid, or C.P.R. trainings. While these trainings are recommended for at least one youth and one adult participant per crew, on-site guests have access to the medical services provided by the Summit health and safety team, so these trainings are not required.

PARTICIPANT FITNESS

All youth and adult guests 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. Guests and/or parent(s)/guardian(s) should contact the Summit health and safety team, at summithealthlodge@scouting.org or 304-640-7106, to discuss specific medical questions or concerns. The chief medical officer and medical staff of the Summit reserve the right to make final medical decisions regarding the participation of 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, to request considerations for specific circumstances.



OTHER HEALTH & SAFETY INFORMATION

INSURANCE

The Summit participation fee includes health, accident, and sickness insurance for all guests, 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 guests, covers expenses up to the plan limit. Please e-mail the Summit risk management team, at summithealthlodge@scouting.org, for additional information.

MEDICATIONS

Guests 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. Guests 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 AND ASTHMA

Guests who have ever experienced an anaphylactic reaction from any cause must contact the Summit health and safety team, by e-mail, at summithealthlodge@scouting.org, before arrival. The ability of a participant who has experienced an anaphylactic reaction to participate in a Summit program will be evaluated by the health and safety team, and participation decisions will be made that prioritize the well-being of the individual. Similarly, any individual who has received treatment for asthma in the past three years are required to bring and carry a rescue inhaler. Guests 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 DEVICES REQUIRING POWER

The Summit Experience camping areas have convenient access to electricity sources for medical devices, like C.P.A.P. machines. Guests who need access to electricity can reach out to the camp leadership prior to camp or request access to the electricity source on the arrival day. The Summit is able to provide extension cords, though guests are welcome to bring their own. Electricity access in the camping areas should be used only for powering medical devices (there are many other areas in which other devices can be charged).

MEDICAL EXEMPTIONS

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

RELIGIOUS BELIEFS AND 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.

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*.



ENVIRONMENTAL HEALTH & SAFETY

ENVIRONMENTAL HEALTH AND SAFETY

The Summit is an out-of-doors environment. Guests 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 guests share the environment with these animals. While here, guests are likely to encounter deer, turkey, snakes, 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 guests and the Summit wildlife, no food or other smellable items may be stored in tents; all food and smellable items should be secured, in a smell-proof container or in a vehicle or trailer to prevent unwanted visitors!

HEAT AND HYDRATION

Summit summers can be hot! All guests 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.

GENERAL HEALTH AND SAFETY TIPS

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

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 bins, as these are not bear-proof. Please be mindful of the Summit environment by removing all waste properly and by policing camping 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 guests should change back to closed-toe shoes before leaving shower facilities.

EMERGENCY PROCEDURES

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

PARTICIPANT IDENTIFICATION

All guests, 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 guests and stakeholders (other visitors to the site). If needed, replacement wristbands can be requested from the leadership of the program in which the unit is participating. **Wristbands are required for all activities.**

THE SUMMIT HEALTH LODGE

The Summit Health Lodge is located in the Delta Dorm lower floor gathering room. The Delta Dorm is attached to Pigott Dining Hall, near Pigott Headquarters, where check-in is located. The Summit Health Lodge is open and accessible throughout the day, and qualified medical personnel are available twenty-four hours a day, seven days a week, to respond to any medical needs. Guests 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.



SAFEGUARDING YOUTH REMINDERS

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 any program of the 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 individual my.Scouting profiles or from the local council.

HAZING AND DISCIPLINE

Any form of hazing, initiation, ridicule, or inappropriate teasing is prohibited and will not be allowed under any circumstance. Activities like snipe-hunting and other rituals are included in this prohibition. Any form of disciplinary action must be constructive and must meet the standards of the Youth Safeguarding 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 guests (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 Scouts in their charge during their entire stay at the Summit; no supervision from Summit full-time or seasonal staff will be provided. If a participant, youth or adult, is removed from a Summit program in which they are participating, they (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 range and target activities 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 discourage 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 other guests. Summit staff members can direct adults to appropriate places to use tobacco products. Visit [cdc.gov/tobacco/campaign/tips/quit-smoking](https://www.cdc.gov/tobacco/campaign/tips/quit-smoking) for tobacco-cessation resources.

ALCOHOL AND DRUGS

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



Prepared. For Life.®



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 Shack will provide to all drivers a map to the **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 4:00 p.m. 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. 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 AND LATE DEPARTURES

Units may elect to arrive at the Summit one day earlier than the start of their Summit Experience 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, 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.
- 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.
- West Virginia Department of Travel and Tourism: The department can potentially assist with travel arrangements; call 800-847-4898 or visit visitwv.com.



ARRIVAL DAY, CHECK-IN, & ORIENTATION

CHECK-IN AND PAPERWORK

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 for check-in:

- Scouting America *Annual Health and Medical Record* Copies: All guests, 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).
- Summit Waivers: Required for all guests, youth and adult, this form must be completed online. A parent/guardian must sign/approve waivers for Scouting guests under the age of eighteen.
- Safeguarding Youth Training Documentation: The unit/contingent must provide verification that all guests 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 a rafting waiver for guests under the age of eighteen. The form is completed and submitted online.
- *Swim Classification Record*: All aquatics activities at the Summit require completion of the swim classification test, by youth and adult guests, 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 type; do not sort paperwork by individual guests. Sorting and organizing paperwork 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)
- 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

After the check-in process is completed at the Pigott Headquarters building, the unit will travel to Base Camp Bravo, the camping area for the Summit Experience program. The Mountain Rover staff will greet units on arrival and provide directions to the camping area.

PARKING

Units are permitted to leave a trailer and the vehicle attached to it or one vehicle in the campsite. There are several parking lots close to the Summit Experience camping area (within a one- or two-minute walk).

UNIT PHOTOGRAPHS

The media team of the Summit takes unit photographs during each week of camp. Typically, photographs are taken outside of Fork in the Road Dining Hall, around dinnertime on one or two nights during the week. These photos are uploaded to the Summit Flickr account, from which individuals can access, download, and order prints of these photographs. Visit [flickr.com/photos/summitbechtelreserve/](https://www.flickr.com/photos/summitbechtelreserve/) to view the photographs available for download.

See the following page for a sample arrival day schedule!



PROGRAM NOTES & SCHEDULING

ARRIVAL DAY SCHEDULE

1:00-4:00 p.m.

- Arrive at the Summit; enter through the North Gate, located at 2550 Jack Furst Drive, Glen Jean, West Virginia 25846. Units will be directed to Pigott Headquarters for check-in.
- Turn in registration paperwork and pay final fees (if needed); see page 16 for needed paperwork
- Navigate to the Alpha-Bravo Base Camp area, where the unit will meet their Summit staff member (Mountain Rover), who will direct guests to camping areas.

1:00-5:00 p.m.

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

4:30-6:00 p.m.

- Dinner at the Fork in the Road Dining Hall.

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

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

8:00-9:30 p.m.

- Summit Experience guests convene at the Den for Sunday Night Live, the opening ceremony!

PROGRAM EQUIPMENT

The Summit provides the equipment, including personal protective equipment (P.P.E.) needed to participate safely in all of the programs offered. Guests may bring their own equipment, though the Summit cannot provide secure storage for personal equipment and any personal equipment used in a Summit program area must be inspected and approved by the program staff. See pages 19-25 for explanations and program notes about the Summit Experience high-adventure activities.

PROGRAM PATROLS

All Scouting guests will be divided, by unit, into program patrols. Program patrols will participate in activities together during the week of camp and will share Mountain Rovers (guides). Unit leaders will have the opportunity to request pairing with another unit, though various factors will be considered when making program patrol assignments.

BASIC DAILY SCHEDULE

6:30-7:15 a.m.

Breakfast at Fork in the Road Dining Hall

7:15 a.m.

Morning flag ceremony

7:15-8:00 a.m.

Hike to program area for the day

8:00-11:30 a.m.

Morning program block

11:30 a.m.-1:00 p.m.

Lunch (at program area or in dining hall) and break

1:00-4:00 p.m.

Afternoon program block

4:00 p.m.

Hike back to Summit Experience camping area

4:30-6:30 p.m.

Afternoon program block

6:30-8:30 p.m.

Evening programs/activities (some evenings)

8:30-10:30 p.m.

Free time to prepare for the next day

10:30 p.m.-5:30 a.m.

Quiet time

FEEDBACK: IT'S A GIFT!

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



THE SUMMIT EXPERIENCE PROGRAM

PROGRAM PHILOSOPHY AND STRUCTURE

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

SUMMIT EXPERIENCE SAMPLE SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
A.M.	ARRIVAL	THE ROCKS AND CANOPY ZIP	HUNTER ED. AND SKILLS CENTER	THE BOWS (ARCHERY)	THE PARK (SKATE-BOARDING)	WHITewater RAFTING ON THE NEW RIVER	DEPARTURE
P.M.	ARRIVAL	ALEXANDER'S EAGLE FLIGHT (BIG ZIP)	LOW GEAR (MOUNTAIN BIKING)	THE BARRELS (SHOOTING SPORTS)	THE TRAX (BMX)	WHITewater RAFTING ON THE NEW RIVER	
EVE.	ORIENTATION	SUMMIT CENTER OPEN ACTIVITIES (CAMP-WIDE)				CLOSING PROGRAM	

The activities listed on the above sample schedule are paired and will usually happen together. Sequencing of all activities will vary by unit (scheduling sequence is random).

See the following pages for explanations of the program venues and activities.



CHALLENGE BY CHOICE

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



THE SUMMIT EXPERIENCE PROGRAMS

AERIAL SPORTS

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

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

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

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

AERIAL SPORTS PROGRAM NOTES

Closed-toe and closed-heel shoes are required for all aerial sports activities. Guests must weigh between eighty (80) and two hundred fifty (250) pounds and fit in gear safely to participate. All required gear is provided.



WHITewater RAFTING ON THE NEW RIVER

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

WHITewater RAFTING PROGRAM NOTES

All whitewater attendees must be designated as a *swimmer* after completion of the Scouting swim classification test. Guests should come prepared in swimwear, with a water bottle on a locking carabiner, closed-toe shoes that can get wet, sunscreen, straps for eyewear (if needed), and any emergency medication; waterproof camera, hat, and long-sleeve shirt are optional. Guests should not bring a towel or a change of clothes on the bus with them (there is an area where these things can be left at the Summit). Waivers specific to whitewater rafting are completed online by adult leaders (for themselves) or by parents/guardians (for Scouts).



THE SUMMIT EXPERIENCE PROGRAMS

MOUNTAIN BIKING AT THE HARVEY X-ZONE

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

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

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

MOUNTAIN BIKING PROGRAM NOTES

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



SKATEBOARDING AT THE PARK

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

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

BICYCLE MOTOCROSS (BMX) AT THE TRAX

Bicycle motocross (BMX) is an adventure sport for thrill-seekers! With more than two hundred seventy thousand square feet of incredible BMX terrain, the Trax, the high-adventure BMX venue of the Summit, will challenge Scouts and allow them to experience two-wheeled excitement!

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

SKATEBOARDING/BMX PROGRAM NOTES

Closed-toe bike, skate, or low-rise tennis shoes (sneakers) must be worn for skateboarding and BMX activities. **Hiking or other boots should not be worn.** All safety gear is provided. Guests may bring their own equipment, but this gear must be inspected and cleared by a Summit staff member. Scooters are not permitted for use at any Summit program facility.

RAIN-DAY PROGRAM

Rain and adverse weather may affect skateboarding and BMX programs more significantly than some others. In cases where rain precludes program on a day, the program patrol will travel to the New River Gorge National Park Canyon Rim Visitor's Center and/or to the Long Point hiking trail.



THE SUMMIT EXPERIENCE PROGRAMS

JOE CRAFTON SPORTSMAN'S COMPLEX PROGRAM

The Joe Crafton Sportsman's Complex, located at Action Point, prepares Scouts to be safe and effective shooters while on the range during their day at the range and target activities program. In Hunter's Hall, guests will be provided with knowledge, skills, and information related to firearm safety, archery, wildlife conservation and hunter education. At the Joe Crafton Skills Center, guests will practice the fundamentals of marksmanship in a state-of-the-art twelve-room virtual shooting simulation facility equipped with the latest digital simulations and shooting galleries for Scouts of all skill levels. Collectively, these two facilities provide hands-on activities and experiences that promote confidence, responsibility, and respect for our next generation of sportsman and wildlife conservationists.

RANGE/TARGET SPORTS AT BOWS AND BARRELS

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

Static archery begins the day, before guests move on to sporting arrows, similar to shotgun sporting clays. Then, guests will have numerous other rifle- and shotgun-shooting options on some of the dozens of stations located on the Ridge (the home of the Bows and Barrels). No matter if a participant is a seasoned marksman or new to target sports, all will have fun and gain proficiency.

RANGE/TARGET ACTIVITIES PROGRAM NOTES

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



At the heart of the Summit, the Joe Crafton's Sportsman's Complex stands as a state-of-the-art interpretive center that not only teaches safe and effective shooting skills but also underscores the vital role hunters play in conservation. Through the support of the NRA Foundation, this innovative facility is equipped with the latest digital learning experiences, simulations, and virtual shooting galleries that provide authentic, immersive instruction for Scouts of all experience levels.

HUNTER EDUCATION CERTIFICATION (OPTIONAL)

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. 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 or 304-465-2856, with any questions.



OTHER ACTIVITY OPTIONS

ALTERNATIVE PROGRAM OPTIONS

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

HIKE

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

SERVICE PROJECTS

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



AQUATICS ON GOODRICH LAKE WEST

Goodrich Lake West is the onsite home to aquatics activities at the Summit. With several boating options, swimming, and the Water Reality (aquatics obstacle) course, guests will fill the second half of their final day making memories and having lots of fun! Aquatics activities onsite are available as evening programs during several nights of the week and/or as an alternative program option.



SUMMIT EXPERIENCE PROGRAM AWARDS

SUMMIT EXPERIENCE PATCH

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



OTHER SUMMIT SOUVENIRS

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

MERIT BADGES AND OTHER BSA AWARDS

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

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

Please note that advancement paperwork is not provided at the conclusion of the Summit Experience. A unit leader should track any progress made by Scouts.

GOOSECHASE

Goosechase is a mobile scavenger hunt on which missions are created for Summit Experience guests to complete. This fun addition is intended to enhance the overall program experience for Summit Experience guests. Full details will be provided at the orientation. Information about downloading the mobile application will be shared with unit leaders during the pre-camp Webinars, to ensure that Scouts who need permission to download applications can participate.

THE SUMMIT DUTY TO GOD AWARD

A Scout is Reverent. The Summit Duty to God Award is intended to provide Scouts and leaders an opportunity to experience and live the capstone point of the Scout Law. This optional award can be earned by individual guests or whole units. See the end of this guide for the form that must be completed and submitted to the trading post to achieve this recognition. Information about the unit chaplain aide role, the youth who assists the unit members in earning the Duty to God Award, is detailed earlier in this guide. The Mountain Rover will conduct a short meeting, around the same time as the initial program orientation, with individuals who are selected/elected to serve in this role.



THE SUMMIT SUSTAINABILITY AWARD

Sustainability describes the necessary work to be done to preserve and protect the natural resources of the planet. Sustainability is a key commitment of the Summit and Scouting America, and guests (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 end of this guide for the form that must be completed and submitted to the trading post to achieve this recognition. Information about the unit outdoor ethics guide role, the youth who assists the unit members in earning the Summit Sustainability Award, is detailed earlier in this guide. The Mountain Rover will conduct a short meeting with individuals who are selected/elected to serve in this role.



SUMMIT EXPERIENCE PROGRAM NOTES

THE OPENING CEREMONY

The Summit Mountain Rovers host an opening ceremony, known as Sunday Night Live, each week to kick off the week with great Scouting spirit. The Mountain Rovers will lead camp songs and performs skits for the Summit Experience guests, and units are invited to lead their own camp songs or perform in their own original skits!

BE A PART OF THE OPENING CEREMONY!

Summit Experience guests are invited and encouraged to contribute songs and skits to Sunday Night Live (the opening ceremony). Because this program takes place on the evening of arrival, songs and skits should be prepared in advance. All songs and skits must be appropriate for a Scouting setting. Mountain Rovers will inform guests of how to submit a song or skit to perform on arrival day (Sunday).



THE CLOSING CEREMONY

Mountain Rovers host closing ceremonies on Friday evening for their program patrol(s). These ceremonies are inspirational and reflective, but also fun and engaging. At this closing ceremony, unit leaders will be presented with the Paul R. Christen National High Adventure Base patches and any other awards or recognitions.



THEME DAY(S)

Each Wednesday at the Summit is Hawaiian Shirt Day, and all guests are encouraged to sport their finest Hawaiian shirts on this day. While this is the only site-wide theme day at the Summit, units are encouraged to develop (and dress for) themed days of their own preference/invention!

THE SUMMIT GRACE

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



THE SUMMIT MOUNTAIN ROVERS

THE SUMMIT STAFF

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

THE MOUNTAIN ROVERS

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



THE SUMMIT EXPERIENCE EXPERIENCE

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



SUMMIT EXPERIENCE LEADERSHIP

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

ABOUT THE MOUNTAIN ROVERS

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



TRADING POSTS AT THE SUMMIT

TRADING POSTS AT THE SUMMIT

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

THE SNACK SHACK/COMMISSARY

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

ICE AT THE SUMMIT

Bagged ice can be purchased at both trading posts. Ice is not provided by the Summit for guests in most Scouting programs.



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 guests (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, 2025, as time is required to produce/ship the shirts.

FREQUENTLY-ASKED QUESTIONS

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

On average, guests 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 Google 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 guests (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 crews on specific days during each week; these days will be shared with unit leaders on arrival. Unit photos can be accessed and printed from the Summit Flickr account.



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 guests 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 guests are invited to engage with these interactive displays. Additionally, tours of the Sustainability Treehouse (required for completion of the Summit Sustainability Award) and the Scouting Museum in the Scott Visitor Center will be given during the Celebration.

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

APPALACHIAN CELEBRATION NOTES

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

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

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



ACTIVITIES 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
	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 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 Adventures on the Gorge: adventuresonthegorge.com River Expeditions: raftinginfo.com
	BECKLEY EXHIBITION COAL MINE The Beckley Exhibition Coal Mine, a favorite of Summit guests, offers visitors a look into the life and times of the workers in the most important industry of West Virginia. The Exhibition Mine offers opportunities to explore and learn!	INFORMATION 513 Ewart Avenue Beckley, WV 25801 304-256-1747 beckley.org/coal-mine
	TAMARACK MARKETPLACE The Tamarack Marketplace is an interesting and unique cultural center located in Beckley, just short drive from the Summit. Tamarack contains works from local artisans, exhibits and demonstrations, and dining options.	INFORMATION 1 Tamarack Place Beckley, WV 25801 304-256-6843 tamarackwv.com
	LOCAL STATE PARKS West Virginia is home to some of the best state parks in the 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



ACTIVITIES NEAR THE SUMMIT

	MOUNTAIN BIKING In addition to whitewater rafting and hiking, mountain biking is a popular pastime in the New River Gorge area. There are several opportunities for mountain biking fun near the Summit. Arrowhead Bike Farm is a favorite.	INFORMATION 8263 Gatewood Road Fayetteville, WV 25840 304-900-5501 arrowheadbikefarm.com
	BRIDGE WALK Below the New River Gorge Bridge, 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
	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
	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

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 guests visit any of the suggested locations.





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: _____

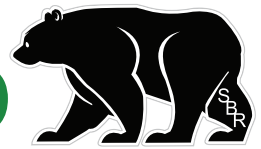
Unit leader's name/signature: _____

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





Suggested Packing List for the Summit Experience

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)	
----------------------	--

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 the Summit Experience, 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, with any questions. *Updated 4 September 2025.*





Sample Scheduling Sequences for the Summit Experience

2026 season, updated 3 September 2025

Each troop or crew will be placed into a **program patrol**—a group of units that participate in the Summit Experience together under the guidance of a Summit staff member (a Mountain Rover). Program patrol assignments are determined by factors such as registration date and unit size. Please note that we cannot accommodate most requests for specific scheduling or activity sequences.

Sequence I:

Monday	Tuesday	Wednesday	Thursday	Friday
Hunter Ed./ Mountain Biking	Range and Target Activities	Aerial Sports	Wheeled Sports	Whitewater Rafting

Sequence II:

Monday	Tuesday	Wednesday	Thursday	Friday
Whitewater Rafting	Hunter Ed./ Mountain Biking	Range and Target Activities	Aerial Sports	Wheeled Sports

Sequence III:

Monday	Tuesday	Wednesday	Thursday	Friday
Wheeled Sports	Whitewater Rafting	Hunter Ed./ Mountain Biking	Range and Target Activities	Aerial Sports

Sequence IV:

Monday	Tuesday	Wednesday	Thursday	Friday
Aerial Sports	Wheeled Sports	Whitewater Rafting	Hunter Ed./ Mountain Biking	Range and Target Activities

Sequence V:

Monday	Tuesday	Wednesday	Thursday	Friday
Range and Target Activities	Aerial Sports	Wheeled Sports	Whitewater Rafting	Hunter Ed./ Mountain Biking

Other scheduling notes:

- Units check in on Sunday and depart on Saturday of the camp session
- There is an orientation and an opening ceremony on Sunday evening
- A variety of open evening program are offered throughout each session
- There is a closing ceremony on Friday evening

Please contact Onsite Programs Manager Johnny Tracy, at johnny.tracy@scouting.org or 901-489-6027, with any questions.



Explore the Summit Bechtel Reserve

“Summit Visitor Map” App

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

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

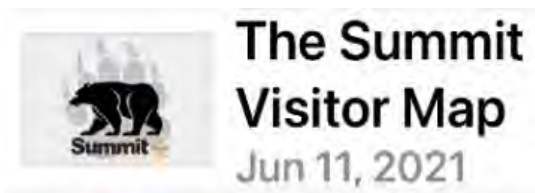
1. Download **ArcGIS FieldMaps** free from your phone’s App Store.



ArcGIS Field Maps icon

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

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



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

