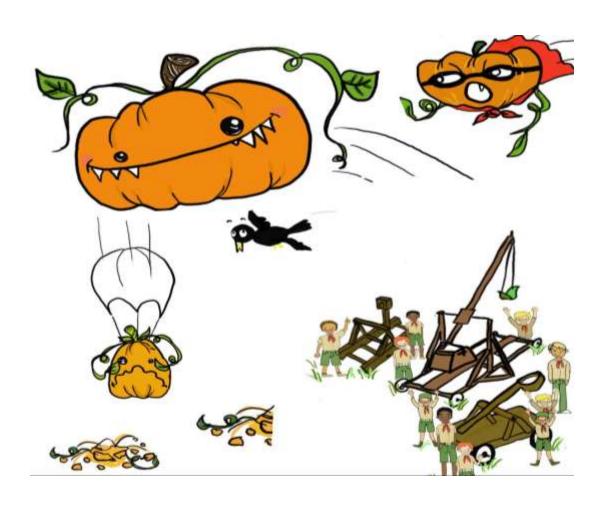
Pumpkin Chunkin'

& Family Fall Festival

Pipsico Scout Reservation November 7th- 9th, 2014



LEADERS GUIDE





Pumpkin Chunkin & Fall Festival

November 7-9, 2014

Welcome to the Annual Pumpkin Chunkin'. We have a fun-filled weekend planned and we will strive to make it an enjoyable experience for all. Please remember to practice good camp etiquette when visiting other campsites; and please honor all commitments you make. Utilizing the newly renovated K' Building we hope to you offer the best experience yet at Pipsico! This year, bring your unit and family and plan for field events including bb-guns, archery, sling shots, and Tomahawks! Bring your blanket for hay rides, and story telling too. Plan for expanded concessions at the Chunkin including Hot dogs, Hamburgers, fries, Sodas, cookies, pizza, and much more! So come and enjoy. Bring your Scout Spirit and cheer everyone on. Enclosed are a few reminders, guidelines and rules to make this weekend safe and enjoyable for all.

GENERAL RESERVATION RULES AND REGULATIONS

We live and camp by the Scout Oath and Law

- 1. All camping will utilize Leave No Trace techniques.
- 2. No open fires are permitted except in designated campfire rings.
- 3. Scouts are not to roam through the campsites.
- 4. Unit leaders are responsible for their units at all times.
- 5. All vehicles are to be parked in the designated parking areas.
- 6. Members will remain in their unit area between taps and reveille unless on authorized errands.
- 7. No one will enter the camping area of another unit without permission.
- 8. Campers are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.

ARRIVAL

Arrival time is between 4:30 p.m. and 9:00 p.m. on Friday, 7th Nov, 2014 or between 7:30 & 9:00 a.m. Saturday. Check-in is at the Gregson Center. You should plan to arrive Friday evening in order to take maximum advantage of the full program. All units **MUST** be pre-registered. There will be **NO** on-site UNIT registration. If you have adjustments to your roster, please have checks made out to "Tidewater Council, BSA, referencing **Account # 1-6701-453-20 SW # 6453**. Please, turn in Unit Registration Sheet and Roster at check-in.

LEADERSHIP

TWO-DEEP ADULT LEADERSHIP IS REQUIRED. Troops should be under the patrol method, led by their Senior Patrol Leader for troops Crews under the President and packs under the Den Leader or Cubmaster.

FIRST AID

Each unit is expected to have a first aid kit for minor injuries. A paramedic will be on site at all times. All injuries must be reported to the medical staff for insurance purposes even if E.M.T. medical treatment is not required. Any special health conditions must be reported at check-in. ALL SCOUTS and SCOUTERS MUST HAVE THEIR CURRENT MEDICAL FORMS.

CAMPING ARRANGEMENTS, WATER & BATH FACILITIES

Camping will be at Base Camp (Camp Lions) and if necessary, Camp Rotary based on unit size and camp space availability. Please note on the registration form if you have a medical need for power (Register Early!!). Due to the possibility of winter conditions, drinking water can only be guaranteed to be available at the OA shelter in Camp Lions, at the latrines inside camp Rotary, at the Gregson Center at the front of the Reservation and at the K Building in Camp Kiwanis. Units are encouraged to bring 2 to 5 gallon containers for transporting water.

Primary bathroom facilities are latrines inside of each campsite and limited use "enclosed" toilet facilities are available (both male and female) at the front of the Reservation at the Gregson Center and at the Burton Center in Camp Lions. (There is a strong likelihood that all shower facilities will be closed for the winter season)

PARKING

Absolutely no vehicles are permitted on the grass or in campsites. Gear is to be unloaded <u>at campsite entrances</u> and all vehicles shall be returned to the parking lot <u>immediately</u> upon completion on unloading. Please make every effort to unload completely prior to setting up. Trailer parking is available at certain campsites (Please note on he registration for if you unit plans on brining 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.

Weather permitting (no rain) cars on Saturday will be parked in the Kiwanis parking lots. We have learned in past years that the pumpkins can be chunked anywhere and in any direction, please park only in marked areas!!!!

Trailers with your machines are to be parked in the field next to the dumpsters at the front of the property on Friday night. Set up will begin promptly on Saturday at 7:30 AM when vehicles will be allowed in Kiwanis. We want to start Chunkin as close to 10:00 AM as possible.

NOTE: If a Unit does not have their device constructed by 10:30 AM, those units will be asked to leave the firing line, and the competition will begin. Absolutely no exceptions.

VISITORS

Visitors are welcome and encouraged to attend the daytime activities and campfire. However, they must leave the campsite area at the completion of the campfire. All day visitors will park at the barn area, or Kiwanis parking lots after we begin the Pumpkin Chunkin (if weather conditions allow). Special Needs parking will be available, but please ask a staff member for assistance and directions. Visitors will need to purchase day passes in order to participate in any of the activities. Visitors are welcome to come and view the Pumpkin Chunkin for free but will not be allowed to participate in any of the camp wide activities. A Day Visitor pass to participate in activities can be purchased for \$10 from the Concession area in Kiwanis for those visitors wishing to participate in Field Activities.

OFF-LIMIT AREAS

The cliffs are **TOTALLY OFF-LIMITS.** The parking lot is off limits between the hours of 11:00 p.m. and 6:00 a.m. The Kiwanis field is off-limits before 7:30 AM and after 8:00 PM on Saturday.

FIRES

Current State fire requirements will be talked about in your check-in packet. Be prepared to use aboveground fires and portable stoves if conditions do not permit ground fires.

CUB SCOUTS

Cub Scout & Webelos Families are welcome as day trippers or for family camping in Base Camp. Each Pack may register and participate following all guide lines for Cub Scouts. If family camping, all "normal" Family camping standards apply Camping Spaces are limited and will be booked on a first come served basis. Please note specific rules that only apply for Cub Scout Participants later in this guide.

COMMON AREA CLEAN UP

Each unit must provide help to police the common areas used during the weekend, and the chunkin' range. Further information will be provided in your check in packet.

CHECKOUT

Check out will be on Sunday after closing church service and will be on Scouts honor. Please ensure that your camping area is left better than what you found it (Leave No Trace) and that your latrines have been swept clean and toilet lids are down. If your group plans to leave on Sunday, please try and leave by 11:00AM.

UNIT LEADERS ARE STRONGLY ENCOURAGED TO DISCUSS THESE REGULATIONS WITH THEIR TROOP/PACK PRIOR TO ATTENDING

SPECIAL NOTICE

Camp Wide Events



Pumpkin Pie Eating Contest

Saturday at HIGH NOON
Camp Kiwanis under OA Shelter
TWO youth (or 1 youth and 1 adult)
From each registered unit
Two categories: Cub Scouts & all others.
Register at check in



Field Day Events

Numerous field day events including BB's, Archery, Tomahawks, and sling shots will be available during the day on Saturday in Camp Kiwanis.

SPECIAL PUMPIN DECORATING CONTESTS
FOR CUBS ONLY!!



Hay Rides

The Ranger and Ranger helpers will be showing off their tractor skills by giving hay rides throughout the day! (will also provide shuttle service from Rotary to the campfire Saturday Night if needed.)



Guess what's back??

(Due to popular request)

PATCHES!

The above is a rendering of the 2014 Pumpkin Chunkin' Patch.



"Bake off" Pumpkin

Pies, Breads, Cakes, Spreads, etc.

If it has pumpkin in it, you can enter it!

Entry

EACH AND EVERY UNIT (Pack, Den, Troop, Patrol, or Crew): Create your entry on a camp fire, or camp stove and bring your entry to the OA shelter in Lions by 6:00 PM.

One person is to stay with your entry for the judging, or write your name, and unit number, on the bottom (underside) of the plate or bowl of your entry. Please allow enough for 8 servings and bring something to serve on. (We encourage multiple entries)



The, "Too Hot to Handle" Chili Cook-off

Enter your famous, most mouthwatering Awesome chili!!!

Entry

EACH AND EVERY UNIT (Pack, Den, Troop, Patrol, or Crew): Create your entry on a camp fire, or camp stove and bring your entry to the OA shelter in Lions by 6:00 PM.

One person is to stay with your entry for the judging, or write your name, and unit number, on the lid of your entry. Please allow enough for 8 servings and bring something to serve on.



Pipsico Trading Post and Concessions-

The Pipsico Trading Post will be OPEN throughout the weekend for your convenience. We will also be serving food for purchase out of the newly renovated K building in Kiwanis on Saturday while activities are going on, and then in the evening at the Snack Shack in Base Camp. Items include but are not limited to: Hot Dogs, Hamburgers, Breakfast sandwiches, funnel fries, French fries, nachos, drinks, hot chocolate, ice cream, cookies, etc. *Note- due to strong interest for concessions in the past few years, we are making extra arrangements to increase serving capacity and reduce wait times, especially around the lunch rush. You won't be disappointed!!





GENERAL RULES FOR PUNKIN' CHUNKIN'

Machines can only enter one (1) class per machine. Teams entering two machines in the same class may do so, provided they do not share components. All Machines must be able to fire within <u>three (3) minutes</u> of being called to the firing line Any machine not able to fire when the pit boss decides your three (3) minutes are up will forfeit that round. <u>DUE TO PROBLEMS IN THE PAST, THIS RULE WILL BE STRICTLY ENFORED IN 2014, NO EXCEPTIONS!</u>

<u>Pumpkins will be weighed this year!</u> Units/ Team captains are responsible for making sure they get their pumpkin weighed well enough in advance to ensure they have the time they need to set up. A scale will be available at the announcement stand. Any special needs or concessions about time needed for your machine should be brought up at the team captains meeting. The Pit Boss will try to work with you to ensure you the notice you need. Again, Team Captains are responsible for making sure you are ready when it's your turn to chunk.

- 1. Pumpkins are not to be altered in any way, excluding **environmentally friendly** marker paints. All pumpkins must be in their natural state.
- 2. All machines must be set up in the assigned areas. You will be given notice of this area well in advance. No excuses will be entertained for not being in your spot (on game day). You will be required to move.
- 3. **When using a 7-10 lb** Pumpkin, the longest distance of the event is the winner of the overall chunk regardless of class. All others first place winners are Champion's of class entered. If you are disqualified for any round in the competition for breaking, SAFETY OR REGULAR rules you will forfeit your longest distance not the distance of the shot you are being disqualified on.

Bring your own pumpkins for the Chunkin

Bring as many as you think you will need. Your guess is as good as ours.



SAFETY RULES

The Guide to Safe Scouting is always in effect!

- 1. All machines must have a safety strap or mechanism to hold the throwing arm or boom in case of early fire when loading. You are responsible for making sure everyone stays clear behind your machine, in case of a misfire. Personnel handling ropes or cable should wear gloves such as a sailing or repelling type to prevent burns.
- 2. Machines may not fire until the safety committee inspects and approves them to be safe. Any alterations after being inspected will require another inspection to be able to fire.
- 3. <u>Hard Hats and Eye Protection to be worn by all fire line personnel in and around the pit area at all times</u>. Hard Hats may be decorated appropriately for Pumpkin Chunkin. Only the firing crew in the pit please. Crew members can be changed out for other members of your unit and this is encouraged so everyone enjoys the firing line.
- 4. For Cub Scouts, one adult must be with each Cub Scout in the firing areas.
- 5. **CAMPSITE ASSIGNMENTS** Campsites will be assigned based on information given during the pre-registration process and the size of available areas for tents. If the number of participants changes dramatically, please notify Wes Parker: wparker@pipsicobsa.com. Units will be given their site assignment at check-in.

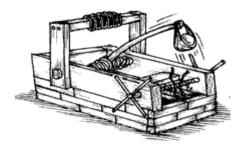
Bring your own pumpkins for the Chunkin

Bring as many as you think you will need. Your guess is as good as ours.









We will run three sections this year. The three sections are Catapult, Trebuchet, and other. (Cub Scouts and Webeos will only be allowed to enter into the Catapult and Trebuchet sections for safety). Each section will have a spot in the Kiwanis field. Additional information will be given out at the Friday night.

Catapult Class

- 1. Pumpkins must weigh no less than 7 pounds.
- 2. Pumpkin must leave the machine intact.
- 3. No part of the machine shall cross the firing line
- 4. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter)
- 5. Machine shall consist of springs, cords, rubber, dead weights, or other mechanical means of creating a stored energy
- 6. Machines may have adult assistance on the design and building Machines must be assembled, loaded, and fired by youth under full adult supervision.

Trebuchet Class

- 1. Pumpkins must weigh no less than 7 pounds
- 2. Pumpkin must leave the machine intact.
- 3. No part of the machine shall cross the firing line.
- 4. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
- 5. Machine shall consist of swinging, or fixed counterweights. They can be made of wood, metal, or plastic.
- 6. Machines may have adult assistance on the design and building.
- 7. Machines must be assembled, loaded, and fired by the youth under full adult supervision

Other Class

- 1. Pumpkins must weigh no less than 7 pounds
- 2. Pumpkin must leave the machine intact.
- 3. No part of the machine shall cross the firing line.
- 4. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
- 5. Machines may have adult assistance on the design and building.
- 6. Machines must be assembled, loaded, and fired by the youth under full adult supervision
- 7. NO Electrical means can be used to load, cock, or fire a machine

How do these things work? This is just one web page of information.

http://science.howstuffworks.com/question127.htm



PUMPKIN CHUNKIN'

TENTATIVE SCHEUDLE OF EVENTS



Friday:

4:30PM – 9:00PM Check in

9:30PM – 10:00PM Leadership Meeting (Cub Master, Den Leaders, SM/ASM, SPL Crew

Leaders) @ Lions OA Shelter

11:00PM Lights Out

Saturday:

7:30 AM-8:15 AM Breakfast in Campsites

8:30 AM Opening Lions Flag Poles & Rotary Field

7:30 AM-10:00 AM Set Up and Test Fire

10:00 AM Clear the Decks, Commence FIRE

Field Activities Begin

12:00 PM-1:00 PM Lunch (Either Purchase concessions or bring your own food)

Pumpkin Pie Eating Contest in Kiwanis

4:00 PM Field Activities End

4:00 PM-5:00 PM Range Clean-up (Units please volunteer to pick up debris)

6:00 PM Baking Competition Entries to Base Camp OA Shelter

7:00 PM Dinner in Campsites

8:00 PM Camp Fire, Awards Ceremony (Yes, they will be @ this time)

(Base Camp OA Shelter)

10:30 PM Lights Out

Sunday:

7:00 AM – 9:00 AM Breakfast in the Campsites

9:00 AM – 9:30 AM Flag Ceremony, Non-denominational Service (Awesome Field)
9:45 AM–10:30 AM Common Area Clean-Up (Campsites), Break Down Camp

10:30 AM All Units Leave Camp **SAFE DRIVE HOME!**



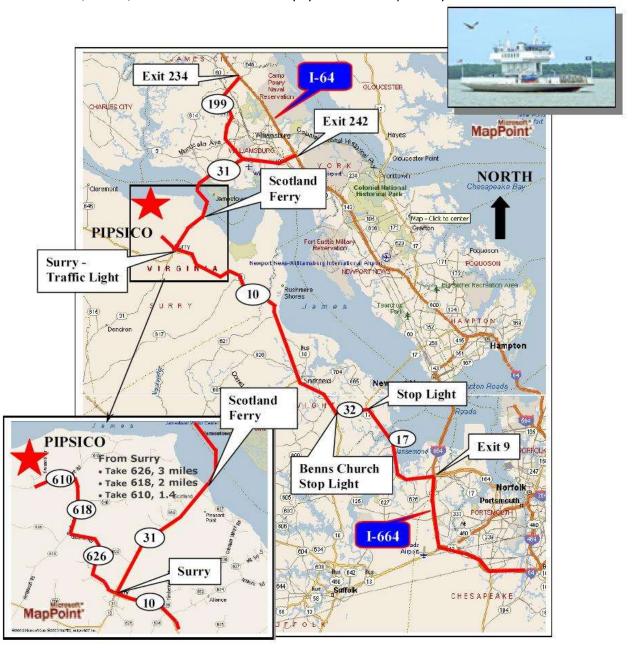
How to Get to Camp

Pipsico is located in Spring Grove, Virginia, approximately midway between Norfolk and Richmond. It is about 25 miles off Interstate 295 from Hopewell, Virginia.

Pipsico is centrally located to a host of attractions. The first permanent English settlement at Jamestown is a short distance via the nearby ferry. Many fascinating historical sites from the first 250 years of American history are within easy driving distance (an hour or so). Among these are Colonial Williamsburg, restored colonial plantations, the Revolutionary War battlefield at Yorktown, and Civil War battlefields around Richmond and Petersburg.

For those who want more modern adventure, local amusement parks include Busch Gardens and Water Country USA. A moderate drive from camp brings visitors to the Naval base in Norfolk, the NASA Langley Research Center, the Atlantic Ocean beaches and boardwalk at Virginia Beach, and much more.

If you are coming from outside the local area, we would be glad to have you as our guests in Camp Rotary for a few extra days so you can add some of these world-class attractions to your summer camp experience. With advance notice, we can provide breakfast, dinner, and box lunches on the days you are in Camp Rotary for a nominal cost.



Turn in at Registration

Unit #	Council	
District	_ Number Entries into "Eat what you Chunk"	
ADULT CONTACT		
Name:		
Address:		
Phone #:		
E-Mail:		
You have been pre-re	egistered with	
Youth:		
Adults:		
Total:		
You are checking-in v	<u>vith</u>	
Youth:	T GRA	
Adults:		
Total:		
Amount due:		
Amount paid:		
Balance due:		



<u>UNIT ROSTER – PUMPKIN CHUNKIN' 2014</u>

THIS FORM MUST BE TURNED IN AT REGISTRATION

TROOP/ CREW/ SHIP/ PACK #:		
COUNCIL:		
ADU	<u>JLTS</u>	
<u>YOUTH</u>		



PUMPKIN CHUNKIN' 2014 FEEDBACK FORM

ABOUT THIS EVENT: (Please turn in at check out) I liked: I did not like: I would like in the future: (Suggestion to better this event) Overall I would rate this event: Super Chunkin' Good Chunkin' ☐ Fair Chunkin' Need Improvement Unit # (Optional) (Optional)