



JAMES C. JUSTICE

NATIONAL SCOUTS CAMP

SUMMIT BECHTEL RESERVE | GUIDE TO ADVENTURE

2022 PROGRAM SUPPLEMENT



WELCOME TO THE JAMES C. JUSTICE NATIONAL SCOUT CAMP

Thank you for selecting The Summit Bechtel Family National Scout Reserve's James C. Justice National Scout Camp as your summer destination! We are excited to host you this upcoming summer and hope you are excited to experience the adventure that The Summit has to offer.

The Summit encourages participants to grow by providing experiences that require participants to move out of their comfort zones and “stretch” themselves. Our camp experience is designed to be an extension of the program that you provide to your unit year-round with the added value of the staff and facilities only available at the Summit Bechtel Reserve.

This guide is designed to help council and chartered unit contingents plan a successful trip to The Summit. It is important that the adults attending with your unit become familiar with every aspect of the trip and to share this information with participants and their parents.

THIS GUIDE IS THE SECOND PORTION OF THE INFORMATION YOU NEED AND IS INTENDED TO BE SHARED WITH ALL SCOUTS, VENTURERS, LEADERS AND PARENTS. BE SURE TO REVIEW THE PROGRAM PLANNING GUIDE ALONG WITH THE APPENDICES AND DOCUMENTS.

Please read this guide carefully as you will find many answers to your questions. If you have further questions that you don't see the answers to, please e-mail us at: summit.program@Scouting.org. We cannot wait to serve your unit this summer at The Summit's James C. Justice National Scout Camp!

Looking forward to another awesome season to see you and your Scouts!

Yours in Scouting,

A handwritten signature in blue ink that reads "Wally". The signature is stylized with a large, sweeping initial "W" and a vertical line extending downwards from the end of the name.

Wally Lester
Associate Director of Outdoor Adventures

JAMES C. JUSTICE NATIONAL SCOUT CAMP AT A GLANCE

PROGRAM DESCRIPTION

The James C. Justice National Scout Camp is one of four “camps” at the Summit Bechtel Reserve (the other three being the Paul R. Christen National High Adventure Base, the John D. Tickle National Training and Leadership Center and BSA Family Adventure Camp). Our Scout Camp’s focus is on advancement, Scouting traditions, and the exploration of different activities/interests through merit badges, awards, and open program. This all takes place in the Scott Summit Center, the roughly 100 acres of program venues in the central part of the Summit Bechtel Reserve.

JUSTICE SCOUT RESIDENT CAMP

\$485.00 per person (includes the \$50 Covid-Surcharge)

The Justice Scout Camp is the flagship week-long resident camp targeting Scouts, BSA and Venturers who are looking for advancement opportunities, activity exploration, and Scouting traditions within the setting of the Summit Bechtel Reserve. This experience includes merit badges, trainings, and camp-wide events. We also offer a program for Scouts who have not yet attained 1st Class Rank called Brown Sea Island (First Year Camper Program). We offer a wide variety of activities to allow our participants to pick and choose how they want their fun to look like and have the flexibility for free time to enjoy their stay. It is impossible to participate in all our activities in one week. We look forward to your return for more adventures!

SAMPLE SCHEDULE

This sample schedule includes merit badges, other classes, and activities. Many of these will be scheduled through the merit badge registration system, others you can sign up for at camp or just walk-in. The purpose of this is to provide you with what a week of camp may look like.

	SUN	MON	TUES	WED	THURS	FRI	SAT
AM	ARRIVE	FIRST AID MB	KAYAKING MB	WHITEWATER MB	SUP-BOARD AWARD	WHITEWATER TRIP	DEPART
PM	ARRIVE	FIRST AID MB	HUNTERS ED CERT	WHITEWATER MB	ASTRONOMY MB	FISHING DERBY EVENT	
EP	OPENING PROGRAM	APPALACHIAN CELEBRACHIAN	TAMAHAWK THROWING	OA CALLOUT CEREMONY	OPEN ACTION POINT	CLOSING PROGRAM	

BLOCK SCHEDULING

All Merit Badges or program sessions run in a Single or Double Block per day. There are three blocks to each day:

- **AM Block (Morning Program, After Breakfast)**
- **PM Block (Afternoon, After Lunch)**
- **EP Block (Evening Program, After Dinner)**

SINGLE DAY MERIT BADGES

Assuming all pre-requisites, if any, are completed and the Scout has completed all the in-person requirements, that Merit Badge will be considered complete on that day. There will not be the need to sign up for the same Merit Badge on another day.

NOTE Attending the full session(s) are required in order to fully complete the merit badge or award in addition to there being limited capacity for most classes. If a scheduling conflict does arise, please reach out to us and we will try our best to accommodate. More information on the merit badges offered can be found online in the Scout Camp Program Schedule.

SCOUT CAMP PROGRAM AREAS

AQUATICS

GOODRICH LAKE

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

NOTE that all participants must have passed a BSA Swimmers test to participate in any swimming or paddling activity. Properly fitting PFDs must always be worn at Goodrich Lake.

COPE AND CLIMBING

BOULDER COVE

Boulder Cove is the National Scout Camp's climbing, rappelling, and bouldering venue. This artificial climbing area sports 24 climbing stations, multiple rappelling stations, and three giant boulders with routes ranging in difficulty from 5.4 to 5.11. Be sure to keep posted for various competitions that will occur during open program in the evening! All participants and observers must wear a climbing helmet when within the fall zone of the climbing/rappelling wall. This venue will operate in the rain, but safety protocols require it to close during high winds and lightning. Participants must weigh between 50 and 250 pounds.

HIGH C.O.P.E

The high C.O.P.E. course (sometimes referred to as the challenge course) is located in Action Point. This high course is a selection of obstacles to navigate while tethered from a cable high above the ground. Each element presents a unique challenge that requires problem-solving, dexterity and determination. These physical challenges combined with the added element of height develop self-confidence and accomplishment.

ECOLOGY AND CONSERVATION

ECOLOGY PAVILION (DELTA PAVILION)

Meet here for Ecology, Conservation, Sustainability and Environmental Science based badges/electives. Participants will begin their Merit Badges and Programs here then continue the rest of their lessons on the trail utilizing experiential learning.

SUSTAINABILITY TREEHOUSE

The Sustainability Treehouse is the showpiece of the Boy Scouts of America's commitment to sustainable policies. This award-winning building is not only an exhibit, but a living, interactive classroom where Scouts can learn everything from recycling practices, urban gardening, to photosynthesis and adaptation. Our Sustainability staff will be available to assist with demonstrations and experiments to engage youth and help them evaluate their impact on our planet. Sustainability is not just about the environment though. Scouts who visit the treehouse will learn about the importance of balancing a dedication to our environment via both social interaction and through bettering their understanding of Leave No Trace Principles.

STEM (SCIENCE, TECHNOLOGY, ENGINEERING, & MATHEMATICS)

Located at the Tillerson Leadership Complex, Scouts will have the opportunity to dive deep into the fields of science, technology, engineering, and mathematics with Merit Badges such as Space Exploration and Oceanography.

CUSHMAN FISH CAMP

The Cushman Family Fish Camp, located on Goodrich Lake East is the home to spin fishing, bait cast fishing, fly-fishing, and wildlife conservation programs. Stop in here for instruction or to check out a fishing rod to test out your luck angling on the Summit's lakes during open fishing. Goodrich Lake East has been stocked with catfish, bluegill, largemouth bass, striped bass, perch, grass carp, and crappie. No fishing license needed on Summit property.

ARTS & MEDIA

The Arts and Media program area is located at and around Pigott HQ. Scouts with interest in anything from Game Design to Movie Making should definitely take a look at the offerings of this program!

OUTDOOR SKILLS

BROWN SEA ISLAND (FIRST YEAR CAMPER PROGRAM)

Brown Sea Island (BSI) sits in the center of Goodrich Lake East. It is named after the island in England where Baden Powell first experimented with the concept of Scouting in 1907. For this reason, it should seem fitting that this is the location for our Brown Sea Island First Year Camper Program. Here Scouts will work on rank advancement up to first class and visit many of the exciting program areas, while still having opportunities to work on some merit badges. The focus of this program is for first year Scouts to have fun while being introduced to Scout skills, camping, and advancement so they are excited about returning to camp and staying involved in their unit.

NOTE that the BSI program is a full weeklong program. Scouts who have already achieved the Scout through First Class rank requirements with their unit are encouraged to enroll in merit badges and other activities. BSI Scouts will work towards their First Class.

OUTDOOR SKILLS & SURVIVAL SCHOOL (CHARLIE 2)

Home to Outdoor Skills, the C-2 Annex is the go-to place for all things Scoutcraft and Survival related. Leatherworking, advanced pioneering projects, learning new navigation skills, or the desire to get more information on the outdoors this is the place for you. Whether you are new to outdoor skills or an old pro we have something here for you. With programmatic offerings ranging from Search and Rescue to Advanced Outdoors Survival, this area has it all.

SHOOTING SPORTS

ARCHERY

Our Archery Range covers a wide array of shooting activities and is located at the corner of Foxtrot Road and Echo Pass. Some activities include static archery, LaPorte (or sporting arrows), and tomahawks.

RIFLE SHOOTING

At our rifle range, which is just up the road from our archery range, we shoot .22 rifles on both paper and steel targets at a variety of distances. All programs are run under guidance of our highly trained NRA shooting instructors. Note most sessions at the rifle range are specifically for merit badge participants. Check the program schedule for any open shooting competitions.

WHEELED SPORTS/HARKEY X-ZONE

BMX BIKES

Action Point is the home of four BMX tracks. BMX is an abbreviation of bicycle motocross and evolved from a bicycle alternative for motorcycle dirt track racing. Each track varies in size. During open program time, any participant is welcome to try their hand at BMX under the supervision of our qualified instructors. Instruction begins on a flat ground course and through learning the basics of cornering, pumping, and balance on the beginner course. Depending on participant ability and interest they may move to either the larger BMX racetrack or the dirt jump course, where they can get significant air!

SKATEBOARDS

The Action Point Skate Park is a great facility to hone skateboarding skills or to even start from scratch. The park includes transitions, ramps, quarter pipes, stair sets, boxes, rails, and a mini-ramp. The staff at Action Point have taken many first-time skaters and developed them into safe and confident shredders. Proper footwear, awareness of ability, and focus are essential to success in this program.

HARVEY FAMILY MOUNTAIN BIKE SHOP & JARED HARVEY MOUNTAIN TRAILS

Weaving in and out of the woods surrounding Action Point is the Jared Harvey Mountain Bike Trail system. These trails offer a variety of difficulty ratings including Green Circle (Easy), Blue Square (More Difficult) and Black Diamond (Very Difficult). Qualified staff will work with riders of all abilities to improve their riding skills and help roll through any requirements.

SUMMIT CENTER ZIP LINES

GATEWAY AND LEGACY ZIP

The Scott Summit Center has two sets of zip lines that depart from a shared platform above the AT&T Summit Stadium – The Gateway Zip and The Legacy Zip. Participants can follow signage and trails to the launch platform during evening program for gear up and orientation. After their thrilling 1100-1300' zip they can leave their gear at the landing and go back up for another ride or move on to the next exciting activity.

HUNTER'S EDUCATION/LASER SHOT

JOE CRAFTON SPORTSMAN'S COMPLEX

The Crafton Sportsman Complex Hunting and Shooting Program in Action Point contains Hunter's Hall, which has exhibits on hunting and conservation, and the Crafton Skills Center, which is a state-of-the-art 12 room virtual shooting range. Participants can experience the half day, hands on portion of the Hunter's Education course in Hunter's Hall which will include a "Certificate" and Hunter's Education "Patch" and will also be given the opportunity to shoot Laser Shot in the Skills Center. This virtual shooting experience has a variety of simulations and challenges allowing participants to practice their pistol, rifle and shotgun skills before heading out to the real range. In addition, participants have the opportunity to receive a Hunter Education Card which will allow them to obtain a Hunting License in their home state (see HUNTER'S EDUCATION CERTIFICATION COURSE). Contact Chris Perkins, Hunter Education Program Manager at 304-465-2856 or Chris.Perkins@Scouting.org for further information.

HUNTER'S EDUCATION CERTIFICATION COURSE

Scouts and Scout leaders can receive their Hunter's Education Cards while on site during their week of summer camp. Once completed, participants will be able to purchase a hunting license in any of the 50 states, plus Mexico, Canada and the United Kingdom. Please review the information below when preparing to complete this course.

Prior to arriving at camp, an online Hunters Education Course must be completed. Special Note: Make sure WEST VIRGINIA is selected as the state for the online course. The www.WVDNR.gov website has their course (www.hunter-ed.com) plus there is a course at (www.BeaSafehunter.org). Both of these have a fee. There is also a free course at (www.NRAHE.org).

NOTE Select WEST VIRGINIA as the state. This will not impact your ability to purchase your hunting license in your home state.

Once you complete the course, bring your certification (Field Day Voucher) with you to your scheduled session at the SBR where you will qualify for the hands-on portion of the Hunter's Education Certification Course and be eligible to take the official Hunter Education test. Once all requirements are met, cards will be issued.

This program is offered at the Joe Crafton Sportsman Complex inside Hunter's Hall and the exact times of offering can be found in the Program Schedule. Participants in this course will also get to experience our Laser Shot virtual shooting simulations in the Crafton Skills Center.

NOTE Sign-up for the hunter's education certification course must be through the merit badge registration system prior to attending.

AWARDS AND ADDITIONAL PROGRAMS

AWARDS, PATCHES, CERTIFICATIONS

NOVA AWARDS

Many of the courses listed below meet requirements for STEM/Nova and Supernova awards. For more information on these programs and a full list of requirements for these awards please visit the Nova Awards page here: <http://www.Scouting.org/stem/Awards.aspx>

SUMMIT SURVIVAL CHALLENGE AWARD

Participants will push their limits and be tested through mentally and physically uncomfortable situations in an outdoor natural environment. They will be given additional training beyond wilderness survival merit badge and be expected to use this training and the rest of their Scout skills to survive a difficult survival scenario in the wilderness. While this program may be difficult and demanding, any participant can walk away with a new confidence and set of skills which they can apply to the rest of their lives. If you are interested in taking this challenge touch base with the Outdoor Skills/Survival School staff and make sure you already have your wilderness survival merit badge or equivalent experience.

HUNTER'S EDUCATION CERTIFICATION

The Crafton Sportsman Complex Hunting and Shooting Program in Action Point contains Hunter's Hall, which has exhibits on hunting and conservation, and the Crafton Skills Center, which is a state-of-the-art 12 room virtual shooting range. Participants can experience the half day, hands on portion of the Hunter's Education course in Hunter's Hall which will include a "Certificate" and Hunter's Education "Patch."

AQUATICS SWIM TRUNK EMBLEMS

In addition to Venturing advancement and merit badges in aquatics, participants can earn aquatics awards which can be placed on their swim trunks. These include the following:

- Mile Swim BSA (Practice Swim Seasons Observed)
- Kayaking BSA (Kayaking MB or Open Boating)
- BSA Stand Up Paddleboard (Open Boating)
- Whitewater Rafting BSA (Half day White Water Rafting Trip)

ANGLER AWARD

The Complete Angler Patch is for Scouts that are well-rounded in their fishing endeavors. This recognition can be earned at the Summit by completed three of our Merit Badges, Fishing, Fly Fishing, and Fish & Wildlife Management.

UNIT COMMISSIONER AWARD

The Commissioner Award is an Honoree Unit Award that your unit can earn during your stay. See your Camp Commissioner for more details on how you can earn this award.

MCALLISTER FAMILY SUSTAINABILITY CHALLENGE TRAIL AWARD

The 5.04-mile McAllister Family Sustainability Challenge Trail begins in Base Camp E and heads south, around the eastern border of Base Camp C along Goodrich Lake before ending in Scott Summit Center. Twelve pause points along the trail tell the story of sustainability and provide moments of instruction and reflection. A Scout or leader wishing to earn this award should speak with the Sustainability staff for more information.

ADDITIONAL PROGRAMING

OPEN PROGRAM

Many program areas offer “open program” during their evening blocks or select morning/afternoon blocks. This is an opportunity for participants to wrap-up unfinished courses, practice their skills, or just enjoy themselves by exploring a new activity. During open program times, a participant can show up at any time and move from area to area as they please.

GOOSECHASE

Goosechase is a fun, interactive app/game which units can choose to participate in during their stay at SBR. This allows for socially distant, yet fun competitions between units to explore and experience the Summit. Awards and recognitions available.

APPALACHIAN CELEBRACHIAN

Appalachian Celebrachian kicks off your week with the opportunity to celebrate Scouting and meet other Units, Crews, & Family from around the country. Come join us for a Base-wide evening event of fun activities, food, and live entertainment.

ORDER OF THE ARROW CALLOUT CEREMONY

For all to participate, whether a member or not, join us at the Summit Circle for a unique Call Out Ceremony. The Summit Circle is the relocated original ceremony ring from Camp Treasure Island that Goodman and Edson, founders of the OA established in 1915.

PROGRAM BUY-UP OPPORTUNITIES

GET A TASTE OF HIGH ADVENTURE DURING YOUR WEEK AT SCOUT CAMP

These opportunities will be available for sign up in the Merit Badge Registration System along with all other merit badges and programs. Prices vary between each activity and will be listed online. Payments for these programs are also made through Merit Badge Registration System. Please note there is a limited number of slots available, transportation will be limited to and from these high adventure areas.

AERIAL OPTIONS

THE BIG ZIP

The Big Zip is a mainstay of the Summit Bechtel Reserve. Meet at the base (landing) of the Big Zip to check-in with our staff before taking the 45-minute hike up to the top where our staff will provide you with your orientation for a thrilling 3,100-foot zip across Tridave Lake at speeds up to 60 miles per hour! The Big Zip has 5 Zip lines and a 400’ drop.

AERIAL SPORTS (CANOPY, BIG ZIP, ROCKS)

Spend a half day zipping through trees from platform to platform on one of our high adventure canopy tour courses. Participants will be guided through these courses with trained aerial instructors and be required to properly always wear all safety gear while on course. Hike to the Big Zip launch platform where our staff will send you flying. Finish the second portion of your day climbing more challenging routes at the rocks. The auto belay systems used at Boulder Cove are also used here at the Rocks. Please note that all normal health and physical requirements for aerial still apply here in the high adventure area.

NOTE that participants must do the full day and cannot just choose one of the half day activities.

SHOOTING SPORTS OPTIONS

SHOTGUN MERIT BADGE

This is a full day experience (Morning and Afternoon) where youth participants can earn the entirety of the Shotgun Merit Badge utilizing our High Adventure Venue at the Barrels.

BOWS & BARRELS

This is a full day experience that combines a half day of shooting Bows and a half day of shooting firearms at the Barrels. Participants will get the opportunity to safely handle multiple different kinds of firearms all while under instruction from certified NRA instructors.

NOTE that participants must do the full day and cannot just choose one of the half day activities.

WHEELED SPORTS OPTIONS

THE PARK

This is a half day experience at the Summit Bechtel Reserve's outdoor skate park. Trained instructors will help passionate skaters of all skill levels take it to the next level. Proper pads and helmets must be always worn during this activity. It is also highly encouraged that all participants bring skate shoes to this activity.

THE TRAX

This is a half day experience at the Summit Bechtel Reserve's outdoor BMX park. Trained instructors will help passionate skaters of all skill levels take it to the next level. Proper pads and helmets must be always worn during this activity. It is also highly encouraged that all participants bring proper footwear to this activity.

NOTE that participants must do the full day and cannot just choose one of the half day activities.

WHITewater RAFTING OPTIONS

WHITewater RAFTING TRIP

This is a half day Whitewater rafting experience on the lower New River in the New River Gorge National Park. Sign up as a unit or individually and celebrate your week with a splash! Units are encouraged to sign up on Friday morning, our schedule is flexible for any day Monday through Friday. In the half day trip, you and your fellow Scouts will outfit a large rubber raft boat up to 8 individuals to navigate 10 miles of river. You will navigate approximately 25 different rapids ranging between Class 1 to Class 4+. You will spend roughly an hour and half to two hours on the water.

WHITewater RAFTING MERIT BADGE

This is a full day Whitewater rafting experience on the upper New River in the New River Gorge National Park. Although meant as a Merit Badge for individual youth there's room for adults as well. Signups Monday through Friday is available. Participants will get to navigate 10 miles of whitewater in Inflatable kayaks called duckies through 15 different rapids ranging from Class 1 to Class 3+. Therefore, Kayaking Merit Badge is a prerequisite, which can be earned during your stay here! Lunch is provided on the river. All MB requirements are met except for requirement 10 (trip preplanning). It's important to complete this pre-requirement prior to your arrival. Participants can anticipate spending approximately 4.5 hours on the water.

PROGRAM SPECIFIC TRAINING AND REQUIREMENTS

Different programs and merit badge classes may have requirements or trainings specific to the activities involved in the program track or activities.

AQUATICS ACTIVITIES

BSA ANNUAL SWIM TEST

Units must bring with them a completed Swim Test Master Form. Each member of the unit should be listed in the appropriate area as relates to their classification. All participants who wish to participate in an aquatics activity or merit badge class must have completed their swim test with a classification as a swimmer.

BUDDY TAG PROCESS

The Summit will provide your unit with Buddy Tags at the Summit. The Summit has activity areas where participants may enjoy aquatics activities in their evening free time in addition to merit badges taking place at the aquatics area requiring a swim check in order to participate. Even if an aquatic activity is not part of a participant's program schedule during the daytime there will be opportunities to do activities in your evening free time. See Appendix for instructions on filling out your buddy tags.

OTHER ACTIVITIES

AERIAL SPORTS ACTIVITY WEIGHT GUIDELINE

The engineering and safety systems used by The Summit's Aerial Sports activities require participants to meet certain weight guidelines to participate in our climbing, rappelling, bouldering, canopy tour, challenge course and zip line activities. Participants in these activities must weigh between 50 lbs. and 250 lbs. (including clothes) regardless of their height.

PERSONAL PROTECTIVE EQUIPMENT (PPE) FOR ALL SUMMIT ACTIVITIES

All our activities require the use of PPE. We have a wide selection of equipment to fit most all shapes and sizes. On rare occasions, a unique body type may not fit safely into our equipment. If a participant cannot wear the appropriate equipment as it is intended to be worn, they will not be able to participate in that activity. If you have a concern about this e-mail Summit.Program@Scouting.org ahead of time and we will do our best to accommodate the participant in question.

MERIT BADGE PRE-REQUISITES

Some of the merit badges that we offer at the James C. Justice National Scout Camp cannot be completed at camp due to the nature of the badge. All badges that cannot be completed will have pre-requisites listed online in the Merit Badge Registration System that will be live and updated by April at the latest.

If Pre-Requisites are listed than it is the youth participant's responsibility to fulfill them prior to camp and show proof of completion to the merit badge counselor during the class or an open program session. If Pre-requisites are not completed prior to camp, they can still participate in the class, receive a partial, and finish the badge with a local counselor back home.

OTHER PROGRAM NOTES

DAILY LEADERSHIP MEETINGS

Outside the pre-camp leaders meeting there will be daily Leadership Meetings held on site. Each day brings an opportunity for our Unit Leadership to interact with our Camp Leadership.

- Adult Leader meetings will be on the back porch of the Pigott Dining Hall each Morning Monday-Friday.
- Youth Leader Meetings (SPL) will be under the Pavilion next to Pigott HQ and the Hook Flag Plaza each afternoon Monday-Friday

ADULT LEADER PROGRAMS

TRAINING

For those units in need of adult training such as Scout Master Specific Training can be made available.

SCOUTMASTER MERIT BADGE

For Adults looking to have extra fun, try undertaking the Scout Master Merit Badge during your stay.

PROGRAM EVENTS SCHEDULE

The Program Events Schedule is the big picture schedule laying out the time and location for things like mealtimes, activity sessions, camp-wide events, SPL/Presidents' meetings and more. A copy of this document will be provided to each participant at check-in and can be found on our website.

PROGRAM SCHEDULE

The program schedule lays out when and where specific classes and activities can be found. It is color-coded by area in three distinct blocks for the morning session (9am-12pm), afternoon session (1pm-4pm) and evening session (6pm-8pm).

Each year the program offerings are updated to introduce new programs, phase out less popular ones, and rearrange time slots to improve the overall camp experience. This is typically published via the website and email over the winter and a hard copy is provided to each participant during check-in. The latest published version of the program schedule can be found our website. Please note: Specific times and offerings may be updated leading up to or during the season.

CAMP COMMISSIONERS

Your unit will be assisted by our Camp Commissioners you attend camp. Commissioners will visit your campsite and work with your unit, assisting you with any questions or concerns you may have. Commissioners also play a role in Adult Leadership Trainings.

OTHER VENUES/POINTS OF INTEREST

PIGOTT ADMINISTRATION BUILDING (PIGOTT HQ)

Pigott Base Camp Headquarters is where the main office of the Justice Scout Camp is located. Here you can find a lounge area for adult leaders and the offices of the Camp Leadership Team.

Aside from daily Commissioner visits, the Pigott HQ is a good place to start with questions, concerns, or equipment needs during your stay. Depending on availability, it also has multipurpose classrooms which may be available for unit programs, meetings, or presentations. Talk with the camp clerk at the front desk about questions/concerns, schedule a meeting with the Camp Director, or to see about reserving spaces.

PIGOTT DINING HALL

While you are at camp all meals are served out of the Dining Hall. Depending on your specific program schedule, meals may either be in the dining hall or provided to you in the field. Your first meal will be dinner upon arrival. Your last meal is breakfast on the day of departure. Staff will orient you to dining hall operations during your arrival.

HAROLD HOOK FLAG PLAZA

The Harold Hook Flag Plaza features three flagpoles and is the site of daily flag-raising and lowering ceremonies. Its central location just outside Pigott Headquarters. These flag sessions are optional. Let us know if you would like to participate as Color Guard.

THE PIGOTT HQ PAVILION

Located next to Pigott HQ. This venue is home to SPL meetings and can be used for other meetings, events, or a place of shade during your day.

THE PIGOTT BUNKER TRADING POST

located in Pigott HQ, beside Pigott Dining Hall is where you can find Summit Swag, souvenirs, extra toiletries, snacks, ice, items for branding and more.

CONSOL ENERGY BRIDGE

The CONSOL Energy Bridge serves as an efficient route between the Paul R. Christen National High Adventure Base and Action Point. It is an engineering and architectural showpiece and a great place to walk and relax. Its wing-tip design is intended to resemble the outstretched wings of a flying eagle.

GOTTSCHALK BOARDWALK

Gottschalk Boardwalk is a wonderful place to quietly connect with nature and explore the wetland ecosystem. The Causeway encircles Goodrich Lake-West and serves as a wonderful classroom for Ecology, Environmental Science, and the study of Nature. If you're lucky you might catch a glimpse of a white-tail deer taking a drink or a bald eagle looking for its next fish dinner.

12 POINTS (CLOSING FLAG CEREMONY)

Norman R. Augustine Twelve Points Ceremonial Plaza rests on a promontory extending into Goodrich Lake. Featuring a central compass rose with the Summit Bechtel Reserve logo and the 12 points of the Scout Law, the plaza is the site the closing flag ceremonies.

BB&T POINT (CAMP FIRE)

Projecting from the southern bank of Goodrich Lake East behind Summit Stadium, BB&T Point features a fire bowl nestled among tumbled boulders that provides the perfect setting for opening and closing campfire.