

BAYPORT SCOUT RESERVATION



WHERE THE TRADITION BEGINS!

2007 RESERVATION GUIDE

**COLONIAL VIRGINIA COUNCIL
BOY SCOUTS OF AMERICA
11721 JEFFERSON AVENUE
NEWPORT NEWS, VA 23606
(757) 595-3356
WWW.CVCBOYSCOUTS.ORG**

TABLE OF CONTENTS

Table of Contents.....	1
Welcome Letter.....	2
Administrative Section.....	3
Boy Scout Camp	12
Rivah Base	39
Taste of Bayport.....	41
Waterman Program	43
RCQ – Rappahannock Canoe Quest.....	45
COPE and Climbing	47
MAP – Master Aquatics Program.....	49
CHASE – Chesapeake Bay High Adventure Sailing Experience.....	51
 Forms Section – Appendix	 60
Daily Schedule	
Map to Bayport Scout Reservation	
Provisional Troop Application	
Merit Badge Application	
Troop Attendance Report	
Campership Application	
Counselor in Training Application	
Advanced Counselor in Training Requirements	
Advanced Counselor in Training Application	
Health Form (Class I and II)	
Health Form (Class III)	
Merit Badge Schedule	
Unit Leader Opportunities	
Map of Bayport Scout Reservation	

To Scout Leaders and Parents:

Thank you for your interest in The NEW Bayport Scout Reservation, where this summer the tradition will begin. We are glad to share our innovative and exciting programs for youth in the Scouting programs. It is our hope youth find so many programs they want to participate in that you will be returning to Bayport year after year to experience all that we have to offer. In this book we will share with you the information that will get you excited to come to Bayport and also provide a guide for you to make your planning easy.

Our traditional Boy Scout Camp Director, Marshall Steinman, has put together a program that will keep your Scouts active all day with a mixture of merit badges and extra activities to test your Scouts individually and as a patrol. The program will also include the Nighthawk Program for first year campers and challenging merit badge programs to keep even the older boys interested. The Boy Scout Camp, while featuring a dynamic program will also host brand new facilities, including the Birdsong Center. The Birdsong Center is a 16,000 square foot building that will house the camp's administrative area, medical service center, bathrooms, the Bayport Trading Post, the wi-fi Leaders Lounge and of course the Northup Grumman Dining Hall. Each new sub-camp will have between four and six campsites around a central shower house that has individual toilet and shower stalls. The central shower house area also has room for troop trailer parking. This is just the beginning of what you will see at Bayport Scout Reservation, when the adventure begins.

The Rivah Base area will launch several high adventure programs. :

- 1) C.H.A.S.E. (Chesapeake Bay High Adventure Sailing Experience) – Our feature large boat sailing program.
- 2) Taste of Bayport – Motor boating, small boat sailing (420's), COPE, climbing, biking, leadership and more.
- 3) M.A.P. (Master Aquatics Program) – This intensive program will let scouts focus on small boat sailing (420's), motor boating, kayaking, and water-skiing.
- 4) Waterman Program– The elite fishing program. Come learn about the Chesapeake Bay's history and all that you can catch and cook.
- 5) COPE and Climbing– Two half-day programs available for youth not ready to leave the merit badges completely behind, unless they want to spend the entire day swinging from the trees.
- 6) Rappahannock Canoe Quest – This 50 mile quest lets you experience all aspects of the Rappahannock from white water to our McKans Bay.

Alex Petry, Rivah Base Director, and Justin Ailsworth, CHASE Director, invite you to join them on one of their program adventures at the Rivah Base.

We hope to see you during the summer of 2007 when the Tradition Begins...

Yours in Scouting,
Adrian Hackett
Bayport Scout Reservation Director
757-595-3356
ahackpc@aol.com

Weeks of Operation for Bayport Scout Reservation

CHASE	Traditional Boy Scout Camp and Rivah Base
June 17 – June 23	
June 24 – June 30	June 24 – June 30
July 1 – July 7	July 1 – July 7
July 8 – July 14	July 8 – July 14
July 15 – July 21	July 15 – July 21
July 22 – July 28	July 22 – July 28
July 29 – August 4	July 29 – August 4
	August 5 – August 11

Camp Fee and Programs

Bayport Scout Reservation Program	Special Requirements	In Council Scout Fee Early Bird/Normal	Out of Council Fee Early Bird/Normal	Adult Fee
Traditional Camp Program	None	\$200/\$220	\$220/\$240	Based on # of Scouts - \$75 additional leaders – See chart on page 13
Merit Badge Program	None	Included in Camp Fee Included in Camp Fee		
Nighthawk Program	For 1 st year Campers			
M.A.P. Master Aquatics Program	Age 13 by January 1 BSA Swimmer Class III Physical	\$250/\$270	\$270/\$290	Same as Youth Fee
Taste of Bayport	Age 13 by January 1 BSA Swimmer Class III Physical	\$250/\$270	\$270/\$290	Same as Youth Fee
Rappahannock Canoe Quest	Age 13 by January 1 BSA Swimmer Class III Physical Canoeing Experience	\$250/\$270	\$270/\$290	Same as Youth Fee
COPE – ½ Day Program	Age 13 by January 1 Class III Physical	\$225/\$245	\$245/\$265	Same as Youth Fee
Climbing – ½ Day Program	Age 13 by January 1 Class III Physical	\$225/\$245	\$245/\$265	Same as Youth Fee
COPE and Climbing – Full Day Program	Age 13 by January 1 Class III Physical	\$250/\$270	\$270/\$290	Same as Youth Fee
Waterman Program	Age 13 by January 1 BSA Swimmer Class III Physical	\$275/\$295	\$295/\$315	Same as Youth Fee
CHASE	Age 13 by January 1 BSA Swimmer Class III Physical	\$500	\$550	Same as Youth Fee

Please see page four to view payment dates.

HOLD-A-SPOT FOR SUMMER CAMP

At Bayport Scout Reservation we ask you to secure a spot with an initial \$250.00 site reservation deposit. This is your first step for bringing your troop to Bayport. For individuals not attending with a troop and wishing to attend Bayport in the Boy Scout or Rivah Base programs, a deposit of \$75.00 is due when you sign up.

RESERVATION PAYMENT SCHEDULE

September 15th

All Units must submit a payment of \$75 between September 15th and October 14th for each youth attending Camp. All youth participating in one of the Rivah Base Programs (excluding CHASE) must submit an additional \$20 to reserve their spot in the program. If Payments are not received by October 14th the troop's reservation will be cancelled.

December 15th

An additional \$75 for each youth is due on December 15th. All youth participating in one of the Rivah Base Programs (excluding CHASE) must submit an additional \$10 to continue to reserve their spot in there selected program. If payments are not received by December 16th will result in a cancellation of you reservation. *All funds are refundable until December 31st, after that date funds are non-refundable, but transferable.*

March 30th

The Balances of fees are due. To cancel reservations or to change numbers of people attending please send notification in writing to Attn: Camp Registration or email info@cvcboyscouts.org with Attn: Camp Registration as the Subject. At this time please also pay for any additional adults.

Always check with the Camp Registrar at (757) 595-3356 before adding youth or adults. Most weeks will have a waiting list for available spaces.

REFUNDS

Unit reservation fees are not refundable after December 31, 2006, but are transferable to the final fee payment. Scout camper fees (*excluding CHASE*) are refundable by June 1, 2007, upon written request, if one of the following requirements are met, and mailed to the Council Office at:

Attn: Bayport Scout Reservation Refund
11721 Jefferson Ave
Newport News Va. 23606

- ◆ Must be post marked before July 31st, 2007.
- ◆ Illness of Scout Prevents attendance (with Doctor's note).
- ◆ Death in immediate family.

CAMPERSHIPS

Camperships are available through several sources; contact your local Scout Service Center for details. Written requests must be received by March 30, 2007. A campership form is included in this guide.

QUARTERMASTER AREA

Tools and other items are available for checkout or issue from the ranger staff. Please see one of the ranger staff for service projects. Items include axes, saws, shovels, and rakes.

COMMISSIONERS/RANGER STAFF

Our camp commissioner staff is prepared to help the unit with any need that may arise during camp. The commissioners come to your campsite to do site visitations, deliver the morning paper and coffee.

HOW TO GET TO BAYPORT SCOUT RESERVATION

From Points North: From US Interstate 95S in Fredericksburg Exit 126 on to US-1/US-17S toward Massaponax. Follow US-17S for 66 miles.

Turn left on Canoe House Rd. (Rt. 605). Follow Canoe House Rd. 3.5 miles, making a left at every fork in the road. Canoe House Rd. will change to Bayport Rd. (Rt. 604). You will go down a winding hill and over a small bridge. After the bridge make a left into the camp property entrance. Continue straight for 0.25 miles and you will reach the welcome center.

From Points West: Take US-33E through West Point. Follow US-33E until it intersects with US-17N. Turn Left on to US-17N. You will see Virginia Motor Speedway on the left. 0.8 miles past the speedway you will see Canoe House RD. (Rt.605) and a billboard. Make a right on Canoe House Rd. (Rt. 605).

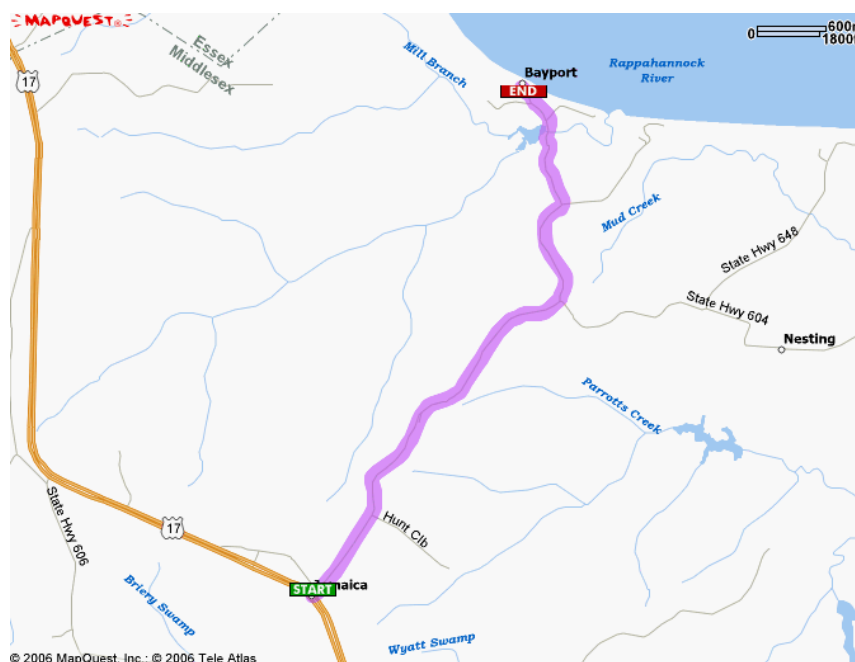
Follow Canoe House Rd. 3.5 miles, making a left at every fork in the road. Canoe House Rd. will change to Bayport Rd. (Rt. 604). You will go down a winding hill and over a small bridge. After the bridge make a left into the camp property entrance. Continue straight for 0.25 miles and you will reach the welcome center.

From Points South: Get on to US-17/J Clyde Morris Boulevard (in Newport News). Continue to follow US-17N passing through York County, over the Coleman Bridge, and through Gloucester County. You will see Virginia Motor Speedway on the left. 0.8 miles past the speedway you will see Canoe House RD. (Rt.605) and a billboard. Make a right on Canoe House Rd. (Rt. 605).

Follow Canoe House Rd. 3.5 miles, making a left at every fork in the road. Canoe House Rd. will change to Bayport Rd. (Rt. 604). You will go down a winding hill and over a small bridge. After the

bridge make a left into the camp property entrance. Continue straight for 0.25 miles and you will reach the welcome center.

The Map Below Shows From US-17 in Jamaica to Bayport



CHECK-IN PROCEDURES

Sunday Check-In

1:00 p.m. until 4:00 p.m.	Arrive at Camp at your assigned time
3:00 pm.	All individual campers (Provisional Campers) in Rivah Base or the Traditional Camp need to plan to arrive at camp to check in.

What to do When you Arrive

◆ **Meet your site guide at the Welcome Center:** Your site guide will be your liaison between your troop and camp for the week.

◆ **The Welcome Center:** You will receive a welcome package and be directed to your campsite. At this time you will receive one to two vehicles passes to be used if your units gear is loaded in one or two vehicles and trailers. Those vehicles will be allowed into camp to unload and return to the parking area. The rest of your troop will walk to the site to claim their gear.

◆ **Check-In:** After you leave the Welcome Center please send your financial and unit representative to the Birdsong Reservation Center to settle any final items. Bring two copies of your troop roster with you. This person should have all the troops' records, tour permit, proof of insurance, and merit badge schedule for the Scouts.

♦**Go to the Health Lodge for medical check.** All Scouts and Scouters are required to have the appropriate physical with them upon entering camp. You must also check in all medication at this time. Also please make sure a copy of Family Insurance Card is attached to each medical form.

♦**From this point follow directions for your camp program.**

CAMP POLICIES

Mail

Please encourage parents and Scouts to write often. Mail will be delivered to each troop. Outgoing mail can be deposited at the Trading Post and the Ship's Store.

Send mail to:

Scout's name, Troop #
Bayport Scout Reservation
623 Bay Port Road
Jamaica, VA 23079

Buddy System

All troops should use the buddy system. Troop leaders should keep up with the location of your Scouts. During the evening programs, all troops must attend camp functions with adult supervision. There should be no Scouts left in campsites without adult supervision. All leaders should have completed Youth Protection training. (<http://www.scouting.org/pubs/ypt/ypt.jsp>)

Lost and Found

A lost and found will be maintained in the administrative offices of the Birdsong Center.

Vespers Service

The chapel is available for groups with the permission of the Camp Directors. A camp-wide vesper service is scheduled during your stay at camp on Wednesday evening after dinner.

Security

For the protection of all campers registered at Bayport Scout Reservation the following procedures will be followed:

Identification

All Staff, Scouts, and adults will be visually recognized, and must wear their identification at all times.

Strangers

All registered Scouts, adult leaders, and camp staff will remain on the camp property from troop check-in through troop check-out. Staff members will immediately report to the Camp Director or Program Director anyone they do not recognize or whose presence in camp is in question. The person(s) will be asked to report to the Welcome Center for approval to be on reservation property. Only the Camp Director or Camp Ranger can ask someone to leave the reservation property.

Visitors

All visitors must sign in at the Welcome Center. They will record their name and date in the log book as a record of their visit.

Mid Week Arrivals and Departures

All campers, youth and adults, must check in and out of the reservation at the Camp Office in the Birdsong Center, or the Welcome Center on the Rivah Base side, each time they leave the reservation, using the appropriate log.

Firearms

The reservation provides safe, accurate firearms. We do not encourage Scouts to bring firearms to camp. If a Scout is going for the Rifle or Shotgun Shooting merit badges and wishes to bring his own gun to camp for qualification, the Camp Director must provide prior approval. All firearms will be stored in secure range facilities. Pre-approved firearms and bows must be checked in with the Camp Director upon arrival.

Insurance

All units must present a tour permit upon arrival at the reservation. Units from the Colonial Virginia Council are covered by a council accident policy. This policy takes effect only after the participant's own insurance coverage is applied first. Out-of-Council units must provide proof of insurance.

Pets

Boy Scouts of America regulations do not permit Scouts or their families to bring dogs, cats, or other pets on to the reservation, at any time with no exceptions.

Leaders

Each troop must maintain two-deep leadership and must have at least two registered adult leaders (one of which must be Youth Protection trained) in the reservation at all times. One leader must be at least 21 years of age and the other must be at least 18 years old. If there is a substitution of the troop leadership (an over 21 year old with completed Youth Protection training), then there should be an overlapping period of time during which both adults are in the reservation in order to maintain program continuity and adult supervision at all times.

Lanterns, Candles, and Stoves

The liquid fuel policy for the reservation is the same as outlined in Boy Scouts of America camping policies. Liquid fuel can be used in the reservation by adults, but the fuel must be stored under lock and key with the Quartermaster. All flames are forbidden under canvas. **NO FLAMES IN TENTS.**

Valuables

Unfortunately, even in Scout camp, losses occur. For self-protection, valuables that are merely “creature comforts” (radios, tape/CD players etc.) should be left at home. We do not carry insurance on personal items.

Fireworks

Fireworks are not permitted in the reservation. Any individual found to have or have had fireworks in his possession while in the reservation will be dismissed from the reservation immediately.

Tobacco Use

Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any Boy Scouts of America activity involving youth participants. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants. Troop leaders must not permit any Scout to use tobacco nor should leaders in the presence of the youth. **NO TOBACCO USE IS ALLOWED IN ANY BUILDING OR PROGRAM AREA.** A smoking area will be designated for adult use while at camp. Failure to comply with this policy will result in being asked to leave the reservation.

Alcoholic Beverages/Drug Use

No alcoholic beverages or use of harmful drugs are allowed on the reservation. Anyone failing to comply will be immediately dismissed.

Fatigue

One of the greatest dangers to a successful camp experience is fatigue. We expect each leader to insist that their Scouts get plenty of rest and that all observe taps and reveille hours by being quiet in the campsite.

Heat

Summers at Bayport Scout Reservation can get very warm. Encourage all Scouts to drink plenty of fluids (NOT SODAS) during hot weather. Have a troop water igloo available for cool water to drink.

Riding in Trucks

There will be no riding in the back of pickup trucks.

Sheath Knives

Sheath knives are not allowed at Bayport Scout Reservation. Also, no other knives (except for kitchen knives) with blades longer than 3 ½ inches are allowed.

Troop Trailers

Trailers carrying troop supplies/equipment may be parked at the troop's designated shower house facility with the following restrictions:

- 1) No liquid fuel, weapons, ammunition, or other prohibited items are stored in the trailer.
- 2) No sleeping in the trailer
- 3) No generators or electrical hook-ups may be part of the trailer
- 4) All trailers will be subject to daily inspections at the discretion of the Camp Director.
- 5) Vehicles pulling trailers are not allowed to remain at the subcamp.

Reservation Property

Bayport Scout Reservation exists as a service to you and your unit. Please do not destroy or deface any equipment, facilities, or trees. Units will be billed for equipment or canvas that is damaged, destroyed, or lost. Canvas or mattress cuts will start at \$20 per inch. Troops will pay for damaged trees with the fee determined by the Camp Director. Fees start at \$50 per tree.

Non-Discrimination Statement

Rules for acceptance and participation in all sessions of this base are the same for each participant without regard to race, color, national origin, sex.

Vehicles in the Reservation

No private motorized vehicles are permitted to stay in the campsite. All vehicles must be parked in the parking area adjacent to the administration building. Only one unit vehicle at a time will be permitted to haul equipment to the site to unload and load. For the safety of all campers, only camp, emergency, or delivery vehicles are permitted in camp. Speed limit on the main camp road is 10 mph.

DISCIPLINE AND STANDARDS OF CONDUCT

ALL Scouts camping at Bayport Scout Reservation will live up to the principles and values of the Scout Oath and Law. Unit leadership and their Scouts should clearly understand their rights, and the course of action that will be taken if their rights are violated. Please share the following with your Troop. *REPORT ALL UN-SCOUT LIKE ACTION TO THE CAMP DIRECTOR IMMEDIATELY, IT IS YOUR DUTY.*

♦ **Colonial Virginia Council follows the Youth Protection Guidelines and the Guide to Safe Scouting. As volunteers and staff, we are responsible for keeping our Scouting environment free from harassment and abuse, whether physical, verbal, or mental.**

♦ The Scout Oath and Law are the code of behavior. They are all that are needed, and unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.

♦ In the case of intra-troop conflicts or problems, the unit leadership of the Scouts involved is responsible for disciplining each of the Scouts.

♦ The camp administration (including the Camp Director) is available and prepared to assist in establishing communication in the event of inter-troop problems.

♦ The camp administration encourages unit leadership to send any Scout home immediately that violates the Scout Oath and Law. The administration reserves the right to take action if necessary, including sending the troop home within 24 hours.

♦ Hazing, “midnight raids”, tent dropping, or any other such activities are not allowed at any time at Bayport Scout Reservation. Such activities place Scouts at unnecessary risk of injury and may cause larger problems to occur as a result of seemingly small actions getting out of control.

♦ A curfew of 10:00 p.m. will be strictly enforced for ALL SCOUTS. Scouts are required to be in their campsite by 10:00 p.m. Any Scout who must leave a campsite after 10:00 p.m. must be accompanied by an adult unit leader or reservation staff member that is taking the Scout to or from a scheduled camp activity.

THE CAMP DIRECTOR RESERVES THE RIGHT TO TAKE ANY APPROPRIATE ACTION, INCLUDING THE REMOVAL OF THE SCOUT OR LEADER, TO ENSURE THE WELL BEING OF THE CAMP AND ITS PARTICIPANTS.

WELCOME TO BOY SCOUT CAMP

The following section is dedicated to the Boy Scout Camp of Bayport Scout Reservation. You will find some administration material repeated, but it is only repeated for your convenience and ease of use of this guidebook. The first few pages are “housekeeping” items but are important enough for us to put in first. You will find our program pages to be very comprehensive and fun filled. Our main goal at the Boy Scout Camp is for your boys to learn skills and gain knowledge they can only get from the summer camp experience – while having fun!

We are excited about this brand new camping program and encourage any feedback throughout your week of camp. Please pay close attention to the Camp Fees, Refund Policy, and Boy Scout Camp procedures outlined in this section.

CAMP FEES

Camper's Fee:

The fee for a Colonial Virginia Council registered Boy Scout to attend Boy Scout Summer Camp at Bayport Scout Reservation for the 2007 season will be \$220.00. For those scouts who are not registered with the Colonial Virginia Council, the fee will be \$240.00. These fees can be paid by check, money order or credit card at the Council Service Center or online at www.cvcboyscouts.org (We are implementing the process of online registration and payment for summer camp. We appreciate your patience during this transition period. Service may or may not be available when you register).

<u>Regular Summer Camp Fee Schedule</u>	<u>Amount of Payment In Council Unit</u>	<u>Amount of Payment Out of Council Unit</u>	<u>Due Date of Payment</u>
Per Boy Attending	\$75.00	\$75.00	September 15 through October 15, 2006
Per Boy	\$75.00	\$75.00	December 15, 2006
Per Boy	\$70.00	\$90.00	March 30, 2007

Early Bird Fees and Patch:

Troops that pay \$35.00 for every Scout that plans to attend Boy Scout summer camp will receive \$20.00 off the camp's registration fee (In-Council \$200.00 – Out of Council \$220.00). The payment schedule begins August 15 and continues on a **monthly** payment schedule. Every boy that fulfills the payment schedule will receive an early bird patch. These payments must be received by the Council Service Center by all scheduled dates. All deposits must be made by the unit leader and not by individual scouts.

If **ANY** scheduled payment is missed, the fee will increase by \$20.00. This year's early bird patch will feature the Osprey.

<u>Early Bird Summer Camp Fee Schedule</u>	<u>Amount of Payment In Council Unit</u>	<u>Amount of Payment Out of Council Unit</u>	<u>Due Date of Payment</u>
Per Boy Attending	\$35.00		August 15, 2006
Per Boy	\$35.00	\$35.00	September 15 through October 15, 2006
Per Boy	\$75.00	\$75.00	December 15, 2006
Per Boy	\$55.00	\$110.00	March 30, 2007

Program Fees:

The only program fees assessed to a summer camp participant will be the cost of a required merit badge project, such as a basket for Basketry Merit Badge. All these items will be available at the camp's Trading Post.

Leader's Fee:

Number of scouts in camp from your unit	Number of leaders' fees waived
5 – 10	2
11 – 20	3
21 – 30	4

One free leader for each additional 10 scouts. **There must be two leaders in camp at all times.** Any additional leaders staying during the week will be charged \$75.00 for meals. **Those adult leaders wishing to participate in the activities on the Rivah Base side of the property will be charged the youth fees to participate in those programs.**

Camperships:

Camperships are available through the Council Service Center. The deadline for campership requests is March 30, 2007.

Refund Policy:

Unit reservation fees are not refundable after December 31, 2006, but are transferable to the final fee payment. Scout camper fees (*excluding CHASE*) are refundable by June 1, 2007, upon written request, if one of the following requirements are met, and mailed to the Council Office at:

Attn: Bayport Scout Reservation Refund
11721 Jefferson Ave
Newport News Va. 23606

- ♦ Must be post marked before July 31st, 2007.
- ♦ Illness of Scout Prevents attendance (with Doctor's note).
- ♦ Death in immediate family.



PROVISIONAL TROOP AVAILABLE

Bayport Scout Reservation offers a Provisional Troop for those boys who are interested in attending summer camp for the second week or cannot attend camp with their unit. The Provisional Troop will operate each week of camp as long as the demand is present. The Provisional Troop will camp in a designated campsite and is limited to first come first served. The fee for a Provisional Scout is \$220.00 for an in-council Scout and \$240.00 for an out of council Scout. A \$75.00 deposit is required to reserve a space for each scout and full payment is REQUIRED before the Scout arrives at camp. The deposit should be paid to the Council Service Center once the boy decides to participate in the Provisional Troop. Scouts who are participating in the Provisional Troop should arrive at camp at 3:00 p.m. on Sunday for check-in. Scouts should report to the Welcome Center building to meet their provisional Scoutmaster and campsite guide. **Provisional Scouts must have completed and filed an application (found in forms section), current medial form, and Scoutmaster-approved merit badge forms in order to check-in.** Sunday “walk-ons” will NOT be accepted.

CAMPING SESSIONS

Session 1	June 24 – June 30	Session 5	July 22 – July 28
Session 2	July 1 – July 7	Session 6	July 29 – August 4
Session 3	July 8 – July 14	Session 7	August 5 – August 11
Session 4	July 15 – July 21		



TOMMY THE TENDERFOOT No. 4

TOMMY GOES CAMPING










Arriving in camp brimming over with hopes
He finds out that tents are supported by ropes.




THINGS TO DO BEFORE YOUR CAMPING SESSION:

- If your unit is not on the Early Bird Schedule, your unit **MUST** adhere to the payment schedule on page 1 of the Boy Scout Camp section of this Leader's Guide.
- **Two** weeks before your week of camp begins, merit badge pre-registration sheets are due. You may fill this form out online or print the form and mail it to the Council Service Center C/O the Summer Camp Program Director.
- The camper's physician and parents must complete and sign health histories and physical records. Class I and II physical forms are for all youth and adults under the age of 40. This physical form is good for 36 months from the date signed by a physician. A Class III is required for an adult over the age of 40 and all boys, girls, and adults participating in the High Adventure Program on the Rivah Base, which requires a yearly update by a physician. Each camper and leader must submit a completed health form to the health officer during check-in. Copies of these forms are in the back of this book.
- Arrange your transportation. **Units should arrive at the camp parking lot with valid Tour Permit from 1:00 p.m. to 4:00 p.m. on Sunday; Scouts should arrive at camp with their units. The check-in process is more efficient if the boys arrive at camp with their Scoutmaster.** Be certain that the vehicles are adequately covered by insurance. Only adult drivers (21 yrs or older) are allowed to transport scouts to camp. Under no circumstances should passengers be allowed to ride in the back of pick-up trucks. Drivers picking Scouts up on Saturday should be notified to arrive at the camp parking lot between 8:00 a.m. and 9:00 a.m. The weekly camp session ends at 10:00 a.m.
- Inform parents that Friday is visitors' evening at camp. Visitors may arrive beginning at 4:30 p.m. and should plan to leave camp immediately following the campfire. Units may choose one of two options for the Friday evening meal. 1) Ask parents to bring covered dishes to camp as well as all drinks and paper products needed to feed the entire troop or 2) Submit reservation form to Program Director requesting BBQ Chicken, Baked Beans, Macaroni or Potato Salad, Cookies and Bug Juice to feed your troop and those family members attending Family Night. The cost is FREE to those CAMP registered boys and adults; Friends and Family will pay \$6.00 per person for this meal. **Requests must be made to the Program Director by Tuesday of your camping session.** Visitors will be requested to walk to the campsite.
- Complete your patrol organization. Units not having complete patrols should organize temporary patrols for the camp period.
- **Complete the Troop Attendance Roster form included in the forms section of this book. The two copies of this roster must be turned in during Sunday check-in. Keep a copy for your troop records.**
- Have your senior patrol leader review this guidebook.

- Bring your troop and patrol flags. The camp will provide each campsite with a United States of America flag. If your troop decides to use your own US flag, that is fine too.
- Bring any special equipment that may be needed by your patrols or troop, i.e. stunt and campfire program props, lanterns, coolers, and troop libraries. Ice will be available for purchase at the Trading Post.
- A leader should complete a merit badge application form for each badge that a Scout will take during camp. Have them ready to give to Scouts on Sunday evening. The merit badge application may be found in the Forms Section of this guide. Scouts should sign up for merit badges that are age appropriate. Scouts should fill out a merit badge application for Boy Scouts of America Lifeguard and the Nighthawk Program.

OVER THE YEARS WE'VE LEARNED...

-  Summer camp is not a merit badge mill, where you pay a fee and automatically receive six merit badges. We suggest that you plan on a maximum of five merit badges per boy per week of camp.
-  The most difficult merit badges to earn are those that require great amounts of physical strength, stamina, and coordination i.e. canoeing, lifesaving, rifle shooting, rowing, shotgun shooting, swimming, and archery.
-  Review the merit badge requirements of each merit badge for each boy. Scouts should take merit badges that are age and skill level appropriate.
-  **Complete the prerequisites before coming to camp.** Most of the prerequisites are visitations or written assignments, which are not fun to work on while in camp.
-  Pay attention to the distance between the program areas when selecting merit badge sessions. The camp management is aware of the distance between camp and the waterfront and has built in travel time to the schedule.
-  We realize that some of the tents may have an odor, but please do not use spray or roll-on deodorant in the tent to “freshen it up” – we would hate to have to sell you the tent. Do not spray insect repellent in the tent.
-  You should come to camp prepared. Have patrols already organized. Elect patrol leaders. Work on ideas as a patrol and have patrol leaders represent the group at camp.
-  Your campsite is your home for the week, so work on making it comfortable with campsite improvements and decorations.
-  Schedule time to rest. That is right! Too often, you do not take the time to sit and enjoy the beauty of camp around you.

-  Top troops show spirit. The troop that comes to camp with ideas, spirit, and challenges makes the rest of the camp come alive. Bring your troop cheer to camp and show everyone that you are number one!
-  Be flexible. Each week over 300 boys attend camp and while the staff is there to meet everyone's needs, a Scout is friendly, cheerful, and courteous. We need to practice the Scout Law in camp while dealing with others.
-  Communicate! If you have a special need or want to do something spectacular, tell us about it and we will give it our best shot.

YOUR ADVENTURE BEGINS

CHECK-IN: 1:00 P.M. – 4:00 P.M. ON SUNDAY

(Units are requested to arrive at camp as closely to 1:00 p.m. as possible. Scouts should arrive at camp as a unit. When all scouts in the unit arrive at the same time, the check-in process is much easier and faster).

- 1) **Scouts should travel to camp in their Field Uniform (Class “A” uniform).** If swim check is necessary, please instruct boys to wear their swimsuit under their uniform pants.
- 2) When you leave your meeting place, be sure to place your unit number in your vehicles’ window.
- 3) All of the unit’s gear should be packed into one vehicle and a troop trailer if unit has one. All other gear will be loaded onto a camp trailer and taken to the campsite by a camp staff member. NO other vehicles will be allowed in camp.
- 4) Vehicles will be greeted on the road as they enter the camp. All vehicles will be directed to the parking lot. Staff members in the parking lot will direct these vehicles where to park. Trailers will be allowed to remain in your shower house sub-camp area for the week.
- 5) Camp commissioners and troop guides will meet the unit at the Welcome Center.
- 6) **The Scoutmaster (or his designee) will be directed to the Welcome Center to complete his unit’s paperwork. He should have with him his receipts, checkbook, troop attendance report, campership award letter, and his merit badge pre-registration form (if not done online or mailed two weeks prior). The scoutmaster should leave the unit’s medical forms with his other adult leaders and the senior patrol leader.**
- 7) The troop guide, who will be your liaison between your unit and the camp management for the week, will begin the camp tour. He will make the following stops before going to the campsite:
 - (a) Medical re-check
 - (b) Dining Hall
 - (c) Trading Post and Quartermaster (This is not a time to purchase supplies for merit badges.)
 - (d) Flag pole
 - (e) Health Lodge
 - (f) Pool (if needed)

NOTE: The Scoutmaster should be able to catch up with the unit quickly after completing his paperwork. ******A leader must be with the boys at all times during the check-in and tour process.**

- 8) At the campsite:
 - a. The guide and the Scoutmaster will inspect the campsite's tents.
 - b. Not until the tents have been inspected should the Scouts begin to move in.
 - c. Store and secure all gear.
 - d. Have everyone change into swim trunks—if pre-camp swim check was not done.
 - e. **Now is not the time to settle into camp.**
- 9) During the medical re-check, Scout's who participated in pre-camp swim checks picked up their buddy tags. Blank buddy tags were issued to Scouts who need a swim test.
- 10) From the campsite, the guide will continue the camp tour. He will point out program areas on the way to the waterfront/pool area. When units that participated in pre-camp swim checks arrive at a designated area, the waterfront/pool area rules and regulations will be reviewed. Their buddy tags will be left there with the aquatics staff.

If units or boys need a swim check, they will continue to the pool area for the test.
- 11) Return to the campsite and finish unpacking. Dress for supper, and every supper, in complete Field Uniform (otherwise know as a class "A" uniform).
- 12) Flag lowering is at 6:20 p.m.
- 13) Supper at 6:35 p.m.
- 14) A more comprehensive camp tour and camp staff meet and greet will begin at 7:15 p.m. Your Troop Guide will meet you at your campsite following Vespers to begin your tour. Scoutmasters, please help your boys to be prepared for this tour by completing all merit badge applications so they can turn them over to the staff during camp tour. A "Scoutmaster" is expected to participate in this tour.
- 15) A Leaders/SPL and key staff meeting will be held at 7:20 pm in the Birdsong Center.
- 16) Opening campfire for all Scouts and leaders at 8:15 p.m. in the council ring.
- 17) Taps 10:00 p.m. Lights out.

YOUR DEPARTURE FROM CAMP

Immediately after breakfast on Saturday, follow the steps below to check-out:

- 1) Pack all personal gear the night before. Double check so as not to leave anything. Prepare the campsite for final inspection by campsite guide.
- 2) Tie flaps in a bow on all tents
- 3) Police the area.
- 4) Remove or dismantle any campsite improvements that were made during the week Friday after lunch.
- 5) Stack gear neatly at campsite entrance for pick-up if needed.
- 6) Your campsite guide will arrive and check the campsite for trash and damaged tents. Once you and the guide have completed the inspection, leave the campsite.
- 7) Return all camp equipment (shovels, lanterns, flags, etc.) to the Quartermaster.
- 8) Any camp equipment that is damaged must be paid for before the troop leaves camp.
- 9) Pick up your troop's health forms and advancement from the Birdsong Center.

Remember: A scout is clean. Leave the campsite in better condition than you found it.



SECURITY POLICY OF THE COLONIAL VIRGINIA COUNCIL AND BAYPORT SCOUT RESRVATION

(Please read carefully and in its entirety)

Frequently the request for an early release will be made as a result of an emergency situation in a Scout's family or due to an illness or an activity outside of camp. In any event, there could be a certain amount of anxiety and tension on the part of the legal parent or guardian. This individual may not understand or appreciate any delay in the release of the scout and adherence to the camp security policy. Because of the legal parent or guardian's trust in the camp, we ensure the utmost care and well being of the scout.

Only the camp director or the administrative assistant to the camp director may process an application for early release.

In the event an individual reports to camp and requests the early release of a camper for whatever reason, the following steps **MUST** be followed to ensure the entrusted well-being of the youth in our care.

- 1) Verification must be made to assure that the person requesting release is acting as the legal parent or guardian or under the direction of the legal parent or guardian. Verification may be done by the following:
 - a. Approval of the Scoutmaster
 - b. Presentation of proper identification matched with the name listed as the legal parent or guardian on the scout's medical form.
 - c. Contact via telephone with the legal parent or guardian. The telephone number used may be supplied by the Scoutmaster or obtained from the medical form.
 - d. Previous arrangements made with the Scoutmaster and camp director by the legal parent or guardian.
- It is understood that any person who requests the early release of a Scout will abide by the policy set forth above and completes the early release form prior to the release of the Scout.
- It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the legal parent or guardian.

The basis for this policy is taken from the National Council's Health and Safety Guide, Security Section, copyright 1983.

**Colonial Virginia Council
Boy Scouts of America**

Early Release Form

Name of scout to be released: _____ Date: _____

Reason for release: _____ Troop #: _____

Verification completed by scoutmaster: _____

Signature of camp representative: _____

Legal parent or guardian's signature: _____

Representative of legal parent or guardian: _____

GENERAL INFORMATION

Troop Leadership in Camp:

Every troop must be under the supervision of two adult leaders at all times. All adult Scouters staying with Scouts in camp are considered "scoutmasters." Under the troop system of camping you are responsible for your unit at all times.

This means that the majority of discipline and organization of the troop is your responsibility. It is never the camp staffs' job to take over your job as a leader, but to aid you in achieving the utmost respect of your scouts. **All leaders that are in camp must be trained in Youth Protection.**

Uniforms in Camp:

All Scouts and adults are encouraged to wear complete official BSA summer uniform in camp (scout T-shirt, scout shorts and socks). **Close-toed shoes and a shirt must be worn at all times.**

Religious Services:

A Scout is reverent. Scouting vespers will be held on Wednesday after supper in the chapel. Vespers is a good time to have the entire troop together for a reflection activity and check on how each scout's week is progressing. This time will be interdenominational and not biblical based. There will be a chaplain on duty and area Clergy are on 24-hour call.

Inspection:

Your campsite will be inspected daily by one of the camp commissioners. The inspection sheet will be distributed on Sunday evening at the Leader's Meeting.

Trading Post:

A stock of necessities will replace the forgotten toothbrushes, flashlights, and batteries. Items to enjoy during their leisure will also be available to Scouts. Campers may need to purchase supplies and merit badge pamphlets for their merit badge sessions from the trading post – we suggest bringing \$40-\$50. Scouts are responsible for their own money. Please be aware of posted trading post hours. The Trading Post accepts Visa, MasterCard, and Discover.

Special Projects:

Any unit wishing to perform a special service project while in camp should notify and get approval from the camp directors before the unit arrives at camp. Prior notification will allow the camp to gather or purchase the necessary supplies.

Visitors' Evening:

Each Friday, from 4:30 pm till the end of the campfire, parents and guests are invited to camp. Visitors may bring picnic dinners for the unit or participate in the camp's food program as outlined on page 4 of this book. Visitors should plan to attend the exciting and entertaining retreat ceremony and campfire beginning at 8:00 p.m. at the flagpole.

Leaders' Roundtables:

Our first leaders' roundtable will be held on Sunday evening at 7:20 p.m. Camp leader meetings will be held every weekday morning at 9:15 a.m. with the camp and program director. On Friday morning, a special roundtable for all camp leaders, key staff, and council leadership will be held at a place designated by the program director. Additionally, a special dinner will take place on Wednesday, following the flag retreat at the Nighthawk Shelter.

Camp Phone and Mailing Address:

A phone is located in the camp office and is limited to business and emergency use only. Discourage parents from making calls and remind them that Scouts are not located near a phone. If they do call, they will need to give the Scout's troop number along with his name and a message will be taken. A phone for calling cards and collect calls only is located at the Birdsong Center for leaders to use at their convenience. Scouts must have written permission from their unit leader to use this phone.

Outgoing mail should be given to your troop guide at breakfast or deposited in the Trading Post or Ship's Store. Incoming mail will be delivered to unit leaders at dinner. The camp mailing address:

Scout's name
Scout's troop number
Bayport Scout Reservation
623 Bay Port Road
Jamaica, VA 23079

Meals:

Meals are served cafeteria style in the dining hall. Troop waiters assist in placing plastic ware, drinks, and condiments on the table. They also assist in cleaning the tables after the meal. Troop waiters should arrive fifteen minutes before each meal. Menus are developed and approved by a professional nutritionist and prepared by experienced cooks.

Buddy System: All troops should use the buddy system. Troop leaders should keep up with the location of your Scouts. During the evening programs, all troops must attend camp functions with adult supervision. There should be no Scouts left in campsites without adult supervision. All leaders should have completed Youth Protection training. (<http://www.scouting.org/pubs/ypt/ypt.jsp>)

Counselor in Training (CIT) Program:

The counselor in training (CIT) program is designed for 14 and 15 year old Scouts to give them the opportunity to have working experience as a staff member. All CIT's must receive their parent's permission and approval of their unit leader. A program commissioner coordinates the CIT program. Anyone interested should check with him/her during camp or the camp director before the camp season begins. CIT's are neither charged nor paid. They do receive recognition. A CIT application may be found in the forms section of this guidebook. CIT's must have a complete Field Uniform (Class A uniform) as well as several Working Uniforms (Class B uniform) for the week.

Advanced Counselor in Training (ACT) Program:

Please see the forms section of this book for a description of this program.

EQUIPMENT **NEEDED**

Individual Scout Equipment

- _____ Full Scout summer uniform
- _____ Comfortable walking shoes
- _____ Underwear (6 pairs)
- _____ Extra Clothing (t-shirts/shorts/pants)
- _____ Sneakers
- _____ *Scout Cap or hat*
- _____ Socks (6 or more pairs)
- _____ Jacket
- _____ Swim trunks
- _____ *Rain Gear*
- _____ *Flashlight w/extra batteries*
- _____ Sleeping bag or 2 sheets and blanket
- _____ Mattress cover is desired
- _____ Pack, footlocker or utility rub for gear storage
- _____ Scout Handbook
- _____ Pen/Pencils and paper
- _____ Completed medical form
- _____ Spending money (\$40.00-\$60.00)
- _____ Hand Towel
- _____ Bath Towel
- _____ Wash Cloth
- _____ *Soap*
- _____ Toothbrush
- _____ Toothpaste
- _____ Brush or Comb
- _____ Canteen or Water Bottle
- _____ All perquisite work done for merit badges

Optional Gear

- _____ Fishing Gear
- _____ *Mosquito netting*
- _____ Camera and Film
- _____ *Bug repellent*
- _____ *Sunscreen*
- _____ Musical instrument
- _____ *Alarm Clock*
- _____ Pillow
- _____ Bible or Prayer book

Troop/Patrol Equipment

- _____ 100 ft. Rope
- _____ Troop/Patrol Flag
- _____ Camping and project materials
- _____ Propane lanterns
- _____ Props for skits
- _____ Thumbtacks
- _____ Troop first aid kit

Scoutmaster Special Needs

- _____ Scoutmaster Handbook
- _____ Merit badge books
- _____ Troop advancement records
- _____ Completed merit badge applications
- _____ Pens/Pencils and paper
- _____ *Alarm Clock*
- _____ Tour permit
- _____ Skit or Song Book
- _____ All troop paper work
- _____ Tour permit
- _____ Payment receipts

Participants in Swimming: need long pants and a button up shirt to get wet in.

Participants in any boating: should bring water shoes or an old pair of sneakers to wear in the boat and to get wet.

Participants in the Nighthawk Program: should bring a tent, backpack and other essentials if they plan to go on the weekly overnigher.

Italics marks items carried in our Trading Post.

MERIT BADGE PRE-REGISTRATION

At Bayport Scout Reservation, a computerized system is used to maintain the camp roster. This roster is important for multiple reasons, not the least of which is being able to tell where a particular Scout is in during the day in case of an emergency. It is also used to sign your Scouts up for their merit badge classes.

The Merit Badge Pre-Registration form located in the forms section of this book and online on the council's website (www.cvcboyscouts.org) is used to pre-register Scouts in classes; this is available in an effort to increase the accuracy of and reduce the time it takes to compile this roster at camp. If not submitting online, the registration sheet should be mailed to the attention of the Summer Camp Program Director at the Council Service Center two weeks prior to your unit coming to camp. If using the paper form, please PRINT clearly.

We will give you a print out of you troop's roster (even if you turn it in on paper) at the Sunday flag lowering ceremony and you may make changes after supper at the leaders meeting at 7:20 p.m. in the headquarters building.

Scouts must still submit merit badge applications to their counselors during the Sunday's meet and greet/merit badge application turn it.

PLEASE PRINT CLEARLY ON THESE FORMS AS WELL

**** More information on this process will be given to you as it becomes available. Please have patience with us as this is our first time to implement the online registration program.**



ADVANCEMENT AT **BAYPORT SCOUT RESERVATION**

Merit Badges

Only those merit badges authorized by the Colonial Virginia Council will be offered at summer camp. Requirements are taken from the **2007 Boy Scout Requirement Book** and not the merit badge pamphlets. In signing up for merit badges at camp, Scouts are to use the merit badge application supplied in the forms section of this guidebook. Please make sure that the application is completed and that you, the Scoutmaster, fill in and approve the prerequisites that have been completed. Feel free to make as many copies of the summer camp merit badge application, as you need. We suggest that you use color paper or find some other unique method to flag your troop's applications.

Prior preparation is required for many merit badges. Please make certain that your Scouts have completed all of these. If the Scout does not complete the prerequisites before attending camp, the summer camp staff will issue a partial completion of the merit badge. Scouts applying for merit badges will turn in unit leader approved applications during the Sunday evening camp tour / staff meet and greet. The tour will begin at 7:15 p.m. At the end of the week, merit badge counselors will turn in completed forms to the Birdsong Center. The applications will reflect a completion or will indicate the remaining requirements the Scout must complete.

Unit leaders may collect their unit's merit badge applications Friday evening after supper from the Birdsong Center. Program area directors will be on hand to answer questions and clear up issues. Unit leaders may submit advancement reports Friday evening before the Family night campfire with a summary sheet if you are planning to purchase your merit badges while at camp. The camp staff will fill the advancement report late Friday night. Unit leaders may pick up and pay for their merit badges Saturday morning before departing camp.

Partially Completed Merit Badges

Merit badges not completed in full will result in a partial for the Scout. The original merit badge application will be returned to the Scoutmaster with the requirements not completed listed on the form. Afterwards, it is the unit leader's responsibility to see that the scout completes the merit badge.

Progress Awards (Ranks)

If a Scout earns a progress (rank) award while at camp, it is the unit leader's responsibility to have the Scout reviewed by a board of review. In most cases, a board of review can be conducted at camp using leaders from other units to assist you. The unit leaders must then complete an advancement report and turn it in to the Birdsong Center before noon on Friday if you are planning to purchase this badge while at camp. Progress awards will be included in the unit's advancement package.

Merit Badge Pamphlets

The camp trading post sells merit badge pamphlets for approximately \$4.00 each. Scouts are encouraged to purchase their pamphlets Sunday evening or on Monday. Scouts may also bring their own pamphlets from home or use their troop's library.

BOY SCOUT CAMP PROGRAM


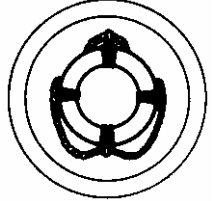
Merit Badges


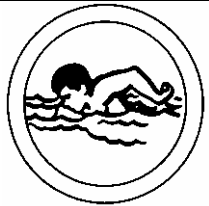


Most merit badges offered at Bayport Scout Reservation are the outdoors subjects that are best suited for a camp setting. Merit badge counselors have been certified. The unit leader's signature on the merit badge application indicates that the Scout has reviewed the requirements and is qualified to begin work on the badge. A unit leader may teach a merit badge with the approval of the Program Director.

Many merit badges can be completed at camp. However, because of time requirements, special projects or other considerations, some merit badges cannot be completed. In addition, some merit badges require prerequisites or special skill levels. In the following chart, the merit badges are listed in alphabetical order by area, with a short description of each badge including requirements that may or must be completed at home, and the prerequisites.

A small cost for materials is required for many merit badges to cover the cost of kits for projects. These kits are available from the trading post. Prices listed below are subject to change without notice. If the Scout prefers, he may buy supplies from a distributor before coming to camp or use personal items that fulfill the skill requirement.

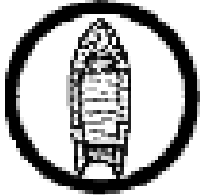






AQUATICS AREA




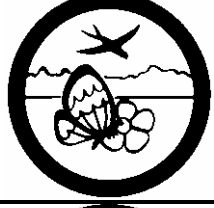

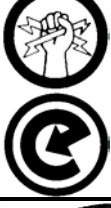
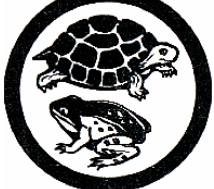
	Canoeing	Two-hour session. Physical strength and stamina required. Good merit badge to introduce boating and is less difficult than rowing. Highly recommended that CPR instruction be completed prior to camp. Prerequisite: completion of the swimmer's test
	Lifesaving	Required for Eagle (alternate). Two-hour session. Challenging merit badge that requires physical strength and stamina. Bring long pants, long sleeve button-down shirt, and shoes that can get wet. Highly recommended that CPR instruction be completed prior to camp. Prerequisite: completion of swimmer's test. Completion of Second Class requirements 7A-7C and First Class requirements 9A-9C.


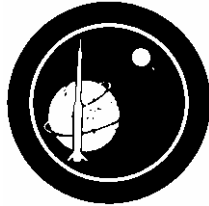
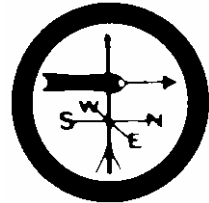
	Rowing	Two-hour session. Physical strength and stamina required. Skills are more difficult to master than in canoeing. Prerequisite: completion of swimmer's test
	Swimming	Required for Eagle (alternate). Good entry-level merit badge for Scouts who pass the swim test on Sunday. Bring long pants, long sleeve button-down shirt that can get wet. Highly recommended that CPR instruction be completed prior to camp. Prerequisite: swimmer's test.
	Non-swimmer's Instruction	Session is devoted to helping Scouts master the skills to pass the beginner and swimmer's test.
	Beginner's Instruction	Session is devoted to helping Scouts master the skills to pass the swimmer's test and some swimming merit badge requirements. Beginner's test completes requirement 7b for Second Class. Swimmer's test completes requirement 9b for First Class.
	BSA Lifeguard	All-day, all week session. Requires that Scouts spend all their time at the waterfront. Requires physical strength and stamina and a great deal of written work. Bring long pants, shirt, jacket, and shoes that can get wet. CPR certification should be completed prior to camp. Prerequisite: Swim 400 yards, 50 elementary backstroke, breaststroke, sidestroke, crawl or trudgen. Surface dive head first and feet first, recover 10 lbs from bottom of pool. Rest by floating and perform a long, shallow dive. Must be 14 years of age or completed the 8th grade and completion of swimmer's test Eligibility is up to Aquatics Director.
	Mile Swim	Training session will be offered and required for all those who participate in the mile swim program before breakfast. You will be given the opportunity to swim the mile once you've completed all the training sessions. You must bring a buddy to watch you and count your laps.



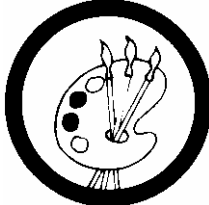



ECOLOGY AND CONSERVATION AREA

	Archeology	Scouts will learn what archeology is and how it benefits today's society. Scouts will examine careers in this field and what education is required. Most of the projects can be completed at camp, but Scouts must complete requirement 11 before coming to camp.
	Astronomy	Astronomy meets each day of the week. It also has an evening workshop that meets Monday – Wednesday. Requirement 6 should be completed before camp. The concepts covered in astronomy are age appropriate for an eighth-grader.
	Bird Study	Good badge for newer Scouts. Scouts will learn how use binoculars properly for bird study and participate in field observations during the week. Requirement 7 should be completed before coming to camp.
	Dog Care	This is a great badge for Scouts to learn the proper treatment, care, and physical activities for a dog. Requirements 4 and 9 should be completed before coming to camp.
	Environmental Science	Required for Eagle. Two-hour session. Complex material. Not recommended for younger Scouts. Scouts will need to complete requirements 3e and 3f prior to camp. Scouts will have time during the session for observations and to work on their report.
	Fish & Wildlife Management	Some written work. Requires a conservation project. Scouts should bring old shoes to wear while working on project.
	Fishing	Two-hour session. Scouts should bring a fishing pole or rod and reel with bait and tackle.




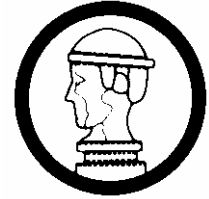

	Forestry	Requires a leaf collection. Scouts should bring a notebook in which to mount the leaves. Scouts will need to complete requirement 5 prior to coming to camp.
	Geology	Great merit badge for those boys interested in an in-depth look at rocks, minerals and the earth's resources. Scouts will need to complete requirements 4 before coming to camp.
	Mammal Study	Good merit badge for younger Scouts. Requires some written work, a report, and a conservation project.
	Nature	Excellent introductory merit badge to the Ecology and Conservation Area. Requires some hiking. Requirement 5 must be completed before or after camp.
	Oceanography	Requirements cover the main fields of oceanography, growth of the ocean floor, and the formation of waves. Scouts will need to bring a pair of nylon stockings to fulfill requirement 7.
	"Power Supply" Electricity Energy	A good way for Scouts to start learning about the resources around them and how to conserve these natural resources as well as financial resources. Done prior to camp: <u>Electricity</u> – Requirement 2, 8, 9 <u>Energy</u> – Requirements 4, 5, 6
	Reptile & Amphibian Study	Requires drawings. Requirement 2 may be done prior to camp. Requirement 8 must be done before camp. Not recommended for Scouts, who are afraid of snakes, although instruction may lessen fear.

	Soil and Water Conservation	Requires some drawings. Large amount of material is covered. Recommended but not limited to older Scouts. Requirement 7 must be done before camp.
	Space Exploration	Requires drawings. Exposes Scouts to all the contributing factors of exploring space. Scouts will construct, launch and recover a model rocket. Scouts will need to purchase a model rocket kit (\$9.00).
	Weather	Covers a lot of material. An interest or background in weather would be helpful. Requirement 8 should be completed prior to camp.


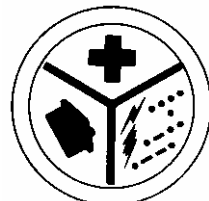
HANDICRAFT AREA

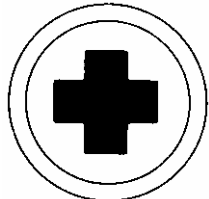
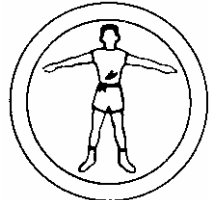
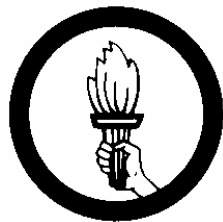
	Art	Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures. Scouts will be given a chance to paint, draw, and sketch. (\$8.00 for supplies)
	Basketry	Excellent merit badge for young Scouts. Scouts will use weaving skills to make a basket and a stool. Requires dexterity (\$11.50 for stool kit -optional and \$5.00/\$6.00 for basket kit).
	Indian Lore	Recommended for all Scouts. Gives you a chance to learn about American history from a different perspective. Scouts will learn about Native American life, games, and crafts (Cost of kits vary greatly, maximum cost \$18.00).
	Journalism	Requires a lot of writing and creativity. Scouts will learn about journalism and get a chance to interview, write articles, and make cartoons. Scouts will also visit the office of the <i>Southside Sentinel</i> .

THE TRADITION BEGINS...2007



	Leatherwork	Good for young Scouts. Scouts will learn about leather and its uses. They will make a useful knife pouch (\$7.00 for leather kits).
	Model Design & Building	Scouts will learn how to take measurements of an object, and then use those measurements to make a scaled model of the object (\$6.00 for supplies).
	Pulp and Paper	Good merit badge for new Scouts. Scouts will learn the history of papermaking and the uses of pulp and paper products in today's society. Requirement 7 must be completed before coming to camp.
	Sculpture	Scouts will learn how to do 3 types of sculpting. These include working clay, carving, and making a mold (\$9.00 for 5 lbs. Clay).
	Woodcarving	Not recommended for first year Scouts. Personal knives should be sharp if used. Scouts need to have earned their Tot 'n' Chip card in order to use a knife (\$6.00 for neckerchief slide block).


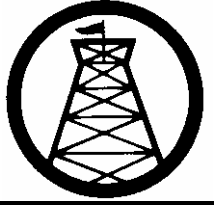

HEALTH AND FITNESS

	Athletics	Physical strength and stamina required. Scouts learn how to train for sports. They also learn the duties of the officials. Scouts must qualify in the 50 yard dash, standing long jump, and other track and field events based on their weight. Requirement 1 should be completed prior to camp.
	Emergency Preparedness	Required for Eagle (alternate). Much written material and skills to master. Familiarity with knots extremely important. Recommended for older Scouts. Requirement 8 may be done prior to camp. Prerequisite: first aid merit badge NOTE: Scouts may not work on First aid and Emergency Preparedness simultaneously.

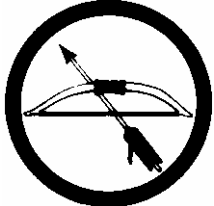
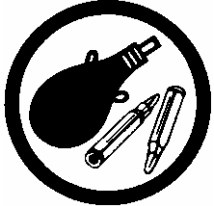

	First Aid	Required for Eagle. Covers a great deal of material and skills. Requirement 2b may be completed prior to camp. NOTE: Scouts may not work on First aid and Emergency Preparedness simultaneously.
	Personal Fitness	Required for Eagle. Scouts are exposed to the process of keeping oneself fit such as behavior modification. Scouts develop a personal fitness plan and partake in flexibility, aerobic, and muscular strength tests. Physical strength and stamina required. NOTE: Requirements for personal fitness require scouts to have a physical that is dated 2007 (they should make a copy to bring to the class) and a note from their dentist describing the Scout's most recent 2007 visit complete requirement 1. Scouts should complete requirements 6,7, and 8 prior to camp. Scouts will work on 6 and 7 in camp, but will need to complete requirement 8 after camp. Requirement 8 is the completion of a 12 week personal fitness plan that is developed in requirements 6 and 7.
	Sports	Scouts discuss sportsmanship and how to be a team leader as well as the rules and etiquette of sports. Scouts must complete requirement 3 and 5 prior to camp. Physical strength and stamina required.

SCOUTCRAFT AREA

	Backpacking	Scouts need to bring their backpack packed with the necessary equipment for a backpacking trip. Requirements 8c, 10, 11 should be completed prior to camp.
	Camping	Required for Eagle. Requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, tent, sleeping bag, flashlight, water bottle, and mess kit). Requirements 7, 9 should be completed prior to camp.

	Cooking	An hour and a half session. Great badge to introduce cooking and cooking health safeties to Scouts. Requirements 7 will be done at home. There may be a small fee - \$5.00 maximum - to buy the food planned in your menus.
	Pioneering	Two-hour session. Requires a pioneering project. Familiarity with knots, lashings, and splices important.
	Wilderness Survival	Requires an overnight camping trip. Scouts should bring appropriate equipment (backpack, sleeping bag, ground cloth, and survival kit). Requirement 5 may be completed prior to camp.

SHOOTING SPORTS

	Archery	Physical strength and stamina required to pull back bow (Requires an arrow kit at \$4.00).
	Rifle Shooting	Physical strength and stamina required. Shooting experience highly recommended. There will be a cost for bullets.
	Shotgun Shooting	Physical strength and stamina required. Shooting experience highly recommended. There will be a cost for shells.

NIGHTHAWK PROGRAM

The schooner "Nighthawk", under the ensign of the United States Coast Guard, made gallant records under sail in hunting down the submarine wolf packs which were destroying Allied shipping off the Virginia capes. The "Nighthawk" was commanded by J. Rucker Ryland, who resigned from the office of Commodore to accept his charge, and his second in command was Joseph L. Kelly, Jr., who resigned as Secretary to put to sea. As explained in Richard "Jud" Henderson's book, Chesapeake Sails – A History of Yachting on the Bay: "Many of the Bay's larger sailing yachts were donated to the U.S. Coast Guard for antisubmarine patrol. Known as the Coastal Picket Patrol or Corsair Fleet, these yachts conscripted into wartime service were mostly able sailing vessels that could stay at sea for long periods of time. They could not be detected by submarines from the turning of a screw. On the other hand, the sailing yachts, fitted with sonar and radiophones, could detect and report U-boats; they discouraged the German subs from surfacing near shore to use their deck guns or charge their batteries."

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.

Day	7-8:00am	9-10am	10-11am	11-12	2-3pm	3-4pm	4-5pm	7:15-8:15pm
Mon.		Meet at Nighthawk	Skills or Mb Time	Skills or Mb Time	Nighthawk Pool	Skills or Mb Time	Whip and Fuse Rope	Activity
Tu.		Skills	Skills or Mb Time	Skills or Mb Time	Nighthawk Swim at Pool	Skills or Mb Time	Open Archery	Activity
Wed.	Breakfast at Nighthawk	Skills	Skills or Mb Time	Skills or Mb Time	Pool	Skills or Mb Time	Totin' Chip	Camp-wide Game
Thur.		Skills/ COPE	Skills/ COPE or MB	Skills/ COPE or MB	Pool	Skills/ COPE or MB	Meet at Nighthawk to set up for overnighter	Meet behind dining Hall for Overnighter 8:30 Campfire
Fri.	6:30 take down tents, back for breakfast	Meet @ Nighthawk to build campfires	Finish any Skills	Finish any MB	Water Carnival			8:00 Closing Campfire

What to bring:

Daypack / Overnight Backpack	Compass	Tent	Poncho or raincoat
Boy Scout Handbook	Pocket Knife	Sleeping bag or Role	Personal First aid kit
Paper and pencil	Bandana	Hiking Boots	Canteen or Water Bottle

EVENING ACTIVITIES AT BOY SCOUT CAMP

Bayport Scout Reservation offers activities after supper to supplement your scouts' summer camp experience. A variety of choices are provided by most of the program areas. Some activities have a maximum capacity and others have a required age for participation. Those activities that have a maximum capacity will require pre-registration. The senior patrol leader will turn in the unit's requested twilight activities at the Monday mornings senior patrol leaders' meeting. The program director will make twilight assignments based on the program's limitations. He will attempt to accommodate everyone.

Free climb, rifle shooting, archery, C.O.P.E., free swim, and free boating require pre-registration and are only offered on Monday and Thursday. An adult leader must accompany his unit to each of these activities.

Limitations:

- Archery: Limited to 24 boys.
- Free boating: Boys must have passed the swimmer's test. Unit leaders must practice Safe Swim Defense.
- Free climb: Boy must be 13-years-old by January 1, 2007. Limited to 25 participants.
- Free swim: Boys must have taken swim test. Unit leaders must practice Safe Swim Defense.
- Rifle shooting: Limited to 24 boys.

Monday and Thursdays will be open program areas. This is a great time for boys having difficulty with a merit badge to get some one-on-one help.

Tuesday night is Scoutmaster Challenges and Troop Competitions. Challenge the staff if you think you can.

Wednesday will be a camp wide relay race to challenge all your scout skills.

WANT TO TEACH A MERIT BADGE?

Routinely, Scoutmasters are able to supplement the summer camp program with special skills that they possess. If you are a council approved merit badge counselor for a specific merit badge that you would like to offer at camp, please let us know.

If we know before May 1, 2007, we will mail out a notice to all units attending camp that week so they can plan their schedules accordingly.

Return the bottom portion to:

Summer Camp Program Director
Colonial Virginia Council
11721 Jefferson Avenue
Newport News, VA 23606

Yes, I'd like to teach a merit badge at summer camp!

Name: _____

_____ Troop: _____

Address: _____

City: _____

_____ State: _____ Zip Code: _____

Phone: (B) _____

_____ (H) _____

Merit badge I'd like to offer: _____

Choice of session(s): 1st: _____ 2nd: _____ 3rd: _____

_____ 4th: _____ 5th: _____

_____ 6th: _____ Evening: _____

SAMPLE LETTER TO PARENTS

Dear Parents:

It is time to begin planning for our trip to Bayport Scout Reservation for summer camp this year. Bayport Scout Reservation is located in Middlesex County and is near Urbanna, Virginia. Our troop plans to attend camp the week of: _____

_____. We will be leaving from the troop meeting site, _____, at _____ in order to arrive at camp before _____ p.m. Scouts will need to wear their field uniform (class A uniform). Make sure you have signed your Scout's health history and that he has had a physical examination within the past 36 months. Without the health form, the Scout will not be allowed into camp.

In our troop meeting, we have talked with each Scout individually to decide what programs he is going to participate in at camp. We have also discussed what he needs to pack. Scouts will need some spending money for materials for merit badge sessions, snacks, and souvenirs.

Friday night is visitors' night. Visitors may arrive beginning at 4:30 p.m. and should plan to leave camp immediately following the campfire. We may choose one of two options for the Friday evening meal. 1) You, the parent, bring covered dishes to camp as well as all drinks and paper products needed to feed the entire troop or 2) We, the camp leadership, submit a reservation form to Program Director requesting BBQ Chicken, Baked Beans, Macaroni or Potato Salad, Cookies and Bug Juice to feed our troop and those family members attending Family Night. The cost is FREE to those CAMP registered boys and adults; Friends and Family will pay \$6.00 per person for this meal. We must make this **Request to the Program Director by Tuesday of our camping session**. Please inform us, and your son of your plans. If you cannot come, arrange for someone to show up. It's awfully lonely on visitors' day when no one comes to see you.

We will return to the troop meeting site around _____ a.m. on Saturday. Please be there to pick your son up.

In Scouting,
Scoutmaster



JOIN US DOWN BY THE 'RIVAH'...

The Rivah Base is a tribute to our unique geographic location at Bayport. Our port off of the Rappahannock River is among the most breathtaking features of our Scout Reservation. With a 3-mile stretch of open water from our shore to the other side, our programs will feature intense sailing, a canoe trek, fishing, as well as a very unique COPE and Climbing Program. The Rivah Base has a whole different attitude. As our guests are immersed in the local culture, everything from our staff to our program will emulate the lifestyle of which is only found in the exciting excursions down by the 'rivah.'

ITINERARY

Check-In will run from 1:00 p.m. to 4:00 p.m. on Sunday. After reporting to the **Welcome Center**, guests will be met by their guide for the rest of the week. The guide will lead them through the check-in and to their sites. After check-in, all of staff and guests will gather down at the beach for a **Luau**! Light food will be served, as our new guests will mingle with each other and our staff. At a designated point in the evening, attention will be drawn center stage where our staff will officially kick-off the beginning of the week with introductions and program sneak peaks.

After the Luau, a Rivah Base staff member will conduct an **orientation** meeting with our guests in their respective sites. They will go over housekeeping and expectations.

On Monday, those going on our trek programs (CHASE or Rappahannock Canoe Quest) will meet with their trek leaders for a final shake down.

A light breakfast will be served at the beach in preparation for the **Grand Departure**. This will be one of our early traditions where, in a ceremonious fashion, the rest of the Rivah Base will wish Bon Voyage to our travelers.

For those participating in our in-base programs, regular program will begin each day around 9:30 a.m. until lunch. Each evening after programs have wrapped up, our guests will have the chance to wind down at our **pool**, enjoy a night at the **movies**, or participate in various **games and activities**.

At the end of the week, the Rivah Base will welcome back our various trek crews as well as invite families to come and participate in the **Grand Return**, which will include a **crab feast** cook out. Families can join the feast at \$10 a person. Our **closing ceremony** will be our chance to say good-bye and "thanks for the memories."

MEALS

With the exception of those special occasions down at the beachfront and those on trek programs, our guests will have an open meal times where they will be able to dine in The Galley, coming and going as they please. The meals will be catered by the **Northrop-Grumman Dinning Hall** at the **Birdsong Center** on the camp side) and are brought in fresh for every meal.

WELCOME CENTER

Medical Services

The Birdsong Reservation Center on the camp-side at Bayport Scout Reservation will, in part, serve as the main medical facility. However, the welcome center on the Rivah Base will house a medical station exclusively for the Rivah Base.

The Ship Store

Our main trading post is on the camp-side at Bayport Scout Reservation as a critical piece of the Birdsong Center. For purchase of most merchandise, our guests are encouraged to shop there. However, our welcome center will host The Ship's Store. a satellite trading post with limited supplies. Guest will be able to purchase sun block, sundries, hygiene items, a limited selection of snacks etc.

PERSONAL EFFECTS & GENERAL PACKING LIST

As previously stated, the Rivah Base will have a whole different personality to that of a traditional Boy Scout Camp. One of the biggest clues to this is in our dress code. For example, NO UNIFORM is required on the Rivah Base and sandals are allowed for general wear.

What to Bring

- Several light colored t-shirts, shorts, and socks
- At least two swim suits
- Flashlight
- Sunglasses
- At least two towels
- Toiletries
- Clothes Pins
- Sunscreen
- Hat with brim
- Light weight long pants and shirts
- Sleeping Bag or Blankets/sheets
- 1 liter non-breakable water bottle
- Rain gear
- Sturdy shoes
- Comfortable shoes
- Water-safe shoes

TASTE OF BAYPORT

Program Overview

Truly a tour of Bayport, this program gives our guests 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. They 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 climbing tower.



High Adventure is something that many Scouts are interested in after they have already done the traditional merit badge program at summer camp. However, the programs that are available for High Adventure are numerous. For those that can't seem to want to commit to one "adventure" for the week, this program gives them a chance to do a little bit of everything. Hopefully they will be introduced to a program they really like and will want to do the complete version in future summers.

Key Features

- The only program that includes portions of the Base Camp and the Rivah Base
- Waterfront program includes use of kayaks
- Flexible schedules may allow for bonus sessions at any one of the program areas

During the Week

- Small Boat Sailing: will receive basic instruction and live practice with our Flying Juniors and 420's.
- Motor boating: learn to operate a motor boat and spend some time tubing just off our port.
- Kayaking: receive instruction and use ocean kayaks (open kayaks) and whitewater kayaks (closed kayaks).
- Surf Fishing: will get the chance to learn about crabbing.
- COPE: will participate in initiative games and one or two elements on the low course; run through the zip-line on the high course.
- Climbing: will run through our extensive bouldering wall; after a tour of our climbing tower, get the chance to climb and repel.
- Biking: take a short trek on our bike course.

Weather Policy

Having fun and learning how to sail is our goal. However, you must be flexible. Operating a program that is dependent on the wind, water, and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind. However, please be understanding that when the schedule changes it is because of

conditions beyond anyone's control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

Crew Leaders

Co-ed units must provide a female leader with the female participants.

Planning and Preparation

This program will utilize a gauntlet of skills, equipment and facilities. Guests will need to be prepared for both aquatic activities as well as wilderness-sports activities.

Remember that summer weather in Virginia is often unpredictable. Highs can reach over 90 and lows can dip below 60. Thus, we must take heed to the Boy Scout motto: Be Prepared. Also remember that the water will swallow anything that can blow off your body, or fall off a boat (including your glasses, sunglasses and favorite hat). Don't forget to bring straps for your classes and hat clips.

What to Bring

- Several light colored t-shirts, shorts, and socks
- At least two swim suits
- Flashlight
- Sunglasses (with strap)
- At least two towels
- Toiletries
- Clothes Pins
- Sunscreen
- Hat with brim
- Light weight long pants and shirts
- Sleeping Bag or Blankets
- 1 liter non-breakable water bottle
- Rain gear
- Sturdy shoes
- Comfortable shoes
- Water-safe shoes

AHOY!

Age: 13+

All participants must have: Class III Medical Form and Pass the Swim Test

BASE COST OF PROGRAM: \$250 (\$270 OUT OF COUNCIL) – EARLY BIRD

WATERMAN PROGRAM

Program Overview

For the avid fisherman, this program explores a variety of fishing experiences. Pier and surf fishing are just the beginning. This program includes taking out boats for 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 might include fly-fishing and another day will include crabbing. In addition to catching fish, they will learn how to prepare their catch. As you can see, this program will give participants more than a basic knowledge and experience in fishing as they step into the world of a local waterman.

AHOY!

You will notice that this program is the most expensive. A large portion of this cost will cover the gas that will be used for the boats trips to our fishing locations. Fishing is a battle of attrition. Much of the bait and tackle will inevitably be lost and need to be replaced throughout the week. Finally, the extra cost will allow us to provide licensure so that we may stay in line with local rules and regulations.

Key Features

- Sting Ray Point and McKans Bay are among the unique locations along this historic stretch of the Rappahannock River that our watermen will boat to and will cast from.
- Our waterman will learn the art of catching fish as well as learn the business of living off of the water and their “catch”.
- Merit Badges: Fishing.

During the Week

- Learn about different types of marine wildlife
- Learn knots specifically for fishing
- Work with different casting techniques
- Understand the advantages, disadvantages practical uses of different rods, reels, lures etc.
- Experience the difference between fishing on land, fly fishing, deep water fishing from a boat
- Learn about fish for catch other than “fish”
- Put into practice cleaning and cooking your catch of the day



Weather Policy

Having fun and learning how to sail is our goal. However, you must be flexible. Operating a program that is dependent on the wind, water, and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind. However, please be understanding that when the schedule changes it is because of

conditions beyond anyone's control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

Crew Leaders

Co-ed units must provide a female leader with the female participants.

Planning and Preparation

Remember that summer weather in Virginia is often unpredictable. Highs can reach over 90 and lows can dip below 60. Thus, we must take heed to the Boy Scout motto: Be Prepared. Also remember that the water will swallow anything that can blow off your body, or fall off a boat (including your glasses, sunglasses and favorite hat). Don't forget to bring straps for your classes and hat clips.

What to Bring

- Several light colored t-shirts, shorts, and socks
- At least two swim suits
- Flashlight
- Sunglasses (with strap)
- At least two towels
- Toiletries
- Clothes Pins
- Sunscreen
- Hat with brim
- Light weight long pants and shirts
- Sleeping Bag or Blankets
- 1 liter non-breakable water bottle
- Rain gear
- Comfortable shoes
- Water-safe shoes

AHOY!

Waterman will need the use of a good pocketknife, a scalier, and measure.

You are encouraged to bring fishing gear of your own that you might be more comfortable with. Otherwise gear is provided.

Age: 13+

All participants will must:

Class III Medical Form and Pass the Swim Test

Base Cost of Program:\$275 (\$295 Out of Council) – EARLY BIRD

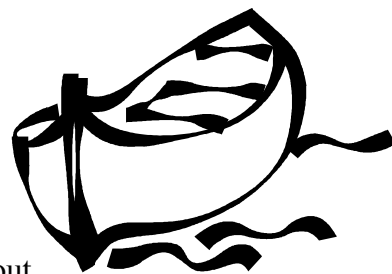
RAPPAHANNOCK CANOE QUEST (RCQ)

Program Overview

Having mastered the basic skills of canoeing, Scouts will begin a 50-Mile Trek on the historic Rappahannock River north of Bayport at Port Royal. The days will be filled with canoeing and team building (including rescue training). 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!

Key Features

- Will complete the 50-Miler Award
- Trek Safely Training
- Will learn how to make rescues on running water as well as PROPER paddle technique
- Initiative games conducted on the water will find participants performing balancing acts and challenging maneuvers in and out of the canoe while floating down river.
- Two nights of wilderness camping along the riverbank
- Will learn how to sail
 - Using C-clamps and other materials provided, canoes will convert to a catamaran style small boat style
- Merit Badges: Canoeing



During the Week

- In the beginning of the week they will be taken north and will canoe down to Tappahannock and on to Bayport, stopping in the evenings to pitch camp. Tents will be provided. Crewmembers should bring their own sleeping bag. Participants prepare meals during the week. One special meal will be cooked afloat.
- At various points during the trek, the crew will make port for a meal break, instruction, and or team-building exercises. The crew will learn to make in-water rescues as well as how to perform bizarre maneuvers with their watercrafts.
- Once in Tappahannock, the crew will pull out of the water and be transported to a whitewater location for a day of whitewater canoeing. For two nights, the crew will be make camp in Tappahannock. Other evenings will be spent at designated stopping points along the trek.
- On Friday, the canoes will set out for rendezvous at the Rivah Base. At some point in time the canoes will be paired to convert into catamarans as they ride the wind back into camp

Weather Policy

Having fun and learning how to sail is our goal. However, you must be flexible. Operating a program that is dependent on the wind, water, and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind. However, please be understanding that when the schedule changes it is because of conditions beyond anyone's control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

Crew Leaders

Co-ed units must provide a female leader with the female participants.

Planning and Prep

Remember that summer weather in Virginia is often unpredictable. Highs can reach over 90 and lows can dip below 60. Thus, we must take heed to the Boy Scout motto: Be Prepared. Also remember that the water will swallow anything that can blow off your body, or fall off a boat (including your glasses, sunglasses and favorite hat). Don't forget to bring straps for your classes and hat clips.

What to Bring

- Several light colored t-shirts, shorts, and socks
- At least two swim suits
- Flashlight
- Sunglasses (with strap)
- At least two towels
- Toiletries
- Clothes Pins
- Sunscreen
- Hat with brim
- Light weight long pants and shirts
- Sleeping Bag or Blankets
- 1 liter non-breakable water bottle
- Rain gear
- Comfortable shoes
- Water-safe shoes

AHOY!

Knee Pads, extra sunscreen, and good water shoes are highly advised. All equipment should be "water-safe." A disposable underwater camera could be useful.

Age: 13+ All participants will must: Class III Medical Form and Pass the Swim Test
Base Cost of Program:\$250 (\$270 Out of Council) – EARLY BIRD

COPE AND CLIMBING

Program Overview

The Challenging Outdoor Personal Experience is our traditional high adventure and team-building program. The essence of COPE is in the initiative games and the low elements. The low-elements are a combination of courses that challenge the mind and body as the teams try to complete the given challenge. The high-elements will include classics like the Giants Ladder, Two-Line Traverse, and a 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 as they jump and climb from one obstacle to the other, at times dangling on belay. After mastering one set of elements, an advanced set of elements will await those that will test their confidence.

Our climbing program will showcase our famous climbing tower, perched on a bluff that overlooks our beachfront on the Rappahannock River. Resembling a lighthouse on the outside, the tower will also contain two “chimney-climbs” on the inside. The multi-level tower will include a short wall and short repel for beginners. For the more advanced, this six-sided tower will feature multiple surface climbs with obstacles, as well as a free repel on this interior hull of the tower to simulate a caving experience at night.

Key Features

- Learning about group dynamics, leadership will be tested and developed.
- COPE fosters inner growth, exploration and reflection that comes from team-building and critical thinking exercises that are conducted in both unique and extreme conditions.
- Utilizing a top-notch climbing facility, participants will do more than just another climb at a rock gym. Participants will learn climbing knots, different climbing styles/techniques, and gain exposure to a multitude of different types of climbing all in one place.
- Even our bouldering wall is has been taken to the next level, offering an expanded selection of climbing obstacles .
- Merit Badges: Climbing

During the Week

- Each day feature a half day of COPE and a half day of Climbing.
- The beginning of the week will include mostly initiative games and instruction.
- The rest of the week will progress from low elements to high elements and the climbing tower.
- By the end the week, participants should be read to be turned loose on our advanced climbs and elements.

Weather Policy

Having fun and learning how to sail is our goal. However, you must be flexible. Operating a program that is dependent on the wind, water, and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind. However, please be understanding that when the schedule changes it is because of conditions beyond anyone's control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

Crew Leaders

Co-ed units must provide a female leader with the female participants.

Planning and Preparation

Remember that summer weather in Virginia is often unpredictable. Highs can reach over 90 and lows can dip below 60. Thus, we must take heed to the Boy Scout motto: Be Prepared.

****This program designed to stretch your comfort zone. Some experience may be intense, however this program will operate under a "challenge by choice" philosophy. In other words, participants will be encouraged to push themselves but will not be forced or "goaded" into participating in events that they feel too uncomfortable with. *****

What to Bring

- Several light colored t-shirts, shorts, and socks
- At least two swim suits
- Flashlight
- Sunglasses (with strap)
- At least two towels
- Toiletries
- Clothes Pins
- Sunscreen
- Hat with brim
- Light weight long pants and shirts
- Sleeping Bag or Blankets
- 1 liter non-breakable water bottle
- Rain gear
- Study shoes
- Comfortable shoes

AHOY!

Sturdy shoes are required for the ropes courses and the climbing tower.

Clothes may be vulnerable to stretching, tearing, or at least a lot of dirt while participating in initiative games, the ropes courses, and the climbing tower

Age: 13+

All participants will must:

Class III Medical Form and Pass the Swim Test

MAP **MASTER AQUATICS PROGRAM**

Sailing, Motor boating, Kayaking, Tubing, and Skiing, we have it all at MAP.

MAP is located at the Rivah Base on north side of the Bayport Scout Reservation. You will experience all of your water activities on the Rappahannock River. Your summer experience will be filled with sunny days and breezy winds. This truly unique location, with miles of open water, is naturally perfect for all of the water 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 the variety of watercrafts.

Having fun and learning is our goal however you must be flexible. Operating a program that is dependent on the wind, water and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind, however, please be understanding when the schedule changes because of conditions beyond anyone's control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

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

Key Features:

- Demonstrate a marked improvement in the areas of Sailing, Motor Boating, Kayaking, and Skiing.
- Gain an appreciation for aquatic-related recreational activities
- Learn and practice proper water safety techniques.
- Have fun and enjoy the water and sun!

During the Week

- Monday through Thursday: During the days, crews are divided between the various activities of sailing instruction, waterskiing, kayaking, and motor boating. There are also plenty of other supplemental fun activities during the day and evening such as swimming, tubing, and movies. Following dinner, an evening "lesson" may include instruction on safety, charts, rules of the road for boaters, weather, or tides.
- Thursday: Participants will explore the Rappahannock River in an all day sail and kayak. This journey will allow you to experience long distance sailing and kayaking.

- Friday “Race Day.” Participants will race the sailboats in a regatta and have the chance to race the kayaks. The day is capped off with the famous Crab Feats Dinner and Awards Ceremony. The CHASE sailors will join you as you try your hand at picking crabs that were caught during the week. Merit badges and other awards are presented and stories are shared of the week’s events.
- Saturday: Departure after breakfast and base inspection.

Please remember, these activities and this schedule are not set in stone. The key to a successful week at MAP is flexibility as the weather changes or situations arise.

Weather Policy

Having fun and learning how to sail is our goal. However, you must be flexible. Operating a program that is dependent on the wind, water, and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind. However, please be understanding that when the schedule changes it is because of conditions beyond anyone’s control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

Crew Leaders

Co-ed units must provide a female leader with the female participants.

Planning and Preparation

Remember that summer weather in Virginia is often unpredictable. Highs can reach over 90 and lows can dip below 60. Thus, we must take heed to the Boy Scouts motto: be prepared. Also remember that the Bay will swallow anything that can blow off your body, or fall off a boat including your glasses, sunglasses, and favorite hat. Don’t forget to bring straps for your glasses and hat clips.

What to Bring

- ☐ Sleeping bag or bed sheets
- ☐ Foam pad or air mattress (optional)
- ☐ One Liter Non-breakable water bottle
- ☐ 2 Swim Suits
- ☐ 2 pair of shoes (one for water, one dry) Sandals must have a strap around the heel.
- ☐ Flashlight
- ☐ Sunglasses with Strap
- ☐ Towel
- ☐ Toiletry Kit
- ☐ Sunscreen; 15+ SPF
- ☐ Lip protection (Chapstick)

- ☐ Hat with bill or rim
- ☐ Camera and Film (optional)
- ☐ Extra money for Ship's Store (\$40-\$60)
- ☐ Rain Gear
- ☐ Small electric fan (optional)

Final Reminder

- Must be 13 years old by January 1, 2007.
- Must bring a completed Class 3 Medical Form
- Must pass the standard Boy Scouts of America swim test to be a swimmer (swim 100 yards using one resting stroke, one front stroke, and one elementary back stroke, float motionless for one minute).

AHOY!

Age: 13+

All participants will must:

Class III Medical Form and Pass the
Swim Test

BASE COST OF PROGRAM: \$250

(Out of Council \$270) –

EARLY BIRD

CHASE
CHESAPEAKE BAY HIGH
ADVENTURE SAILING EXPERIENCE

To Scout Leaders, Participants, and Parents,

Ready to set sail on the historic waters of the Chesapeake Bay? Looking for something other than the some old camp fire every summer? Welcome to CHASE!

This year CHASE will operate out of our NEW Bayport Scout Reservation, where this summer the new tradition will begin. That's right, CHASE has moved from the York River Yacht Haven to Bayport Scout Reservation in Middlesex, Virginia. At the Scout Reservation, CHASE is located on the "Rivah" Base on the Rappahannock River, not far from the Chesapeake Bay.

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, you will explore and visit many marinas, where you will stay overnight.

Teamwork is important at CHASE and the participants, youth and adults alike, will be responsible for cooking meals, cleaning the vessels, maintaining the boat, and getting the boat safely from port to port.

Learning and having fun while being safe is our goal. Your CHASE adventure will not be filled with afternoons sunbathing on the deck; by the end of the week crews will take nearly total control of the vessels. CHASE is truly a unique experience and a hidden treasure among the High Adventure Bases.

Sincerely,



Justin Ailsworth
CHASE Director
(757) 595 -3356

PROGRAM OVERVIEW

At CHASE, the Chesapeake Bay High Adventure Sailing Experience, Scouts and adult leaders alike will be in for the adventure of a lifetime. CHASE is located at the Rivah Base on north side of the Bayport Scout Reservation. This truly unique location on the Rappahannock River is, a beautiful home port not far from the Chesapeake Bay.

This program is full of adventure and excitement as you gain your sea legs on the historic waters of the Chesapeake Bay. The program is challenging but fun, and has enough excitement to interest even the oldest Scout!

Having fun and learning how to sail is our goal. However, you must be flexible. Operating a program that is dependent on the wind, water, and weather is a continuous challenge. Our staff is dedicated to providing you with the best program and experience on the water. We anticipate and hope for sunny days and fair wind. However, please be understanding that when the schedule changes it is because of conditions beyond anyone's control. In the event of inclement weather alternative plans are always in the wings, waiting to be put into action!

Participants in this program will spend the week aboard one of our 34 to 40 foot sailboats. Life aboard is not a luxury cruise, rather it is a continuous learning experience aboard a working sailboat. Every soul onboard is needed to successfully operate and navigate their boat from marina to marina.

Watch rotations are set for duty stations and galley duty. Duty Stations include the Bow Watch, Officer of the Deck, Navigator, Sail Trimmer, and Helmsman. Those not assigned to a duty station are required to assist wherever they are needed. Galley Duty is shared by all on-board. For each meal, one group cooks and another cleans up. All meals are prepared on board. Just remember, the more people who help, the more time you have for swimming, and just plain relaxing. The crew is also responsible for the general up-keep and maintenance of the boat. Each day, as the boat comes into port, the crew stows all gear, coils all lines, and makes the boat presentable while it is tied up. While in port, the crew is expected to follow the marina rules and follow traditional marina etiquette. Twice during the week, the crew will give the boat a top-to-bottom, inside-out scrub down.

TENATIVE SCHEDULE

A typical week's program and schedule is as follows:

- Sunday: After the swim test, you will be given the opportunity to remove any unnecessary gear or equipment at the gear check. After that, you will be given a tour of the boat, learning the parts of the boat and developing your job or "watch" rotation schedule. After the Luau, you will have a lesson on rules-of-the-road, points of sail, and chart reading and navigation.
- Monday: After breakfast the CHASE vessels will leave for their first port of call. All of the participants on the Rivah Base will be on the beach to watch your Grand Departure. This will be one of

our early traditions where, in a ceremonious fashion, the Rivah Base will wish Bon Voyage to the CHASE boats and participants.

Each morning, the Officer of the Deck announces the watch rotation for each crewmember. These duties rotate hourly during the day. Late afternoon, you arrive at your first port of call.

Procedures are followed for making the boat ship-shape BEFORE you leave the boat to explore the marina and town. Dinner is prepared by the crew onboard your boat. Each evening, you will review your charts and plot your course for the next day.

Evening activities include but not limited to movies, touring the town, or swimming at the marina. The evenings are specifically designed for “rest and relaxation.” We do this because you will find out, rather quickly, that a day on the water is tiring. From strong wind, large waves to light wind, heat and sun; you will find yourself tired by the time you get into port. Moreover, this program depends on you to be mentally sharp at all times while on the water, that is why we stress evening “rest and relaxation.”

- Tuesday through Thursday: Continue on your sail. You may stop to swim in the Bay to cool off, or steer off course to follow a school of dolphins. You might practice a “man-overboard” drill. Each port-of-call offers a different experience with docking and evening opportunities.
- Friday: After breakfast, you will make your way back to the Rivah Base. After you arrive you will give the boat a final scrub down. It’s amazing what a week’s worth of sailing does to a boat! The day is capped off with the famous Crab Feast where all the participants will share their stories from the past week.
- Saturday: After breakfast, all gear will be taken off the boat and one final cleaning will be made. After the Captain and Base Director inspect the boat, medical forms will be returned and you may leave.

Again, please remember that these activities and this schedule may change as weather changes or situations arise. The key to a successful week on the water is flexibility.

PLANNING AND PREPARATION

Remember that summer weather in Virginia is often unpredictable. Highs can reach over 90 and lows can dip below 60. Thus, we must take heed to the Boy Scouts motto: Be Prepared. Also, remember that the Bay will swallow anything that can blow off your body, or fall off a boat, including your glasses, sunglasses, and favorite hat. Don’t forget to bring straps for your glasses and hat clips. The following list is specific to the Outpost program.

What to Bring

All participants will receive a CHASE duffel bag before arrival at base. ALL GEAR MUST FIT IN THIS BAG! (except your sleeping bag and pillow) If it doesn’t fit in the bag, it doesn’t go on the boat.

THE TRADITION BEGINS...2007

You Need to Bring

- ☐ 1 pair of light white soled shoes (no exceptions)
- ☐ Several light colored t-shirts and shorts
- ☐ 2 Swim Suits
- ☐ Flashlight
- ☐ Sunglasses with strap
- ☐ 2 towels (1 freshwater, 1 saltwater)
- ☐ Toiletry Kit
- ☐ 5-10 Clothes-pins
- ☐ Sunscreen
- ☐ Chapstick
- ☐ Hat with bill or rim
- ☐ Camera and film (optional)
- ☐ Extra money for souvenirs (approx \$25)
- ☐ Money for optional dinner out (\$15)
- ☐ Light weight long pants and shirts & sweatshirt
- ☐ Sleeping Bag or Blankets
- ☐ 1 liter non-breakable water bottle
- ☐ Rain Gear
- ☐ Boat Shoes (Boat shoes are any type of light soled shoes or sandals with a heel-strap. Solid black soled/sandals shoes can be worn while at port but not while walking on the vessel. Black soled shoes will markup and stain the decks of the vessels.)

2007 WEEKS OF OPERATION

Week 1	June 17-23
Week 2	June 24-30
Week 3	July 1-7
Week 4	July 8-14
Week 5	July 15-21
Week 6	July 22-28
Week 7	July 29-Aug. 4

Fees

\$500 if paid in full by12/31/2006

\$550 if paid in full after12/31/2006

Refunds

All payments must ARRIVE by the date stated or the fees and reserved spot will be forfeited. These fees are valid only for the 2007 CHASE Season. Fees are transferable but will not be refunded unless there is a death in the immediate family or severe illness of the participant, with a physician excuse. This policy is strictly enforced.

Requirements

All participants must meet the following requirements to attend CHASE:

- Must be 13 years old by January 1, 2007.
- Must arrive with a completed and signed Class III medical form. (included)
- Must pass the standard Boy Scouts of America swim test to be a swimmer (swim 100 yards using 1 resting stroke, 1 front stroke, and 1 elementary back stroke, float motionless for 1 minute). **Test will be administered by CHASE staff upon arrival.**
- Out-of-Council participants must provide proof of insurance.

Provisional Participants

Provisional participants are welcome at CHASE. No adult leadership is required unless you are part of a coed unit. Female leadership must be provided with female participants. Individuals will be paired with other provisional participants or with a small group. Some crews may be coed due to the inclusion of Sea Scouts and Venture Crews.

HOW TO GET TO BAYPORT

From Points North: From US Interstate 95S in Fredericksburg use Exit 126 on to US-1/US-17S toward Massaponax. Follow US-17S for 66 miles.

Turn left on Canoe House Rd. (Rt. 605). Follow Canoe House Rd. 3.5 miles, making a left at every fork in the road. Canoe House Rd. will change to Bayport Rd. (Rt. 604). You will go down a winding hill and over a small bridge. After the bridge make a left into the camp property entrance. Continue straight for 0.25 miles and you will reach the welcome center.

From Points West: Take US-33E through West Point. Follow US-33E until it intersects with US-17N. Turn Left on to US-17N. You will see Virginia Motor Speedway on the left. 0.8 miles past the speedway you will see Canoe House Rd. (Rt.605) and a billboard. Make a right on Canoe House Rd. (Rt. 605).

Follow Canoe House Rd. 3.5 miles, making a left at every fork in the road. Canoe House Rd. will change to Bayport Rd. (Rt. 604). You will go down a winding hill and over a small bridge. After the bridge make a left into the camp property entrance. Continue straight for 0.25 miles and you will reach the welcome center.

From Points South: Get on to US-17/J Clyde Morris Boulevard (in Newport News). Continue to follow US-17N passing through York County, over the Coleman Bridge, and through Gloucester County. You will see Virginia Motor Speedway on the left. 0.8 miles past the speedway you will see Canoe House Rd. (Rt.605) and a billboard. Make a right on Canoe House Rd. (Rt. 605).

Follow Canoe House Rd. 3.5 miles, making a left at every fork in the road. Canoe House Rd. will change to Bayport Rd. (Rt. 604). You will go down a winding hill and over a small bridge. After the bridge make a left into the camp property entrance. Continue straight for 0.25 miles and you will reach the welcome center.

CHECK-IN AND CHECK-OUT PROCEDURES

Check-In

1:00 p.m. to 4:00 p.m. Sunday

Report to the Welcome Center, where you will be met by the CHASE Staff. The CHASE Staff will lead you through the medical check with the Health Officer and administer the swim test, followed by an orientation, which will consist of basic rules and expectations. Then you will board the CHASE vessels and the Staff will give you a vessel orientation

After check-in, all of Staff, CHASE participants, and River Base participants will gather down at the beach for a Luau! Light food will be served, as our new guests will mingle with each other and our staff. After that, you will begin, learning the parts of the boat and developing your job or “watch” rotation schedule.

Check-Out

7:00 a.m. -9:00 a.m.

After breakfast you will remove all of your belongings and give the vessels a quick wipe down (most of the cleaning will be done on Friday afternoon).

Final Inspection: After the Captain's Approval, the CHASE Director will give the vessels a final inspection.

Finally you must Check-Out with the CHASE Director.

CHASE POLICIES

Phone

Participants can use the payphones at each marina. In case of emergency, the Captain will be in contact with the Base Director via cell phone and the Coast Guard via VHF Radio.

Attire

Class A or Class B uniforms are not required at CHASE. However, proper or appropriate attire must be worn at all times. Shorts and appropriate T-shirts are recommended for most activities. Shoes, sandals with a heel-strap, or Aquasocks are acceptable forms of footwear. Participants may not wear solid black marking shoes on the vessels. Heel-less sandals and flip-flops may only be worn in the shower. Bathing suits should be conservative; remember, there are co-ed participants.

Buddy System

All crewmembers should use the buddy system while attending CHASE. Crew leaders are required to know the whereabouts of their crewmembers at all times.

HEALTH AND SAFETY

The safety and well being of all CHASE participants is the top priority of the CHASE Staff. The following guidelines have been developed to help ensure a fun, safe program for everyone.

Insurance

Units from Colonial Virginia Council of the Boy Scouts of America are covered by Council Accident insurance during scouting events. This policy is effective only after personal coverage is applied first. Out-of-Council participants must provide proof of insurance.

Pets

Health Department regulations do not permit dogs, cats, or other animals on the Outpost boats. Please do not bring pets to drop off or pick up crewmembers.

Crew Leaders

Co-ed units must provide a female leader with the female participants.

Valuables

Unfortunately, even in a Scouting environment, losses occur. To ensure nothing will happen to your favorite gadgets and gizmos, leave them at home! We do not carry insurance for personal items. Remember, many things don't float, and we have a lot of water!

Vehicles

All vehicles must check-in with the Base Director and park in an assigned parking area.

Fatigue and Heat

Virginia is notorious for its summer heat and humidity. Crewmembers are encouraged to drink plenty of water throughout the day, and get plenty of rest at night. Failure to take this seriously can result in serious health risks.

Medical Forms and Physical Examinations

All CHASE participants, both youth and adults, must have a completed and signed Class III Medical Form (No. 34412). This form is included at the back of this booklet. Youth participant medical forms must be signed by a parent and include the parent's medical insurance information (a copy of insurance card).

Crewmembers without a properly completed Class III medical form will not be admitted to the program. All medical forms are to be brought to CHASE during your scheduled week. If the medical form is not brought to CHASE, you will be sent home.

Please keep a copy of each medical form with you during your travel to CHASE!

Immunizations

Many teenagers are not fully protected against all preventable diseases such as measles, mumps, and rubella. Those immunizations listed on part four (4) of the medical form must be obtained prior to arrival to CHASE.

Medications

All medications that crewmembers bring to CHASE must be checked-in with the medical form upon arrival. The Outpost Captains will be in charge of the medical forms and dispensing medication throughout the week. Participants suffering from asthma may keep their medication with them, but must inform the Medic that they have it. Any prescription medication must be in the original bottle with instructions and dosage on the label (pharmacies will print a duplicate label for additional bottles). Do not bring pills in a baggie!!

Emergency Medical Treatment

There are no ambulances on the Chesapeake Bay, however procedures are in place for emergency situations while underway. The Captain is trained in First Aid with appropriate supplies onboard for many boat related injuries. Cell phones are aboard to call ahead if medical services are required upon docking. The Coast Guard will be called in extreme life threatening situations.

FORMS SECTION

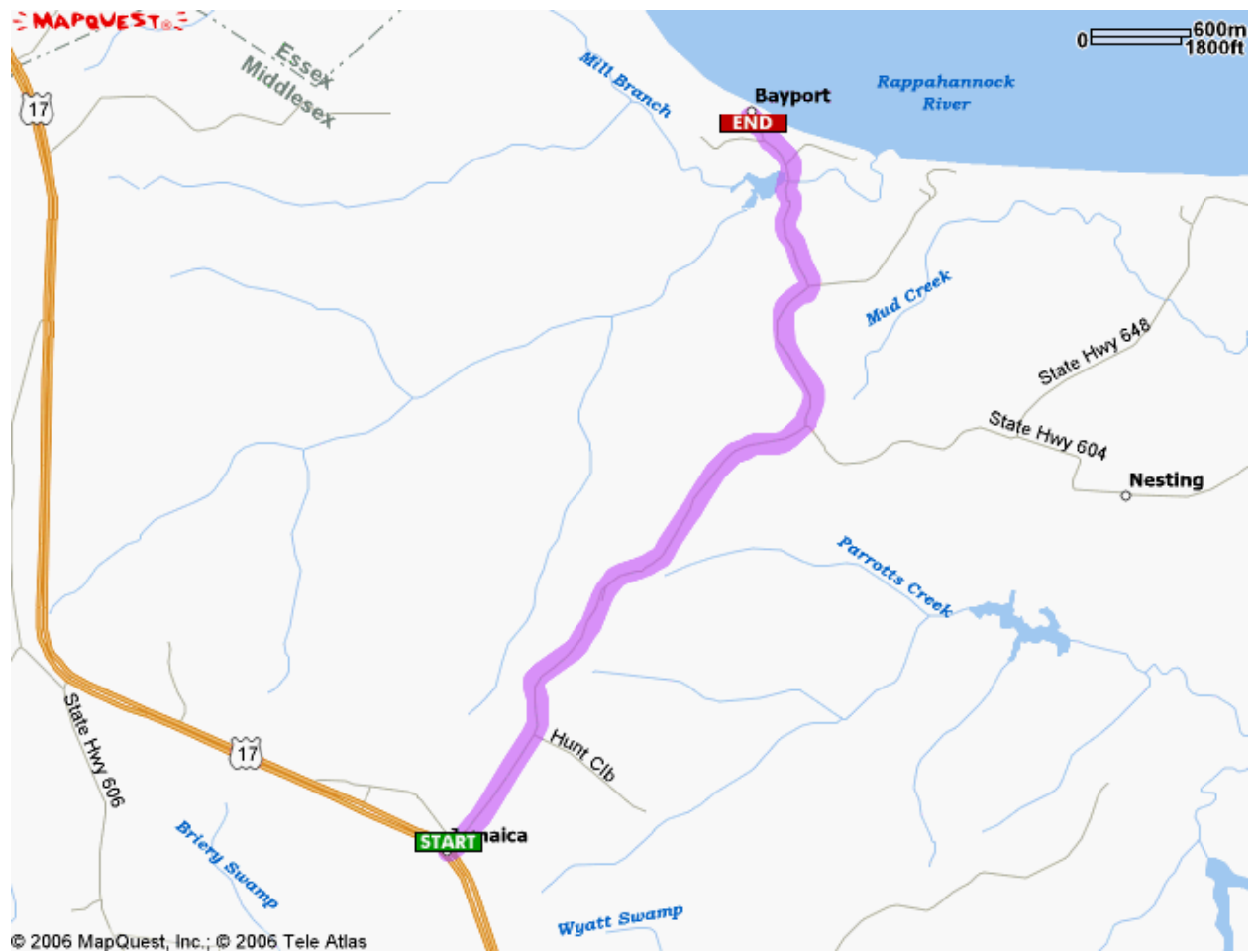
In this section you will find all of the necessary forms that you will need to prepare your scouts for summer camp. Feel free to duplicate these pages as often as you need.

-  Daily Schedule
-  Map to Bay Port Scout Reservation
-  Provisional Troop Application
-  Merit Badge Application
-  Troop Attendance Report
-  Campership Application
-  Counselor in Training Application
-  Advanced Counselor in Training Requirements
-  Advanced Counselor in Training Application
-  Health form (Class 1 and 2)
-  Health form (Class 3)
-  Merit Badge Schedule
-  Unit Leader Opportunities
-  Map of Bayport Scout Reservation

2007 BASE CAMP SCHEDULE

Activity	Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Reveille	6:50	1:00 Check in (Medical Recheck, Swim Test)						
Breakfast	7:05						Leader's Breakfast	
Flag Raising	8:40		SPL Mtg (8:15)	SPL Mtg (8:15)	SPL Mtg (8:15)	SPL Mtg (8:15)	SPL Mtg (8:15)	
Session 1	9:00		Leader's Mtg (9:15)	Leader's Mtg (9:15)	Leader's Mtg (9:15)	Leader's Mtg (9:15)		Check Out
Session 2	10:00							
Session 3	11:00							
Lunch	12:05						SPL Lunch Mtg	
Free Time	1:45							
Session 4	2:00							
Session 5	3:00							
Session 6	4:00						Family Night	
Free Time	5:00						Begins at 4:30	
Waiter Call	6:15							
Flag Lowering	6:20							
Dinner	6:35							
Evening Activities	7:15	Camp Tour / Meet the Camp Staff SPL/Leaders Mtg (7:20) Campfire (8:15)			Vespers (interdenominational service - all are invited to attend)		Flag Lowering (8:00) Campfire (8:15)	
In Campsite	10:00	Staff Meeting	OA Meeting				Staff Meeting	
Taps	11:00							

The Map Below Shows From US-17 in Jamaica to Bayport





**2007 Summer Camp—Bayport Scout Reservation
Provisional Troop Application and Participant Information**

Scout's Name: _____

Troop: _____ District: _____

Address: _____

City: _____ State: _____ Zip: _____

Parent's Name: _____

Parent's Home Phone: _____

Parent's Daytime Phone: _____

Emergency contact (other than parent) :

Name: _____ Relationship: _____

Phone: _____

Special Needs (Diet restrictions, medications, physical disabilities, etc) : _____

SCOUTMASTER APPROVAL:

I recommend and approve this Scout to participate in the Provisional Troop at Bay Port Scout reservation for this summer.

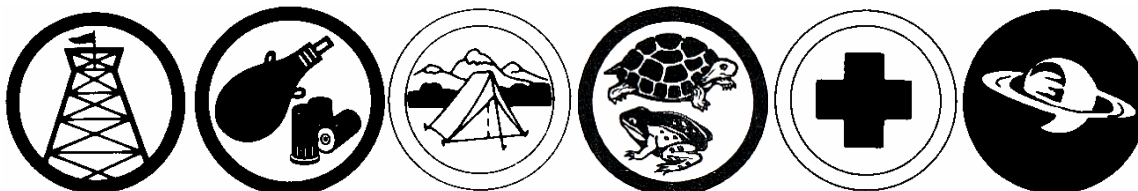
Signature: _____ Date: _____

Printed Name: _____ Phone: _____

Notes: _____

BAYPORT SCOUT RESERVATION – BASE CAMP
MERIT BADGE APPLICATION
BOY SCOUTS OF AMERICA
FOR SUMMER CAMP USE ONLY

Troop# _____ Campsite _____ Merit Badge _____ Session# _____



The Scout should fill out this application. The Scout should also be aware of any requirements that should be completed before coming to camp. The camp staff will honor, with out question, the unit leaders verification of any requirements completed before camp. **One application per badge.**

Please Print Legibly

Scouts Information

Name _____

Age _____

Address _____

Grade _____

City/State/Zip _____

Rank _____

I am respectfully applying for the merit badge listed above:

 Signature of Scout

 Date

Approval of Unit Leader – Completed Merit Badge Prerequisites

I hereby certify that the applicant is eligible for counseling in the merit badge listed about and has completed the following requirements before coming to summer camp:

 Signature of Unit Leader

 Date

Completion Approval by Camp Staff

The above named Scout has personally appeared before me and demonstrated to my satisfaction that:

☐ All requirements have been completed

☐ Partial requirements were completed. Those not completed are listed below:

 Signature of Counselor

 Date

BAYPORT SCOUT RESERVATION BASE CAMP TROOP ATTENDANCE REPORT

To be completed and turned in on Sunday during check-in at the Welcome Center

Troop: _____ District: _____ Council: _____

Senior Patrol Leader: _____

Patrol Name:

1)
2)
3)
4)
5)
6)
7)
8)

Patrol Name:

1)
2)
3)
4)
5)
6)
7)
8)

Patrol Name:

1)
2)
3)
4)
5)
6)
7)
8)

Patrol Name:

1)
2)
3)
4)
5)
6)
7)
8)

Please indicate the leaders and days each will be staying in camp.

Leader	Phone #	Sun	Mon	Tue	Wed	Thr	Fri	Sat
1)								
2)								
3)								
4)								
5)								
6)								
7)								
8)								
9)								
10)								



Counselor In Training Application

Colonial Virginia Council

Boy Scouts of America

Requirements:

1. Registered in Scouting (Troop, Post ,or Crew)
2. Should be 14 years of age when in camp
3. Have Experience in unit leadership
4. Be in good health and physically fit
5. Ability to teach others and know Scouting subjects

(PLEASE PRINT)

Full Name: _____ Age: _____ Date of Birth: _____

Address: _____ City: _____ State _____ Zip: _____

Phone: _____ Unit _____ E-mail: _____

Number of Years as: Cub _____ Scout _____ Venturer _____ O.A. _____ Camper _____

Leadership Positions Held: _____

Junior Leader Training: _____ Average School Grade _____

In what areas of Scouting do you feel qualified? _____

What areas of Scouting do you like best? _____

What are your hobbies? _____

List Church Activities _____

List any special awards or recognitions _____

My 1st, 2nd, 3rd choice of weeks are as follows: 1) _____ 2) _____ 3) _____

Signed: _____ Signed: _____
Scout Parent or Guardian

Unit Leader Endorsement:

I approve and recommend _____ for consideration as a Counselor-in-Training.

Date: _____ Signed: _____, Unit Leader of Unit _____

Comments: _____

Bayport Scout Reservation – Base Camp Advanced Counselor Training

Purpose: To provide qualified scouts with a positive scouting experience that will continue to enhance their understanding of responsibilities of the summer camp program. This program also provides the camp with perspective camp staff members who have demonstrated positive leadership and instructional abilities: *Internship *Self-Motivation *Positive Self-Improvement.

Responsible to: Advanced CIT's are responsible to the Program Director and directly supervised and evaluated by the director of the area to which they are assigned.

Basic Requirements:

1. Must be registered as a scout who has served as a CIT within the past year or sixteen years of age.
2. Must submit an Advanced CIT application
3. Must have an application endorsed by parent or guardian, unit leader, and camp commissioner.
4. Must be interviewed and approved by the Program Director before work begins

Job Description:

1. Advanced CIT's will be expected to help and take an active role in the instruction of skills within their assigned areas. Advanced CIT's will always be under direct supervision of a staff member.
2. Advanced CIT's will be assigned to one of the following Program areas. This assignment will last the entire week.

a) Aquatics	e) Health and Fitness
b) Scoutcraft	f) Shooting Sports
c) Woodsman	g) Handicraft
d) Ecology and Conservation	
3. Advanced CIT's will be expected to write a set of learning objectives that he will continue to work towards during the week. The Advanced CIT's learning objectives and the CIT's attainment of those objectives will be evaluated at the end of the week by the Program Director.

Additional Information:

1. Advanced CIT's will be unable to work on merit badges during their week of service.
2. It is preferred that Advanced CIT's not serve the week their troop is at camp.
3. Advanced CIT's will only be allowed to leave camp in Emergency situations
4. Advanced CIT's will be provided with tentage in the staff area with electricity.
5. Advanced CIT's will be expected to observe the same rules of conduct as staff members.
6. Hazing is against BSA policy and Bayport Scout Reservation has zero tolerance for unscout like behavior.

Termination Note: Bayport Scout Reservation reserves the right to terminate an ACT's service should conduct or circumstances warrant such action.

Advanced Counselor In Training Application

Bayport Scout Reservation – Base Camp

Requirements

- Must be a registered scout who has served as a CIT within the past year or sixteen years of age by June 1, 2007.
- Must submit an application
- Must have an application endorsed by Parent or Guardian, Unit Leader, and Camp Commissioner
- Must be interviewed by Program Director

Please Print Clearly

Full Name: _____ Phone Number: () _____

Address: _____ Age: _____ Date of Birth: _____

City: _____ State: _____ Unit: _____ Rank: _____

Zip: _____

Number of Years: Cub: _____ Scout: _____ Venturer: _____ OA: _____ Scout Camp: _____

Week(s) of previous CIT experience: _____

Leadership positions held: _____

What Summer Camp program areas do you most enjoy, and why? _____

What skills can you give to the summer camp program? _____

What program area do you feel most qualified to work in, and why? _____

Why do you want to be an Advanced CIT? _____

My choices of weeks are: 1st Choice: _____ 2nd Choice: _____ 3rd Choice: _____

Session 1: June 24- June 30

Session 5: July 22-July 28

Session 2: July 1-July 7

Session 6: July 29-August 4

Session 3: July 8-July 14

Session 7: August 5-August 11

Session 4: July 15-July 21

Applicants Signature: _____ Date: _____

I approve this application and recommend the above named scout for a position as a Advance Counselor In Training at Bayport Scout Reservation.

Parent/ Guardian: _____ Date: _____

Unit Leader: _____ Date: _____



PERSONAL HEALTH AND MEDICAL RECORD

CLASS 1 AND CLASS 2

Class 1 (update annually for all participants). Activity: Day camp, overnight hike, or other programs not exceeding 72 hours, with level of activity similar to that of home or school. Medical care is readily available. Current personal health and medical summary (history) is attested by parents to be accurate. This form is filled out by all participants and is on file for easy reference.

Class 2 (required once every 36 months for all participants under 40 years of age). Activity: Resident camp or any other activity such as backpacking, tour camping, or recreational sports involving events lasting longer than 72 consecutive hours, with level of activity similar to that at home or school. Medical care is readily available.

Note: Some states require an **annual** precamp medical evaluation. Your BSA local council service center can advise you about the requirements for your state.

If your child has had a medical evaluation (**physical examination**) within the last 36 months, a copy of the results of this examination must be attached to the health history for all participants in a camping experience lasting longer than 72 consecutive hours. If a copy is not available, a physical examination (using the Class 2 section of this form) must be scheduled by a *licensed health-care practitioner. This medical evaluation (physical examination) also is required if your child is currently under medical care, takes a prescribed medication, requires a medically prescribed diet, has had an injury or illness during the past 6 months that limited activity for a week or more, has ever lost consciousness during physical activity, or has suffered a concussion from a head injury.

*Examinations conducted by licensed health-care practitioners, other than physicians, will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.

THIS FORM IS NOT TO BE USED BY ADULTS OVER 40, BY HIGH-ADVENTURE PARTICIPANTS (USE FORM NO. 34412A), OR FOR NATIONAL SCOUT JAMBOREE (USE FORM NSJ-34412-01).

CLASS 1 PERSONAL HEALTH AND MEDICAL HISTORY

(To be filled out annually by all participants)

To be filled out by parent, guardian, or adult participant. Please print in ink.

IDENTIFICATION

Name _____ Date of birth _____ Age _____ Sex _____

Name of parent or guardian _____ Telephone _____

Home address _____ City _____ State _____ Zip _____

Business address _____ City _____ State _____ Zip _____

If person named above is not available in the event of an emergency, notify

Name _____ Relationship _____ Telephone _____

Name _____ Relationship _____ Telephone _____

Name of personal physician _____ Telephone _____

Personal health/accident insurance carrier _____ Policy No. _____

I give permission for full participation in BSA programs, subject to limitations noted herein.

In case of emergency, I understand every effort will be made to contact me (if participant is an adult, my spouse or next of kin). In the event I cannot be reached, I hereby give my permission to the licensed health-care practitioner selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child (or for me, if participant is an adult).

Date _____ Signature of parent/guardian or adult _____

Date updated _____ Signature of parent/guardian or adult _____

Date updated _____ Signature of parent/guardian or adult _____

Some hospitals require the parent/guardian signature to be notarized. Check with your BSA local council.

NAME

TROOP

CAMP SITE

Check all items that apply, **past or present**, to your health history. Explain any "Yes" answers.

ALLERGIES: Food, medicines, insects, plants Yes ☐ No ☐ Explain: _____

GENERAL INFORMATION:		Yes	No	Yes	No	Yes	No
ADHD (Attention-Deficit							
Hyperactivity Disorder	<input type="checkbox"/>	<input type="checkbox"/>	Convulsions/seizures	<input type="checkbox"/>	<input type="checkbox"/>	Hemophilia	<input type="checkbox"/>
Asthma	<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	<input type="checkbox"/>	<input type="checkbox"/>	High blood pressure	<input type="checkbox"/>
Cancer/leukemia	<input type="checkbox"/>	<input type="checkbox"/>	Heart trouble	<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	<input type="checkbox"/>

Explain: _____

Please list ALL medications taken in the 30 days **prior** to arrival at the Scouting activity where this form is to be used: _____

List any medications to be taken at camp: _____

List any physical or behavioral conditions that may affect or limit full participation in swimming, backpacking, hiking long distances, or playing strenuous physical games: _____

List equipment needed such as wheelchair, braces, glasses, contact lenses, etc.: _____

Immunizations: (Give date of last inoculation.)

Tetanus toxoid _____	Measles _____	Polio _____
Diphtheria _____	Mumps _____	_____
Pertussis _____	Rubella _____	_____

CLASS 2 MEDICAL EVALUATION

(Read additional requirements outlined on front of form.)

Name _____ Age _____

NOTE TO LICENSED HEALTH-CARE PRACTITIONERS*: The person being evaluated will be attending one or more weeks of camp that may include sleeping on the ground and participating in strenuous activities such as hiking, boating, and vigorous group games. Please review the health history with the participant for any interim changes. **Explain any "abnormal" evaluations.**

PHYSICAL EXAMINATION (To be filled out by a licensed health-care practitioner*)

Height _____ Weight _____ BP _____ / _____ Pulse _____

VISION: Normal _____ Glasses _____ Contacts _____

HEARING: Normal _____ Abnormal _____ Explain _____

Check box:	N	Abn	N	Abn	N	Abn	
Growth development	<input type="checkbox"/>	<input type="checkbox"/>	Teeth	<input type="checkbox"/>	<input type="checkbox"/>	Genitalia	<input type="checkbox"/>
Skin	<input type="checkbox"/>	<input type="checkbox"/>	Cardiopulmonary system	<input type="checkbox"/>	<input type="checkbox"/>	Musculoskeletal	<input type="checkbox"/>
HEENT	<input type="checkbox"/>	<input type="checkbox"/>	Hernia	<input type="checkbox"/>	<input type="checkbox"/>	Neurobehavioral	<input type="checkbox"/>

Explain: _____

Limitations

Activity restrictions _____

Diet restrictions _____


Signature _____ Date _____

Licensed health-care practitioner*

Address _____ Phone _____

City, State, Zip _____

***Examinations conducted by licensed health-care practitioners, other than physicians, will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.**

INTERVAL RECORD	SCREENING EXAMINATION	
Date, Time, Place, Etc.	(Findings, diagnoses, treatment, instructions, disposition, etc.)	By
#34414B		
	PHOTOCOPYING THIS FORM IS PERMITTED.	

7 30176 34414 0

34414B
2004 Printing

NAME

TROOP

CAMP SITE

REVIEW FOR CAMP OR SPECIAL ACTIVITY						
DATE	AGENCY AND ACTIVITY	BY	"OK"	PHYSICIAN RECHECK NEEDED	RESULTS OF RECHECK	INITIAL

AGENCY AND ACTIVITY

“OK”

PHYSICIAN
RECHECK
NEEDED

RESULTS OF RECHECK

INITIAL

(CAMP, CAMPOREE, TOURNAMENT, TRAVEL, ETC.)

FINDINGS, DIAGNOSES, TREATMENT, INSTRUCTIONS, DISPOSITION, ETC.

BY:

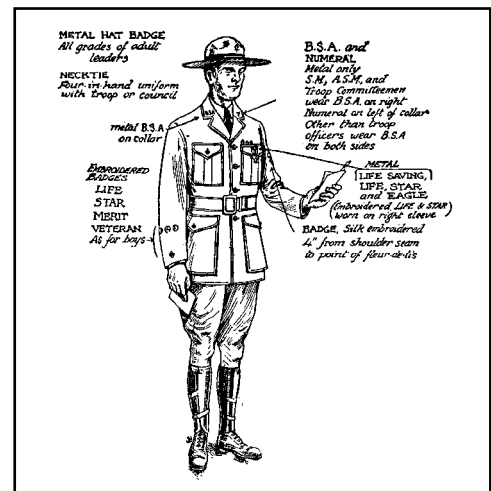
2007 SUMMER CAMP MERIT BADGE SCHEDULE
BASE CAMP - BAYPORT SCOUT RESERVATION

	Aquatics		Ecology & Conservation			Handicraft	Health & Fitness	Nighthawk^ (First Year Camper)	Scoutcraft		Shooting Sports
6:30am – 7:10	Mile Swim										
Session 1 9:00 – 9:50	BSA Lifeguard+ Lifesaving Rowing Swimming		Soil & Water Conservation Weather Archeology		Environmental Science	Basketry Sculpture Pulp and Paper	First Aid Personal Fitness	ALL DAY PROGRAM	Pioneering	Backpacking	Shotgun Shooting
Session 2 10:00 – 10:50		Canoeing	Environmental Science	Geology Bird Study		Fishing	Leatherwork Woodcarving			Emergency Preparedness Sports	Cooking (10:00-11:20)
Session 3 11:00 – 11:50	Instructional Swim*			Astronomy † Forestry Reptile & Amphibian Study “Power Supply”		Art Indian Lore Journalism	First Aid Personal Fitness		Camping	Shotgun Shooting	
Session 4 2:00 – 2:50	Canoeing Lifesaving Swimming	Rowing	Fish & Wildlife Management “Power Supply” Reptile & Amphibian Study		Environmental Science	Art Indian Lore Model Design	Emergency Preparedness Athletics	ALL DAY PROGRAM	Cooking (2:00-3:20)	Wilderness Survival	Archery Rifle Shooting
Session 5 3:00 – 3:50			Environmental Science	Nature Dog Care		Fishing	Leatherwork Woodcarving			First Aid Personal Fitness	Pioneering
Session 6 4:00 – 4:50	Free Swim Instructional Swim*			Oceanography Space Exploration Mammal Study		Basketry Pulp and Paper Sculpture	Emergency Preparedness Sports		Camping	Archery Rifle Shooting	

^NIGHTHAWK is a full day program for the entire week.
+Boy Scout Lifeguard is an all day program for the entire week.
*Instructional Swim will also be offered at other times upon request of the scout to the Aquatics Director.
†Astronomy meets every day during third session; in addition there is also a required evening workshop Monday through Wednesday nights 7:30 – 8:30.
Bold indicates an Eagle required merit badge.

UNIT LEADER OPPORTUNITIES AT BAYPORT SCOUT RESERVATION BOY SCOUT CAMP

- Horseshoe Tournament
- Dutch Oven Cook-off
- Belly Flop Contest
- C.O.P.E. / Climbing Tower Tour
- Teach and additional merit badge
- Leave No Trace Camping Instruction
- Tuesday Golf Match (bring your own clubs)
- Leaders Roundtable
- Leaders Appreciation Breakfast on Friday
- Friday night Campfire skit, song, cheer, etc.
- Tuesday night Cracker-barrel for leaders
- Service Project (approved by camp management)
- Scoutmaster Merit Badge
- Safe Swim Defense/Safety Afloat
- Climb-on Safely
- Youth Protection Training
- Mile Swim



[illegible]

LEGEND