



2023 Top Scout Camporall Leaders Guide

Date: March 3-5, 2023

Location: Graham Creek Nature Preserve

Throughout this guide, you will find all the information that you will need to

“Be Prepared”

for this camporall, so please read the entire guide.

TOP SCOUT is the premier Scouting Experience where scouts, and also scouters, get to test their skills and knowledge to see if they are truly “Prepared for Life.” Scouts AND Scouters will compete in buddy teams(groups of 2) to prove who is TOP SCOUT! This event is specifically designed for scouts to gauge what their knowledge and skill level is compared to their peers. It will help them determine if they are ready for Eagle Scout. And, if they aren’t, what they need to work on to get there. All while having fun.

Top Scout Senior Cadre

Chuck Kelley - Camp Director - (251) 623-1138

Samantha Lee - Asst-Camp Director - (251) 228-0092

Brian French - Camp Logistics - (479) 685-2769

Registration/Fee:

Early Bird Fee(now till Feb 17th) - \$20.00 per individual (Scouts and Leaders)

Late Fee(Feb 18-24th at 5pm) - \$25 per individual (Scouts and Leaders)

Free Leader Competition Fee - \$5 per Leader

Each unit is afforded 2 free leaders. Leaders who are “free leaders” and want to compete will require a \$5 entry fee. Please register as a unit! **NO REGISTRATION WILL BE ALLOWED AFTER February 24th.** Checks are to be made out to: Mobile Area Council and both the registration form and check is to be mailed or hand carried to Mobile Area Council, 2587 Government Blvd. Mobile, Alabama 36606. You can also register by using the link on the council website.

Units are to also complete the registration form located at the back of this Leader Guide.

Check-In: Check-in will be between 6:00 PM and 8:00 PM on Friday, March 3rd. Try to arrive as one Unit. If this is not possible then have a leader confirm your troop/crew is on site, then provide a roster at the Scoutmaster / SPL meeting – THIS MEETING WILL TAKE PLACE AT 9PM ON FRIDAY NIGHT. The gathering and check-in area will be identified via signage and staff will be available to direct you to your camping area. To check-in, make sure your troop/crew has a **copy of the BSA Annual Health and Medical Record, Parts A & B completed for all Scouts and leaders attending in the possession of the unit adult leadership, two copies of an updated roster** (Camporee Registration Form at back of Leader’s Guide) and **list of all buddy team names participating in the events.**

At all times during the camporee, youth must travel with at least one other youth or at least two adults. All adults must currently be Youth Protection Training (YPT)-certified to attend and must uphold all parts of YPT. **These Buddy System and Youth Protection Rules are strictly enforced.**

Check-out: Check out time will be after the Sunday awards ceremony. Camporee patches will be distributed to the units based on the number of people registered. Please make sure that your campsite is free of all trash prior to the morning assembly. Part of the weekend awards is for the Troop/Crew to attend this assembly and be in full field uniform.

Parking: There is to be no parking in the camping area except for unit trailers (minus the towing vehicle). All vehicles must be moved to a designated parking area established at the campground by the Camporee staff. **Note: Please try to limit the number of vehicles brought to this camporee. Parking space will be limited and vehicles must not be parked in the main camping area for the safety of our Scouts.**

Camp Sites: Placement of unit campsites will be determined by unit size, and gender.

Leave No Trace Camping: Scouts must leave areas better than they find them. We request that units be sure to keep their campsite areas clean throughout the weekend and take their trash out with them when they leave.

Ground Fires: Units/patrols can do their cooking on any combination of established fire rings, above ground fire pits, camp stoves or grills.

Restroom Facilities and Water: This is a primitive camping experience. There will be Porta Potty facilities within the camping area. There will not be shower facilities. There is potable water near the campsite area. However, please feel free to bring your own water supply. **YOUTH PROTECTION POLICIES ARE IN FORCE FOR THE ENTIRE CAMPOUT!**

Troop/Crew Gear & Cooking: Troops/Crews are responsible for bringing all camping/cooking gear necessary for their unit/patrol cooking. Each troop/crew must have at least one fire extinguisher in their campsite.

Flags: Unit flags and American flags are to remain in the unit's campsite area except for Camp fire or Sunday morning assembly. A buddy team flag is encouraged to show your team's spirit. Patrol flags are discouraged at this event.

First Aid: If you have an emergency or First Aid problem during the Camporee that **cannot** be handled by the Troop/Crew leadership, contact 911 and then **contact the camp director**.

Safety: No firearms, fireworks or unapproved knives per the Guide to Safe Scouting are allowed.

Electronic Devices: IT IS ENCOURAGED, BUT NOT REQUIRED FOR EACH BUDDY TEAM TO HAVE A DEVICE WITH CELL SERVICE AND A HIKING APP SUCH AS ALL TRAILS FOR THIS EVENT(Such as an iPod, Tablet, or Cell Phone). Buddy teams will be tracking their time and progress on the hiking app. Teams will also be taking pictures for extra credit.

Alcoholic Beverages/Controlled Substances: No alcoholic beverages and/or controlled substances are allowed on the grounds during the Camporee.

Lost and Found: Items found are to be turned into the Camporee HQ (Pavilion in First Field). Lost items can be claimed at that location. **Please label your belongings.**

Adult Participation: Top Scout is a great opportunity for the Scouts to exercise and develop organizational and leadership skills. In view of this, adult involvement or intervention is discouraged in any of the Scout activities, including but not limited to coaching or competing during events, and organizing patrol activities. “Never do anything that a Scout can do.” However, at this event leaders will get the opportunity to “Lead By Example” by participating in the competition. Adults will be able to form their own buddy team and complete the course to add points toward the Top Troop Award AND the Top Scout Spirit Award.

Uniform Requirements: Each Scout and Leader must be in **field uniform** to check-in and the evening activities such as the Saturday campfire and Sunday Scouts’ Own service. A Troop/Crew activity uniform or other approved activity uniform is appropriate for all other Camporee activities. For safety purposes, shoes or boots must be worn. Flip Flops, Slippers, “Crocs”, and other non-protective footwear **MUST NOT BE WORN** outside of your own units camp area. **PLEASE WEAR FOOTWEAR THAT IS APPROPRIATE FOR HIKING. THIS EVENT WILL REQUIRE LONG DISTANCE WALKING/HIKING.**

Unscheduled Arrivals/Departures: Anyone arriving at or departing from the Camporee, at any time during the Camporee, **MUST** sign in and out with the camp

director. We need to be aware of any change in attendance for all adults and Scouts at the Camporee in the event of an emergency.

Be Considerate: Do not disturb other campers before Reveille or after Taps. For security, it is always suggested that an adult remain at/or near the campsite. There will also be disc golfers around all weekend. We will need to be respectful of the players and not impede their play.

Troop/Crew Site Inspections: Camp inspections will consist of how organized the camp sites are (cooking areas properly set up, sleeping areas properly set up, etc.), how well the site is kept up (cleanliness), having the appropriate safety materials (first aid kit, fire suppression, etc.) THE CLEANLINESS AND ORGANIZATION OF THE UNIT'S CAMPSITE WILL FACTOR INTO AWARDING THE DISTRICT'S TOP UNIT AWARD.

Order of the Arrow events: The Baldwin Chapter of the Order of the Arrow will oversee our Saturday night campfire event. All OA members are encouraged to wear their OA sash for this campfire to signify their membership in OA.

For any troop/crew that needs to have the OA conduct an election during the campout weekend – the OA will be available on Friday evening to conduct the election. Specifics concerning times for this will be disseminated at the Friday night SPL meeting. Please contact OA Lodge Adviser, Emily Pharez, to notify her of your intention to hold elections at mom2pharez2@gmail.com

For any troop/crew that needs to have the OA conduct a call-out ceremony based on troop/crew elections – the OA will be available to conduct this ceremony at the Saturday night campfire for those Scouts.

Saturday night campfire/Saturday Cracker Barrel: Cracker Barrel will be held at the Pavillion in the camp area after the Saturday night campfire.

Leader's Potluck Dinner: This year's potluck dinner will be a bit different. Due to the nature of this event, we are asking that the leaders cook for their individual units Saturday evening. The scouts will have put in a really hard day and will deserve to have a hot meal prepared by their leaders.

Water-front Related Events: There will be NO swimming at this event.

WEBELOS/AOL Scouts: WEBELOS & AOL scouts will be allowed to participate in the event. They will start at a different time and will need to give way to competitors as they come through events. They will be able to be scored on their work. Cub Scouts are NOT allowed to shoot .22 caliber rifles. They are suggested to stay for the Saturday campfire but will not be allowed to do any overnight camping at this event. Each WEBELOS/AOL is responsible for their sack lunch. If you choose to stay for campfire please address dinner options with your respective troop.

CAMPOREE SCHEDULE OF EVENTS

Friday, March 3rd

6:00 PM to 8:00 PM - Check-in (CHECK IN TENT WILL BE DESIGNATED WITH SIGNAGE)

6:00 PM to 9:00 PM - Camp Set Up

8:00 PM to 8:45 PM OA campfire set up

9:00 PM to 9:30 PM - SPL / SM Meeting

10:45 PM - Camp Quiet Time

Saturday, March 4th

6:30 AM - Reveille

6:30 AM to 7:45 AM - Breakfast (in campsite, Patrol Style)

7:45 AM to 8:15 AM - Opening Ceremony (SITE WILL BE ANNOUNCED AT SPL MTG)

8:30 AM to 5:00 PM - *Top Scout Competition (Scouts will eat lunch on the run, please pack a meal that can be carried)*

9:30 AM to 4:00 PM - Webelos/AOL participation in Top Scout.

5:30PM to 7:30 PM - Dinnertime for all Units (Unit leaders are cooking for their own units)

8:00 PM to 9:00 PM - Camporee Campfire/OA Callout Ceremony

9:00 PM to 10:45PM - Cracker Barrel (Pavilion in camp area)

11:15 PM - Camp Quiet Time

Sunday, March 5th

7:00 AM to 8:45 AM - Breakfast (in campsite, Patrol Style) and Camp Cleanup

9:00 AM to 9:45 AM - Scouts' Own Service (Pavilion in camp area)

Awards and closing announcements will be held at the Pavilion following service.

TOP SCOUT COMPETITIONS EVENTS INFORMATION

This year's competition is open to all Scouts BSA, Venture Scouts, Sea Scouts, AND Scouters. WEBELOS and AOL Scouts are also allowed to participate for fun and advancement. There are three divisions. Top Scout Junior (for Scout to Second Class Ranks), Top Scout (for 1st Class to Eagle Ranks) and Top Scout Senior (for Scouters). Top Scout Junior will compete in the same stations just only against scouts within the same range of competence level. For all challenge events during the Camporee the Buddy Team must be utilized. A "BUDDY TEAM" is defined as 2 Scouts (you may have 3, ONLY if you have an odd number of scouts in your unit's attendance). Each buddy team is encouraged to have a team name. It will be the responsibility of the SPL to provide the Camp Director the name of each BUDDY TEAM and its members that will be participating in the challenge stations.

This list must be presented to the Camp Director NO LATER THAN upon check-in.

If the Camporee Director doesn't know about the Buddy Team – they are not eligible for any recognition or awards!

There are a total of 10 challenge stations that each Buddy Team will have to complete throughout the day. There will also be 2 extra credit stations. Each challenge will require the Buddy Team to work individually with the support of their buddy to achieve certain tasks and goals while having fun testing their abilities and Scouting Knowledge! Every scout must have a pack containing the Scout hiking essentials along with any other gear they may deem necessary for the hike. There will be a ten essentials check to begin the hike.

Judging/Supervision of events: Unit adult leaders will be asked to assist with the judging of each Challenge Station.

For each challenge – there are 3 main components to be evaluated/judged:

1. Completion of the challenge itself.

2. Prescribed time limit for the completion of the challenge. (If the Buddy Team is not able to complete the challenge within the advertised time limit, they may continue at the discretion of the judge as long as it doesn't negatively impact the 'flow' of the events so everyone gets a fair chance).

3. Buddy Team spirit and ingenuity displayed during the challenge.

The spirit displayed by the Buddy Team will count towards the Top Scout Spirit Award. Buddy Team spirit is defined in part as: helping each other, encouraging each other, being 'in the spirit' of the Camporee theme and Challenge Events and showing good sportsmanship.

Top Scout Challenge Events:

1. Archery Shoot - Scouts will shoot 5 arrows at various targets at different distances with compound bows.

Yellow Rings = 20 points

Red Rings = 15 points

Blue Rings = 10 points

Black Rings = 5 points

White portion of target and missing target = 0 points.

There will be a 6th target at a larger distance than the first 5 targets. The points for this target will be double the closer target's points. The scout will have 2 shots at this target for bonus points.

2. Rifle Shoot/Slingshot:

.22 Rifle Option - The rifle shoot will take place halfway through the 5k run/hike. Each Buddy team will hike/run to the firing range. Upon reaching the range, Teams will be allowed to shoot .22 rifles. Each Scout will have 10 shots at a target for a maximum of 100 points. Scouts will then return to where they started the 5k and continue the course. You must complete the 5k in order to shoot rifles. **PLEASE NOTE THAT WEBELOS AND AOL's are not allowed to participate on this leg of the course according to the guide to safe scouting.**

Slingshot Option - The slingshot option is going to be scored exactly like the rifle. However, there is no 5k involved. Buddy Teams will be able to choose to either participate and complete the 5k to shoot .22 rifles, or skip the 5k and shoot slingshots. **Webelos and AOL's may participate in this activity.**

3. First Aid Challenge - In first aid, Buddy Teams will be working as a team. Buddy Teams will be drawing First Aid scenarios from a bowl. Buddy Teams will then have to treat the situation. Scoring will be done on correct completion of the first aid task. The maximum score is 100 points for the Buddy Team. You may take a 50% point penalty to select a second first aid scenario. This will lower your maximum score to 50 points. You may draw a third scenario for another 50% reduction, lowering your Buddy Team maximum score to 25 points. Failure to complete a scenario will result in 0 points. Time limit will be at the discretion of the First Aid Cadre.

4. Scout Trivia/History Challenge - Buddy teams will draw and answer 10 questions from a bucket. Each question will be worth 10 points. All questions will be either from Scout Book or from Scouting Common Knowledge.

5. Water Purifying Challenge - Buddy teams must divulge three ways to purify water. Then they must purify water that they have drawn from Graham Creek. The buddy team must use one of the three ways to purify water. Boiling, filtering, or chemicals.

6. Pioneering Challenge - Buddy teams must identify and name the lashings used on a structure at pioneering station. Buddy team must then use correct lashing to finish one joint on the structure.

7. Navigation Challenge - Buddy teams will participate in 4 sections in this challenge for a total of 100 points. Each Section will be worth 25 points

1. Identify Colors used on a map - Pg. 335 in Scout handbook
2. Identify Symbols used on a map - Pg. 334 in Scout handbook
3. Find 2 points using a compass - P. 338-339 in Scout handbook
4. Determine where a tree will land when it falls - Pg 328-330 in Scout book

8. Physical Fitness Challenge - Scouts will have to complete as many push-ups as possible in 2 minutes. They will also have to complete as many sit-ups as possible in 2 minutes. Scouts will then be timed on a run where they will have to negotiate two obstacles. There will also be bonus points for showing video to Cadre, upon competition of the entire course, of scouts negotiating other obstacles throughout the rest of course (there will be even more bonus points awarded for level of mud caked on the scout at the end of course).

9. Wilderness Survival - The Wilderness Survival Skills Test is designed to quickly test the Scout team on basic survival skills, preparedness, and knowledge. The skills test will be very quick so the Scout teams really need to "Be Prepared". The Scout team will need to read and study the Scout Wilderness Survival Merit Badge book. Please read the following carefully! There are items that the Scout Team MUST provide themselves when taking the skills test. This is part of "BE PREPARED".

The Scout team will need to do the following:

- 1) Present and explain a survival kit that they have made.
 - a. Looking for five (5) specific items
 - i. Knife
 - ii. Cordage
 - iii. Method of making fire (Ferro rod and tinder)
 - iv. Signal mirror
 - v. Small first aid kit

2) Answer two knowledge questions about survival from the Wilderness Survival Merit badge booklet. Topics will include:

1. STOP acronym
2. List the seven (7) steps to do when lost

3) Demonstrate five (5) ground to air signals to attract attention from passing aircraft. One (1) of the signals will be a signal mirror. The Scout Team MUST provide their own signal mirror for the test.

4) Perform a survival skill, light a tinder bundle using a Ferro rod. The Scout team must light the tinder and produce a flame.

Score is based on survival kit presentation –25 points, answers to the survival questions – 25 points, and signaling skill event – 25 points, fire skill – 25 points. Total score – 100 points possible.

10. Extra Points - Casting Challenge - Buddy Teams will have the opportunity to earn bonus points by hitting specific spots with a lure they are casting with a fishing rod.

11. Extra Points - Blind Tent Set up - Buddy teams will have the opportunity to earn bonus points by setting up a tent while blindfolded.

Top Troop Scoring

Top Troop will be decided by averaging the scores of all the Buddy Teams from a troop. Any bonus points awarded will be taken into account. As always, There will be camp inspections and Scout Spirit that will be scored as well.

2023 Top Scout Camporall Unit Registration Form
March 3-5, 2023
The Graham Creek Nature Preserve, Foley, AL

Troop/Crew: _____ **Unit Leader:** _____

Top Scout Buddy Team List (*Scouts first and last name, must be in 2-person buddy teams, 1st Class or higher*)

1a.	1b.
2a.	2b.
3a.	3b.
4a.	4b.
5a.	5b.
6a.	6b.
7a.	7b.
8a.	8b.
9a.	9b.
10a.	10b.
11a.	11b.
12a.	12b.

(Add names to back of form if needed)

Top Scout Jr. Buddy Team List (*Scouts first and last name, must be in 2-person buddy teams, 2nd Class or lower*)

1a.	1b.
2a.	2b.
3a.	3b.
4a.	4b.
5a.	5b.
6a.	6b.
7a.	7b.
8a.	8b.
9a.	9b.
10a.	10b.
11a.	11b.
12a.	12b.

(Add names to back of form if needed)

Top Scout Senior Buddy Team List (*Scouters first and last name, must be in 2-person buddy teams, Adults Only*)

1a.	1b.
2a.	2b.
3a.	3b.
4a.	4b.
5a.	5b.

Adult Leaders Attending (*Please remember that units with females require at least 1 female leader*)

1.	6.
2.	7.
3.	8.
4.	9.
5.	10.

(2 leaders per unit are free & 1 additional leader per every 10 Scouts above 10)

Please make sure to have a filled out copy of this form at registration

Please see second Page for Payment Form

2023 Top Scout Camporall Payment Form

FEES ON OR BEFORE February 17, 2023

_____ Scouts@ \$20 ea.

_____ Leaders@ \$20 ea.

_____ Free Competing Leader@ \$5 ea.

_____ Free Leaders(Max of 2)

_____ **Total Attending**

_____ **Total Fees**

LATE FEES February 18-24, 2023

_____ Scouts@ \$25 ea.

_____ Leaders@ \$25 ea.

_____ Free Competing Leader@ \$10 ea.

_____ Free Leaders

_____ **Total Attending**

_____ **Total Fees**

ENCLOSED IS \$ _____ FOR _____ ATTENDING.

_____ I am paying with a Check Number _____ which is enclosed.

_____ I am paying by Credit Card (Please circle card type) _____ VISA or MasterCard

CARD NUMBER: _____ EXPIRATION DATE: ____/____

SIGNATURE: _____ (required for Credit Card Payment)

Please enclose Top Scout Payment Form & Top Scout Registration form with your payment to the Scout office.