

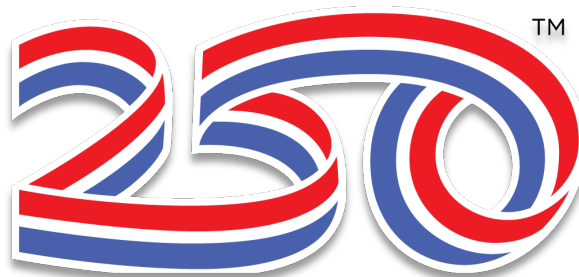
SCOUTING AMERICA TIDEWATER COUNCIL
TIDEWATER AMERICAN ADVENTURE



**Scouting
America**TM



AMERICA



2026 CAMPORALL LEADERS' GUIDE

PIPSICO SCOUT RESERVATION

APRIL 17-19, 2026

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TIDEWATER AMERICAN ADVENTURE

AMERICA'S 250TH ANNIVERSARY CELEBRATION

PIPSICO SCOUT RESERVATION - APRIL 17-19, 2026

Tidewater Council welcomes you to the 2026 Camporall, our special event designed to help our Scouts BSA, Venturing, Sea Scouting, and Exploring members celebrate America 250!

This special "Tidewater American Adventure" weekend celebrates the 250th anniversary of the Declaration of Independence and the unique history of the United States of America. Since Pipsico Scout Reservation is just across the river from Jamestown, the first English-speaking settlement in the "New World," there is no better place to celebrate and participate. We thank you in advance for your assistance and support in making this a fun and memorable event.

Theme - What We Are Celebrating

The theme for this Camporall is "**Tidewater American Adventure**." Each activity during the event will recognize a particular historical era or event in the history of the United States since Independence Day 1776. Scouts can share, apply, and learn Scouting skills and leadership individually or in patrols. To maximize their experience, Scouts are encouraged to use their teambuilding and planning skills in preparation for and during the Camporall.

Location, Date, Time & Fees

Where: Pipsico Scout Reservation, 57 Pipsico Rd., Spring Grove, VA 23881

When: April 17-19, 2026 (Check-in begins Friday at 4:00 PM)

Fees: Youth Ages 10-20: \$35.00, Adults: \$28.00. Youth & Adult Staff: \$25

Day Visits: \$25 per person, youth or adult

After April 1: \$45.00 per Scout and \$38 per adult leader, \$35 per day visitor

Registration

Register / Pay online by [clicking here](#). Transactions and reservations are not complete until payment is posted. Prior to arriving at the event, please finish the registration process by entering the names of all participants, both youth and adult, attending the event (this allows for fast check-in on Friday). The unit's registration contact will be responsible for communicating directly with the unit about any event changes or updates, so please ensure that all information is entered for that individual. An invoice will be mailed upon completed registration.

Bring a copy of this invoice with you when you check in on Friday evening. If members of your unit plan to arrive at separate times, please ensure that each vehicle has a copy of your roster form available at check-in. Parking will be limited, so carpooling is recommended.

Check-In

Normal check-in will be from 5:00 PM to 7:00 PM on Friday night. Check-in will be at the Burton Center, the building adjacent to the parking lot in Camp Lions. Please do not arrive earlier than 5:00 PM, as there will be no one to check you in. You may NOT enter the campsites prior to check-in. Everyone must check in upon arrival and will be provided with campsite information and updates to the Camporall

schedule (available for scanning with your smartphone). The event staff must have an accurate record of who is on the property and where they will be camping. If you arrive late, you must check in at the Burton Center.

For the safety of Scouts walking through camp, only vehicles with an authorized pass will be allowed inside the yellow gates, and only temporarily to unload gear. No one under 21 can drive within the camp while the event is in progress. All vehicles are to stay in the parking lot unless otherwise authorized by the Camporall Camp Director, Ranger, or Staff Advisor. Any additional gear or Scouts will have to hike in or use one of the available carts at the Burton Center. Work vehicles with event approval and a pass will be allowed to drive in camp during day hours only.

The yellow gate at the Burton Center is now an electronic gate and cannot be opened manually. To gain entrance with your pass, you must enter the Burton Center, where a staff member will open the gate for you. Once the gate is opened or closed, please do not stop in its path. The gate will close on your vehicle. Upon exiting the camp, the sensor will open the gate as you approach.

Campsite Assignments

You may choose a campsite preference upon registration and payment, however final campsite assignments will be made after registration closes. We will notify you of your final campsite assignment via a separate email using your unit's registration contact information.

Check Out

Check out will be on Sunday morning, beginning at 10:00 AM. Unit leaders should check out at the Burton Center. Please ensure that you leave your camping area in better condition than you found it, that your latrine is swept clean, and that toilet lids are down.

Cooking

All units are expected to cook their own meals, except for Saturday lunch. A grab-and-go lunch will be offered on Saturday and is included in the event fee for all participants and visitors.

Early Departures

If you need to depart early, please stop by the Burton Center and let the staff know in advance. Any participant leaving camp, whether returning or not, must check out at the Burton Center. If returning after temporarily departing, check in at the Burton Center.

Group Gatherings (Alumni And Friends)

Affiliate groups such as a Gathering of Eagles, Wood Badge alumni, James E. West Fellows, Camp Staff alumni, or other Scout groups are invited to organize separate gatherings during the Camporall. Please contact Rick McIlrath ASAP at 2026twc@gmail.com or (757) 285-8891 if you are arranging an alumni gathering, so space can be reserved for your group. Attendees must register online, either with their unit or individually, and pay the appropriate fee.

Latrines

Portable toilets will be available in certain areas in addition to the designated campsite facilities. Each unit should bring toilet paper, *just in case*. Please be considerate of others and keep campsite latrines, restrooms, and portable toilets clean. Restrooms and portable toilets will be clearly designated as "Men" or "Women." Clearly labeled handicapped facilities will also be available.

Visitors

All-day visitors (not camping) must register at the same time as the unit registers online. Visitors must leave the camp by 9:30 PM each night. Visitors who are not registered with Scouting America must always be escorted by an adult from the associated unit and may not stay overnight on camp property.

Activity Schedule

Friday, April 17 – Arrival & Opening

4:00–7:00 PM Check-in & campsite assignment

Groups arrive and are directed to campsites. Each member receives a passport booklet, station token bag, and patch voucher.

6:00 PM Dinner (provided by unit - optional). Staff Dinner in Dining Hall

7:00 PM Opening Welcome Rally (Stage)

8:30 PM Leader / Senior Patrol Leader Meeting - Dining Hall

7:30-9:30 PM Evening Carnival and Music DJ (Stage and activity area)

9:30 PM Staff Meeting

10–11:00 PM Staff preps for Saturday activities

11:00 PM Taps / Lights out

Saturday, April 18 – Full Day Of Activities & Stage Show

7:00 AM Reveille / Breakfast (unit-prepared) Staff breakfast in Dining Hall

8:15 AM Flags / Announcements, Activities Kickoff (Staff)

8:30-10:45 AM Activity Block 1

11 AM-1:45 PM Activity Block 2

12:00 PM Lunch “on the go” – Sack lunch pickup near the Dining Hall for all participants and staff; Scouts carry to the next station.

1:00-5:00 PM EXPO, Vendors, Static Displays (Awesome Field)

2:00-5:00 PM Activity Block 3

4:15 PM Optional Patch Trading (Dining Hall Porch)

5:30 PM Dinner/Cleanup (Troop/Crew-prepared) Staff dinner in Dining Hall

7:30-9:00 PM Evening Stage Show & Awards Assembly (troops/crews/ships/posts seated)

9:00-11:00 PM Troop / Crew / Ship / Post time

11:00 PM Taps / Lights out

Sunday, April 19 – Wrap-Up & Departure

7:00 AM Reveille & Flags

7:15 AM Scouts Own Worship Service (Dining Hall Porch)

8:00 AM Breakfast & campsite cleanup

9:00 AM Closing Flag & Overall Awards, Closing reflections / final America 250 tribute

10:00 AM Final unit campsite breakdown

12:00 PM Unit departure / Staff meeting

Program Notes:

- All activities will be repeated during each Activity Block to ensure that Scouts have a chance to participate in as many activities as possible during the day.
- Time between Activity Blocks allows staff time to set up materials and to prepare for stations in the next “block” of activities.
- Transportation needs, schedules, and routes will be aligned with groups of activities, EXPO, static displays, etc.

Program Activity Areas

The Camporall program will offer a variety of options for unit, patrol, individual Scout and even adult leader participation. The program activities are distributed throughout Camp Lions (see the Camp Map of Activities on page 15), and each unit should decide on its interests.

Most activities will be available in any of the three (3) time blocks, but some sports and field competitions will occur at specific times during the day and will require teams to sign up in advance.

Camporall Activity Features, Competitions, And Challenges

Branding Station and Frontier Games

Theme: “Chisholm Trail Cattle Drive” / Location: Axe Yard

Participants will have the opportunity to get their hats, belts, and other items branded with a unique Pipsico/America 250 cattle brand and to try their hand at games of the American Frontier.

Camp Wide Game

Theme: “Westward Ho!” / Location: Camp Wide, of course.

Scouts (and some adult leaders) will have the opportunity compete in various fun ways to earn participation points and other “prizes” on Saturday. The game will culminate with the final “playoffs” during the Saturday Show.

EXPO - Conservation Groups, Vendors, and Associations

Theme: “Chicago World Exhibition 1893” / Location: Awesome Field

Local universities, colleges, and other community groups and vendors will present their programs and other offerings.

EXPO – Military Exhibits

Theme: TBA / Location: Awesome Field

Local military facilities and groups will be invited to present their programs. Special demonstrations and displays will be announced during the day.

Field Sports & Tournaments

Theme: “USA Olympics” / Location: Lions Activity Field

Scouts, units, and patrols can participate in individual, patrol, and unit competitions at Lions Field, including Volleyball, Human Foosball, Tug-o-War, and more.

Climbing and Rappelling

Theme: TBA / Location: Lions Climbing Tower at Entrance to Camp Lions

Scouts will be able to safely try their hand at climbing the side of the tower, as well as learning and experiencing proper rappelling techniques. How high can you go??!!

Good Turn Project

Theme: “Hands Across America, USO, Peace Corps” / Location: To Be Announced

Units can participate in a camp-wide charity project to benefit military families and veteran organizations. Units are asked to bring a designated item for contribution to the effort. On Saturday, unit representatives will be able to assist in preparing the projects for designated donation recipients.

Memorabilia Experience

Theme: “Colonial Barter System” / Location: Between OA Shelter and Lions Road

Youth (and adults) will have the opportunity to learn what makes a good patch and how to trade patches and other memorabilia ethically. Actual patch trading will be limited to a designated time during the afternoon.

Iron Chef Cooking Competition

Theme: “Classic American BBQ” / Location: Dining Hall

As part of the Adult Amusements activity, adult unit representatives may compete in an “Iron Chef” competition to demonstrate their cooking skills by preparing in camp their choice of a main meal or dessert. See “OTHER PROGRAM COMPETITIONS AND AWARDS” section for details.

Saturday Adult Leader Amusements

Theme: “Old Guys Rule” / Location: To Be Announced

Adult leaders will be able to take a break and participate in leisure activities, games, fellowship, and amusements. Units should bring their adult leaders to join us for a game of corn hole, light refreshments, and to chat with other leaders.

Saturday Camporall Show

Theme: Hollywood, Roaring '20s, America 250 / Location: Event Stage

The closing Camporall show, including entertainment by the awesome youth staff, final wide-game competitions, presentations of various awards and recognitions, and finishing with an “America 250” patriotic presentation and celebration.

Scout Skills Competition

Theme: “Oregon Trail” / Location: Heritage Field

Patrols will demonstrate various First Class Scout skills and overcome challenges along the trail for a score. Patrols will compete in:

- Identify the Tracks Challenge (know your animals)
- Smoke Signal Challenge (signal for help)
- Pioneering First Aid (treat an injury)
- Camp Tent Setup (prepare for weather)
- Others to be announced

Shooting Sports

Theme: “Wild West” / Location: Shooting Sports Areas

Scouts may participate in archery and shooting sports competitions, including “Cowboy Action.” Scouts will compete for the highest score in several categories.

STEM Challenges

Theme: “Space Race” / Location: OA Shelter

Scouts and patrols will compete in various STEM-related challenges and learn about some STEM-related merit badges they might wish to earn with their units when they return home. Patrols will be challenged and compete in:

- Bridge Blitz Challenge
- Catapult Accuracy Content
- NASA Escape Room
- Egg Drop Competition
- Marble Maze
- Spaghetti Tower

Sunday Scouts' Own Worship Service

Theme: “A Scout is Reverent” / Location: Dining Hall Porch

Scouts and leaders are invited to attend a traditional, nondenominational worship service.

Other Program Competitions And Awards

Below are general information items and details on competitions that units may optionally participate in and should prepare for before arriving at the event. Detailed information on signing up for these competitions will be sent to unit leaders upon registration.

Campsite Gateway

As part of the competition, units are encouraged, but not required, to build a gateway near the entrance to their assigned campsite area. Be innovative and resourceful. For troops, Scouts should build the gateways. Venturing, Sea Scouting, and Exploring units should have their gateways built by their youth leaders.

Each unit shall provide all materials for its gateways. All gateway materials must be removed and driven out of camp upon departure. Each program (Scouts BSA, Venturing, Sea Scouting, and Exploring) will have one gateway selected as “Best of the Camporall” for that program. Scoring will be based on three criteria: (1) theme-related, (2) ingenuity, and (3) use of natural materials. Judging will occur during Saturday afternoon’s competition. All decisions by the judges are final.

Campsite Inspection

Inspections of unit campsites and maintaining the site during the event and upon departure will be the responsibility of the unit leader. An inspection sheet for the unit’s use will be provided upon check in.

Iron Chef Cooking Competition

Adult leaders are encouraged to take part in the Saturday Outdoor Cooking Competition as part of the “Adult Amusements” activities. Bring your best dish to enter into the contest. Please note that all entries must be cooked entirely at camp. Entry may be either a main dish or dessert. A winner will be selected for each category. Dish presentation for 5-7 judges will be at the dining hall at 1700 or 1800 (your choice). Units will be able to sign up to compete at check in. Who will reign supreme?!

Awards

Three top awards and participation ribbons will be presented at the Saturday show, one award for each program (Scouts BSA, Venturing, Sea Scouting, and Exploring):

- Scout Spirit
- Gateway Competition
- Campsite Inspections
- Iron Chef Cooking Competition
- Wide Game
- Shooting Sports
- STEM Challenges
- Scout Skill Challenge
- Field Sports and Tournaments
- Adult Leader Amusements

Wide Game

The Camporall youth staff will conduct the Camporall Wide Game. Units will have the opportunity to compete in associated events and challenges. Additional information, sign-up and game rules will be available at check-in.

Friday Night Carnival And Music

The Camporall activities will kick off with a Welcome Rally on the Show stage. After the welcome Scouts can take off to the Lions activity field for a carnival atmosphere where interactive inflatable games will challenge Scouts and provide an opportunity to blow off steam after the trip to camp. A local DJ will be on site to provide a festive atmosphere with popular music and sing-alongs.

Saturday Night Campfire Program And Show

Every unit is expected to attend the exciting program on Saturday night. This camporee will feature a variety of acts and entertainment on the event stage. The show program will include a professional magician, a local rock band, the final Wide Game competition finalists, a presentation of Camporall awards, and will end with an America 250 celebration. If you have an accomplished musician or band in your unit, we may be able to include them in the show. Contact Dale Ward (dale@daleward.com) for more information.

Saturday Additional Available Program Features

Archery, shooting sports, and the climbing tower will be available to all Scouts on a first-come, first-served basis during all activity periods. Additional information will be provided in program updates to the registered units for the cost of ammunition for Scouts who wish to participate in shooting sports. There will also be displays and giveaways by several local vendors. A list of vendors and exhibits will be provided in EK and unit update Zoom calls.

Sunday Worship Services

A Scouts' Own Service will be conducted for all campers on Sunday morning. A Class "A" field uniform is required for attendees. No unit may check out until worship services have ended and a final campsite inspection has been completed.

Youth Protection And Safe Scouting Uniform

Units are encouraged to wear the "official Field Uniform" (referred to as a Class A uniform) during Check-in and Check-out. At all other times participants may wear an activity uniform ("Class B"), consisting of a unit or camp T-shirt with Scout pants or shorts. Leaders must monitor their units to ensure that clothing reflects good taste and Scouting standards.

Buddy System

- Female youth must have a female youth buddy.
- Male youth must have a male youth buddy.
- During group activities outside of the campsites in the general program areas of camp during activities between reveille and lights out, a male youth is allowed to join two females, or a female youth is allowed to join two males, in small or large groups in clear sight of program participants. A single female and a single male are not permitted to be buddies alone.
- Youth (under 18) and adult (18 or over) buddies are strictly not allowed at anytime, anywhere on the property, unless specifically directed by event leadership, and then only on a temporary basis under adult supervision to comply with safety for weather events or other emergencies.
- NOTE: During Saturday program hours, the Buddy System is not required for activities held in general program areas where large groups are gathered, and all activities are in plain view. This applies to events such as training sessions, games, ceremonies, meals, the Camporall shows, and other similar group activities.

Curfew / Quiet Time / Lights Out

- Quiet hours are from 11:00 PM to 7:00 AM. Scouting America Camping Standards state that all youth should have the opportunity to rest for 8 hours. Campers must remain in their designated campsites during this time except to use restroom facilities and then only with a buddy.

Driving Age

Scouting America has set the driving age at 18. Youth under 18 are not permitted to have passengers or drive on camp under any circumstances, unless specifically authorized by either the Camp Ranger or a

designated professional staff member. We understand the challenge this creates, but this rule must be enforced for Scouting America insurance to cover Scouts and Scouters.

Youth Protection Policies and Procedures

Leaders are asked to review the Guide to Safe Scouting before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action. Key portions of the youth protection policies found in the Guide to Safe Scouting are reproduced below. Other Guide to Safe Scouting policies are also contained elsewhere in this guide.

Adult leaders must respect the privacy of youth members and protect their own privacy at all times. Except in emergencies, adults and youth may not enter each other's designated sleeping and shower areas. Two registered adult leaders 21 years of age or over are required to attend this event. At least one (1) female adult over the age of 21 is required whenever female youth are present. No Scouts BSA youth may share a tent with an adult, regardless of whether or not they are his/ her own parent or guardian. Separate tenting arrangements must be provided for male and female youth. Youth sharing tents must be no more than two years apart in age.

Reporting Youth Protection policy violations or suspected violations

As required by Scouting America's youth protection policies, any member observing or suspecting a youth protection violation should first take immediate action to ensure that all youth involved are safe and then immediately contact any council professional staff member on site (e.g., Scout Executive, Camp Ranger, Camporall Staff Advisor, or any other professional staff member on site). If a professional staff member is not present, then report it immediately to the Camporall Camp Director, who will take further action.

Pipsico Scout Reservation Facility Policies

General Rules

- The Scout Oath and Law
- The Guide to Safe Scouting
- All camping will utilize Leave No Trace techniques.
- No open fires are permitted except in designated campfire rings.
- Scouts are not to roam through the campsites.
- Unit leaders are responsible for their units at all times.
- All vehicles are to be parked in the designated parking areas.
- Members will remain in their unit area between taps and reveille unless on authorized errands.
- No one will enter the camping area of another unit without permission.
- Campers are expected to conduct themselves in a manner that will bring credit to their unit and Scouting.
- Currently, no program activities are planned for the Lake Beasley fishing pier and the lake shore. Therefore, these areas will be closed during the Camporall.

Camera surveillance on Pipsico Scout Reservation

To ensure the safety of all on the property and to deter unauthorized entry, movement, and exit, cameras monitored by professional staff have been placed in various outdoor locations around the camp.

Beazley Aquatics area (including pool and showers)

The Beazley Aquatics Center, swimming pool, and showers will be open throughout the event. S.A.F.E. Guarding Youth (SGY) policies must be strictly applied in this facility.

Burton Center and Dining Hall

The Burton Center and Glanville/Duncan Dining Hall will be closed to all participants except cook crew (with sufficient adult supervision) and Camporall staff between 11:00 PM and 7:30 AM. Exceptions, such as preparing for the next day's program, must be arranged with the Camporall Camp Director and only when sufficient adult supervision is present in the building.

Campsites

Campers need to provide their own tents and beddings. All Pipsico tents and cots are in storage for the winter. Sites will be assigned based on registration date, unit size, and if the unit has a trailer. Units are encouraged to set up their campsite with their unit identification number, an American flag, unit flag and patrol flags.

Campsite 11 Adirondacks

The Adirondacks will be closed and always locked and will not be used.

Camp Rotary, Bill Hill (Campmaster Building), Camp Kiwanis, the Barn, Maintenance Buildings, and adjacent facilities (e.g., K Building and OA Shelter)

Unless used for designated program activities, assigned Camporall staff, or specifically authorized for temporary use in support of program activities, these camps and adjacent facilities are closed to all participants.

Parking and Vehicles in Camp

Absolutely no vehicles are permitted on the grass fields or inside campsites. Gear is to be unloaded at campsite entrances and all vehicles shall be returned to the parking lot immediately upon completion of unloading. Please make every effort to unload completely prior to setting up. Trailer parking is available at certain campsites (Please note on the registration form if your unit plans on bringing a trailer). All parking for Base Camp will be either at the Burton Center parking lot, at the overflow lot next to the lake, or at the barn if required. If overflow parking at the barn is used, a shuttle service will be instituted. Arrangements will be available for Special Needs Visitors, Scouts and Scouters as requested.

Restricted Areas

The following areas are off limits to all campers: The ranger's home and maintenance areas, camp staff living areas, the kitchen and food storage areas, (except for authorized adult volunteers) any program area where staff is not present, and the cliffs along the James River. Scouts may visit the waterfront for beach combing or fishing only when staff is present or when accompanied by an adult leader. ALL WATERFRONT AREAS ARE STRICTLY OFF LIMITS AFTER DUSK.

Shelters, Jim Gray Bowl, and Waters Chapel

The Jim Gray Bowl and Waters Chapel may be used only for scheduled program events. Gatherings during the day will follow all youth protection restrictions described above, particularly for shelters situated along the roadside or near campsites when not in use for program activities. Shelter lighting will remain on during all hours of darkness, typically sunset to sunrise or as otherwise directed by the Camporall Camp Director.

Staff Cabins

The Camporall Camp Director and event Staff Advisor will decide who may use the cabins in the staff loop and who may use cabins A, B, & C. Each cabin will be designated for youth use by gender and age, and occupants will be clearly visible and listed on the door or a clipboard outside the cabin. The Camporall Camp Director will have a list of these designations for reference.

The ages of occupants in a single cabin must be no more than two years apart. No one else is allowed in a cabin they are not assigned to at any time. A violation would constitute grounds for dismissal from camp and for being sent home. The Staff Center, if open, may be used with the Camporall Camp Director's permission for gathering, provided buddy system rules are followed.

Trading Post

The Trading Post will be open during this event. Cash, MasterCard, and Visa are accepted for all transactions.

Water and Bath Facilities

Drinking water is available within every campsite and most program areas. Hot showers (both male and female) are available at the Central Showers by campsite 9 and the Beazley Aquatics Center. Primary restroom facilities are the latrines within each campsite. Private, enclosed, and locking toilet facilities are available at the Central Showers house, the Beazley Aquatics Center, the Staff Center and the Burton Center.

General Policies

Alcoholic Beverages & Drugs

The possession of alcohol and illegal drugs is prohibited for all participants, including those assigned to cabins. All individuals' prescription drugs must be kept and administered by each individual. (See the Prescription Medications section below.)

Electronic Devices

Radios, CD players, video games, and other personal electronic devices detract from the camping experience and make a tempting target for theft. Do not bring them to camp. If you permit youth to use them on the way to and from camp, please leave devices in the car during your stay at camp. Youth campers are not permitted to have two-way radios or pagers in camp, as these devices have proven highly disruptive to the camp routine. Smartphones may be used with the unit leader's permission, however, as a courtesy to others, phones should not be used during program sessions.

Emergency Procedures

Pipsico Scout Reservation maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist - their life, your life, or someone else's life could depend on it. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member. **In the event that an emergency arises, an alarm will sound** from the program administration building (Burton Center). When this alarm is heard, **all units and participants are required to assemble at Awesome Field** in front of the flag poles and await further instruction.

Fires, Stoves, Tents & Open Flames

Fires will be authorized depending on the status of State and City fire prohibitions in effect for the weekend of the event. All fires are only permitted in the fire rings at each camp site. The staff will update units on the current fire policy at check-in. Units must post water buckets or a fire extinguisher in the fire area. Cutting of live trees, shrubs, or vegetation is prohibited. Wood is available in the Axe Yard at no-cost. Wood not used should be returned.

For safety reasons, there are to be **no open flames in tents**. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to

be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires must be extinguished so that they are cold to the touch.

Liquid Fuels

Only Adult leaders may use stoves and lanterns requiring liquid fuel. Extra fuel must be properly stored in a locked container.

Medical Forms

According to Scouting America policy, all Scouts and leaders are required to complete the Annual Health and Medical Record form (Parts A and B only) for all Scouting activities. This is just the health history form (excluding the physician's portion). IT IS EACH INDIVIDUAL'S RESPONSIBILITY to obtain and maintain copies of these forms for their records and to provide them to the unit leadership for filing in unit records. Medical forms should be brought to camp for reference in the event a medical need arises. Get the official Scouting America Annual Health and Medical Record form at:

http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf.

Medical Treatment

All participants must report all injuries and other medical situations to the camp staff at the Health Lodge, even those they treat themselves. A certified medical physician will always be on duty at the Health Lodge or within the camp. If necessary, the camp staff will contact emergency medical services and ambulance services using 911.

Prescription Medications

All prescription drugs are kept and administered by the individual except as follows: medication considered as a narcotic, opioid, or any medication requiring refrigeration can be given to the Health Officer at check-in. By law, medications must be in a container with a pharmacy-issued label.

Money & Valuables

Each Scout is responsible for the safeguarding of their money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Regardless, all items should be clearly marked with their name. Tidewater Council will not be responsible for personal items that are lost, stolen, or damaged on-site.

Pets and Service Animals

No pets are allowed in camp. Please ensure that anyone planning to visit you or your unit during the weekend is also aware of this rule. Service animal use MUST be coordinated with staff prior to arrival.

Smoking & Vaping

Anyone under 21 years old is prohibited from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle. This includes E-cigarettes and Vaping products.

Taps/Lights Out

A Scout is courteous. All Scouts should be in their designated campsites at 10:45 PM to wind down the day's activities. Taps and lights out are at 11:00 PM, and all campers should be in their designated camping area. Adult leaders must ensure that fires and lanterns are extinguished, that all youth have retreated to their tents or designated cabins, and that everyone is quiet from 11:00 PM to 7:00 AM.

Trailers

If your unit plans on bringing a trailer, please provide this information on the registration form. Specific campsites have been designated for unit use when a unit has a trailer. The requesting unit is permitted to have one trailer in the designated area at the perimeter of their campsite until checkout. Trailers are NOT to be parked past the wooden posts located around the perimeter of each campsite.

Trash Disposal

Participants should practice Leave No Trace principles to the maximum extent practicable. If you packed it in - you pack it out! All units are expected to police their camping area and remove all trash to the dumpsters located behind the dining hall or at the front of camp near the barn. Trash that will not fit in the dumpsters becomes the responsibility of the unit to remove from the campground. Do not pile trash next to the dumpsters. If the dumpsters are full at time of checkout then units MUST pack out their trash and dispose of it properly.

Weapons, Knives, Full Axes, Fireworks, & Firearms

Pipsico provides all necessary and appropriate equipment for our shooting programs. Personal firearms, ammunition, bows and arrows are not permitted in camp. Also, no water guns are permitted at camp.

Pocketknives may be carried by adult leaders and any Scout who has earned the Totin' Chip or Whittling Chip. Fireworks & firearms of any kind are prohibited in camp. Law Enforcement Officers (LEO's) or military personnel part of exhibits please coordinate with the Camporee staff prior to camp of any special requirements.

General Rules And Regulations Not Covered Elsewhere

- Print and bring this Leaders' Guide to the Camporall or have an electronic copy available in camp during the event.
- Scouts, leaders, and visitors are expected to conduct themselves in a manner that will bring credit to their unit, our council, and Scouting America.
- All Scouts will operate under the leadership methods for their programs.
- Unit leaders are always responsible for the behavior and well-being of their units.
- With prior staff approval, unit leaders may use two-way radios on General Mobile Radio Service (GMRS) frequencies, provided they do not interfere with camp radio frequencies.
- Cutting of live trees by any Scout, adult, or visitor is not permitted.
- Defacing, destroying, or "trashing" the property of other people, Tidewater Council, Scouting America, or the Pipsico Scout Reservation facilities shall be grounds for immediate dismissal.
- Roughhousing and horseplay are forbidden. Anyone engaging in wrestling, fighting, playing "manhunt," or similar activities will be immediately dismissed from the camp.

The map illustrates the layout of Camp Delta, featuring a variety of facilities and recreational areas. Key locations include:

- Waterfront:** Located at the top of the map, featuring a blue area representing water and a yellow/orange dashed line indicating a boundary or path.
- Campsites:** Numbered Campsites #2 through #12 are distributed across the map, each marked with a red square icon.
- Central Facilities:**
 - Dining Hall:** A large red square icon in the center.
 - OA Shelter:** A red square icon near the Dining Hall.
 - Handicraft:** A red square icon near the Dining Hall.
 - Staff Area:** A cluster of red square icons near the Handicraft area.
 - Pool:** A blue rectangular icon near the Dining Hall.
 - Volleyball:** A red square icon near the Dining Hall.
 - Trading Post:** A red square icon near the Dining Hall.
 - Health Lodge:** A red square icon near the Dining Hall.
 - Camp Headquarters:** A red square icon near the Dining Hall.
 - Burton Center:** A red square icon near the Dining Hall.
 - Delta Tower:** A red square icon near the Burton Center.
 - Chapel:** A red square icon near the Burton Center.
 - James Gray Bowl:** A red square icon near the Burton Center.
 - West Shower House:** A red square icon near the Dining Hall.
 - Scoutcraft Shelter:** A red square icon near the Dining Hall.
 - Archery, Shotgun, Rifle Ranges:** Located on the right side of the map.
 - Shooting Sports:** Located on the right side of the map.
 - Nature Center:** Located on the right side of the map.
 - Manor House & Outbuilding Foundations:** Located near the top center.
 - Archaeology:** Located near the top center.
 - Waterfront Shelter:** Located near the top center.
 - Pipsico Tree:** A green circular icon near the Waterfront Shelter.
 - 65.7:** A numerical label near the Nature Center.
 - Awesome Field:** A red square icon near the Dining Hall.
 - Male Youth Shower:** A red square icon near the Dining Hall.
 - Male Adult Shower:** A red square icon near the Dining Hall.
 - Female Shower:** A red square icon near the Dining Hall.
 - Lucas Pump House:** A red square icon near the Dining Hall.
 - Bridge:** A red square icon near the Lake.
 - Fishing Pier:** A red square icon near the Lake.
 - Lake:** A blue area at the bottom of the map.
 - Dense Forest:** A green stippled area on the right side of the map.
- Pathways:** A red dashed line indicates a main path or boundary running through the camp.
- Arrow 10:** A red arrow labeled '10' points to the West Shower House area.