



BOY SCOUTS OF AMERICA®
TIDEWATER COUNCIL

“CAMPTOBERFEST”- FALL FESTIVAL ‘19
PIPSICO SCOUT RESERVATION



“CAMPTOBERFEST”- FAMILY FALL FESTIVAL

NOVEMBER 1ST – 3RD, 2019

LEADERS GUIDE

(LAST UPDATED 9/25/19)

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



“CAMPTOBERFEST”- FALL FESTIVAL ‘19

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"CAMPTOBERFEST"- FALL FESTIVAL '19

"CAMPTOBERFEST"- FALL FESTIVAL '19 INFORMATION

- When** November 1 - 3, 2019 (Friday – Sunday)
- Be Prepared. There is no rain/snow date for the event. All units should prepare for foul weather.
- What** Come out, participate in, and witness the true spirit of scouting; Scouts teaching Scouts and all that Pipsico has to offer in a fun filled outdoor adventure packed fall weekend at "Camptoberfest"!
- Where** Pipsico Scout Reservation
57 Pipsico Road
Spring Grove, VA 23881
- Contact**
- Bryan Cornell
Event Chairman
757-270-4261
Email: bryancornell83@gmail.com
- Wes Parker
VP of Camping Operations
757-635-2696
Email: wparker@pipsicobsa.com
- Register** Register/ Pay online by [CLICKING HERE](#) and setting up a Tentaroo Account. (A 3% convenience fee will be applied at checkout.) You may also Register online and process your payment in person at the Council Office or mail it to the Tidewater Council Service Center 1032 Heatherwood Drive Virginia Beach, VA. 23455. Payment must be received within 7 days of booking on Tentaroo or your shopping cart will be cleared. *The transaction and reservation are not complete until check-out is done with payment posted, or until we receive your payment at the council office.* Finish the registration process in Tentaroo by selecting the names of all participants, both your and adult attending the event.
- Cost** **\$15** per Scout, **\$10** per adult (When paid in full by October 20th, 2019)
- \$22** per Scout, **\$17** per adult (When paying October 21st, 2019 & after)
- Reductions & Refunds** Reductions in registrations can be made up until **October 27th, 2019** unless the event sells out. Should the event sell out, the unit is financially responsible for the full reservation. This is to limit over-booking on popular events. Those receiving "over-sold" slots from other units will be camped with the unit who initially purchased the slot in Tentaroo. Units must notify event staff (contact info above) before camp begins if a Scout or family will not be attending.
- No Refunds can be given if the Council is notified after **October 27th, 2019** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

"CAMPTOBERFEST"- FALL FESTIVAL '19

INTRODUCTION

The Tidewater Council, Boy Scouts of America, welcomes you to "Camptoberfest"- Family Fall Festival at Pipsico Scout Reservation. 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.

Bring your unit and family to participate in, and witness the true spirit of scouting, Scouts teaching Scouts, and all that Pipsico has to offer in a fun filled outdoor adventure packed fall weekend. Plan for general field events including BB-guns, archery, sling shots, bounce houses, climbing, pumpkin pie eating/ carving, food cook-offs, and Tomahawks! Bring your blanket for hay rides and storytelling too. Plan for expanded concessions including hot dogs, hamburgers, fries, sodas, cookies, pizza, and much more!

In addition to the general events, each unit is encouraged to create an activity as part of our program. Units will creatively teach a key Scouting skill or just host an exciting Scouting activity. To maximize their experience, Scouts are encouraged to use their team building and planning skills in preparation for and during the event.

GENERAL EVENTS/ACTIVITIES

General events include numerous activities for you, your unit, and you family to participate in! Scouts, Scouters, families, and siblings are all invited to participate in these activities and are staffed by event volunteers.

FIELD EVENTS

Numerous field day events including BB's, Archery, Tomahawks, bounce houses, and sling shots will be available for all during the day on Saturday. Additionally, a pumpkin decorating contest will be for Cub Scouts Only! For Scouts BSA, the climbing tower will be open!



HAY RIDES/CAMP TOUR/STORY TELLING

The Busy Beavers and their helpers will be showing off their tractor skills by giving hay rides throughout the day! Rides will start and end in Base Camp and take participants, along with their personal camp narrator, through little seen areas of camp.

PUMPKIN BAKE OFF

Pies, breads, cakes, spreads, etc. If it has pumpkin in it, you can enter it! EACH AND EVERY UNIT (Pack, Troop, Ship, 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.

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EXTREME PIONEERING/ AXE YARD

For all guests attending the event, our premiere First Year Camper Program Area- Huskanaw, will be opened and staffed with a variety of scout activities including Pipsico’s unique American Ninja Warrior Pioneering Obstacle course (see below), monkey bridges, and orienteering. In addition to the activities going on in Huskanaw, the Pipsico Local Axe Yard (P.L.A.Y.) will be open for use to help those scouts either learn the basics, or sharpen their skills with axes and saws, plus they’ll learn about how we manage our properties natural resources.



SHOOTING SPORTS ACTIVITIES-

Scouts wish to participate in shooting sports should bring money for Shotgun tickets (Scouts BSA, Sea Scouts, & Venturers) are \$6/10 shots and AR-15 tickets (Age 14 and Up Only) are \$8/10 shots. Shotgun & AR15 tickets are only for youth and on a first come first serve basis. A limit of 1 ticket per participant.

UNIT ACTIVITY AREAS-

In addition to the general events, each unit is encouraged to create an activity as part of our program. Units will creatively teach a key Scouting skill or just host an exciting Scouting activity. To maximize their experience, Scouts are encouraged to use their team-building and planning skills in preparation for and during the event. Please see Appendix A of this Guide for the sign up form and a listing of activity area ideas for Packs, Troops, Ships, and Crews.



“CAMPTOBERFEST”- FALL FESTIVAL ‘19

TENTATIVE SCHEDULE OF EVENTS

Friday

5:00 PM-9:30 PM Check-in & Campsite Setup
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
9:30 AM Field Activities Begin
Climbing Tower Open (Base Camp)

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

4:15 PM Field Activities End, Climbing Tower Closes
4:00 PM-5:00 PM Range Clean-up (Units please volunteer to pick up trash)
6:45 PM **Baking/ Chili Competition Entries to Base Camp OA Shelter**
7:00 PM Dinner in Campsites
8:00 PM Camp Fire
(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!



“CAMPTOBERFEST”- FALL FESTIVAL ‘19

GENERAL EVENT INFORMATION

CHECK-IN

Check-in will be from **5:00 pm till 9:30 pm** on Friday evening or between 7:30 & 8:00 AM Saturday. Check-in will be at the Burton Center, the building adjacent to the parking lot in 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 **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 participants must check-in through the Burton Center.

CHECK OUT

Check out will be on Sunday after the closing Church service. Please come to the Burton Center (camp office) to check out and have your camping area checked for cleanliness. 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, you **MUST** be checked out by 10:30 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. Items include, but are not limited to: Hot Dogs, Hamburgers, Breakfast sandwiches, funnel fries, French Fries, nachos, drinks, 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 Base Camp (Camp Lions) parking as space allows, with overflow parking at the barn area. 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. A Day Visitor pass to participate in activities can be purchased for \$10 in advance, online at tidewater.tentaroo.com or from the Trading Post onsite during the event.

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 organization. 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.

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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 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 and if system has internet up.

WATER AND BATH FACILITIES

Drinking water is available within every campsite and most program areas. Hot showers (Both male and female) are available at the pool shower facilities and at the Westside Showerhouse by Site 9.

Primary bathroom facilities are latrines inside of each campsite and limited use “enclosed” toilet facilities are available (both male and female) at the pool, the front of the Reservation in the Gregson Center, and at the Burton Center in Base Camp (Camp Lions).

PARKING

Since safety is our number one priority, vehicles are not permitted past the Burton Center parking lot unless authorized by the event staff 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. 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.

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 (Kirsten Misfeldt) or the VP of Camping Operations (Wes Parker). Special 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 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.

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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 (Burton Center). 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.)

CELL PHONE POLICY

We would request that Scouts 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 participating in shooting sport activities, should not be distracted by a ringing phone). Use of cell phones inside the pool shower facilities is prohibited.

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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 County 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. Wood is available in the Ax Yard. **We prohibit bringing wood from off property.**

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 you or your unit during the weekend 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.

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 dispose of it properly.

VEHICLES IN CAMP

Since safety is our number one priority, vehicles are not permitted past the Burton Center parking lot unless authorized 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. 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.

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 (Kirsten Kopiczak) or the VP of Camping Operations (Wes Parker). Special arrangements will be available for Special Needs Visitors, Scouts and Scouters as requested.

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.

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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: _____



"CAMPTOBERFEST"- FALL FESTIVAL '19

APPENDIX A: ACTIVITY AREA SIGN-UP FORM

Please fill out this form and forward to Event Chair, Bryan Cornell, bryancornell83@gmail.com

Activities should be interactive and deliver a fun program, and not necessarily advancement or achievement. This is a great opportunity to expose Scouts, families, and visitors to exciting ways of having fun or learning an interesting skill.

The event committee has final approval of proposed activities and will limit duplication. Please make your selection early. Please secure committee approval **before** creating your unit activity.

Unit Type & #: _____

Can Host Activity Independently? Y or N

Contact Name: _____

Can Host a Shared Activity? Y or N

Contact Email: _____

Contact Phone: _____

Event/ Activity Selection

Choice 1: _____

Choice 2: _____

Choice 3: _____

Approximate Space Req'd: ____ Ft. x ____ Ft.

See next page for some suggestions for activities and themes. Units in each program are not restricted to the list under their respective program and may choose any activity/skill/theme they would like to present.



"CAMPTOBERFEST"- FALL FESTIVAL '19

ACTIVITY AREAS – THEME SUGGESTIONS

CUB SCOUTS

Archery
Artificial Caving
BB Shooting
Art
Badminton
Chess
Kickball
Marbles
Table Tennis
Ultimate
Volleyball
Bicycle Safety
Blanket Volleyball
Catapults
Crafts, Paper
Cup Stacking, Timed
Face Painting
Flash Cards
Hula Hoop Games
Insect Identification
Knots
Ladder Golf
Map Reading
Native American Games
Neckerchief/Slides, Crafts
Obstacle Course
Olympic Games
Paper Airplanes/Origami
Parachute Games
Pinewood Derby (pre-made)
Plant Identification
Plaster Casts
Plumbing
Rain Gutter Regatta
Rope Games
Slingshots
Water Sponge Activities
Wheelbarrow Races
Woodworking

BOY SCOUTS

Animal ID
Animal Science
Aquatic Themed Land Games
Archaeology
Athletics
Automotive Maintenance
Aviation
Backpacking Demos
Blindfold Camp Set-up
Compass-less Navigation
Confidence Games
Cooking
Crime Prevention
Disability Awareness
Drug/Alcohol/Tobacco
Education
Electricity
Emergency Preparedness
Farm Mechanics/Machinery
Fingerprinting
Fire Safety
First Aid
Fly-Fishing
Home Repairs
Improvisation Skills
Insect Identification
Knots
Leatherwork
Map & Compass
Memory Games
Native American Lore
Physical Fitness
Pioneering Camp Gadgets
Pottery
Reptiles & Amphibians
Rockets
Rope Bridges
Signaling
Space Exploration

String Burning Relays
Ultimate Frisbee
Wilderness Survival
Woodworking

VENTURING

Communications
Cooking
Cycling/Mountain Biking Relays
Driving Derbies
Emergency Preparedness
Equestrian
First Aid
High Adventure
Hunter Safety
Land Navigation
Leave No Trace
Mountaineering
Putt-Putt Golf
What is Venturing?
Wilderness Survival

SEA SCOUTS

Search & Rescue
Water Survival
Man Over Board Retrieval
Heaving Line Throwing

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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/>

