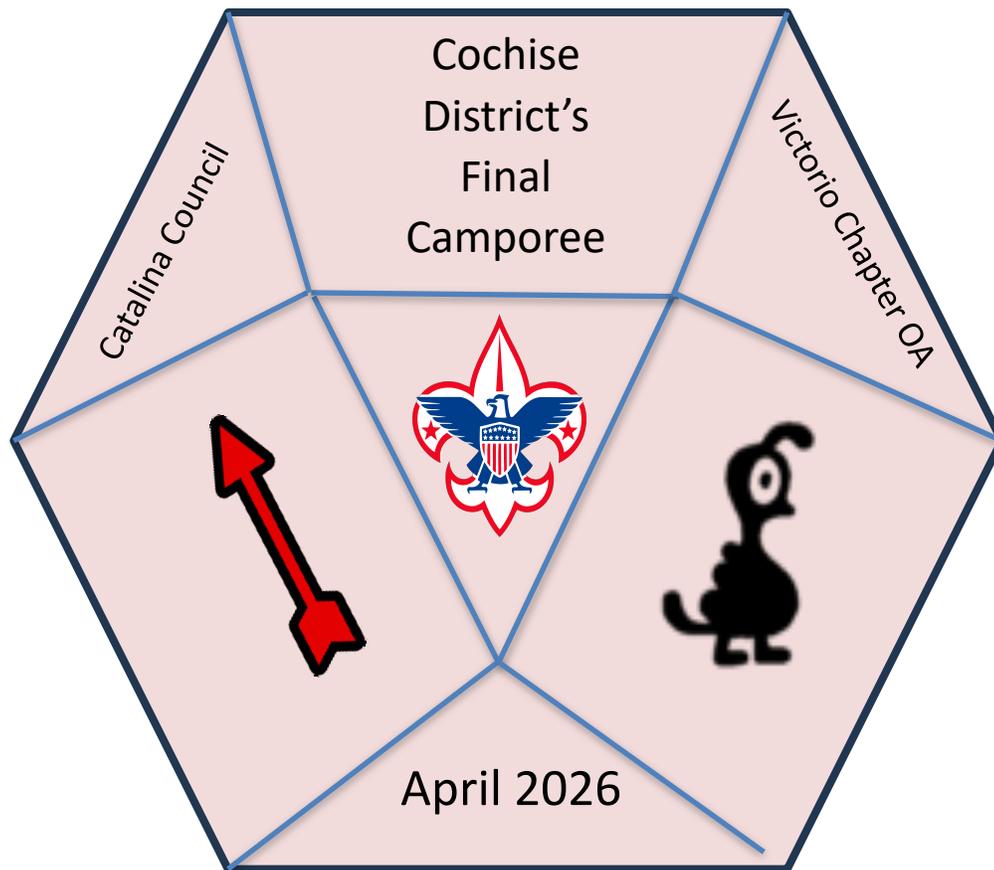


Leader's Guide

Cochise District and Victorio Chapter's 2026 Spring Camporee



Mazes – n - Monsters

April 10-12, 2026

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GENERAL INFORMATION

Our Staff anticipates and expects your spirited participation in the service project, Maze-n-Monsters games, and our campfire program where the Victorio Chapter of the Order of the Arrow will call out all newly elected candidates to the Order of the Arrow. The goal is to create a **FUN** environment for all.

This Leader's guide is designed to give you some basic information, and will be supplemented, as we get closer to the actual event.

DATES AND LOCATION

The Camporee will take place 10-12 Apr 2026, at the American Leadership Academy located at:
3039 Leadership Way, Sierra Vista, AZ 85650

A Scout is **Obedient**. We are privileged to be able to camp and use the American Leadership Academy. In doing so we must obey certain restrictions to protect the property of our host. Follow the rules as good Scouts and citizens, and in the end these rules should have no adverse effect on our Camporee. The Camporee Staff has chosen to govern this event by 3 simple rules: **The Scout Oath, The Scout Law, and the Outdoor Code**. We will also insist and work to ensure that all participants live within the guidelines of safe scouting.

NEAREST MEDICAL FACILITY (5.4 miles)

Canyon Vista Medical Center located at 5700 E. AZ90, Sierra Vista, AZ 85635, (520)263-2000.

REGISTRATION/FEEES

The fee for the Camporee is \$25 per person for participants planning to camp for the weekend, or \$15 per person for participants that will only participate in Saturday activities. The registration site is on the Catalina Council calendar website & open until April 6, 2025.

ARRIVAL

Check in: Plan to arrive on Friday, 10 April 2026 starting at 5:00 pm. Those that arrive first from the unit should be prepared to handle the unit's registration process which includes campsite assignment. Please follow the directions of the Camporee Staff at the Grand Entrance. Once your entire unit has arrived, the SPL (or equivalent)

and Unit Leader will check the unit in at Camporee Headquarters.

All forms required are included in this packet and should be filled out in **ADVANCE** and presented at check in. Every Scout and adult who is camping overnight **MUST** be registered on the form.

REQUIRED FORMS:

- Unit Roster
- Health Forms (Each Participant – including day use only participation)
- Unit Cook-off Registration Form
- Skit or Song Submission Form (Each unit will perform 2 approved entries at the campfire) Note: This is a youth event so only youth will perform at the campfire.
- Character List for each Scout (will be filled out at registration)

If you are arriving on Saturday, please plan your arrival as early as possible as events start at 8:00 am.

CAMPSITE ASSIGNMENTS

After check in a member of the Camporee Staff will escort the unit to their camping area. There are limitations on how we can use our Camporee site. Please follow the instructions of the Staff and ground markers laid out. If your unit campsite is not large enough or has any issues, contact the Camporee Staff. Please do not move to another unassigned area. Remember to observe Safeguarding Youth Training policies. Scouts are **Courteous**. Please be courteous to those units camping near you.

PARKING, LOADING AND UNLOADING OF EQUIPMENT AND PEOPLE

After your unit has checked in **one vehicle per unit and trailer (if applicable)** will be allowed to take unit gear to the entry gate. Once unloaded that vehicle and trailer must return to the parking area. **No vehicles or trailers are allowed to stay in the camping area.** Scouts and Scouters will carry their personal gear to their campsite.

This process may be the most frustrating part of any Camporee for all the staff, youth,

and adult leaders. **PLEASE** Be Prepared and Be Patient.

If your unit is leaving after the Saturday evening program and you need to pick up your gear you will be able to access your vehicle and trailer (if applicable) to load up.

Per Scouting America policy, there is **no riding on trailers or in the back of trucks** for youth or adults.

Please carry your keys with you at all times in case of speedy evacuation.

DEPARTURE/CHECKOUT PROCEDURES

REMEMBER TO PACK OUT ALL OF YOUR TRASH!

SATURDAY EVENING CHECKOUT:

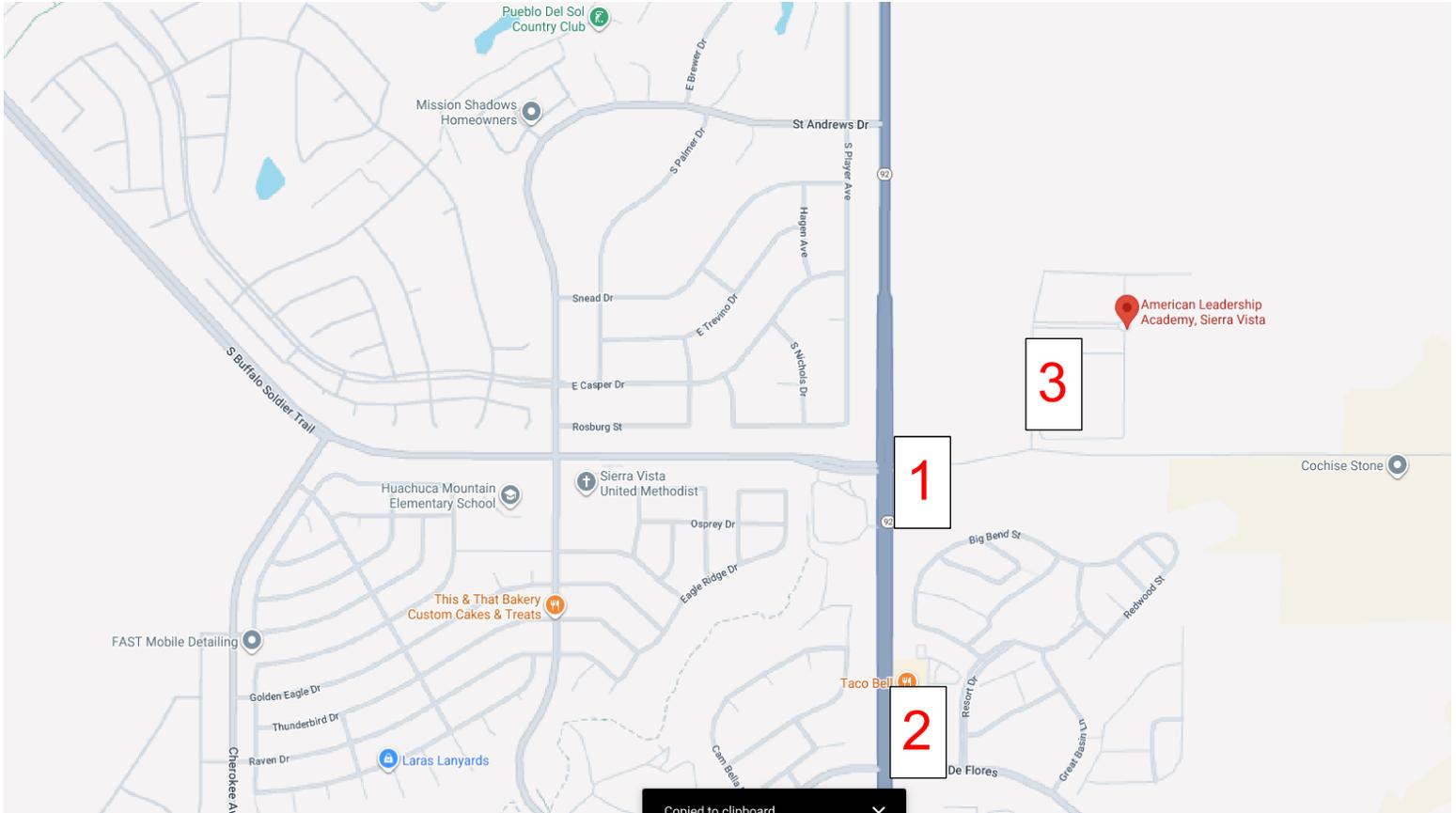
Please advise the Camporee Staff during Check-in if your unit is checking out on Saturday evening. When all your equipment is packed up and out of the campsite, the SPL will go to Headquarters to coordinate check-out procedures. Your campsite will be inspected by a member of the Camporee Staff, and a clearance form will be issued to the SPL and Unit Leader. This form must be turned in at Headquarters. You may then pick up your Health forms.

REGULAR CHECKOUT:

Regular Checkout will begin at 07:00 a.m. on Sunday. When all your equipment is packed up and out of the campsite, the SPL will go to Headquarters and inform the Camporee Staff that you are checking out. **Your campsite and assigned event area** will be inspected by a member of the Camporee Staff, and a clearance form will be issued to the SPL and Unit Leader. This form must be turned in at Headquarters. You may then pick up your Health forms.

CAMPOREE MAP (Actual Site Maps will be available at Check-In)

The Camporee will take place 10-12 Apr 2026, at the American Leadership Academy located at:
3039 Leadership Way, Sierra Vista, AZ 85650



1. Intersection of Buffalo Soldier Trail and Highway 92 in Sierra Vista, AZ
2. McDonalds on corner of Highway 92 and
3. Entry to football field where registration will be.

CAMPOREE SCHEDULE

(Changes will be announced at the Friday SPL / Unit Leader Meeting)

Friday 10 April 2025

5:00 – 8:00 p.m.	Unit Check In (set up and make Quest flags)
8:30 p.m.	Unit Leader and SPL Cracker Barrel at Headquarters
10:00 p.m.	Lights Out

Saturday 11 April 2025

06:00 a.m.	Reveille
06:00 – 08:00 a.m.	Breakfast and Clean-up (food only allowed in cooking areas)
08:00 – 08:30 a.m.	Opening Ceremony Flags at Flagpole (Field Uniform)
08:30 – 09:15 a.m.	Rotation Station 1(Activity Uniform or Medieval Costume)
09:20 – 10:05 a.m.	Rotation Station 2(Activity Uniform or Medieval Costume)
10:10 – 10:55 a.m.	Rotation Station 3(Activity Uniform or Medieval Costume)
11:00 – 11:45 a.m.	Rotation Station 4(Activity Uniform or Medieval Costume)
11:45 – 12:55 p.m.	Lunch at Troop cooking area
12:55 – 1:40 p.m.	Rotation Station 5(Activity Uniform or Medieval Costume)
1:45 – 2:30 p.m.	Rotation Station 6(Activity Uniform or Medieval Costume)
2:35 – 3:20 p.m.	Rotation Station 7(Activity Uniform or Medieval Costume)
3:00 p.m.	OA Elangomat/Ceremony Team training in bleachers
3:25 – 4:10 p.m.	Rotation Station 8(Activity Uniform or Medieval Costume)
4:15 – 5:00 p.m.	Rotation Station 9(Activity Uniform or Medieval Costume)
5:00 p.m.	Evening Flag Ceremony (Field Uniform)
5:00 – 7:30 p.m.	Evening Meal in cooking area, clean up, and free time
6:45 p.m.	Turn in any surprise event results to campfire area
7:30 – 9:30 p.m.	Campfire, Evening Programs, Awards, OA Call Out (Activity Uniform)
10:00 p.m.	Lights Out

Saturday 11 April 2025 Cub Scout Day Camp

08:30 – 09:00 a.m.	Registration and Check-In
09:00 – 12:00 noon	Cub Scout Activities
12:00 – 1:00	Lunch (Bring your own Lunch)
1:00 – 4:00 p.m.	Cub Scout Activities Complete and Departure

Sunday 12 April 2025

06:00a.m.	Reveille
07:00 – 10:00 A.M.	Check Out – Site Inspected by Headquarters
08:00 – 08:30 A.M.	Religious Gathering / Scouts Own
10:00 a.m.	Final Inspection
11:00 a.m.	Camporee Officially Complete

GENERAL CAMPOREE NOTES:

This guide will help you understand the camporee better.

Dungeon Masters, BEFORE your Troop/Patrols arrive at the trials, they must form “Questing Parties” of between 4 and 8 Scouts each. Don’t worry, they will be made after the flags. All Party members must assume a character from the list provided below. Related Character Sheets will be provided at check-in for the event so your participants can familiarize themselves with said character. Characters are pre-designed; however, there will be added traits or skills regarding the merit badges and ranks scouts have. In a change from the way a normal DnD campaign is run, the Dungeon Masters for this event will not be with the Questing Parties. Instead, they will be in strategic locations and in each challenge area. Each Questing Party will have a map, and one big map will be available in front of the Lodge to help them navigate the trails. The Questing Party Journey on Saturday will begin with the King’s Assembly, where each Questing Party will declare their loyalty and desire to join the Quest (party made after flags). Each Party will then roll the dice and draw their Quest guide and maps. The Party will travel along the Kingdom’s trails as their unique adventure unfolds. Each Party will face a series of challenges and search for treasure after each challenge. The Dungeon Masters will introduce and guide each challenge and observe your Party’s performance. A score will be earned for each challenge, but only after an opening roll of the die, and then no challenge will be complete until the die is rolled at the final time. The DM describes the opening of the challenge, guides the party, and interprets the results. Strength may become weakness, or weakness may turn to strength, depending on what merit badges you have! Your roll of the dice will choose the challenge and determine the outcome. As the day goes along, every Party will face a journey that is different from every other Party. Only the dice will know the way...

The “Final” Quest Challenge

All day Saturday, the Questing Parties will compete for the best performance in each challenge activity. Once the day is done, however, the Questing Parties will come together at the King’s Circle for one “final” challenge. At the King’s Circle, all parties will face off with each other. Party members will be called out one by one to face a member of another Party for a PvP duel. Eagle Scouts will face Eagle Scouts, Life Scouts against Life Scouts, Star Scouts versus Star Scouts, etc. The pairs will be given a challenge by a Dungeon Master

who will officiate. The highest roll wins in this KO. format. Rounds will continue until only a single Party is left to be crowned the Quest Grand Champion! Who will the dice choose?

Character List

Each Questing Party should contain as many of the following characters as possible, but no more than one of each:

- A Wizard (or Witch) - The Wizard is a very important part of every Questing Party. He/she is ready to cast spells that dazzle the mind. The Wizard can solve puzzles and mysteries that may baffle the group. The Wizard is also able to conjure fire and make potions boil.
- A Fighter - The Fighter is a brave individual, ready to defend his/her group from attack, showing proficiency in weapon use, especially the bow, ax, and tomahawk. Masters of melee, a Fighter is a welcome sight for any party.
- A Cleric - The Cleric of your party provides spiritual care and healing to the group. He or she is an expert in First Aid and the calm in the storm of battle and will surely be tested on that expertise during the quest.
- A Ranger - The Ranger is proficient with the bow and ax. As a hunter and tracker, he/she can quickly and accurately identify tracks, think like the animals, and read the trees and plants of the woods.
- An Artificer - The Artificer uses tools to cast spells and solve problems. He/she can use the Alchemist's potions to cure wounds, the Tinker's tools and ropes to create structures, or a wand to throw chemicals. The effect of the spell is the same as for a Spellcaster, but the method of spellcasting is unique.
- A Bard - The Bard keeps up the morale of his/her party by being able to create songs, tell stories, or act out images of the Questing Party's valor on the spot. Being able to play an instrument while performing brings even more glory and reward to the party.
- A Barbarian - The Barbarian is a primal warrior of strength for his/her party by being able to thrive in the heat of battle, summon feats of strength, and being able to take damage many others could not for his/her Questing Party's victory. Honing their keen instincts and infamous rage brings even more glory and reward to their party.
- A Paladin - The Paladin is a warrior with an Oath to uphold and stand against evil with his/her party. These Knights of Justice can turn the tide of battle with their martial prowess, heal their allies, and smite the wicked. A Paladin can be trusted to always do the right and moral thing, no matter the temptation.

PATROL METHOD

The purpose of Scouting is to teach leadership using outdoor activities. These scouts are, '**Led by the Senior Patrol Leaders**', who are responsible for their group of scouts and answers to the adult leaders. Adult leaders please do not interfere; let the scouts have fun learning throughout the Camporee. Remember, "It doesn't matter if they win or lose, but how they play the game." Do remember that you must have always at least two (2) deep leadership present, especially when the youth are in your campsite.

1. SPL / Unit Leader Meeting: There will be a Cracker Barrel and an informational meeting on Friday evening at **8:30 p.m.** in the Headquarters area. The Unit SPL (or acting youth unit leader) and Scoutmaster (or acting adult unit leader) should attend. All units that have checked in must be represented at this meeting. The final schedule of events and other important information will be provided.

2. Medical: If your Unit will include trained medical professionals (Doctors, Paramedics, first responders, etc.) please inform us at Headquarters. Each Troop must have its own First Aid equipment. If medical assistance is required, the injured individual (and Unit Leader if possible) should come to Camporee Medical Staff at the Headquarters.

3. Special Considerations: If you have any Scouts or Scouters that require special accommodations, use of mobility assistance vehicles or any other concerns, please let us know.

4. Uniforms: Scouts must arrive and depart in the field uniform (recommend no merit badge sash). Field uniforms are to be worn to opening ceremony on Saturday morning, the Saturday evening program, and at Scouts Own on Sunday morning. Activity uniforms are to be worn for activities on Saturday between 8:00 a.m. & 8:00 p.m. Field uniforms should be worn at all Flag ceremonies.

5. Cooking: All cooking at this camporee should be done using camp stoves or another form of "off the ground" fire approved by Scouting America. Scoutmasters are responsible for storage of fuel. **Note: The cooking competition will be using Dutch ovens.**

6. Fires: No ground fires will be allowed at this camporee, except by Camporee Staff in predesignated designated areas.

- 7. Water:** Please bring water. We suggest 1 gallon per Scout per day. Water will be available. If your Unit gets low on water, please inform a staff member at Headquarters.
- 8. Garbage:** All garbage should be packed out.
- 9. Restrooms:** Regular restrooms will NOT be Available. Additional Porta-Johns may be available. Please remember that Scouts are CLEAN.
- 10. Equipment:** Each unit will furnish all its own equipment (**including Dutch ovens and charcoal for the cooking competition**) and is responsible for their equipment. As the Arizona Arts Academy is a school, **no sheath knives** will be carried or used by any Scout.
- 11. Pets:** No pets are allowed at this Camporee. This includes no pets are to be kept in vehicles. ALA is a school property and Scout America does not allow pets at scouting events. **Proof of certification must be provided for any service animals on site.** Anyone breaking this rule will be asked to leave immediately.
- 12. Drug, Alcohol, and Tobacco Use:** Scouting America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by Scouting America, or at any activity involving participation of youth members. **Anyone found to be violating this provision of the Guide to Safe Scouting will be asked to leave immediately. The use of tobacco products around youth is also prohibited.**
- 13. Flags:** Each unit is requested to bring their Unit Flag to the Camporee and display them in their campsites, or as an entryway to their campsite. We ask that you also bring your unit flag and patrol flags to all Flag Ceremonies.
- 14. Buddy System:** Patrol Leaders are requested to teach and enforce the Buddy System.
- 15. Electronic devices:** Please leave electronic devices at home or limit use as much as possible. Use of personal cell phones as cameras (Troop Historians) and alarm clocks is welcome, but remember we are here to enjoy our outdoor classroom.
- 16. Unit Cook-off:** Your unit is encouraged to compete in possible surprise cook-off competitions. Units must follow all printed instructions when issued their mystery ingredients.

Only Seasoning ingredients (salt/pepper, sugar, garlic, herbs, etc.) can be added to the ingredients provided. Dishes must be cooked on site. Entries must have 3 small servings to be scored by the judges. **Units are required to bring their own Dutch oven, cooking supplies, and charcoal for the cooking competition.** The food components will be provided.

ADDITIONAL CAMPOREE NOTES:

Campsite Inspections: Judging information is provided in appendix XXX of this leaders guide. Inspection will occur during the Saturday activities. The best campsite will be selected on several factors including camp cleanliness, safety, camp pioneering gadgets, display of unit flags, setup based on the patrol method, etc.

Gateway: If possible, each Unit should have the entrance to their campsite defined and identified with some kind of Troop display.

Saturday Evening Campfire: The evening Campfire activities will be at the Amphitheater

Additional Instructions for Cub Scout Activities ONLY:

1. Uniform will be Scouting Appropriate T- Shirt with closed-toed shoes.
2. All Lions and Tigers must always have an Adult Parent or Guardian with them.
3. Ensure all Participants bring the following:
 - Medical form AB for all participants.
 - Lunch and snacks for the day.
 - Water
 - Portable Chair
 - Appropriate Weather attire to include sun protection.
 - Extra set of Clothes (We may have a water activity dependent on conditions)
4. Additional questions and concerns, please contact Juanita Portz at 520-227-7085.

EVENTS (Subject to Change)

Service Project:

A Scout is Helpful. Please come prepared to spend a little time providing service to the area. The work will most likely be clean-up projects around the property. So please come with long pants, close-toed shoes, gloves and some trash bags. Rakes and shovels would also be appreciated.

Scout Activities:

There are several types of activities for scouts going all day Saturday. These are the planned activities. Changes may occur.

Competitions. Scores will be earned at activities in the theme Scouting Skills Exhibits. These include, but are not limited to, team tasks including timed team pioneering games, Archery, Tomahawk Throwing, Rope Bridge, COPE Course. As they always do, the Commissioners will inspect the scout campsites sometime on Saturday. That score will be included in the competition.

Cook-Off. One of the best competitions is seeing the ideas and skills of scouts trying to out cook other teams. This is a separate competition from the morning activities.

Evening Activities. The fun campfire skits & songs will make a great start to the evening events. Awards will be given for every competition.

Order of the Arrow. Near the end of the campfire time the Order of the Arrow Papago Lodge 494 will perform a call out the scouts chosen by their peers to have the opportunity to survive the tests need to be accepted into the Order of the Arrow.

CLOSING COMMENTS

If the merger with Grand Canyon Council happens, this will be the last district event and last camporee hosted by Cochise District and Victorio Chapter. All future camporees will be planned and executed by the Grand Canyon Council Camporee Committee.

Cochise District has worked hard over the last 50+ years to provide quality programs for our scouts. If we merge, the district will go away and reform as a “township”. It is the hope and intent of our current Cochise District leadership that all leaders will at all levels remain in scouting and band together in this new format to continue providing the youth of our communities a strong scouting program. It is essential we do this as we continue working with tomorrow’s leaders of our communities and this nation.

Please send suggestions for improvement to cochisedistrictcc@gmail.com .

Camporee Unit Roster

This form must be turned-in by the SPL at check in.

Unit Type: Pack Troop Crew Team (Circle One) Unit Number _____ District: _____

Total # of Adults: _____ Total # of Scouts: _____

Unit Leader's Name: _____

Phone Number: _____ E-mail: _____

SPL's Name: _____

Phone Number: _____ E-mail: _____

Adult Leaders Attending:

Patrol Name: _____

Patrol Leader: _____

Patrol Members:

	<p>Wizard - The Wizard is a very important part of every Questing Party. He/she is ready to cast spells that dazzle the mind. The Wizard can solve puzzles and mysteries that may baffle the group. The Wizard is also able to conjure fire and make potions boil.</p>
	<p>Fighter - The Fighter is a brave individual, ready to defend his/her group from attack, showing proficiency in weapon use, especially the bow, ax, and tomahawk. Masters of melee, a Fighter is a welcome sight for any party.</p>
15	<p>Cleric - The Cleric of your party provides spiritual care and healing to the group. He or she is an expert in First Aid and the calm in the storm of battle and will surely be tested on that expertise during the quest.</p>

	Ranger - The Ranger is proficient with the bow and ax. As a hunter and tracker, he/she can quickly and accurately identify tracks, think like the animals, and read the trees and plants of the woods.
	Artificer - The Artificer uses tools to cast spells and solve problems. He/she can use the Alchemist's potions to cure wounds, the Tinker's tools and ropes to create structures, or a wand to throw chemicals. The effect of the spell is the same as for a Spellcaster, but the method of spellcasting is unique.
	Bard - The Bard keeps up the morale of his/her party by being able to create songs, tell stories, or act out images of the Questing Party's valor on the spot. Being able to play an instrument while performing brings even more glory and reward to the party.
	Barbarian - The Barbarian is a primal warrior of strength for his/her party by being able to thrive in the heat of battle, summon feats of strength, and being able to take damage many others could not for his/her Questing Party's victory. Honing their keen instincts and infamous rage brings even more glory and reward to their party.
	Paladin - The Paladin is a warrior with an Oath to uphold and stand against evil with his/her party. These Knights of Justice can turn the tide of battle with their martial prowess, heal their allies, and smite the wicked. A Paladin can be trusted to always do the right and moral thing, no matter the temptation.

Because this event is being held on a single day with a diverse set of participants, many of whom have not played DnD before, this is a simple, silly way to introduce them to it. Scouts must carry their forms with them wherever they go on Saturday.

Camporee Campsite Inspection Troop

Troop campsites will be judged on the following criteria:

I. Campsite Identification

- | | |
|-----------------------------|--------|
| A. American Flag | 10 pts |
| B. Troop Flag | 10 pts |
| C. Entryway with troop sign | 10 pts |

II. Campsite and sleeping arrangements

- | | |
|------------------------------|--------|
| A. Tents pitched by patrol | 10 pts |
| B. Campsite neat and orderly | 10 pts |

III. Health, safety and sanitation

- | | |
|-------------------------------|---------|
| A. Wood tools properly stored | 5 pts |
| B. Garbage picked up | 10 pts |
| C. Dishes washed and put away | 5 pts |
| D. Cooking area clean | 10 pts |
| E. First aid kit easily seen | 5 pts |
| F. Fuels properly stored | 5 pts |
| G. Food properly stored | 10 pts |
| H. Vehicles in campsite | -50 pts |

Cooking Competition Troop

On Time

Delivered to HQ on Time _____/10 pts

Written Entrée Description

Included with Entrée _____/10 pts

Presentation

Visually Appealing _____/10 pts

Appropriate Temperature _____/20 pts

Taste

Properly Cooked _____/20 pts

Appropriate Seasoning _____/5 pts

Blending of Flavors _____/15 pts

Texture _____/10 pts

SKIT OR SONG SUBMISSION FORM

(COPY AS NEEDED)

Numerous Skits and Songs can be submitted but only one of each will count towards the SPIRIT of Camporee Competition) 50 points each.

This form must be filled out by each troop or patrol and turned in to the SPL and/or Scoutmaster, who in turn will hand this form over to the registration personnel by noon on Saturday.

Unit Type: Pack Troop Crew Team (Circle One) Unit Number ____ District: _____

Patrol Name (if applicable) _____

Skit Song (Circle One) Name of skit or song:

Entire Text of skit or song

Appendix G. Event Emergency Procedures Guidance



SUMMARY

Many of us have had practice or training when it comes to deciding the best methods in dealing with an emergency. Far too often when those fight-or-flight situations arise, it's difficult for us to recall everything we need to know. Luckily, there are written procedures with maps and guides on how to effectively address emergency situations, assuming they have been prepared and reviewed in advance at your office/event location.

GENERAL INFORMATION

An Emergency Action Plan (EAP) can be found at your camp and local council office, and it's a good idea to develop one for your regular meeting place or campout location. As part of the program hazard analysis for your camp, activity-specific EAPs are most effective when they are developed, approved, and practiced on a regular basis.

Some major components of an EAP include:

- Evacuation routes and escape plans with instructions that can be posted in designated areas throughout your local council, camp location, and meeting place
- Maps indicating:
 - Emergency exits
 - Primary and secondary evacuation routes
 - Locations of fire extinguishers
 - Locations of fire alarm pull stations
 - Assembly points
- Emergency contacts that include a hierarchy of:
 - Your designated Scout leaders and local council contacts

- Local hospitals; fire, police, or sheriff's offices; and reminders about calling 911 (or the appropriate emergency telephone number)
- Scenario-specific response plans:
 - Sheltering in place against environmental threats such as chemical, biological, or radiological contaminants
 - Severe weather, including weather reports that are specific to your location and, if applicable, a mass notification system plan
 - Active shooter situations, with information on how to respond and where to go or stay, including:
 - Nearest facility exits
 - Stationary response
 - Close confines response
- Others
 - Where to go in an emergency when you are on a hiking trail or camping
 - Site-specific information (locations and contact information) for outdoor adventure camps, day camps, council offices, etc.

Appendix H. Payment Reimbursement Form

REIMBURSEMENT REQUEST

DATE: _____

MAKE CHECKS PAYABLE TO: _____

PROGRAM EVENT: _____

DESCRIPTION	ACCOUNTS TO CHARGE	AMOUNT

TOTAL: _____

I AFFIRM THAT I SPENT THE ENCLOSED RECIEPTS FOR THE PURPOSE LISTED ABOVE:

RECIPIENT SIGNATURE / DATE

STAFF ADVISOR SIGNATURE / DATE

I AFFIRM THAT THE ABOVE EXPENDATURES WERE APPROVED IN ADVANCE AND PART OF THE PROGRAM/EVENT CURRENT BUDGET:

SUPERVISER SIGNATURE / DATE

COUNCIL EXECUTIVE SIGNATURE / DATE