

PUMPKIN CHUNKIN & FAMILY FALL FESTIVAL

NOVEMBER 4TH – 6TH, 2016

LEADERS GUIDE

(LAST UPDATED 12/5/15)



PUMPKIN CHUNKIN' 2016

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PUMPKIN CHUNKIN' 2016

PUMPKIN CHUNKIN' INFORMATION

- When** November 4 - 6, 2016 (Friday – Sunday)
- Be Prepared. There is no rain/snow date for the event. All units should prepare for foul weather.
- What** A fun-filled action packed weekend for pumpkin chunkers and non-chunkers alike! Field activities, hay rides, and flying pumpkins just to name a few!
- 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** \$16 per Scout, \$12 per adult If paid in full by October 22, 2016
- \$23.50 per Scout, \$19.50 per adult If paid in full after October 22, 2016
- NO REGISTRATIONS WILL BE ACCEPTED AFTER OCTOBER 29, 2016**
- 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 **after October 29, 2016**, as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

PUMPKIN CHUNKIN' 2016

INTRODUCTION

The Tidewater Council, Boy Scouts of America, welcomes you to our 2016 Pumpkin Chunkin event at Pipsico Scout Reservation (PSR). 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 offer you the best experience yet at Pipsico!

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 storytelling 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.

For updates please refer to the Pipsico website at <http://PipsicoBSA.com> and click on the "Special Events" link at the top of the page.

SPECIAL EVENTS/ACTIVITIES

In addition to the main Pumpkin Chunkin' event, there are even more activities for you, your unit, and you family to participate in! Scouts, Scouters, families, and siblings are all invited to participate in these activities.

FIELD EVENTS

Numerous field day events including BB's, airsoft, Archery, Tomahawks, and sling shots will be available during the day on Saturday in Camp Kiwanis. Additionally, a pumpkin decorating contest will be for Cub Scouts Only!



PUMPKIN PIE EATING CONTEST

Saturday at HIGH NOON; Camp Kiwanis under the OA Shelter; TWO youth (or 1 youth and 1 adult) from each registered unit can compete in two categories: Cub Scouts & all others. (Must register at check in)

HAY RIDES/CAMP TOUR/STORY TELLING

Completely revised for 2016: The Ranger and her helpers will be showing off their tractor skills by giving hay rides throughout the day! Rides will start and end in Kiwanis and take participants, along with their personal camp narrator, through little seen areas of camp.

EAT WHAT YOU CHUNK, PUMPKIN BAKE OFF

Pies, breads, cakes, spreads, etc. If it has pumpkin in it, you can enter it! EACH AND EVERY UNIT (Pack, Troop, or Crew); create your entry on a camp fire, or camp stove and bring your entry to the OA shelter in Base Camp by 6:00 PM. At least 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 and eat with. (We encourage multiple entries)

THE, "TOO HOT TO HANDLE CHILI COOK-OFF

Enter your units, or your own personal, world famous, most mouthwatering awesome chili! Create your entry on a camp fire, or camp stove and bring your entry to the OA shelter in Base Camp by 6:00 PM. At least 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 and eat with.



PUMPKIN CHUNKIN' 2016

TENTATIVE SCHEDULE OF EVENTS

Friday

5:00 PM-9:30 PM Check-in
9:30 Leaders Meeting (Cub Master, Den Leaders, SM/ASM, SPL Crew Leaders)
@ Base Camp OA Shelter
10:30-11:00 Wind-down time
11:00 Taps (all quiet and fires out)

Saturday

7:30 AM-8:15 AM Breakfast in Campsites
8:30 AM Opening- Base Camp Flag Poles
7:30 AM-10:00 AM Set Up
9:00 AM – 11:50 AM Climbing Tower Open (Base Camp)
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 OA Shelter
4:00 PM Field Activities End
4:00 PM-5:00 PM Range Clean-up (Units please volunteer to pick up trash)
6:00 PM **Baking/ Chili Competition Entries to Base Camp OA Shelter**
7:00 PM Dinner in Campsites
8:00 PM Camp Fire, Awards Ceremony
(Base Camp OA Shelter)
11:00 PM Lights Out

Sunday

7:00 AM – 9:00 AM Breakfast in Campsites
9:00 AM – 9:30 AM Non-denominational Service (Base Camp OA Shelter)
9:45 AM-10:30 AM Common Area Clean-Up, Break Down Camp
10:30 AM All Units Leave Camp, SAFE DRIVE HOME!



PUMPKIN CHUNKIN' 2016

GENERAL EVENT INFORMATION

CHECK-IN

Check-in will be from **5:00 pm till 9:30 pm** on Friday evening or between 7:30 & 9:00 AM Saturday. Check-in will be at the Gregson Center, the building at the entrance of Pipsico. 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 **NOT** enter the campsites prior to check-in.

For the safety of Scouts walking through camp, only vehicles pulling trailers are allowed inside the yellow gates of 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 **immediately** 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, located at the Burton Center. Your cooperation is greatly appreciated.

All late arriving adults and Scouts (including adults rotating in and out of camp) must check-in through the Burton Center.

CHECK OUT

Check out will be on Sunday after the 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 leave by 11:00 AM.

MEALS

No meals will be provided by the camp staff for this event. Participants must plan to prepare their own food in their campsite. For your convenience, concessions will be sold at the "K" Building in Camp Kiwanis. Items include, but are not limited to: Hot Dogs, Hamburgers, Breakfast sandwiches, funnel fries, French Fries, nachos, drinks, hot chocolate, ice cream, cookies, etc.

VISITORS & GUESTS

Visitors are welcomed 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 and view the Pumpkin Chunkin. A Day Visitor pass to participate in activities can be purchased for \$10 from the Concession area in Kiwanis (Located in the "K Building").

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 in 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 for, Crews under the President and Packs under the Den Leader or Cubmaster.

STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in the events 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.

PUMPKIN CHUNKIN' 2016

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 and unit size. 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. We will also be serving food for purchase out of the newly renovated "K" Building in Camp Kiwanis on Saturday while activities are going on. 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!!

WATER AND BATH FACILITIES

Due to the possibility of winter conditions, drinking water can only be guaranteed to be available at the OA shelter in Base Camp, 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 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 available. Arrangements will be made 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.

PUMPKIN CHUNKIN' 2016



RULES FOR THE PUMPKIN CHUNKIN' COMPETITION

Teams 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 **three (3) minutes** 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. **DUE TO PROBLEMS IN THE PAST, THIS RULE WILL BE STRICTLY ENFORCED IN 2016, NO EXCEPTIONS!**

Pumpkins will be weighed- 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 Champions 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.



PUMPKIN CHUNKIN' 2016

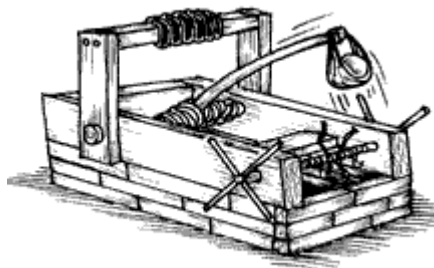
SAFETY RULES

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. **Hard Hats and Eye Protection are to be worn by all fire line personnel in and around the pit area at all times.** 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.



PUMPKIN CHUNKIN' 2016

We will run three classes. The three classes are Catapult, Trebuchet, and "other". **(Cub Scouts and Webelos will only be allowed to enter in the Catapult and Trebuchet sections for safety)**. Each section will have a spot in the Kiwanis field. Additional information will be given out on Friday night.

Catapult Class

1. Pumpkins must weigh no less than 7 pounds and no more than 10.
2. Pumpkin must leave the machine intact.
3. No part of the base 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.
7. Machines must be assembled, loaded, and fired by youth under full adult supervision.

Trebuchet Class

1. Pumpkins must weigh no less than 7 pounds and no more than 10.
2. Pumpkin must leave the machine intact.
3. No part of the base 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 and no more than 10.
2. Pumpkin must leave the machine intact.
3. No part of the base 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' 2016

MEDICAL MATTERS

MEDICALS

According to BSA policy, all Scouts and leaders should complete an Annual Health 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 on the field in front of the Dining Hall in Base Camp 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.)

PUMPKIN CHUNKIN' 2016

CELL PHONE POLICY

We 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. Do not bring them to 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 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.

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 take 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.

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TAPS/LIGHTS OUT

A Scout is courteous. All Scouts should be in their designated campsites at 10:30 PM to wind-down the day's activities. Taps is at 11 PM. 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.

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 **MUST** 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. Tidewater Council 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.

PUMPKIN CHUNKIN' 2016

CHECK-IN FORM

(Turn in at Registration)

Unit Type (Circle One) Troop / Pack / Crew / Ship Unit # _____ Council _____

District _____ Number Entries into "Eat what you Chunk" _____

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: _____



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UNIT ROSTER

Troop/ Crew/ Ship/ Pack #: _____

Senior Youth Leader: _____ Adult Leader: _____

Youth:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Adults:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Notes: Computer generated forms with similar content are acceptable.

Turn in at Check-in.

PUMPKIN CHUNKIN' 2016

EVALUATION FORM

Please rate the following on a scale of 1-5 (5 being the 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 elaborate: _____

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
Saturday night Campfire (overall):	1	2	3	4	5

I liked:

I did not like:

I would like in the future: (Suggestion to better this event)

Would you like to help plan the next Pumpkin Chunkin?

____ Yes, count me in. ____ Don't know, call me when it's time. ____ I might be able to help out in a limited capacity.

Name: _____ Phone: _____

E-mail: _____ Unit: _____

Suggestions: (What did we do wrong? What did we get right? How can we improve for next year?) (Continue on reverse, if required.)

PUMPKIN CHUNKIN' 2016

APPENDIX A: REGISTRATION FORM

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

PUMPKIN CHUNKIN' 2016

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.

Detailed Directions can be found online: <http://pipsicobsa.com/resource-bank/>

