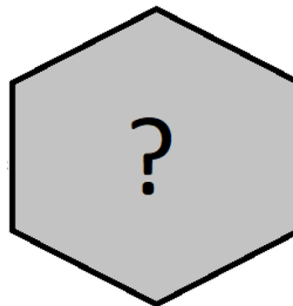




ZOMBOREE

DECEMBER 4 - 6, 2026



PARTICIPANT GUIDE

(LAST UPDATED 4/19/26)



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2026 ZOMBOREE

EVENT INFORMATION

- When** December 4 - 6, 2026 (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

AJ Davis
Program Director
Email: scoutajdavis@gmail.com

Wes Parker
VP of Camping Operations
Email: wparker@pipsicobsa.com

Wes Sherman
Staff Adviser/ District Executive
Email: William.Sherman@scouting.org



- Register** **Online registration will open 5/4/26 @ 12AM-** Limited to first 380 Participants

Register/ Pay online by [CLICKING HERE](#). *If you have trouble registering, view these 3 min. videos: [PART 1](#) - [PART 2](#).* You CAN register online AND pay online using funds from your unit's Council Store account. Transactions and reservations are not complete until payment is posted. Prior to arriving at the event, please finish the registration process by entering the names of all participants, both youth and adult, attending the event (this allows for fast check-in on Friday).

- Cost** **\$29** per Scout, **\$18** per adult If paid in full before November 24, 2026
- \$39** per Scout, **\$28** per adult If paid in full on or after November 24, 2026

NO REGISTRATIONS WILL BE ACCEPTED AFTER NOVEMBER 29TH.
THERE WILL BE NO ON-SITE REGISTRATION.

- Reductions & Refunds** If for any reason this event is canceled due to government regulations 100% of fees paid will be refunded. Other refund requests must be made on [Council's Refund Application](#) prior to the event and are subject to a 15% 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 **within 14 days of the event** as pre-paid expenses will already have been incurred. No refunds for partial attendance will be granted.

Registrants must pay for slots upon registration. Reductions in registrations can **ONLY** be made up to **14 days before the event**, unless the event sells out. Should the event sell out, the unit will be financially responsible for the full reservation. This is to limit over-booking on popular events. Requesting a reduction can **ONLY** be completed by submitting a Council Refund Application to the event contacts and is subject to a 15% processing fee.

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CONCEPT

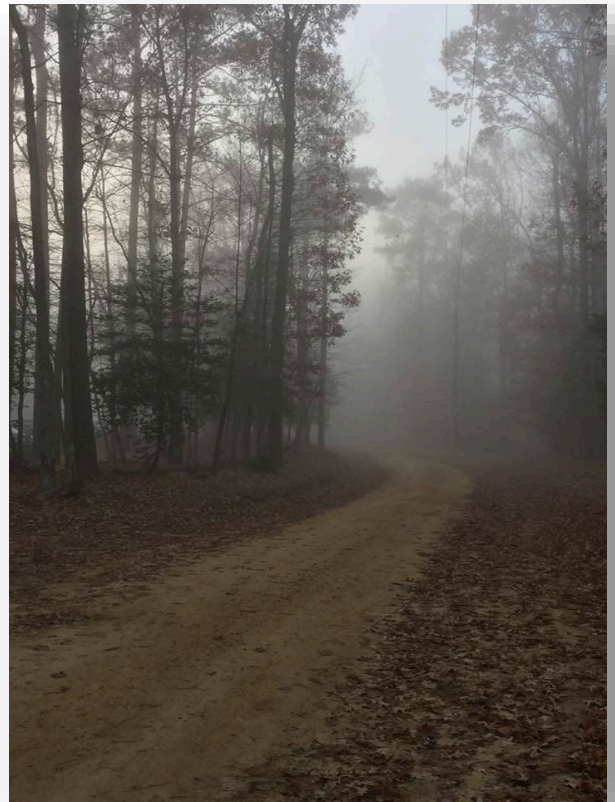
CONTAMINATION BREACH!!!

Years ago, Pipsico Scout Reservation was the site of unsanctioned human experiments. A violent laboratory explosion leaked toxic radiation and resulted in the creation of ZOMBIES. They have been conditioned to guard the formula, which, if mixed will stop the effects of their reanimation. We need you to find a way to access the arena, evade the zombie hordes, and recover the formula. There are 14 challenges that must be overcome to reach the 6 arenas where the viciously trained zombies guard the formula. Once recovered, the formula must be mixed and applied to the zombies. It will be Pipsico's one and only chance to try and stop the apocalypse. We desperately need your help!

There will be a cracker-barrel Friday and Saturday evening. No other food is provided. Participants should plan and bring their own meals.

Event patches will be provided. 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 will be assigned Friday night. Teams may be composed of Scouts from the same unit or entirely different units. 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 "Adult Member." Attendance is limited to the first 340-participants.



2026 ZOMBOREE

TENTATIVE SCHEDULE & PROGRAM

DISCLAIMER: This Event features interactive activities that involving walking a reasonable distance, demonstrating scout skills, and working as a Team to complete task. Be advised, teams should include a seasoned Scout!

FRIDAY EVENING

4:00 PM – 8:45 PM (firm) Check-in
9:00 PM – 9:30 PM Opening ceremony (Parade Field, in front of totem poles)
9:30 PM – 10:00 PM Cracker-barrel for all (dining hall)
10:00 PM – End SPL, ASPL, and SM from Every Troop Meets in OA Shelter- Event Patrols Assigned
11:00 pm Lights Out

SATURDAY

6:30 AM – 7:15 AM Breakfast in Campsites
7:20 AM – 7:40 AM Flags & Final Patrol Organization (Awesome Field)
7:40 AM – 8:00 AM Travel to event starting positions
8:00 AM – 11:00 AM Begin Zombie escape, evasion event
11:15 PM – 12:45 PM Lunch (In Campsites)
1:00 PM – 4:00 PM Afternoon Competitions
4:30 PM – 7:00 PM Dinner (campsites)
7:00 PM – 7:30 PM Event SPL and ASPL (Bring Event Tags to Dining Hall for Antidote Making)
7:45 PM – 9:45 PM Final Events, Awards Ceremony (Amphitheater)
 Cracker Barrel (Dining Hall)
11:00 pm Lights Out

SUNDAY

9:30 AM – 11:00 AM Campers Depart



2026 ZOMBOREE

COMPETITION AND ACTIVITIES

The weekend will be filled with FUN and competition. Scouts will compete as a Team. Event patrols and Teams will be assigned at SPL meeting Friday night. 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 |

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

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.

CHECK-IN

Unit Check-in will be conducted from **4:30 pm till 8:45 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 parked in the designated area adjacent to your campsite. No unit trailers are to be parked past the wooden post located inside the campsites. 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 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 vehicles be allowed into the camping area. Units leaving Saturday night must notify the staff in advance for checking out procedures. Event Patches will be given at check out with return of event evaluation form.

CAMP RULES

- The Scout Oath and the Law
- The Guide to Safe Scouting
- Outdoor Ethics
- NO fireworks, pets, firearms, electronic games, 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 the campground.

MEALS

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

STAFF

Weekend events are staffed by volunteers. Scouting America is a volunteer run program. Unique to this Zomboree event, we are in need of a significant number of staff, including youth ages 11-18, for the success of the event. Staff registration can be done through the online registration system. **ALL Meals** are provided for those registering as staff. Staff Cabins will be provided on a first come first served basis. If the cabins are full you will need to provide your own tent. All staff will be permitted to stay with their troops if desired but are requested to eat with staff. Specific staff positions needed include Zombies, Challenge Event Staff, and Logistics.

Please see the Zomboree Staff Guide for further information.

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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.

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 (if applicable). 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 and must be accompanied by someone with Safeguarding Youth Training (SYT).

WATER AND BATH FACILITIES

Drinking water is available within every campsite and most program areas. Units are encouraged to bring 2 to 5-gallon containers for transporting water. 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 "enclosed" toilet facilities are available (both male and female) at the pool, at the Westside Showerhouse, the front of the Reservation in the Gregson Center, and at the Burton Center in Base Camp (Camp Lions).

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. 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 can be available for Special Needs Visitors, Scouts and Scouters as requested.

ADULT LEADERS

All units must ensure that they meet two-deep leadership requirement in camp at all times. Scouting America 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 Scouting America.

MEDICAL MATTERS-

MEDICALS

According to Scouting 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 at this event. Medical forms will NOT be turned in at check-in, however, unit leaders are required to inform the camp health officer or designee **at check-in** of campers with limitations, special needs or life-threatening circumstances. 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.

EMERGENCY PROCEDURES

Pipsico Scout Reservation maintains emergency procedures to meet, and in some cases, exceed the standards set by Scouting 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 at Awesome Field** in front of the flag poles 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. **Two registered adult leaders** 21 years of age or over are required to attend this event. At least one (1) female adult over the age of 21 is required whenever female youth are present. No Scout BSA youth may share a tent with an adult, regardless of whether or not they are his/ her own parent or guardian. Separate tenting arrangements must be provided for male and female youth. Youth sharing tents must be no more than two years apart in age.

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.

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 must be extinguished so that they are cold to the touch.

INITIATIONS, HAZING & MILITARY TRAINING

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in Scouting.

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.

PETS & SERVICE ANIMALS

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. Service animal use **MUST** be coordinated with staff prior to arrival.

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. This includes E-cigarettes and Vaping products.

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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

If adult leaders need to receive regular calls at camp, bring a cell phone, or make arrangements to check with their office on a regular schedule. During an emergency, you can contact the Event Chairman (contact information above.)

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 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 Event Chair and/ or the Camp Ranger (Evan Sommerfeld). 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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APPENDIX A: 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
Quality of personnel:	1	2	3	4	5
Were they interesting?	1	2	3	4	5
Activity difficulty:	1	2	3	4	5

Would you like to help plan a future event?

____ 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.)