



SCOUTING AMERICA
TIDEWATER COUNCIL

GUNS 'N' GRILLIN' 2.0 2026
PIPSICO SCOUT RESERVATION



GUNS 'N' GRILLIN' 2.0 (OUTDOOR ADVENTURE WEEKEND)

SEPTEMBER 25TH – 27TH, 2026

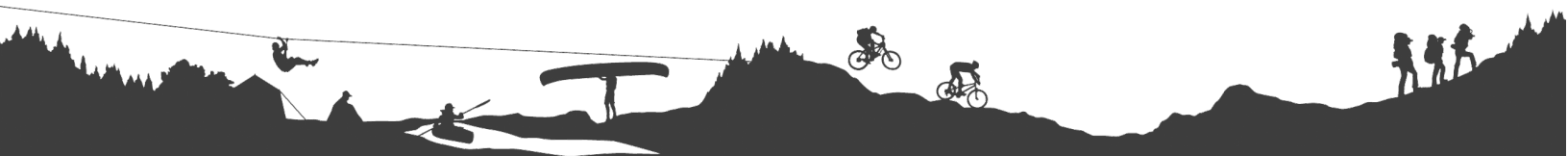
LEADERS GUIDE

(LAST UPDATED 7/19/26)



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GUNS 'N' GRILLIN' 2.0 (OUTDOOR ADVENTURE WEEKEND) 2026

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GUNS 'N' GRILLIN' INFORMATION

When September 25 - 27 (Friday – Sunday)

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

What An AWESOME and unique weekend designed to provide programs normally only available to units at camp or at outside facilities, to units on a weekend camping experience. Units are encouraged to use the patrol method and practice outdoor camping skills outside of program times.

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

Contact

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Register 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 check-out is done with payment 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 **\$38** per Scout/ Shooter, **\$16** per adult/ Non-shooter (When paid in full by September 14th, 2026)

\$48 per Scout, **\$26** per adult (When paying Sept. 15th, 2026 & after)

Shotgun Tickets- **\$4.00** (5 shots)

**NO REGISTRATIONS WILL BE ACCEPTED AFTER SEPTEMBER 21ST, 2026
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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INTRODUCTION

The Guns 'n' Grillin' 2.0 (Outdoor Adventure Weekend) is designed to provide Scouts BSA Troops, Venture Crews, and Sea Scout Ships with an exciting weekend filled with the best outdoor programs the Scouting America has to offer. (Note: Cub Scouts are asked to register for one of the two (2) [Cub Scout Family Camps](#) in May and October, in order to participate in Cub Scout approved shooting activities.) This weekend will combine the most exciting shooting sports activities that are normally offered at a Guns 'n' Grillin' event (archery stations, BB's, slingshots, tomahawk throwing, .22cal rifle) with other activities such as large-scale pioneering projects, canoeing, and much more!

This weekend is designed to provide these unique programs, normally only available to units at summer camp or at outside facilities, to units on a weekend camping experience. Units are encouraged to develop their own organizational structure using the patrol method and practice outdoor camping skills outside of the scheduled program times.

Lunch of hamburgers and hotdogs will be provided on Saturday only. No specialty meals are provided for restricted diets, please plan accordingly. All other meals should be planned and prepared for by the individual units. Water will be available in all campsites.

For this year, we are implementing through a grant from the Virginia DWR some Pipsico Awesome including [Sporting Arrows](#), [Black Powder Rifle](#), and also 3D- Archery. All of these in addition to the typical events of .22 rifle, shotgun, target archery, BB's, Sling Shots, and more. Units/individuals who wish may purchase tickets to shoot shotgun by adding them to the individual registration online through Black Pug. NO onsite tickets can be purchased.

All activities are on Saturday only. Units are invited to arrive on Friday and depart on Sunday. Space is limited to 250 campers. **Shotgun tickets are \$3.50/5 shots.**

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

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

Important: Use of personal outside firearms & ammunition is prohibited by Scouting America policy, however, Range Safety Officers and Range staff are needed for this event. Volunteers who are willing are encouraged to email shootingsports@pipsicobsa.com to offer support. Other Important note: Due to popular demand, we are offering an additional shooting opportunity on Saturday evening from 6:30 - 8:00 PM for advancement related shooting for Scouts BSA only. Specifically, Scouts who have partially completed the Rifle merit badge and need to complete the shooting requirements. **Please make yourselves known at check-in (or in advance if possible) as these arrangements MUST be made no later than Friday night and Blue Cards MUST be in hand.**



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TENTATIVE SCHEDULE OF EVENTS

Friday

5:30-9:30 PM Check-in (for Friday night campers)
8:30-9:00 PM Range 30 Min Safety Brief (All Youth Scouts) - OA Shelter

Saturday

6:30 - 8:15 AM Breakfast in Campsites
7:30 - 8:00 AM Optional Check-in (for Saturday Arrivals)
8:00-8:30 AM Range 30 Min Safety Brief (Those not attending Friday)- OA Shelter
8:45 AM Leaders Mtg/ Opening & Rotation Assignments (OA Shelter)

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

12:15 PM-1:15 PM Grillin' Time! (Front Porch of Dining Hall)

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

5:30 -7:15 PM Dinner in Campsites

5:30 -7:15 PM Evening Activities (On Units Own Unless Otherwise Told at Flag Lowering)
11:00 PM Lights Out

Sunday

7:00 – 8:00 AM Breakfast in the Campsites
8:00 – 10:30 AM All Units Leave Camp SAFE DRIVE HOME!



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GENERAL EVENT INFORMATION:

CHECK-IN

Check-in will be conducted from **5:30 PM till 9:30 PM** on Friday evening or between 7:45 & 8:15 AM Saturday. Check-in will be at the Burton Center, the administration building of Base Camp (Camp Lions). You should plan to arrive Friday evening 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 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

Contingents may check-out after the conclusion of program on Saturday evening or stay until Sunday morning. **For camper safety, during program sessions absolutely no vehicles will be allowed into camp for packing up campsites.** 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. There will not be patches for this event.

MANDATORY RANGE SAFETY BRIEF

In order to give our Scouts as much trigger time as possible, we will be holding three sessions of a 30 minute Range Safety Brief that will cover all of the shooting sports activities that will be going on throughout the camp. There will be two sessions on Friday evening and one session Saturday morning. Attendance is mandatory for all participating Scouts. There will be a case-by-case alternate, however it may effect the Scouts time to participate in the shooting activities. If the Scout does not participate in a Range Safety Brief, they will **NOT** be allowed to participate in the shooting sports.

MEALS

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

VISITORS & GUESTS

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

ADULT LEADERS

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

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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 Scouting.

CAMPSITES/CAMPING

Campers need to provide their own tents and beddings. All Pipsico tents and cots are in storage for the winter. Sites will be assigned based on registration date, unit size, and if the unit has a trailer. Units are encouraged to set up their campsite with their unit identification number, an American flag, unit flag and patrol flags.

TRADING POST

The Pipsico Trading Post will be OPEN throughout the weekend for your convenience. In addition to program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico Scout Reservation souvenirs. Remember that the proceeds from the Trading Post support your Scouting programs! Feel free to bring some extra spending money for your retail therapy. Credit cards are accepted for transactions over \$5.

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 Shower House by Site 9. Units are encouraged to bring 2 to 5 gallon containers for transporting water. Participants must also ensure they have portable water supplies for use while transitioning between the program areas throughout the day on Saturday.

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 Shower House, 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.

UNIFORM

Units are encouraged to wear the official "Field Uniform" (sometimes referred to as a "Class A" uniform) during Check-in and Check-out. 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.

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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 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 the 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.

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GENERAL POLICIES-

ALCOHOLIC BEVERAGES & DRUGS

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

CELL PHONE POLICY

We would request that Scouts not take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts participating in shooting sport activities should not be distracted by a ringing phone). Cell phone use inside the pool shower facilities is prohibited.

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. We recommend that you do not bring them into camp. If you permit them during travel to and from camp, please leave them in the car during your stay at camp. Youth campers are not permitted to have two-way radios in camp, as these have proven to be highly disruptive.

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 Axe Yard at no-cost. Wood not used should be returned. **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 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 bring to camp. Each Scout is, however, responsible for the safeguarding of their 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 scout's name and unit number.

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

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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.

TAPS/LIGHTS OUT

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

TELEPHONES

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 Camp Director (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
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(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
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Was the staff responsive?	1	2	3	4	5
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Demonstrations/ Activities (overall):	1	2	3	4	5
---------------------------------------	---	---	---	---	---

I liked:

I did not like:

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

Would you like to help plan the next Outdoor Adventure Weekend?

____ 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.)

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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/>

