



Summit



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 this season! We are excited to host your unit in the summer of 2025, and we hope you are excited to experience all the adventure that the Summit has to offer!

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

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

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

Please read this guide carefully, as you will find many answers to your questions. If you have further questions, please contact us. We cannot wait to serve your unit this summer at the Paul R. Christen National High Adventure Base!

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

Sincerely,



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



CONTACT INFORMATION

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

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



CONTENTS OF THIS GUIDE

page 01	Welcome Letter	page 26	Other Summit Experience Programs
page 02	Contents of this Guide	page 27	Summit Experience Program Awards
page 03	Program Dates and Registration	page 28	Other Program Notes
page 04	Camp Fees and Payment Schedules	page 29	The Mountain Rovers
page 05	Contact & Communication	page 30	Trading Posts at the Summit
page 06	Preparation Webinars	page 31	Appalachian Celebration
page 07	Campsites & Accommodations	page 33	Activities Near the Summit
page 08	Foodservice	page 35	Duty to God Award Form
page 09	Adult Leaders	page 36	Summit Sustainability Award Form
page 10	Youth Participants & Leaders	page 37	Explore the Summit (Map App)
page 11	Health & Safety Preparations		
page 13	Environmental Health & Safety		
page 14	Youth Protection Reminders		
page 15	Arrival Day Notes & Preparations		
page 17	Program Notes & Scheduling		
page 18	The Summit Experience Program		

Visit summitbsa.org for additional information and resources!



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



PROGRAM DATES & REGISTRATION

2025 PROGRAM DATES

The Summit Experience sessions for 2025 are listed here. Each session begins on Sunday and ends on Saturday.

SESSION	DATES (START AND END)
Week 1	June 8-14
Week 2	June 15-21
Week 3	June 22-28
Week 4	June 29-July 5
Week 5	July 6-12
Week 6	July 13-19
Week 7	July 20-26
Week 8	July 27-August 2

REGISTERING FOR THE SUMMIT EXPERIENCE

The Summit Experience accepts unit reservations until a session is full; the maximum number of participants for any session of the Summit Experience is **three hundred total participants**. 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 participants. Expedition numbers are assigned in a format that includes a two-letter prefix to indicate the program in which a unit is participating, six digits for the beginning date of participation, and a letter that indicates the order in which the registration was placed. Leaders and parents/guardians should reference the unit expedition number when communicating about their visit.

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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 \$1,150.00 per person, youth and adult, in 2025. See the *Fee Schedule and Payment Timeline* table on this page for the payment schedule.

\$1,150.00

cost per person for Summit Experience in 2025

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 participants. **The Summit provides tents, though participants are welcome/encouraged 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 participants) who may need it. Scouts must be listed on the unit reservation to apply, and the parent, guardian, or leader who applies for them should be prepared to supply some basic information, including the Scout's Scouting identification number. The campership application will open in January of 2025, and it will close on or around April 15, 2025; the specific application window will be published online and shared during Webinars. Recipients of campership assistance will be notified by April 30, 2025, and any award will be applied directly to the unit balance.

FEE SCHEDULE AND PAYMENT TIMELINE

Initial registration and deposit (accepted on an ongoing basis)	\$250.00 deposit due upon registration
First payment due by March 1, 2024 (or within thirty days of registration)	10% of remaining fees due
Second payment due by November 1, 2024 (or within thirty days of registration)	50% of remaining fees due
Final payment due ninety days prior to arrival at the Summit	Balance of remaining fees

PAYMENT METHOD

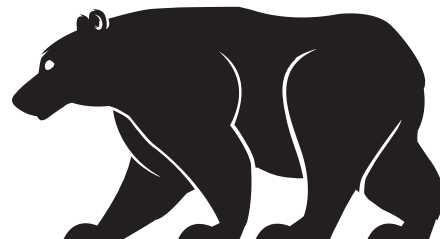
A \$250.00 unit deposit is due at the time of registration. This payment can be made online, using a credit/debit card or electronic check; paper checks, payable to the Boy Scouts of America can also be mailed to the Summit. Subsequent registration payments must be made by electronic check or mailed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

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./N.Y.L.T.-L.A.)	<i>Braxton.Rhodes@scouting.org</i>
Aerial Sports Program Manager, Sara Brubaker Climbing, rappelling, ziplining, C.O.P.E. activities	<i>Sara.Brubaker@scouting.org</i>
Hunter Education Program Manager, Chris Perkins Hunter education programs, Crafton Hunter's Hall and Skills Center	<i>Chris.Perkins@scouting.org</i>

CONTACT PHONE NUMBER

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

DRIVING/CORRESPONDENCE ADDRESS

The North Gate is the main entry point to the Summit. The address for the North Gate is **2550 Jack Furst Drive, Glen Jean, West Virginia 25846**. This address should also be used for correspondence with the Summit (mailed checks, etc.).

PARTICIPANT MAILING ADDRESS

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

SUMMIT WEB SITE

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

EMERGENCY COMMUNICATION

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

ROUTINE COMMUNICATION

Excellent cellular coverage and Wi-Fi are available 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 Youth Protection 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 2025 WEBINARS

Webinar #1: Weds., February 26, 2025, 7:00 p.m. (E.T.)

Webinar #2: Weds., April 23, 2025, 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 participants. 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, picnic tables, and a fire pit. Cots are provided for all individuals. Cots are 76.75 inches long by 33.25 inches wide by 18.25 inches high.

TENTS

Tents are provided for all Summit Experience participants. The Coleman tents are from the 2017 National Scout Jamboree and the 2019 World Scout Jamboree. The tents are approximately 9 feet wide by 9.5 feet long by 6 feet high (at the center). While tents are provided, participants are encouraged 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; participants must use the appropriate facility that aligns with their age range and Scouting America-registered gender. Adult leaders have a key role in supervising activity in the shower and restroom facilities to ensure that Youth Protection 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 participants should alert staff if additional cleaning is needed. All participants should exhibit behavior appropriate for a Scouting setting when using the shower and restroom facilities.

FOOD IN CAMPSITES

All meals for Summit Experience participants 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

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

NOTE ON SHOWER AND RESTROOM FACILITIES

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



FOODSERVICE

The Summit dining halls provide foodservice for participants onsite. Summit Experience participants 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 participants to dining hall/food service operations on arrival.

PACK-OUT LUNCHES

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

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

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

CAMP MENUS

Sample camp menus will be provided for review to registered participants 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 participants through an online form, which can be accessed from the Summit Web site or by scanning the Q.R. code here. For any additional concerns or special considerations, e-mail Summit.Program@scouting.org to communicate with a member of the foodservice team.



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.

PARTICIPANTS BETWEEN 18-20

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

Youth and adult participants must tent separately.

DESIRED LEADER QUALIFICATIONS

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



RESPONSIBILITIES OF THE ADULT LEADERS

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

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

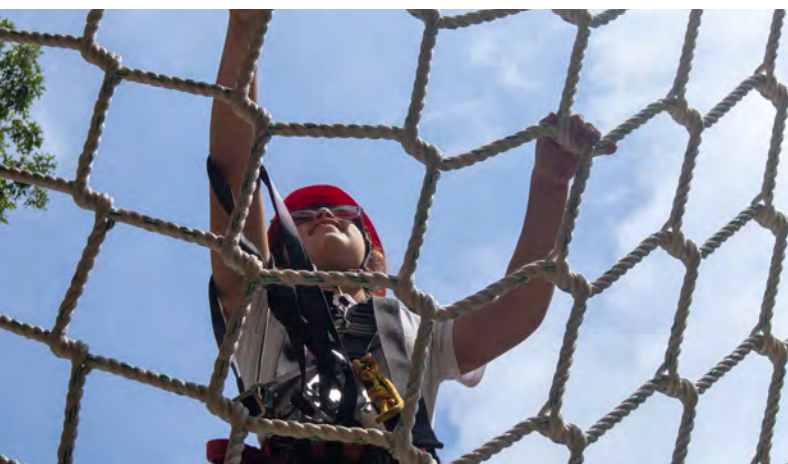


YOUTH PARTICIPANTS & LEADERS

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 participants in Scout camp:

- All youth participants must be registered Scouts BSA, Venturing, or Exploring members. The minimum age at which a youth participant can be registered for the Summit Experience is thirteen.
- Youth participants should meet the Scouting America height/weight guidelines (outlined on the *Annual Health and Medical Record*); participants 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 participants are required to have a medical evaluation, conducted by a licensed health-care provider, within twelve months of the date of their program at the Summit (forms are valid until the end of the twelfth month). The 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 participants (youth and adult) before traveling to the Summit to become familiar with any health-related restrictions or considerations. This check should also be used to verify that the requisite signatures, of a health-care provider and a parent/guardian, for participants under the age of eighteen, are present on the form. Adult leaders should collect and organize all copies of medical forms for each participant and prepare them for submission at check-in.

MEDICAL FORM REVIEW AT CAMP

At check-in at the Summit, each participant will undergo a basic medical recheck to ensure that any medical conditions or concerns are known prior to active participation. **Copies of the Scouting America *Annual Health and Medical Record* for each participant must be submitted to the Summit. These copies will be destroyed within twenty-four hours of the crew's departure from the Summit.** Additionally, participants should bring to the health recheck any medications currently being taken, along with Epi-Pens and/or rescue inhalers (for those who need them).

FIRST AID/C.P.R. TRAININGS

Summit Experience participants 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 participants 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 participants must be eligible for participation according to the Scouting America Height/Weight Restrictions, listed on the *Annual Health and Medical Record*. Individuals should consult their primary health-care provider to discuss the advisability of participation in the programs of the Summit. Participants and/or parent(s)/guardian(s) should contact the Summit health and safety team, at summithealthlodge@scouting.org 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 participants, youth and adult, while traveling to and from the property and while participating in Summit programs. This coverage is excess insurance, which means that eligible expenses are covered only after primary health and other collectible insurance payments have been exhausted. If no other insurance is in effect, this insurance plan, which has no deductible to participants, covers expenses up to the plan limit. Please e-mail the Summit risk management team, at summithealthlodge@scouting.org, for additional information.

MEDICATIONS

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

STORAGE OF MEDICATIONS

The Summit health and safety team recommends that leaders bring locked storage to store all medications while traveling to and from the Summit. Unit leaders should make preparations to transport medications that require refrigeration; refrigerated storage space is available on-site.

ANAPHYLACTIC REACTIONS AND ASTHMA

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

MEDICAL EXEMPTIONS

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

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*.

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.



ENVIRONMENTAL HEALTH & SAFETY

ENVIRONMENTAL HEALTH AND SAFETY

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

WILDLIFE AT THE SUMMIT

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

HEAT AND HYDRATION

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

WASTE DISPOSAL

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

CLOSED-TOE SHOES: REQUIRED!

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

EMERGENCY PROCEDURES

The 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 participants within twenty-four hours of arrival at the Summit.

PARTICIPANT IDENTIFICATION

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

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. Participants are welcome to visit the Summit Health Lodge on a walk-in basis. Any individual can call the Summit Operations Center (S.O.C.), at 304-465-2800, twenty-four hours a day, seven days a week, to request emergency assistance or medical personnel dispatch.

REMEMBER THE SETTING

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



YOUTH PROTECTION REMINDERS

YOUTH PROTECTION EXPECTATIONS

All participating adults, eighteen or older, must present verification of completed, current Youth Protection 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 Youth Protection Training. All adults and youth are expected to abide by the policies, procedures, and guidelines detailed in the training. Documentation of completed Youth Protection Training can be obtained from individual my.Scouting profiles or from the local council.

HAZING AND DISCIPLINE

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

NOTES ON CONDUCT

The Scout Oath and Law serve as the standards for all interactions between participants (youth and adult) and staff members. The Summit and Scouting America serve individuals from diverse backgrounds and experiences. Any behavior that belittles, harasses, or makes an individual uncomfortable is unacceptable. Remember, a Scout is kind!

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

Contingent leaders are responsible for the participants in their 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, Youth Protection 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 participants. Summit staff members can direct adults to appropriate places to use tobacco products. Visit 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.



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ARRIVAL PREPARATIONS & NOTES

ARRIVAL PLAN

In April, the unit leader will receive instructions, by e-mail, on how to complete the unit arrival plan information form. Unit leaders will indicate the method of travel, anticipated arrival time, and other key facts. Early arrival and late departure arrangements will be confirmed at this time.

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. Units are welcome to arrive at camp before or after this window, and unit leaders can report an estimated arrival time on the arrival plan. 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 Youth Protection standards, including two-deep leadership and no one-on-one contact, are enforced.

TRANSPORTATION ARRANGEMENTS

Generally, units/contingents are responsible for transportation to and from the Summit. For units arriving to the area at the Beckley-Raleigh 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; e-mail boss lady@hillstohills.com; visit hillstohills.com.
- Link: Visit ridewithlink.com.
- Chandler's Limousine Service: Call 304-345-5434 or visit chandlerlimo.com.
- Kanawha Board of Education: School bus rental; call 304-348-6616.
- Formal Express Transportation: Call 304-907-2900; e-mail misti@formalexpress.com; or visit formalexpress.com.
- C&H Taxi: Call 304-344-4902 or visit chtaxi.com.
- West Virginia Department of Travel and Tourism: The department can potentially assist with travel arrangements; call 800-847-4898 or visit visitwv.com.

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

ORGANIZING PAPERWORK

Please sort any individual paperwork alphabetically by type; do not sort paperwork by individual participants. 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.

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 participants 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 participants become acquainted with the Summit and understand the program elements of the Summit Experience.

8:00-9:30 p.m.

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

SUMMIT EXPERIENCE SAMPLE SCHEDULE

	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 (SKATEBOARDING)	WHITewater RAFTING ON THE NEW RIVER	DEPARTURE
P.M.	ARRIVAL	ALEXANDER'S EAGLE FLIGHT (BIG ZIP)	LOW GEAR (MOUNTAIN BIKING)	THE BARRELS (SHOOTING SPORTS)	THE TRAX (BMX)	WHITewater RAFTING ON THE NEW RIVER	
EVE.	ORIENTATION	SUMMIT CENTER OPEN ACTIVITIES (CAMP-WIDE)				CLOSING PROGRAM	

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



AERIAL SPORTS

AERIAL SPORTS

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

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

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

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

AERIAL SPORTS PROGRAM NOTES

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

MOUNTAIN BIKING



MOUNTAIN BIKING AT THE HARVEY X-ZONE

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

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

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

MOUNTAIN BIKING PROGRAM NOTES

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

HUNTER EDUCATION



THE JOE CRAFTON SPORTSMAN'S COMPLEX

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

HUNTER EDUCATION CERTIFICATION COURSE

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

01. Go to the link for the West Virginia Division of Natural Resources (D.N.R.) registration site and sign in for the date that matches your week of attendance. These links will be shared with participants in January of 2025, as they cannot be created until that time.

02. Once registered, visit www.wvndr.gov and select one of the five hunter education courses, of which four have a fee and the last one, offered by the National Rifle Association, at www.nrahe.org, is free. Participants must take the course through the West Virginia D.N.R. Web site and must select West Virginia as the state.
03. After passing the test, print out and bring the completed Field Day/Practical Exam Voucher to the Summit to participate in the hands-on hunter education certification class and final course test for certification. Take a picture of the Voucher on a phone or mobile device as a backup!
04. Once all requirements are met, participants will receive a West Virginia Hunter Education Card which will allow them to purchase a hunting license in any of the fifty states, plus Mexico, Canada, and the United Kingdom. In addition, participants will receive a Hunter Education patch and a West Virginia D.N.R. certificate.
05. This process is optional. Only those who wish to attain a Card to exchange for a license need to follow these steps.
06. Participants can contact Chris Perkins, Hunter Education Program Manager, at Chris.Perkins@scouting.org or 304-465-2856, with any questions.

While all Summit Experience participants will visit Hunter's Hall during their stay, attaining a Hunter Education Card, which can be exchanged for a hunting license, is optional. Only those who want to earn this Card should follow the steps listed here (including registering at the link for the session attending, which will be available in January, 2025).

BOWS & BARRELS (RANGE & TARGET)

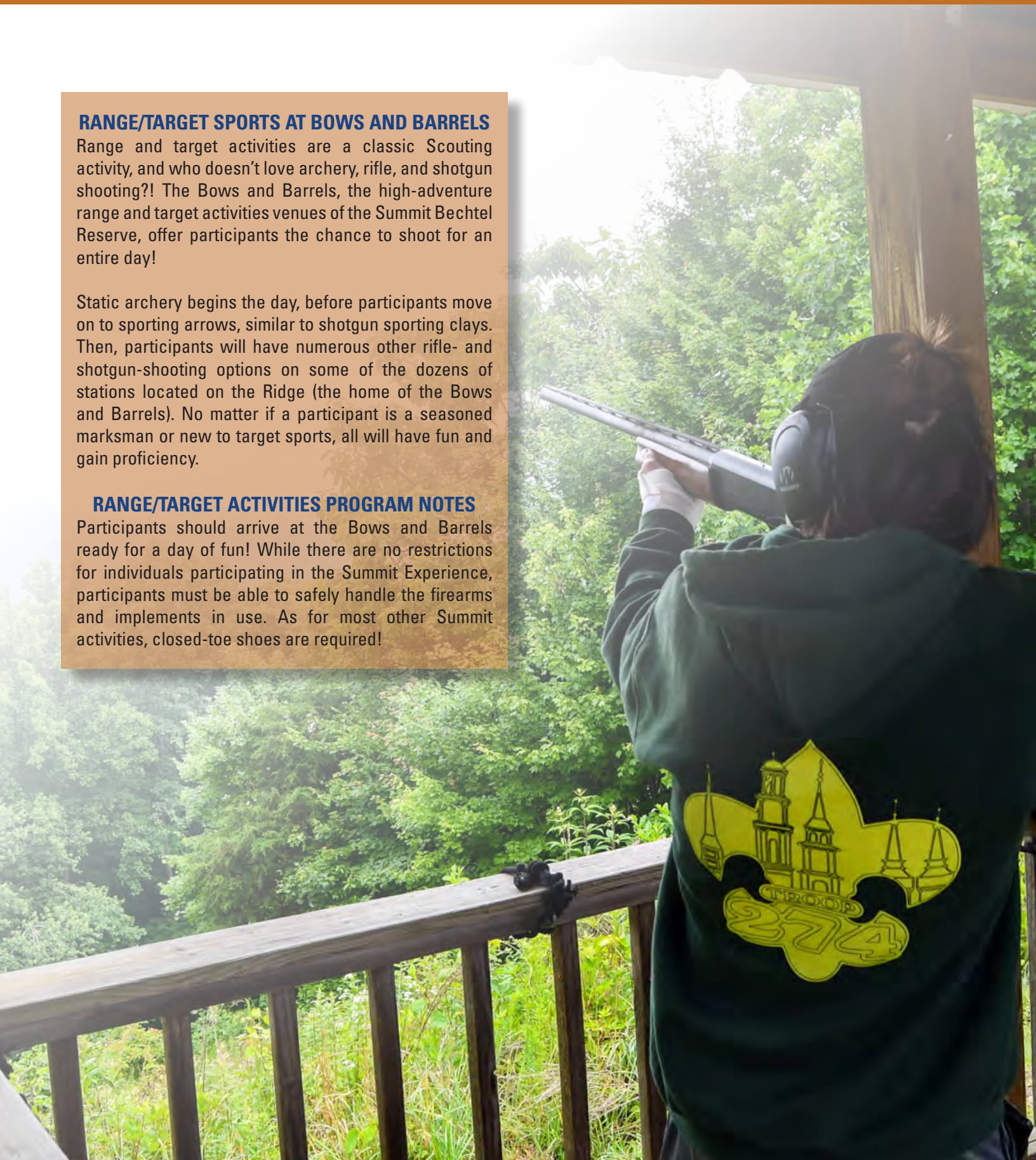
RANGE/TARGET SPORTS AT BOWS AND BARRELS

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 participants the chance to shoot for an entire day!

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

RANGE/TARGET ACTIVITIES PROGRAM NOTES

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



THE PARK (SKATEBOARDING)



SKATEBOARDING AT THE PARK

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

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

SKATEBOARDING PROGRAM NOTES

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

THE TRAX (BMX)

BICYCLE MOTOCROSS (BMX) AT THE TRAX

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

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

BMX PROGRAM NOTES

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



WHITEWATER RAFTING



WHITEWATER RAFTING ON THE NEW RIVER

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

WHITEWATER RAFTING PROGRAM NOTES

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

OTHER ACTIVITY OPTIONS

ALTERNATIVE PROGRAM OPTIONS

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

HIKE

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

SERVICE PROJECTS

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



AQUATICS ON GOODRICH LAKE WEST

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

CHRISTEN HIGH ADVENTURE BASE PATCH

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



SUMMIT EXPERIENCE PATCH

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

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 participants.

GOOSECHASE

Goosechase is a mobile scavenger hunt application on which missions are created for Summit Experience participants to complete. This fun addition is intended to enhance the overall program experience for Summit Experience participants. Full details will be provided at the orientation, but search *Goosechase* in the mobile application store before camp to check it out! A special patch will be presented to those who participate in Goosechase.

THE SUMMIT DUTY TO GOD AWARD

A Scout is Reverent. The Summit Duty to God Award is intended to provide Scouts and leaders an opportunity to experience and live the capstone point of the Scout Law. This optional award can be earned by individual participants 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 participants (youth and adult) in any Summit program can earn the Summit Sustainability Award. The award is a reflection of the individual's responsibility in the collective effort of sustainability. See the 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 participants, 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 participants 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 participants 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.



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

Summit



THE SUMMIT MOUNTAIN ROVERS

THE SUMMIT STAFF

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

THE MOUNTAIN ROVERS

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



THE SUMMIT EXPERIENCE EXPERIENCE

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



SUMMIT EXPERIENCE LEADERSHIP

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

ABOUT THE MOUNTAIN ROVERS

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



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, except for some high-adventure trek participants.

GARDEN GROUND OUTFITTERS

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

CUSTOM CREW T-SHIRTS

Orders for custom crew T-shirts can be placed online through Garden Ground Outfitters. Different styles of T-shirts are available for selection, with general and program-specific design variations. The deadline for custom shirt orders is April 1, 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, participants spend between \$80.00-150.00 at the trading posts, on souvenirs, snacks, and camp materials.

Q: What types of payments are accepted?

Both trading posts accept all major credit/debit cards, cash, checks, Apple Pay, and 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 participants (typically to an adult leader or the senior patrol leader/crew leader) near the conclusion of their experience. Awards that can be earned during the Summit stay, like the Duty to God and Summit Sustainability Awards, can be purchased at the Bunker Trading Post after completion of the requirements for the respective award(s).

Q: Does the Summit offer unit photographs?

Yes! The Summit media and marketing team sends representatives to take photos of 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 participants from any program on the site are invited! Join Scouting friends in Action Point on Monday evening during each week of camp for some tremendous fellowship and fun. The event includes exhibitors, vendors, sports activities, live music, displays and activities centered around Appalachian culture, branding (an all-time favorite), and much more!

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

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

APPALACHIAN CELEBRATION NOTES

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

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



APPALACHIAN CELEBRATION

APPALACHIAN CELEBRATION EVENTS (SAMPLE)

New activities and old favorites can be found at Appalachian Celebration! Here is a representative list 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

INFORMATION

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)

Canyon Rim Visitor Center
162 Visitor Center Road
Lansing, WV 25862
304-574-2115
nps.gov/neri



LOCAL HIKES

INFORMATION

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!

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

INFORMATION

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!

There are several local options:
ACE Adventure Resort: aceraft.com
Adventures on the Gorge: adventuresonthegorge.com
River Expeditions: raftinginfo.com



BECKLEY EXHIBITION COAL MINE

INFORMATION

The Beckley Exhibition Coal Mine, a favorite of Summit participants, offers visitors a look into the life and times of the workers in the most important industry of West Virginia. The Exhibition Mine offers opportunities to explore and learn!

513 Ewart Avenue
Beckley, WV 25801
304-256-1747
beckley.org/coal-mine



TAMARACK MARKETPLACE

INFORMATION

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.

1 Tamarack Place
Beckley, WV 25801
304-256-6843
tamarackwv.com



LOCAL STATE PARKS

INFORMATION

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.

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
arrowheadbikfarm.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 participants visit any of the suggested locations.



Summit Bechtel Reserve DUTY TO GOD AWARD



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

Requirements for the Summit Duty to God Award

Complete all of the following requirements.

- _____ The unit chaplain must attend the chaplain aide training. This training is offered on Sunday evenings for Scout Camp participants and on the day of arrival for all other high-adventure treks. Summit staff will share specific times and locations for these meetings.
- _____ Participants should attend the Summit Scout Vespers on Monday evenings at 8:45 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 Vespers service during their stay.
- _____ Participate in daily devotionals guided by the unit chaplain aide. Devotional resources are provided on the Summit Web site and will be available to participants onsite at the Summit.
- _____ Participate in a daily "Summit Trail Talk" (similar to Thorns, Roses, and Rosebuds) guided by the unit chaplain aide.
- _____ Raise awareness of the Religious Emblems Award Program of 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 Sustainability Award, complete this form, certified by the outdoor ethics guide and the unit leader, and return it to the Bunker, the trading post located in the Pigott Headquarters building.

Unit type and number: _____ Council: _____

Chaplain aide name/signature: _____

Unit leader's name/signature: _____

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

2025

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



Summit Bechtel Reserve SUSTAINABILITY AWARD



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

Requirements for the Summit Sustainability Award

Complete all the following requirements.

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

2025

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



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!

