



PARTICIPANT GUIDE

(LAST UPDATED 9/14/19)

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

PIPSICO SCOUT RESERVATION
57 PIPSICO ROAD
SPRING GROVE, VA 23881
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2019 ZOMBOREE

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2019 ZOMBOREE

EVENT INFORMATION

When December 6 - 8, 2019 (Friday – Sunday)

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

What Experience cold weather camping, Team Building Experiences, Leadership Development, and Fun Ways to practice and tune scout skills.

Who This event is open to Scouts BSA, Venturers, Sea Scouts, and Explorers.

Where Pipsico Scout Reservation
57 Pipsico Road
Spring Grove, VA 23881

Contacts Kirsten Misfeldt
Camp Director
757-323-6172
Email: kirsten.kopiczak@scouting.org

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 registration will be canceled. Transactions and reservations are not complete until check-out is done with payment posted. Finish the registration process in Tentaroo by selecting the names of all participants, both your and adult attending the event.

Online registration for attendance will begin on September 16th, 2019 at midnight.

Cost \$25 per Scout, \$12 per adult If paid in full before November 18, 2019

\$35 per Scout, \$22 per adult If paid in full on or after November 18, 2019

NO REGISTRATIONS WILL BE ACCEPTED AFTER DECEMBER 1ST.

THERE WILL BE NO ON-SITE REGISTRATION.

Reductions & Refunds Reductions in registrations can be made on or before **December 1st, 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 the event chairs by December 1st if a Scout will not be attending.

Refund requests must be made on Tidewater Council’s Refund Application prior to the event and are subject to a 15 percent surcharge processing fee. Funds will be returned to the payee/unit via their store account or by check. Refunds will be granted only in the case of documented illness or family emergency. No Refunds can be given if notified **after December 1st, 2019** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

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CONCEPT

A zombie outbreak is threatening civilization, as we know it. The inhabitants of Pipsico City are hunkered down and determined to survive...

You must band together with your closest friends to form a team of incredible skill and talent. Using your advanced scout skills and teamwork, you must run through Pipsico avoiding the zombie hoard, eventually making your way to the sanctuary bunker that is fully stocked with supplies you'll need to re-create human civilization.

Check-in begins at 5:00 PM and ends at 9:00 PM firm. There will be a cracker-barrel and competitions for all participants Friday evening beginning at 9:00 PM. Another cracker-barrel and awards ceremony will take place on Saturday evening. 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. The Zomboree is structured as a competition, "camporee" style event that will test your teamwork and scouting skills in order to survive a Zombie outbreak. Teams may compete for 1st, 2nd, and 3rd place, or simply participate for fun.

This event is open to Scouts BSA, Venturers, Sea Scouts, and Explorers. Teams should have a minimum of 4 and a maximum of 8-youth. Teams may be composed of Scouts from the same unit or entirely different units. For example, Scout 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 350-registrants.



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TENTATIVE SCHEDULE & PROGRAM

FRIDAY EVENING

5:00 PM – 9:00 PM	Check-in
9:30 PM – 10:30 PM	Youth Leader/Adult Advisor Meeting (dining hall)
9:00 PM – 10:00 PM	Cracker-barrel for all (dining hall)

SATURDAY

7:00 AM – 7:30 AM	Twilight Zombie Tag (Lake Bridge to Riverfront- If evening will have rain)
8:30 AM – 8:45 AM	Gathering (Awesome Field)
9:00 AM – 12:00 PM	Morning Competitions
12:00 PM – 2:00 PM	Lunch (campsites)
2:00 PM – 5:00 PM	Afternoon Competitions
5:00 PM – 7:30 PM	Dinner (campsites)
7:30 PM – 7:45 PM	Zombie Tag
8:00 PM – 10:00 PM	Cracker- barrel & Zombie Events (costumes highly encouraged) -Zombie Beauty Competition -Brains Eating Competition

SUNDAY

9:00 AM – 9:30 AM	Awards/Recognition (Awesome Field)
9:30 AM – 11:00 AM	Campers Depart

SCORED ACTIVITIES (May be modified to create a more awesome event)

1. First Aid
2. Orienteering (compass)
3. Knots/Lashings
4. Rifle Shooting (.22 cal.)
5. Physical Challenge
6. Archery
7. Paintball
8. Tomahawk Throwing
9. Resourcefulness / Critical Thinking
10. Signaling

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COMPETITION AND ACTIVITIES

The weekend will be filled with FUN and competition. Scouts will compete as a Team (4-8 Scouts). Several activity stations will be set up throughout the Pipsico Scout Reservation. Scouts will compete by participating in a variety of activities which requires Scouts to demonstrate basic scouting skills, team work, problem solving and most of all, show Scout Spirit!

INDIVIDUAL NEEDS

Items are suggested for individual use while camping.

- | | |
|--|---|
| <input type="checkbox"/> Headlamp or flashlight | <input type="checkbox"/> Daypack |
| <input type="checkbox"/> Activity clothes (ZOMBIE COSTUME) | <input type="checkbox"/> Scout uniform |
| <input type="checkbox"/> Rain gear & hat | <input type="checkbox"/> Extra footwear |
| <input type="checkbox"/> Tent | <input type="checkbox"/> Personal eating utensils, etc. |
| <input type="checkbox"/> Underwear & sleep wear | <input type="checkbox"/> Toiletries – toothbrush, soap... |
| <input type="checkbox"/> Sleeping bag | <input type="checkbox"/> Insulated ground pad |
| <input type="checkbox"/> Compass | <input type="checkbox"/> Personal medication (if any) |
| <input type="checkbox"/> Water Bottle | <input type="checkbox"/> Backpack (optional for hiking) |
| <input type="checkbox"/> Matches/Lighter | <input type="checkbox"/> Pocket knife |

PATROL/ TEAM NEEDS

Items MUST be brought with your team for the start of the competitions on Saturday.

- | | |
|--|---|
| <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Daypack |
| <input type="checkbox"/> Patrol Flag | <input type="checkbox"/> Scout Handbook |

TEAM/ UNIT CAMPSITE ITEMS

Items are suggested for Team/ Unit use while camping.

- | | |
|---|--|
| <input type="checkbox"/> Food/Group Supplies | <input type="checkbox"/> Axe |
| <input type="checkbox"/> Patrol Shelter or Dining Fly | <input type="checkbox"/> Menu for All Meals |
| <input type="checkbox"/> Cooking Utensils | <input type="checkbox"/> Duty Roster |
| <input type="checkbox"/> Matches/ Fire Starter | <input type="checkbox"/> Drinking Water Containers |

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GENERAL EVENT INFORMATION

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. Units should be organized under the Patrol method, led by their Senior Patrol Leader for, Crews under the President. Provisional Scouts will be incorporated into other units. All campers must be registered members of 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 number, an American Flag, unit flag, and patrol flags.

CHECK-IN

Unit Check-in will be conducted from **5:00 pm till 9:00 pm** on Friday evening at the Burton Center within Camp Lions (Base Camp). 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 unit trailers are allowed beyond the yellow gates inside Base Camp. The trailer must be unhooked and parked in the designated area adjacent to your campsite. No unit 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 addition gear or Scouts will have to hike in or can utilize one of the FEW available carts, located at the Burton Center. Your cooperation is greatly appreciated.

CHECK OUT

Check out will be on Sunday between 9:30 and 11:00 AM with a Pipsico Scout Reservation staff member. 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. **ONLY AFTER 8:00 AM** on Sunday, will tow vehicles be allowed into the camping area. Units leaving Saturday night must notify the staff in advance for checking out procedures.

CAMP RULES

- The Scout Oath and Law.
- The Guide to Safe Scouting.
- Leave No Trace.
- NO fireworks/ firearms, pets, radios, walkie-talkies, TV's and CD/DVD/MP3/iPod players
- Scouts are not permitted to roam through campsites during scheduled activities.
- Scouts are not permitted to leave the boundaries of Pipsico Scout Reservation.
- Areas Off-limits- Staff quarters (behind the dining hall), archery & rifle ranges and the cliffs at the water front.

MEALS

All meals will be provided and prepared by the individual units. **NO MEALS ARE PROVIDED FOR THIS EVENT** Units will need to provide and prepare meals in their respective campsites.

STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in weekend 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, or other contacts listed in this guide, of the names and contact information for those volunteers in your unit who may help contribute to the event's success.

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TRADING POST

The Pipsico Trading Post will be OPEN throughout the weekend for your convenience. In addition to outdoor 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 when system is available.

UNIFORM

Units are encouraged to wear the "official Field Uniform" (referred to as a Class A uniform) during Check-in, Check-out and Camp Fire programs. At all other times participants may wear an activity uniform ("Class B"), consisting of a unit or camp T-shirt with Scout pants or shorts. Leaders must monitor their units to ensure that clothing reflects good taste and Scouting standards.

VISITORS & GUESTS

Visitors are welcomed and encouraged to attend and watch the daytime activities and campfire. 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.

WATER AND BATH FACILITIES

Drinking water is available in every site, 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.

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 in the Gregson Center, within the Dining Hall, and at the Burton Center in Base Camp. Shower and toilet facilities are also available at the NEW Westside shower house adjacent to Site 9.

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. 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. Provide a list of medication, dosage (Medical part B) 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 shall be given only in accordance with the label. Handwritten changes will not be accepted.

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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.

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 request that Scouts not take cell phones to program sessions or, at the very least, to turn them off. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases, can be extremely dangerous.

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.

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 fires are only 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. Wood is available in the Axe Yard at no-cost. Wood not used should be returned.

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 BSA.

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 watches, and personal entertainment devices be left at home. Regardless, all items should be clearly marked, with the youth's name.

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PETS

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

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 21 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 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 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.

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 / Crew / Ship

Unit # _____ Council _____

District _____

Number Klondike Teams _____

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: _____

