



PIPSICO ZOMBOREE '14 PARTICIPANT GUIDE

(LAST UPDATED 11/14/14)

EVENT DATES: DECEMBER 5-7, 2014

TIDEWATER COUNCIL, BSA 1032 HEATHERWOOD DRIVE VIRGINIA BEACH, VA 23455 WWW.TIDEWATERBSA.COM







CONCEPT

A ZOMBIE OUTBREAK IS THREATENING CIVILIZATION, AS WE KNOW IT. THE INHABITANTS OF PIPSICO CITY ARE HUNKERED DOWN AND DETERMINED TO SURVIVE...

THE ZOMBIE APOCALYPSE WILL HIT PIPSICO FROM DECEMBER 5-7. REGISTRATION BEGINS AT 5PM AND ENDS AT 9PM FIRM. THERE WILL BE A CRACKER-BARREL AND COMPETITIONS Friday evening beginning at 10PM. No other food is provided. Participants SHOULD PLAN AND BRING THEIR OWN MEALS.

EVENT PATCHES, PARTICIPATION RIBBONS, AND COMPETITION RIBBONS WILL BE distributed at the awards ceremony on Sunday morning at 9:30AM. ZOMBOREE IS STRUCTURED AS A COMPETITION. TEAMS MAY COMPETE FOR 1ST, 2ND, AND 3RD PLACE RIBBONS, OR SIMPLY PARTICIPATE FOR FUN.

THIS EVENT IS OPEN TO BOY SCOUTS, VENTURERS, SEA SCOUTS, AND EXPLORERS AND IS ENTIRELY CO-ED. TEAMS SHOULD HAVE A MINIMUM OF 4 AND MAXIMUM OF 10-YOUTH. Teams may be composed of Scouts from the same unit or entirely different UNITS. FOR EXAMPLE, SCOUTS WHO WISH TO PARTICIPATE AS AN ORDER OF THE ARROW TEAM OR INTER-UNIT TEAM MAY DO SO. PARTICIPANTS MAY BE CONSIDERED YOUTH THROUGH AGE 20; HOWEVER REGISTRANTS AGED 18-20 MAY REGISTER AS ADULTS IF THEY ARE SUPPORTING YOUTH IN A CAPACITY OF A "BSA ADULT MEMBER." ATTENDANCE IS LIMITED TO THE FIRST 500-REGISTRANTS.

THIS EVENT IS OPEN TO BSA MEMBERS FROM ANY COUNCIL. THE MAXIMUM ENROLLMENT FOR THIS EVENT IS 500 CAMPERS. CAPACITY IS MANAGED ON A FIRST-COME-FIRST-SERVE BASIS OF PAID IN FULL REGISTRANTS.

TIDEWATER COUNCIL, BSA 1032 Heatherwood Drive Virginia Beach, VA 23455 WWW.TIDEWATERBSA.COM







PROGRAM & SCHEDULE

FRIDAY EVENING

1700-2100 CHECK-IN

2100-2130 YOUTH LEADER/ADULT ADVISOR MEETING

2200-2300 CRACKER-BARREL W/

ZOMBORIZE YOUR LEADER & BRAIN EATING COMPETITION.

BRING YOUR OWN SUPPLIES TO ZOMBORIZE ONE OF YOUR ADULTS

SATURDAY

0535-0730 TWILIGHT ZOMBIE TAG (LAKE/OVERFLOW PARKING TO RIVER)

> 0535 GATHERING BEGINS (ASTRONOMICAL TWILIGHT)

0607 RULES BRIEF (NAUTICAL TWILIGHT) 0639 RUN FOR YOUR LIFE (CIVIL TWILIGHT)

THOSE CAUGHT DURING ZOMBIE TAG BECOME INFECTED, BUT REMAIN WITH THEIR PATROLS.

0730-0830	Breakfast in hiding (campsites)
0900-0930	Colony Gathering
1000-1230	Morning Mayhem
1230-1400	SURVIVORS HIDE FOR LUNCH/REST (CAMPSITES)
1400-1700	Afternoon Chaos

BY NOW, EVERYONE HAS BECOME A ZOMBIE.

1700-1900	Pipsico City is Quiet for Dinner (campsites)
1900-2000	Zombie Beauty Competition & Group Photos
2000-2100	GLOW-STICK HUMAN TAG (DINING HALL TO CAMPFIRE RING)
2100-2145	ZOMBIE CAMPFIRE (COSTUMES REQUIRED).
	-

FIRE BEGINS WHEN ALL UNITS HAVE CAMPER ACCOUNTABILITY

ALL UNITS COME PREPARED TO DO A SKIT OR SONG

WE WILL DRAW YOUR CAMPFIRE RESPONSIBILITY FROM A HAT

AT THE CRACKER-BARREL (SKIT OR SONG).

Sunday

0900-0930 AWARDS/RECOGNITION

0930-1100 CAMPERS DEPART

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SCORED ACTIVITIES

SAVE THE INFECTED FIRST AID FROM TENDERFOOT THROUGH FIRST CLASS

OBSTACLE COURSE PHYSICAL CHALLENGE

ORIENTEERING BRING A COMPASS. NO GPS FOR THIS ACTIVITY

MARSHMALLOW GUN CHALLENGE MAKING/SHOOTING - JUST PLAIN CRAZY FROZEN T-SHIRT COMPETITION BURR, WE'RE DOING THIS IN DECEMBER?!

ZOMBIE ESSENTIALS RELAY TEAMWORK/EFFECTIVE COMMUNICATION CHALLENGE

TIE UP YOUR ZOMBIE KNOW YOUR KNOTS

MEGA SLING SHOTS

ZOMBIE FORTIFICATION

LASHINGS. TECHNIQUE AND FINESSE

SHOOTING SPORTS CHALLENGE

BECAUSE YOU CAN NEVER SHOOT ENOUGH

MYSTERY CHALLENGE #1
MYSTERY CHALLENGE #2

COMPETITION AND RECOGNITION

PARTICIPATION

EACH TEAM (OF 4-10 SCOUTS) WILL RECEIVE A PARTICIPATION RIBBON.

INDIVIDUAL ACTIVITIES

EACH OF THE ACTIVITIES WILL AWARD A RIBBON FOR THE TOP THREE PERFORMING TEAMS (1ST, 2ND, AND 3RD PLACES).

ZOMBOREE OVERALL

THERE WILL BE RECOGNITION FOR THE TEAMS WITH THE MOST OVERALL POINTS FROM SATURDAY'S EVENTS. A PRESIDENTIAL RIBBON, BLUE RIBBON, AND RIBBON WILL MARK THE 1ST-3RD OVERALL HIGHEST PERFORMING TEAMS.

RECOMMENDED PACKING LIST(S)

INDIVIDUAL ITEMS

HEADLAMP OR FLASHLIGHT WITH EXTRA BATTERIES.

DAYPACK

SCOUT UNIFORM

EXTRA FOOTWEAR

PERSONAL EATING UTENSILS, ETC.

ACTIVITY CLOTHES (ZOMBIE COSTUME)

RAIN GEAR & HAT

TENT

UNDERWEAR & SLEEP WEAR

SLEEPING BAG

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Pipsico Scout Reservation 57 Pipsico Road Spring Grove, VA 23881 www.pipsicobsa.com.







TOILETRIES – TOOTHBRUSH, SOAP...
INSULATED GROUND PAD
PERSONAL MEDICATION (IF ANY)
BACKPACK (OPTIONAL FOR HIKING)
POCKET KNIFE
COMPASS
WATER BOTTLE
MATCHES/LIGHTER

PATROL/TEAM ITEMS

FIRST AID KIT PATROL FLAG SCOUT HANDBOOK

TEAM/UNIT CAMPSITE ITEMS

FOOD/GROUP SUPPLIES
AXE
PATROL SHELTER OR DINING FLY
MENU FOR ALL MEALS
COOKING UTENSILS
DUTY ROSTER
MATCHES/FIRE STARTER
DRINKING WATER CONTAINERS

FACILITIES

CAMPSITES

EVERY CAMPSITE HAS A COMMON LATRINE FACILITY. EVERY LATRINE HAS IS A WASHSTAND WITH RUNNING WATER FOR WASHING AND DRINKING. HOT SHOWERS AND FLUSH TOILETS ARE AVAILABLE AT THE POOL ONLY.

EACH LATRINE ALSO HAS A SHOVEL, RAKE, AND HOSE THAT SERVE AS FIRE-FIGHTING EQUIPMENT; THE HOSE SERVES DOUBLE DUTY FOR DAILY CLEANING OF THE LATRINE. CAMPERS ARE RESPONSIBLE FOR LEAVING LATRINES CLEAN FOR THE NEXT CAMPERS. PLEASE REMOVE ALL TRASH, CLOSE LATRINE LIDS AND SWEEP. DO NOT ADD ANY CHEMICALS, TRASH OR WATER INTO LATRINE VAULTS.

MOST CAMPSITES HAVE AN ESTABLISHED FIRE RING, WHERE YOU ARE WELCOME TO HAVE CAMPFIRES IN THE EVENINGS. DO NOT DIG INTO THE GROUND TO FORM FIRE PITS. THERE IS AMPLE DEAD WOOD ON THE GROUND AROUND CAMP, WHICH YOU ARE WELCOME TO CUT

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AND BURN; DO NOT CUT ANY STANDING TREES OR SAPLINGS, DEAD OR ALIVE. FOR SAFETY, YOU SHOULD ESTABLISH A PROPERLY MARKED AX YARD.

EACH SITE HAS POSTS TO BLOCK VEHICLES FROM ENTERING CAMPSITES. DO NOT REMOVE POSTS. Unit trailers may be dropped off in front of the posts and vehicles must return to parking lots before dark.

TRADING POST

THE TRADING POST WILL BE OPEN DURING THIS EVENT. FEEL FREE TO BRING SOME EXTRA SPENDING MONEY FOR YOUR RETAIL THERAPY. MASTERCARD AND VISA ARE ACCEPTED FOR TRANSACTIONS OVER \$10.

HEALTH & SAFETY

MEDICALS

ACCORDING TO BSA POLICY, ALL SCOUTS AND LEADERS SHOULD COMPLETE A ANNUAL HEATH AND MEDICAL RECORD FORM (PARTS A&B ONLY) FOR ALL SCOUTING ACTIVITIES. THIS IS JUST THE HEALTH HISTORY FORM (EXCLUDING THE PHYSICIANS PORTION). IT IS THE RESPONSIBILITY OF THE UNIT TO OBTAIN AND MAINTAIN COPIES OF THESE FORMS FOR MEMBERS OF THEIR UNIT FOR ALL ACTIVITIES THEY CONDUCT. MEDICAL FORMS WILL NOT BE TURNED IN AT CHECK-IN. THE OFFICIAL BSA FORM IS LOCATED HERE: WWW.SCOUTING.ORG/FILESTORE/HEALTHSAFETY/PDF/WHOLE.PDF.

EMERGENCY PROCEDURES

THE 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.

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FIRES, STOVES, TENTS & OPEN FLAMES

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 ARE ONLY TO BE BUILT IN DESIGNATED AREAS AND MUST BE EXTINGUISHED SO THAT THEY ARE COLD TO THE TOUCH WHEN UNATTENDED. SPRAYING AEROSOL CANS OF ANY TYPE (INSECTICIDE, DEODORANT, HAIR SPRAY, ETC.) ARE ALSO PROHIBITED IN TENTS.

YOUTH PROTECTION POLICIES

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 ACTION.

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. NO SCOUT MAY SHARE A TENT WITH AN ADULT WHO IS NOT HIS OWN PARENT OR GUARDIAN.

MEDICAL MATTERS

PRESCRIPTION MEDICATIONS

ALL PRESCRIPTION DRUGS ARE KEPT AND ADMINISTERED BY THE UNIT. THEY ARE TO BE KEPT IN A SECURED LOCATION OUT OF THE REACH OF THE CHILDREN. IF MEDICATION REQUIRES REFRIGERATION, IT CAN BE CHECKED IN WITH THE HEALTH OFFICER CHECK-IN. PROVIDE A LIST OF MEDICATION, DOSAGE AND TO WHOM YOU ARE ADMINISTERING MEDICATION TO WHEN YOU CHECK IN WITH THE HEALTH OFFICER. BY LAW, MEDICATIONS MUST BE IN A CONTAINER WITH A TYPED LABEL FROM THE PHARMACY. MEDICATIONS WILL BE GIVEN ONLY IN ACCORDANCE WITH THE LABEL. HANDWRITTEN CHANGES WILL NOT BE ACCEPTED.

MEDICAL TREATMENT

ALL INJURIES AND ILLNESSES, REGARDLESS OF SEVERITY, MUST BE REPORTED TO AND TREATED AT THE HEALTH LODGE IMMEDIATELY. THIS APPLIES TO ALL CAMPERS, YOUTH AND ADULT. THE HEALTH OFFICER IS REQUIRED TO KEEP A LOG OF ALL INJURIES OR ILLNESSES. PIPSICO HAS A HEALTH OFFICER ON DUTY DURING PROGRAM. IN THE EVENT OF SERIOUS MEDICAL PROBLEMS, THE CAMP HAS AGREEMENTS WITH THE SURRY COUNTY RESCUE

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SQUAD, A MEDICAL TREATMENT FACILITY IN SMITHFIELD, SENTARA-OBICI HOSPITAL IN SUFFOLK, AND THE HOSPITAL IN HOPEWELL.

THE COST OF MEDICAL TREATMENT AWAY FROM CAMP WILL BE BILLED TO THE CAMPER'S PRIMARY INSURANCE CARRIER. REGISTERED TIDEWATER COUNCIL UNITS ARE COVERED BY SUPPLEMENTAL INSURANCE, WHICH COVERS CERTAIN DEDUCTIBLES AND OTHER EXPENSES FOR INJURIES AND ILLNESSES INCURRED AT CAMP. PARENTS MUST MAKE ARRANGEMENTS FOR TREATMENT OF PRE-EXISTING CONDITIONS. TIDEWATER COUNCIL'S POLICY DOES NOT COVER OUT-OF-COUNCIL UNITS: THOSE UNITS NEED TO BRING A CERTIFICATE OF INSURANCE FROM THEIR HOME COUNCIL TO CAMP.

GENERAL INFORMATION

CHECK-IN

Plan on arriving between 5:00PM and 9:00PM on Friday.

UPON ARRIVING AT PIPSICO, FOLLOW THE SIGNS FOR LIONS (A SUB-CAMP OF THE PIPSICO SCOUT RESERVATION) AND PARK IN THE MAIN PARKING LOT IN FRONT OF THE BURTON CENTER. IF YOU PLAN TO ARRIVE LATE, PLEASE NOTIFY US IN ADVANCE SO SPECIAL ARRANGEMENTS CAN BE MADE. IF YOU ARE DELAYED ON THE WAY TO CAMP, LET US KNOW. AT INITIAL CHECK-IN, WE WILL VERIFY THE NUMBER OF CAMPERS WITH YOUR CONTINGENT, CONFIRM PAPERWORK IS IN ORDER AND ASSIGN YOU TO A CAMPSITE.

CHECK-OUT

CHECK-OUT WILL BE AFTER THE CLOSING CEREMONY ON SUNDAY MORNING. CAMPERS ARE requested to be cleaned up, packed, and off property by 11AM on Sunday. Before DEPARTING PIPSICO, PLEASE:

ENSURE THE CAMPSITE IS LITTER FREE.

RESTORE THE CAMPSITE TO ITS ORIGINAL (OR BETTER) CONDITION.

PACK ALL GEAR AND BE READY TO DEPART.

CARRY OUT ALL GARBAGE TO BE DISPOSED OF AT HOME.

BICYCLES

SCOUTS AND LEADERS ARE PERMITTED TO BRING THEIR BICYCLES AND HELMETS TO CAMP. IT IS THE RESPONSIBILITY OF UNIT LEADERSHIP LEADER TO MAKE SURE THAT ALL BIKES THE UNIT BRINGS ARE SAFE TO USE. HELMETS MUST BE WORN AT ALL TIMES. STAFF MAINTAINS THE RIGHT TO STOP ANY SCOUTS RIDING AROUND CAMP IN A HAZARDOUS MANNER AND HOLD BIKES AT BURTON CENTER FOR UNIT LEADERS TO RETRIEVE.

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ALCOHOLIC BEVERAGES & DRUGS

ALCOHOL AND ILLEGAL DRUGS ARE PROHIBITED. PRESCRIPTION DRUGS MUST BE KEPT BY THE UNIT IN A SECURED LOCATION OUT OF THE REACH OF THE CHILDREN

CELL PHONE POLICY

WE WOULD REQUEST THAT SCOUTS AND ADULTS NOT TO TAKE CELL PHONES TO PROGRAM SESSIONS OR, AT THE VERY LEAST, TO TURN THEM OFF DURING SESSIONS. USE OF CELL PHONES DURING PROGRAM SESSIONS IS INCONSIDERATE TO OTHER PARTICIPANTS AND, IN SOME CASES CAN BE EXTREMELY DANGEROUS (SCOUTS USING AXES, CLIMBING, LIGHTING FIRES, ETC, SHOULD NOT BE DISTRACTED BY A RINGING PHONE).

ELECTRONIC DEVICES

RADIOS, CELL PHONES, CD PLAYERS, VIDEO GAMES, AND OTHER PERSONAL ELECTRONIC DEVICES DETRACT FROM THE CAMPING EXPERIENCE AND PROVIDE AN INVITING TARGET FOR THEFT. DO NOT BRING THEM INTO CAMP. IF YOU PERMIT THEM DURING TRAVEL TO AND FROM CAMP, PLEASE LEAVE THEM IN THE CAR DURING YOUR STAY AT CAMP. YOUTH CAMPERS ARE NOT PERMITTED TO HAVE TWO-WAY RADIOS OR PAGERS IN CAMP, AS THESE HAVE PROVEN TO BE HIGHLY DISRUPTIVE OF THE CAMP ROUTINE.

INITIATIONS, HAZING & MILITARY TRAINING

CORPORAL PUNISHMENT, HAZING, INITIATION OF ANY SORT, AND MILITARY TRAINING AND DRILL ARE NOT PERMITTED IN THE BOY SCOUTS OF AMERICA.

PETS

NO PETS ARE ALLOWED IN CAMP. PLEASE ENSURE THAT ANYONE PLANNING TO VISIT YOUR UNIT DURING THE WEEK IS ALSO AWARE OF THIS RULE.

RESTRICTED AREAS

THE FOLLOWING AREAS ARE OFF LIMITS TO ALL CAMPERS: THE RANGER'S HOME AND MAINTENANCE 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.

SMOKING & VAPING

Anyone under 18 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.

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STAFF

WEEKEND EVENTS ARE STAFFED BY VOLUNTEERS. THE BOY SCOUTS OF AMERICA IS A VOLUNTEER RUN PROGRAM. EVERY UNIT THAT PARTICIPATES IN EVENT IS EXPECTED TO PROVIDE SOME FORM OF CONTRIBUTION TO THE SUCCESS OF THAT EVENT. STAFF POSITIONS ARE AVAILABLE FOR DIRECT PROGRAM SUPPORT AS WELL AS LOGISTICAL SUPPORT. PLEASE INFORM THE EVENT CHAIRMAN OF THE NAMES AND CONTACT INFORMATION FOR THOSE VOLUNTEERS IN YOUR UNIT WHO MAY HELP CONTRIBUTE TO THE EVENT'S SUCCESS. WPARKER@PIPSICOBSA.COM

TRAILERS

DURING CHECK-IN, EVERY UNIT IS PERMITTED TO HAVE ONE TRAILER AT THE <u>PERIMETER</u> OF THEIR CAMPSITE UNTIL CHECKOUT. THE POSTS BLOCKING VEHICLES FROM ENTERING THE SITES SHOW WERE TRAILERS MAY BE PARKED.

Uniform and Dress Code

THE BSA FIELD UNIFORM (SOME TIMES REFERRED TO AS THE CLASS-A UNIFORM) IS THE ENCOURAGED UNIFORM FOR EVENING FLAG CEREMONIES. SHIRTS THAT PROMOTE ALCOHOL, TOBACCO, OR ARE OTHERWISE INCONSISTENT WITH SCOUTING VALUES ARE NOT ALLOWED.

NOT HAVING A UNIFORM SHOULD NOT PREVENT ANY SCOUT FROM ATTENDING CAMP; HOWEVER, EVERY EFFORT SHOULD BE MADE TO ENSURE THAT EVERY SCOUT HAS ONE, USING EVERY MEANS AVAILABLE: UNIT AND COUNCIL FUND RAISING ACTIVITIES, FINANCIAL ASSISTANCE FROM YOUR CHARTERED ORGANIZATION, RECYCLING "EXPERIENCED" UNIFORMS, ETC.

CLOSED-TOE SHOES MUST BE WORN AT ALL TIMES, INCLUDING DURING ACTIVITIES AT THE WATERFRONT. THE ONLY EXCEPTIONS ARE WHILE IN A SHOWER BUILDING, INSIDE THE POOL PERIMETER FENCE, OR IN BED.

VEHICLES IN CAMP

VEHICLES ARE NOT PERMITTED PAST THE BURTON CENTER PARKING LOT UNLESS AUTHORIZED BY THE RANGER. ANY VEHICLE THAT IS AUTHORIZED TO DRIVE BEYOND THE BURTON CENTER MUST REMAIN ON THE MAIN ROAD. <u>ABSOLUTELY NO VEHICLES ARE PERMITTED ON GRASS OR IN CAMPSITES.</u> LIKEWISE, NO VEHICLES AUTHORIZED IN CAMP MAY BLOCK THE LOADING DOCK AT THE REAR OF THE DINING HALL. VEHICLE OWNERS, AND OPERATORS, WHO DRIVE BEYOND THE BURTON CENTER PARKING LOT DO SO AT THEIR OWN RISK. THE TIDEWATER COUNCIL, BSA WILL NOT ACCEPT RESPONSIBILITY FOR ANY VEHICLE DAMAGE WITHIN CAMP. WHILE CAMP IS IN SESSION, ALL SCOUTS, LEADERS, AND

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VISITORS ARE PROHIBITED FROM DRIVING PAST THE YELLOW GATE IN FRONT OF THE HEALTH LODGE. ONE VEHICLE WILL BE ALLOWED TO YOUR CAMPSITE DURING CHECK-IN TO DROP OFF UNIT GEAR. AS SOON AS IT IS UNLOADED, IT MUST BE PROMPTLY MOVED TO THE BURTON CENTER PARKING LOT.

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 WHITTLING CHIP. FIREWORKS & FIREARMS OF ANY KIND ARE PROHIBITED IN CAMP. LEO'S PLEASE NOTIFY THE COUNCIL PRIOR TO CAMP OF ANY SPECIAL REQUIREMENTS BY YOUR DEPARTMENT.

PHOTO RELEASE INFORMATION

DURING THE COURSE OF THE WEEKEND PHOTOGRAPHS OR VIDEO FOOTAGE MAY BE TAKEN FOR PROMOTIONAL PURPOSES. IF A PARENT DOES NOT WISH FOR THEIR CHILD TO BE PHOTOGRAPHED, YOU MUST NOTIFY THE COUNCIL OFFICE PRIOR TO YOUR UNIT'S ARRIVAL AT CAMP. THE PARENT MUST PROVIDE A SIGNED LETTER STATING THAT THEIR CHILD IS NOT TO BE PHOTOGRAPHED. WE WILL DEPEND ON THE UNIT LEADER TO MAKE US AWARE OF ANY INDIVIDUALS THAT MAY NOT BE PHOTOGRAPHED ONCE THEY ARRIVE ON THE PROPERTY.

*PIPSICO SCOUT RESERVATION IS DEDICATED TO PROVIDE YOU WITH THE BEST EXPERIENCE SCOUTING EXPERIENCE POSSIBLE. THEREFORE, IF YOU SEE ANY AREAS WHERE WE CAN IMPROVE, PLEASE WRITE THEM DOWN ON THE END-OF-WEEKEND EVALUATIONS. IF YOU HAVE ANY QUESTIONS ABOUT THIS GUIDE OR PROGRAM, PLEASE DO NOT HESITATE TO CALL US AT (757) 497-2688.

FOR MORE INFORMATION OR UPDATES REGARDING THIS AND OTHER PROGRAMS: HTTP://www.Pipsicobsa.com

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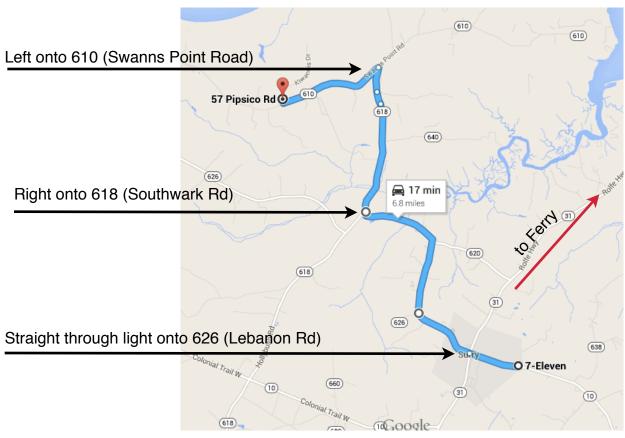






DIRECTIONS TO PIPSICO

(FROM THE EAST)



DIRECTIONS FROM SURRY 7-ELEVEN

639 COLONIAL TRAIL E, SURRY, VA 23883 START: 7-ELEVEN 57 PIPSICO ROAD, SPRING GROVE, VA 23881 END: PIPSICO

- 1. HEAD WEST ON COLONIAL TRAIL E TOWARD BANK ST A. DISTANCE - 0.6 MILES TO LIGHT
- 2. Continue straight at traffic light onto State Rte 626 (Lebanon Rd) A. STAY ON 626 FOR 2.8 MILES
- 3. Turn Right onto State Rte 618 (Southwark Rd) A. STAY ON 618 FOR 2.0 MILES
- 4. Turn left onto State Route 610 (Swanns Point Road) A. STAY ON 610 FOR 1.4 MILES
- 5. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

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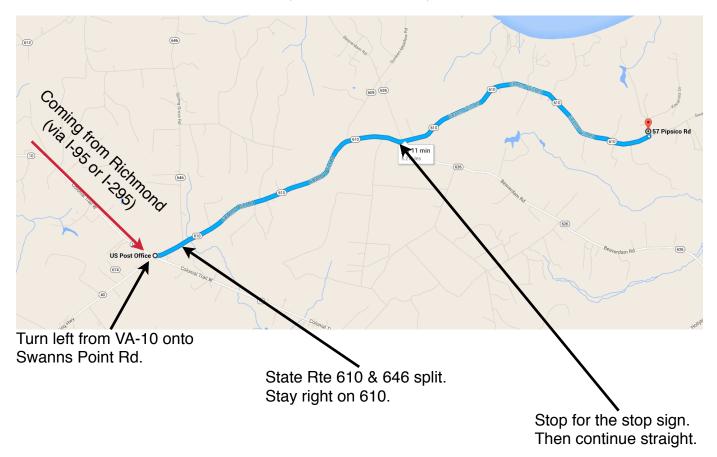






DIRECTIONS TO PIPSICO

(FROM THE WEST)



DIRECTIONS FROM SPRING GROVE POST OFFICE

START: POST OFFICE 17 Swanns Point Rd, Spring Grove, VA 23881 57 PIPSICO ROAD, SPRING GROVE, VA 23881 END: PIPSICO

- 1. From VA-10 turn left onto State Rte 610/State Rte 646 (Swanns Point Rd)
- 2. Continue to follow State Rte 610 (Swanns Point Rd) A. STAY ON 610 FOR 6.1 MILES
- 3. TURN LEFT TO ENTER PIPSICO SCOUT RESERVATION

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THE ZOMBIE APOCALYPSE WILL HIT PIPSICO FROM DECEMBER 5-7. REGISTRATION BEGINS AT 5PM AND ENDS AT 9PM FIRM. THERE WILL BE A CRACKER-BARREL AND COMPETITIONS FRIDAY EVENING BEGINNING AT 10PM. NO OTHER FOOD IS PROVIDED. PARTICIPANTS SHOULD PLAN AND BRING THEIR OWN MEALS.

EVENT PATCHES, PARTICIPATION RIBBONS, AND COMPETITION RIBBONS WILL BE DISTRIBUTED AT THE AWARDS CEREMONY ON SUNDAY MORNING AT 9:30AM. THE ZOMBOREE IS STRUCTURED AS A COMPETITION. TEAMS MAY COMPETE FOR 1ST, 2ND, AND 3RD PLACE RIBBONS, OR SIMPLY PARTICIPATE FOR FUN.

THIS EVENT IS OPEN TO BOY SCOUTS, VENTURERS, SEA SCOUTS, AND EXPLORERS AND IS ENTIRELY CO-ED. TEAMS SHOULD HAVE A MINIMUM OF 4 AND MAXIMUM OF 10-YOUTH. TEAMS MAY BE COMPOSED OF SCOUTS FROM THE SAME UNIT OR ENTIRELY DIFFERENT UNITS. FOR EXAMPLE, SCOUTS WHO WISH TO PARTICIPATE AS AN ORDER OF THE ARROW TEAM OR INTER-UNIT TEAM MAY DO SO. PARTICIPANTS MAY BE CONSIDERED YOUTH THROUGH AGE 20; HOWEVER REGISTRANTS AGED 18-20 MAY REGISTER AS ADULTS IF THEY ARE SUPPORTING YOUTH IN A CAPACITY OF A "BSA ADULT MEMBER." ATTENDANCE IS LIMITED TO THE FIRST 500-REGISTRANTS.

THIS EVENT IS OPEN TO BSA MEMBERS FROM ANY COUNCIL.



Individual Program Rates

REGULAR RATE IF PAID IN FULL BY 11/22

\$20/YOUTH & \$10/ADULT

LATE FEE (YOUTH ONLY)

ADD \$10 IF NOT PAID IN FULL BY 11/22

PURPOSE OF THIS FORM

- □ INITIAL REGISTRATION
- ☐ ADD CAMPERS

SCOUTING INFORMATION

UNIT:
DISTRICT:
COUNCIL:

CONTACT INFORMATION

NAME:

POSITION:

ADDRESS:

EMAIL:

PAYMENT INFORMATION

PHONE:

YOUTH: \$
ADULTS:

LATE FEES:

TOTAL PMT:

Tidewater Council, BSA 1032 Heatherwood Drive Virginia Beach, VA 23455 Phone: (757) 497-2688

EMAIL: ESOMMERF@BSAMAIL.ORG

PLEASE SEE LEADER GUIDE FOR ADDITIONAL INFORMATION (INCLUDING REFUND POLICY). LEADER GUIDES AND SUPPLEMENTAL RESOURCES ARE LOCATED AT WWW.PIPSICOBSA.COM.

<u>SW#</u> =6457

