



BAYPORT SCOUT RESERVATION



LEARN TO SAIL A 38-FOOT SAIL BOAT...CLIMB THE LIGHTHOUSE...GO
HIKING...BE THE ULTIMATE WATERMAN...ARCHERY AND SHOOTING...
ALL AT ONE AMAZING RESERVATION!

THE TRADITION BEGINS...



Boy Scout Camp



Requirements

Age: Boy Scout

Medical Form: Class I and II, ages 40+ requires Class II

Leadership: Minimum of Two Registered Adult Leaders unless Provisional

Along the Rappahannock River, secluded from all of the hustle and bustle of life, you will find Bayport Scout Reservation's Boy Scout Camp. The Boy Scout Camp will offer the traditional Boy Scout Summer Camp experience. With 45 different merit badges and the unique Nighthawk program for the first year camper, the Boy Scout Camp is packed with activities to keep any Scout busy all week long. The Boy Scout Camp experience is the building block for all of the other exciting and unique opportunities that Bayport Scout Reservation has to offer.

Scoutmasters will also find plenty to do at the Boy Scout Camp. Our Scoutmaster's Commissioner is prepared to facilitate many exciting games and activities for you and your unit throughout the week. When fun in the sun becomes too much, don't forget to cool off in our olympic sized swimming pool .

Participants will be the first to experience this brand new facility, featuring a 16,000 square foot air-conditioned dining hall and multipurpose building. From our private shower and bath houses to our Scout Craft/Nature Pavillion, you'll be excited about what Bayport has to offer!

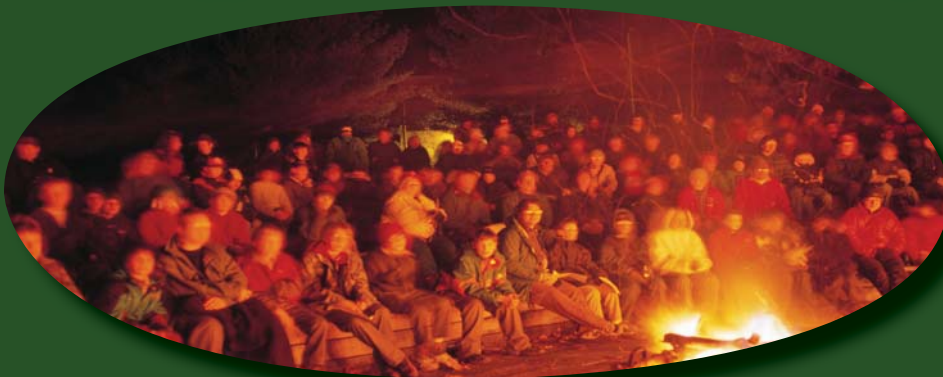
"I MADE NEW FRIENDS AND HAD FUN!"



Nighthawk Program



The Nighthawk program is designed specifically for first year campers. It is an all-day program, in which the boys will work on Tenderfoot, Second and First Class requirements. From fire starting to lashings, the boys will get introduced to all the aspects of Boy Scouting. The program is setup in the patrol method format. The boys will be broken into patrols and then form a troop as a whole. The boys will have a chance to earn first aid, swimming and a handicraft merit badge as part of the program. They will also participate in an overnight trek and cook breakfast for themselves one morning. As part of the nighthawk program, the boys will get a taste of all the program areas in camp. Each Scout will have the opportunity to earn their Totin' Chip and Firemen Chip.



Requirements

Age: Boy Scout

Medical Form: Class I and II, ages 40+ requires Class II

Leadership: Minimum of Two Registered Adult Leaders unless Provisional



"I LEARNED NEW CAMPING SKILLS!"



COPE



Requirements

Age: Boy Scout, age 13 by January 2007

Medical Form: Class III



The Challenging Outdoor Personal Experience is our high adventure and team-building program. The low-elements are a combination of activities that challenge the mind and body as the teams try to complete the given task. Experience the thrill of climbing to the top of a 30 foot pole and jumping! This program features high-elements like the Giants Ladder, Two-Line Traverse, and a 500 foot zip line that spans over one of our ravines. Beyond the basics, our high ropes course will challenge the most daring. Laid-out like a treetop playground participants will stretch their comfort zone. After mastering one set of elements, an advanced set of elements will await those that will test their confidence. These elements will include a Skywalk, Centipede Climb, Commando Rope, and the Flying Squirrel.

“I LEARNED TRUST AND TEAMWORK!”



Climbing



Our climbing program will showcase our unique lighthouse climbing tower, perched on a bluff that overlooks our private beach and 1,032 foot floating pier. Resembling a lighthouse on the outside, the tower will also contain “chimney-climbs” on the inside. The multi-level tower will include a short wall and short rappel for beginners. For the more advanced, this six-sided tower will feature multiple surface climbs with obstacles, as well as a free rappel. At night, the tower will host rappelling inside the tower to simulate a caving experience.



Requirements

Age: Boy Scout, age 13 by January 2007

Medical Form: Class III

“I CLIMBED THE LIGHTHOUSE!”



Waterman's Program



For the avid fisherman, this program explores a variety of fishing experiences. Pier and surf fishing are just the beginning. This program includes fishing in deeper waters. Each day, participants will get a chance to fish in a different location and style. For example, one of the days will include fly-fishing and another day will include crabbing. In addition to catching fish, they will learn how to prepare their catch as you dine in elegance on the banks of the Rappahannock River feasting on your catch. From the avid fisherman to the novice, step into the world of a local waterman.

Requirements

Age: Boy Scout, age 13 by
January 2007

Medical Form: Class III



“I CAUGHT THE BIG FISH!”



CHASE



“Get in on the CHASE.” At CHASE, the Chesapeake Bay High Adventure Sailing Experience, you will be in for the adventure of a lifetime. Your CHASE experience will bring you from a novice to a weathered sailor in just a week. With the help and guidance of our knowledgeable staff, you will gain both the adventure and knowledge of sailing. Not only will you experience the Chesapeake Bay on 34 to 40-foot sailboats, you will explore and visit many marinas and ports of call. An adventure of a lifetime awaits you on the historic waters of the Chesapeake Bay!



Requirements

Age: Boy Scout, age 13 by January 2007

Medical Form: Class III

“I CHASED MY DREAMS THIS SUMMER!”



Rappahannock Canoe Quest



Having mastered the basic skills of canoeing, Scouts will begin a 50-Mile Trek on the Rappahannock River, north of Bayport. The days will be filled with canoeing and team building (including rescue training). In the beginning of the week Scouts will be taken north, where they will canoe to Tappahannock. Once in Tappahannock, the crew will pull out of the water and be transported to a whitewater location for a day of whitewater canoeing. On Friday, the canoes will be paired to convert into catamarans as they ride the wind back into the base.

Requirements

Age: Boy Scout, age 13 by January 2007

Medical Form: Class III

In addition to becoming proficient with their canoe handling, the scouts will stretch their comfort zone as they participate in challenging team-building drills on and off the water!

"I TREKED 50 MILES...IN A CANOE!"



Master Aquatics Program



Your summer experience will be filled with sunny days and breezy winds. This truly unique location with miles of open water, it is naturally perfect for all of the aquatic activities. Your journey will allow you to explore the Rappahannock while having fun, getting wet, covered with salt, soaking up the sun, and learning how to operate various watercraft.

Requirements

Age: Boy Scout, age 13 by January 2007

Medical Form: Class III

MAP participants will spend the week learning to safely and effectively take control of the motorboats, small sailboats, kayaks, and water-skis. Participants will rotate through the activities with instruction as they master the operation, launching, safety, preparation, and general care of all of the water-crafts.

"I WAS MASTER OF THE SEAS!"



Taste of Bayport



Truly a tour of Bayport, this program gives your scouts a chance to sample the different programs that are offered at our High Adventure Base. The scouts will be able to indulge in our vast waterfront programs, which include sailing, motor boating, kayaking, and surf fishing. Each day a new activity will be explored. One of the days will include biking while another will include water sports. Our participants will also make a run through our low and high ropes courses in our COPE area. Finally, they will get an introduction to our distinctive lighthouse climbing tower.

Requirements

Age: Boy Scout, age 13 by January 2007

Medical Form: Class III



"I HAD A NEW ADVENTURE EVERY DAY!"



How to Join the Adventure



Ready to schedule your summer adventure? Our trained professional staff is here to help make summer camp planning a breeze. For more information visit www.cvcboyscouts.org to download our leader's and participant's guides, or contact us at (757) 595-3356.

"AND, I DID IT ALL AT BAYPORT!"

THE TRADITION IS BEGINNING...



DON'T YOU WANT TO BE A PART OF IT?

**The Colonial Virginia Council
Boy Scouts of America
11721 Jefferson Avenue
Newport News, VA 23606
www.cvcboyscouts.org
(757) 595-3356**