

PROGRAM GUIDE



BOY SCOUTS OF AMERICA®
COLONIAL VIRGINIA COUNCIL



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Canned Punkin' Chuckin'

What is it?

Design, build, lash, lift and FIRE!! Chunkin' is a great event that allows your troop, patrol or crew to build a pioneered style machine to launch a bag of canned pumpkin as far as you can and for accuracy. You can build a catapult, or trebuchet. It can be human powered, counter weighted. All material must be wood staves and rope. All staves must be in a natural state, i.e. no dimensional lumber, nothing treated, no notching. Bark may be cleaned off.

Along with the Chunk there is also a pioneering midway. Each unit is to construct a pioneering display. This part of the event is about showing off the units pioneering skills. All aspects of pioneering listed in the pioneering merit badge book are allowable for the midway display.

There will be prizes awarded for both the Chunk and the Midway. Chunk categories are, best looking chunker, furthest chunk and most accurate chunk. Midway awards will be determined by the judging committee the day of.

When is it?

November 5-7, 2021. The main event and awards ceremony will be on Saturday the 6th. Check in begins at 5:30 on Friday November 5th.

Where is it at?

It is at Endview Plantation in Newport News.

Who can attend?

The Saturday event is open to all Scouts and the public in general. Camping for the weekend is open to Boy Scouts, Ventures, Ships, and Explorers. Webelos can camp with a troop that is sponsoring them at the event.

What about Covid?

City, State, and CDC Covid guidelines will be followed. Please see the Covid section of this guide for more details.

Cost?

It will be \$15.00 per head made prior to close of business on October 27th. After that date, there will be an additional \$5.00 per head late fee charged.

GENERAL RULES FOR PUNKIN' CHUNKIN'

1. The Crew 595 Punkin Chunkin Association (CPCA) has final say and decision-making powers on all aspects of the chunk.
2. Machines must be built from individual pieces the morning of the event. Nothing can be brought in pre-built.
3. **The structure must be made of wood and rope. No mechanical fasteners are allowed. A sling or bucket, used to hold the canned pumpkin, may be made of other materials.**
4. **All machines will have a foot print no larger than 15 feet wide (including guy wires) and 16 feet tall to the highest fixed point.**
5. **No dimensional lumber is allowed. The staves cannot be treated with any chemicals. Units are allowed to remove the bark from their staves if desired.**
6. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter)
7. Machines may have adult assistance on the design and building.
8. Machines must be assembled, loaded, and fired by the youth under full adult supervision.
9. Some may require backstops due to the type of machine.
10. All Machines must be able to fire within five (5) minutes. (Keep in mind that every attempt is made to give you (20) minutes by informing you 4 machines or more down the firing line.) Any machine not able to fire when the pit boss decides your five (5) minutes are up will forfeit that round. **NO EXCEPTIONS!** Any special needs or concessions about time needed for your machine should be brought up at the leader's meeting. The CPCA and Pit Boss will try to work with you to ensure you receive the notice you need. Again, Team Captains are responsible for making sure you're ready when it's your turn to chunk.
11. The bags of pumpkin will be provided by the CPAC and must not be altered in any way. They must be released from the machine on their own.
12. The longest distance of the event is the **LONG DISTANCE CHAMPION PUNKIN CHUNKER** and most accurate to the target is the **SHARP SHOOTER CAMPION PUNKIN CHUNKER**.
13. If you are disqualified for any round in competition for breaking, **SAFETY OR REGULAR** rules you will forfeit your longest distance not the distance of the shot you are being disqualified on, or your most accurate, not the shot you are currently shooting.
14. CPAC will provide the canned pumpkin in a bag for each of 3 shots. If a unit would like to fire practice shots they will need to provide their own canned pumpkin and bags. This is the only ammunition that will be allowed to be fired in round and during practice.

Safety Rules

- 1. All catapult and trebuchet machines must have a safety strap or mechanism to hold the throwing arm or boom in case of early fire when loading if it is under tension. You are responsible for making sure everyone stays clear behind your machine, in case of a misfire. Personnel handling ropes or cable should wear gloves such as a sailing or repelling type to prevent burns**
- 2. Backstops will be required for any machine that can fire backwards (even if it never has done so). Any machine inspected on the field or approved in advance, as "not able to fire backwards" will be exempt from this requirement. Machines marked for backstops that fire without one will be disqualified from the chunk. This includes anytime they fire while on the field.**
- 3. Machines may not chunk until the safety committee inspects and approves them to be safe by the PUNKIN CHUNKIN SAFETY RULES. Any alterations after being inspected will require another inspection to be able to fire.**
- 4. Hard Hats and Eye Protection to be worn by all fire line personnel in pit when firing**
- 5. Each Machine must have a First Aid Kit in plain view and clearly marked for all people to see, but not on machine. A Fire Extinguisher is required for machines that can create sparks.**

PUNKIN' CHUNKIN'
At Endview Plantation
TENTATIVE SCHEDULE OF EVENTS

Friday:

5:30 – 9:00	Check in
10:30	Lights Out

Saturday:

7:00 AM-8:15 AM	Breakfast in campsites
8:30 AM	Opening
8:45 AM-12:00 PM	Set up and test fire Punkin' Chunkers' and construct Unit Midway display
12:00 PM-1:00PM	Lunch
1:15 PM-3:30 PM	The Chunk
3:30-5:00	Midway display judging and visitation by units
5:15 PM-6:00 PM	Range Clean-up
6:00 PM	Dinner in campsites
7:30 PM	Evening Program/Ceremonies—Campfire
10:30 PM	Lights out

Sunday:

7:15AM	Assembly
7:30AM – 9:00 AM	Breakfast in the campsites
9:00 AM – 9:30 AM	Chapel in campsites
9:45 AM–10:50 AM	Common area clean-up (campsites), packing
11:00 AM	Dismissal and leave camp

ALL TIMES ARE SUBJECT TO CHANGE.

General Regulations and Policies

The following items **are NOT allowed**: Pets, Televisions, Radios, Video Games, Fireworks, Firearms, Illegal Drugs, Alcoholic Beverages, or Tobacco Products.

1. All camping will utilize Leave No Trace techniques.
2. Fires must be kept to a cooking size and must be leave no trace.
3. Scouts are not to roam through the campsites.
4. Cutting of live trees is not permitted.
5. Unit leaders are responsible for their units at all times.
6. All vehicles are to be parked in the designated parking areas. No vehicles in camp sites.
7. Scouts will remain in their troop area between taps and reveille unless on authorized errands.
8. No Scout will enter the camping area of another troop without permission.
9. Defacing, destroying, or “trashing” of the property of others, the BSA or the Plantation is strictly forbidden.
10. Scouts are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.

SCOUTMASTERS ARE STRONGLY ENCOURAGED TO DISCUSS THESE REGULATIONS WITH THEIR TROOP PRIOR TO ATTENDING THE EVENT!

Covid Guidelines

We expect everyone attending the event to follow the measures listed below, which are based on CDC guidance.

- Isolate if you are sick, and do not attend the event if you, anyone you live with, or anyone you have recently been around feels unwell.
- Do not attend the event if you or anyone you live with has been tested for COVID-19 or another illness and does not have the results back yet.
- If you are not [fully vaccinated](#), wear [a face covering or mask](#) that covers your nose and mouth when in close proximity to people you don't live with.
- [Wash your hands often with soap and water](#). Use hand sanitizer if soap and water are not available.

Below is a suggested form that units can use for anyone attending the event.

COVID-19 Survey

In the last 14-days leading up to the event, has the participant:

	YES	NO
1) Experienced any one of the Level 1 symptoms? _____	<input type="radio"/>	<input type="radio"/>
2) Experienced any two of the Level 2 symptoms that are new for them? _____	<input type="radio"/>	<input type="radio"/>
3) Been in close-contact with someone waiting for COVID-19 test results? _____	<input type="radio"/>	<input type="radio"/>
4) Been in close-contact with someone that has tested positive for COVID-19? _____	<input type="radio"/>	<input type="radio"/>
5) Traveled by air, bus, or train within the United States? _____	<input type="radio"/>	<input type="radio"/>
6) Traveled outside of the United States? _____	<input type="radio"/>	<input type="radio"/>

Level 1 Symptoms (New or Undiagnosed)

- Shortness of breath
- Fever of 100.4 or greater
- New or worsening dry cough
- Nausea, vomiting, or diarrhea
- Severe headache
- Loss of taste or smell
- Sore throat

Level 2 Symptoms (New or Undiagnosed)

- Cough
- Chills
- Rash or skin discoloration
- Open sore
- Abdominal Pain
- Nasal congestion
- Fatigue or body ache

Any participant answering YES to one or more of the above listed questions should STAY AT HOME until they have proof of a negative molecular (PCR) test (NOT a rapid rest)

Camping at Endview

The city of Newport News has graciously allowed us to use Endview for these events and we want to make sure that we take good care of the property while we are there. Remember leave no trace principles and leaving the space better than when we found it. Here are a couple of Endview specific regulations:

1. We will be using port-a-johns so please plan accordingly. There will **not** be running water or flushing toilets.
2. There are 2 water spickets available for clean water. Please do not waste any water and be as water conscious as possible.
3. We will be camping in the battle fields behind the plantation. There are historic earthworks that we will need to stay off of. Please keep the Scouts to the designated camping areas only.
4. Vehicles will be able to park close to the campsite area, and one vehicle per site will be allowed back. If your troop brings a trailer you will be able to leave it in your site.
5. The sites are marked out squares in the middle of a large field. Please make sure you and your Scouts stay within your campsites boundaries.
6. Campfires are allowed, but should follow leave no trace principles. A burn barrel, lifted off the ground or a leave no trace fire must be used.

Campsite Assignments

Campsites will be assigned based on information given during the pre-registration process and the size of available areas for tents. Units will be given their site assignment at check-in.

Leadership

TWO-DEEP ADULT LEADERSHIP IS REQUIRED. All troops should be under the patrol method, led by their Senior Patrol Leader. There must be at least one adult Scouter in the troop site at all times. This is to facilitate contacting a unit member in case of an emergency and to provide the unit information concerning ongoing events as well as to provide security for each site.

First Aid

Each troop is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries in the admin area.

Parking

There will be no vehicles allowed in the campsite areas or activity field. Trailers will be allowed to park in or near each site. Troops without trailers will be allowed one vehicle at a time to the camp site to unload. **TROOP TRAILERS ARE HIGHLY RECOMMENDED.**

Visitors

Visitors are welcome and encouraged to attend the daytime activities and ceremonies. However, they must leave the campsite area at the completion of the ceremonies.

Webelos

WEBELOS are welcome and encouraged to attend daytime activities or camp with a sponsoring troop/crew. They are expected to follow all camp regulations.

CHECK-IN/REGISTRATION

Pack, Troops and Crews may arrive 5:30 pm on Friday, of the event, to set up campsites. If you plan to arrive before 5:30pm you **MUST** contact mattauth5@gmail.com to make arrangements (or you may end up waiting until our staff is ready to receive you). Upon entering Endview units will proceed to the registration. Campsite areas will be assigned at that time.

All Vehicles must be in the parking area by 9:00 Friday night

HANDICAPPED PARKING

Requests for special parking passes for medical conditions will be made on a case-by-case basis. ***Special passes must be requested in advance*** and will be issued on the day of the event. We prefer to discuss the request 2 weeks prior to allow for the greatest degree of accommodation. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

Canned PUNKIN' CHUNKIN'

Register in person at the CVC Scout office using this form or online at bit.ly/cannedpunkinchunkin

Where: Endview Plantation

When: NOVEMBER 5-7, 2021 (Check-in will begin no earlier than 5:30 PM Friday)

Cost:

Camping: \$15.00 per person (Scouts and Adults)

Saturday Only: \$5.00 per person (Scouts and Adult Competing Units) Visitors are free

Pre-Registration Deadline: **27 OCTOBER 2021**

Unit (circle one): Troop Crew Post # _____

Adult Leaders attending: _____ Phone: _____

_____ Phone: _____

Primary leader E-Mail _____

TWO-DEEP ADULT LEADERSHIP IS REQUIRED. All troops should be under the patrol method, led by their Senior Patrol Leader. There must be at least one adult Scouter in the Campsite at all times. This is to facilitate contacting a unit member in case of an emergency and to provide the unit information concerning ongoing events. (At least one leader must be 21 yr. old or older and have completed Youth Protection training.)

Camping:

Number of Youth: _____ Number of Adults: _____

Saturday only:

Number of Youth: _____ Number of Adults: _____

Total Attending: _____

EVENT CODE =907

Questions? E-mail or Call Tom Auth Crew595advisor@gmail.com Cell 757-876-2270