



GUNS 'N' GRILLIN'

Weekend #1 May $20^{\text{th}} - 22^{\text{nd}}$, 2016 Weekend #2 October 7^{th} - 9^{th} , 2016

LEADERS GUIDE

(LAST UPDATED 12/6/15)

TIDEWATER COUNCIL, BSA 1032 HEATHERWOOD DRIVE VIRGINIA BEACH, VA 23455 WWW.TIDEWATERBSA.COM PIPSICO SCOUT RESERVATION 57 PIPSICO ROAD SPRING GROVE, VA 23881 WWW.PIPSICOBSA.COM



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GUNS 'N' GRILLIN' INFORMATION

When Weekend #1 May 20- 22, 2016 (Friday – Sunday)

Weekend #2 October 7- 9, 2016 (Friday – Sunday)

Be Prepared. There is no rain/snow date for the event. All units should prepare for foul weather.

What An AWESOME and unique opportunity for participants to experience almost all of the shooting

activities that scouting has to offer. Units will rotate through stations and will have ample time to gain an introduction to the various shooting sport activities that youth can normally participate in

during a weeklong resident camp experience.

Where Pipsico Scout Reservation

57 Pipsico Road

Spring Grove, VA 23881

Contact Evan Sommerfeld

Camp Director

757-497-2688 ext. 212

Email: esommerf@bsamail.org

Wes Parker

VP of Camping Operations

757-635-2696

Email: wparker@pipsicobsa.com

Register Tidewater Council Service Center

1032 Heatherwood Drive Virginia Beach, VA. 23455

Cost \$35 per Scout, \$15 per adult If paid in full before the deadline (See registration forms)

\$45 per Scout, \$25 per adult If paid in full after the deadline (See registration forms)

NO REGISTRATIONS WILL BE ACCEPTED LESS THAN 1 (ONE) WEEK PRIOR TO THE EVENT

THERE WILL BE NO ON-SITE REGISTRATION. ALL PARTICIPANTS ARE TO REGISTER THRU

THE TIDEWATER COUNCIL SERVICE CENTER.

Refunds

Units must notify the Scout Office before camp begins if a Scout will not be attending. Refunds of pre-paid program fees will be made by check from the Scout Service Center following the program weekend only in the case of documented illness or family emergency. No Refunds can be given if the Council is notified **less than 10 days prior to the event** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

INTRODUCTION

The Guns 'n' Grillin' Weekend is open to all registered Boy Scout, Venture Scouts, and Sea Scouts. (Note: Cub Scouts are asked to register for one of the two (2) 2016 Cub Scout Family Camps in May and October, in order to participate in Cub Scout approved shooting activities.) Participants will be restricted from certain stations according to the guide to safe scouting. Shooting stations will include Archery, Action Archery/ BB's, AirSoft, tomahawk throwing, .22cal rifle (bolt action & semi-auto). Saturday lunch will be made on the grill and is the only meal provided. Units/individuals who wish may purchase tickets to shoot shotguns, and AR-15's by completing information on the registration form. **NO** onsite tickets can be purchased for either the shotgun or the AR-15 shooting ranges.

All activities are on Saturday only. Units are invited to arrive on Friday and depart on Sunday. Space is limited to 250 campers. Shooters may register for \$35 and non-shooters for \$15. A late fee of \$10 applies after the deadline published on the reservation form if space is still available. Shotgun tickets (Boy Scouts & Venturers) are \$6/10 shots and AR-15 tickets (Age 14 and Up Only) are \$8/10 shots. Shotgun & AR-15 tickets are non-refundable.

Participants are invited to camp from Friday through Sunday, or any portion in between. The recreational shooting program will be on Saturday. Units are welcome to arrive on Friday to escape the city and setup camp and relax (this makes Saturday easier). Likewise, after a day of craziness on Saturday you are welcome to take it easy Saturday night and make your way home on Sunday.

Lunch on Saturday is the only meal provided this weekend. Please make alternate arrangements for other meals. Regardless, be prepared to prepare and clean-up what you bring. Water is available in all sites, and dumpsters are located at the entrance to camp for any waste. Please check the program schedule when planning your meals to ensure you have enough time to prepare, eat, and tidy up.

Important: Individual personal use of outside guns & ammunition are prohibited for safety reasons however, firearms and specialty ammunition for use by our Range Safety Officers and Range staff is needed for this event. Volunteers who are willing to share their firearms (along with supervision) are encouraged to email the Camp Director, Evan Sommerfeld (esommerf@bsamail.org) to offer support. These arrangements must be made in advance. We are specifically looking for additional .22 cal rifles, .22cal revolvers, an additional AR-15, and perhaps other caliber firearms (no SBR's or select-fire arms) to sample. On a similar note, we would like to solicit any support from NRA Instructors and RSO's for this event. We welcome as much certified support as we can get. Let's keep it safe, but extremely fun!

Other Important note: Due to popular demand, we are offering additional shooting opportunity on Sunday from 8 AM-10:30 AM for advancement related shooting for Boy Scouts only. Specifically, Boy Scouts who are ONLY missing shooting requirements for incomplete merit badges from a previous summer camp. Please make yourselves known at check-in (or in advance if possible) as these arrangements MUST be made no later than Friday night.



TENTATIVE SCHEDULE OF EVENTS

Friday

5:30-9:30 PM Check-in (for Friday night campers)

Saturday

6:30 - 8:15 AM Breakfast in Campsites

7:30 - 8:00 AM Optional Check-in (for Saturday Arrivals)

8:45 AM Opening& Rotation Assignments (Base Camp Flag Poles)

9:00 - 9:50 AM Rotation #1 10:00 -10:50 AM Rotation #2 11:00 - 11:50 AM Rotation #3

12:00 PM-1:00 PM Grillin' Time! (Front Porch of Dining Hall)

2:00 - 2:50 PM Rotation #4 3:00 - 3:50 PM Rotation #5 4:00 - 4:50 PM Rotation #6

5:15 PM Flag Lowering (Base Camp Flag Poles)

5:30 -7:15 PM Dinner in Campsites

5:30 -7:15 PM Evening Activities (On Units Own Unless Otherwise Told at Flag Lowering)

11:00 PM Lights Out

Sunday

7:00 – 8:00 AM Breakfast in the Campsites

8:00 – 10:00 AM All Units Leave Camp SAFE DRIVE HOME!



GENERAL EVENT INFORMATION:

CHECK-IN

Check-in will be conducted from <u>5:30 PM till 9:30 PM</u> on Friday evening or between 7:30 & 8:00 AM Saturday. Check-in will be at the Burton Center, the building of Base Camp (Camp Lions). You should plan to arrive Friday evening in order to take maximum advantage of the full program. Do not arrive early, there will be no one to check you in, you may <u>NOT</u> enter the campsites prior to check-in.

For the safety of scouts walking through camp, only vehicles pulling trailers will be allowed in camp. The trailer must be unhooked and parked in the designated area adjacent to your campsite. No trailers are to be parked past the wooden post located inside the campsites. Tow vehicles are to be <u>immediately</u> moved to the front parking lot. All other vehicles are to stay in the parking lots and any additional gear or scouts will have to hike in or can utilize one of the available carts. Your cooperation is greatly appreciated.

CHECK OUT

Check out will be on 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 leave by 10:30 AM. There will not be patches for this event.

MEALS

Lunch on Saturday is the only meal provided this weekend. Food will be provided on the front porch of the Dining Hall (hot dogs & hamburgers with sides and condiments). Those with special dietary needs should bring their own food. Please make alternate arrangements/ plan to prepare their own food in their campsite for other meals. Please be prepared to prepare and clean-up what you bring. Please check the program schedule when planning your meals to ensure you have enough time to prepare, eat, and tidy up before program sessions begin.

VISITORS & GUESTS

Visitors are welcomed and encouraged to view the daytime activities; however, they must leave the campsite area at the completion of the evening activities and may not participate in shooting activities without registering with the unit. The individual Unit Leaders in Charge at the event are responsible for the behavior of all guests visiting his/ her unit or its members. The Unit Leader in Charge is also responsible for ensuring that his unit's visitors and guests are aware of the camp's health and safety rules and procedures, and that they are followed. Visitors and guests are not permitted to spend the night.

ADULT LEADERS

All units must ensure that they meet the BSA two-deep leadership requirement in camp at all times. BSA policy requires at least two adult leaders be at camp at all times; one must be 21 years or older. See Guide to Safe Scouting for clarification. Troops should be organized under the patrol method, led by their Senior Patrol Leader, and for Crews under the President.

STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in the 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. Please e-mail Wes Parker at wparker@pipsicobsa.com.

GENERAL RULES

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 the BSA.

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.

TRADING POST

The Pipsico Trading Post will be OPEN throughout the weekend for your convenience. In addition to program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico Scout Reservation souvenirs. Remember that the proceeds from the Trading Post support your Scouting programs! Feel free to bring some extra spending money for your retail therapy. MasterCard and Visa are accepted for transactions over \$10.

WATER AND BATH FACILITIES

Drinking water will be available in every campsite, at the OA shelter in Base Camp, and at the Gregson Center at the front of the Reservation. Units are encouraged to bring 2 to 5 gallon containers for transporting water. Participants must also ensure they have portable water supplies for use while transition between the program areas throughout the day on Saturday.

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 Base Camp. Shower and toilet facilities will also be available at the Pool.

PARKING

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 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.

MEDICAL MATTERS-

MEDICALS

According to BSA policy, all Scouts and leaders should complete an Annual Heath and Medical Record form (parts A&B only) for all scouting activities. This is just the health history form (excluding the physician's 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: http://www.scouting.org/filestore/HealthSafety/pdf/680-001 AB.pdf.

MEDICAL TREATMENT

All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report all injuries and other medical situations to the camp staff at the Health Lodge, even those they treat themselves. Qualified medical personnel will be on duty at the Health Lodge at all times. If necessary, the camp staff will contact emergency medical services and ambulance services using 911. Unit leaders are expected to control all medications within their units.

PRESCRIPTION MEDICATIONS

All prescription drugs are kept and administered by the unit. It is 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 at check-in. By law, medications must be in a container with a typed label from the pharmacy.

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. When this alarm is heard, all units and participants are required to assemble to the field in front of the Dining Hall and await further instruction.

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 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. No Scout may share a tent with an adult who is not his own parent or guardian.

GENERAL POLICIES-

ALCOHOLIC BEVERAGES & DRUGS

Alcohol and illegal drugs are prohibited. All prescription drugs are kept and administered by an adult within the unit. (See the Prescription Medications section above.)

CELL PHONE POLICY

We would request that Scouts not 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 participating in shooting sport activities 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. We recommend that you 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.

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 ground fires are permitted ONLY in the designated 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.

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.

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.

LIQUID FUELS

Adult leaders only may use Stoves and lanterns requiring liquid fuel. Extra fuel must be turned over to the Quartermaster for safekeeping in locked storage.

MONEY & VALUABLES

Each family must decide how much spending money a Scout should bring to camp. Each Scout is, however, responsible for the safeguarding of his 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 the boy's name and unit number.

PETS

No pets are allowed in camp. Please ensure that anyone planning to visit your unit during the event is also aware of this rule.

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.

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.

TAPS/LIGHTS OUT

A Scout is courteous. All scouts should be in their designated campsites at 10:30 p.m. to Wind-down the day's activities. Taps is at 11 p.m. Unit leaders must ensure that fires and lanterns are out and that all their youth have retreated to their tents and are quiet.

TELEPHONES

Should anyone need to contact a camper on an important matter, the number is (757) 254-2436. This is a business phone, and cannot be tied up with personal calls. Parents will not be able to speak to their children on this line. If adult leaders need to receive regular calls at camp, bring a cell phone or pager, or make arrangements to check with their office on a regular schedule.

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 make arrangements for proper disposal.

VEHICLES IN CAMP

Since safety is our number one priority, vehicles are not permitted past the Burton Center parking lot unless authorized by the ranger for unit gear drop off. Any vehicle that is authorized to drive beyond the Burton Center must remain on the main road. Absolutely no vehicles are permitted on grass or in campsites. Likewise, no vehicles authorized in camp may block the loading dock at the rear of the dining hall.

No other motorized vehicles (golf carts, etc.) will be allowed in camp at any time except for use by designated camp staff. If the need arises for a vehicle to be in camp, approval <u>MUST</u> first be obtained from the Camp Director (Evan Sommerfeld) or Camp Ranger (Jenny Sommerfeld). Special arrangements will be available for Special Needs Visitors, Scouts and Scouters as requested.

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.

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) please notify the council prior to camp of any special requirements by your department.

CHECK-IN FORM

(Turn in at Registration

()	
Unit Type (Circle One) Troop / Crew / Ship	Unit # Council
	District
ONSITE ADULT CONTACT-	
Name:	
Cell Phone #:	
You have been pre-registered with-	
Youth:	
Adults:	
Total:	
You are checking-in with-	
Youth:	
Adults:	
Total:	
Amount due:	
Amount paid:	

Balance due: _____

Unit Roster

Troop/ Crew/ Ship #:				
Senior Youth Leader:		Adult Leader:		
Youth:				
	-		-	
			_	
	-		-	
	_		_	
	-		_	
	-		-	
Adults:				
	-		-	
	-		-	

Notes: Computer generated forms with similar content are acceptable.

Turn in at Check-in.

EVALUATION FORM

Please rate the following on a scale of 1-5 (5 being t	he best)					
Location (site & facilities):	1	2	3	4	5	
Leaders Guide (overall):	1	2	3	4	5	
Did it help prepare you for this weekend?	1	2	3	4	5	
Was it available in time?	1	2	3	4	5	
(1: Way too Late, 5: Right when I needed it.))					
Was any information missing? Please elabor	ate:					
Staff (overall):	1	2	3	4	5	
Ease of registration:	1	2	3	4	5	
Was the staff responsive?	1	2	3	4	5	
Demonstrations/ Activities (overall):	1	2	3	4	5	
I liked:						
I did not like:						
I would like in the future: (Suggestion to better this	event)					
Manda yayı like ta bala alan tha nayt Dygarkin Chunh						
Would you like to help plan the next Pumpkin Chunl						
Yes, count me inDon't know, call me w capacity.	/hen it's t	ime	I mig	ht be ab	ole to help ou	ıt in a limited
Name: Phon	ie:			_		
E-mail:Unit:						
Suggestions: (What did we do wrong? What did we	get right?	How ca	n we im	nrove fo	or next vear?) (Continue on

reverse, if required.)

APPENDIX A: REGISTRATION FORM

SEE OFFICIAL FORM AT http://www.PipsicoBSA.com

APPENDIX B: HOW TO GET TO CAMP

Pipsico is located at **57 Pipsico Road; Spring Grove Virginia, 23881**, midway between Norfolk and Richmond.

Pipsico is centrally located to a host of attractions including the first permanent English settlement at Jamestown, just a short distance away via the nearby ferry.

Many other 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, numerous 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 short drive from camp brings visitors to the naval base in Norfolk, the Atlantic Ocean beaches and boardwalk at Virginia Beach, and much more.

