

HERMS DISTRICT CAMPOREE 2026

Golden Gate Area Council
Scouting America



“Vikings”

April 17-19, 2026

Coyote Beach at Oak Shores
Lake Berryessa

STAFF

Youth

Senior Patrol Leader: **William MacDonald (T-100)**

Assistant Senior Patrol Leaders: **Sierra Gillispie (T-173)**

Cord-on-Blue Judging Lead: **Rockwell Kent (T-6)**

Gil Talmage Judging Lead: **Chris Lane (T-24)**

Chaplain Aide:

Campfire Emcee: **Jacob Padia (T-146)**

OA Callout: **Open**

Staff-at-Large: **Ethan C (T-104), Aubric (T-100)**

Adult

Camporee Chairs: **Dave Shaw (T-24) & Alyssa Padia (T-146/DE)**

Registrars: **Eva Schoenrock & Kimberly S (T-146)**

Safety Chair & Wrangler: **Kevin Slovick (T-429)**

Camp Medic: **Jenny Shi (T-100)**

Quartermaster: Bob Padia (T146)

Radio Coordinator: **Kevin Slovick (T-429)**

Chaplain: **Devin Sevia (T-146)**

Camporee Scoring & Awards: **Dave Shaw (T-24)**

Cord-on-Blue Advisor: **Matt Houser (T-24)**

Campfire Advisors: **Bernie Aronsen (T-146), Alyssa Padia (T-146)**

Camporee Directional Assistance: **Bernie Aronsen (T-146)**

Youth Staff Advisors: **Kadin DeMarche (T-24), Josh Rudis (T-146), Judah Schoenrock (T-146)**

CHANGES FOR 2026

- Patch design submissions are due by January 21: <http://tiny.cc/PatchContest>.
- Camporee Service Project will take place Saturday, March 28 at Lake Berryessa.
- Registration fee will be \$20 per person and then increase to \$25 for late registration on April 10.
- Order of the Arrow meeting added for Saturday afternoon.

HERMS DISTRICT CAMPOREE

GENERAL GUIDELINES

What: Scout units from across Herms District come together in the spirit of friendly competition at the annual Camporee. Events at Camporee are presented by participating units and are designed to challenge a Scout's basic scout skills. Camporee is conducted at its current location by way of a special use permit issued by the U.S. Bureau of Reclamation (BoR) to the Herms District Camporee Committee.

Where: The Camporee will be held at: Oak Shores (N) Day Use Area
5540 Knoxville Road, Napa, CA 94558
38.560027, -122.234858

When: Units may arrive between 4:00 pm and 9:00 pm on Friday to check in and set up camp. Note that the Oak Shores Park gates will be closed after dark each night during Camporee to prevent unauthorized access. Temporary combination locks will be on the gates. **Combo 1422 ?**

Registration

& Fees: The registration fee is \$20.00 per person (Youth, Adults, and Staff) and \$25 for late registration. All attendees will receive this year's camporee patch.

Medical

Forms: Medical forms are to be maintained by each unit at Camporee. Staff will not check or collect medical forms.

Directions: Coordinates for Oak Shores entrance are: **Latitude** 38.560027 **Longitude** - 122.234858

- From the East Bay, take I-80 East
- Take the Suisun Valley Road/Pittman Road exit (No. 41)
- Turn LEFT onto Suisun Valley Road, then SLIGHT LEFT to stay on Suisun Valley Road
- Suisun Valley Road becomes Wooden Valley Road
- Turn RIGHT onto Monticello Rd./CA-121
- Turn LEFT onto Capell Valley Road/CA-128
- Turn RIGHT onto Berryessa Knoxville Road (*at Turtle Rock Store*)
- Continue on Berryessa Knoxville Road for about 6 miles past the visitor center
- Turn RIGHT at the Oak Shores Day-Use facility, then hard LEFT once you are just inside the park
- Continue on this one-way road through the park until you reach Coyote Beach

Campfires: Allowed In campfire rings only, Cooking must be with propane stoves only.

Uniforms: The “Class A” uniform is to be worn at Assembly, Scouts Own, and other ceremonies. Troop t-shirts or scout activity shirts may be worn during competitive events and while scouts are in their troop campsite.

Vehicles: Vehicles will be allowed in parking lots only, except to drop gear. Vehicles allowed on the meadow only for drop off of gear.

Campsites: Campsites will be assigned based on troop size and the previous year’s registration. Final site selection is at the discretion of Camporee Staff.

Water: Troops should bring containers to carry water to store at their campsites. Patrol members are required to carry water with them during competitive events and are encouraged to drink water often.

Restrooms: It is everyone’s responsibility to keep the restroom facilities clean. They must service everyone for the entire weekend.

Youth Protection:

All adults (18+) attending the camporee must complete Safeguarding Youth Training. All adults at Camporee must be registered with Scouting America.

Camporee Service

Project: The Bureau of Reclamation generously allows the Herms District to use the Oak Shores Area free of charge. In the month preceding the Camporee, the Herms units complete a service project for the Bureau of Reclamation. Points are awarded to troops for youth participation at the Camporee Service Project.

Patch & Theme:

Each year the Camporee PLC selects a theme. A patch design contest is held several months prior to the Camporee and youth from all units are encouraged to submit designs based on the theme. Points are awarded to troops who submit patch designs.

Flags: Each unit will be expected to have their U.S. and Troop Flags on display at their campsite during Camporee. Units are also expected to bring their Troop Flag with them to assembly. Each patrol is expected to have its Patrol Flag with them at all times during competitive events.

Events: Camporee events are conducted by the units attending the Camporee. Each unit is encouraged to run at least one event. Events should be designed so there is sufficient time for all participating patrols to complete the event during the designated

times. For more complex and time-consuming events, it is recommended to look for ways for multiple patrols to participate in the event simultaneously. Providing time slots for sign-ups is encouraged.

Scout Spirit:

To foster fair competition at Camporee and to ensure that Scouts have mastered the basic Scout skills, all Troops participating in Camporee are asked to establish Patrols composed of both experienced and inexperienced Scouts. This provides experienced Scouts with an opportunity to develop leadership, teamwork, and coaching skills while providing less experienced Scouts the opportunity to focus on honing their Scout Skills through participation in the events. If all Troops adhere to this recommendation, the competition across all Patrols will be as fair as possible and more fun for all involved. Remember, the reward earned is not determined by the outcome of the competition, but by the skills mastered through participating in the competition.

Judging: Judging will be on a patrol basis for both campsite and competitive events. Interference from adults or scouts not part of the patrol being judged will not be tolerated. Questions/concerns are to be handled by the Troop SPL or Patrol Leader of the affected patrol. The Camporee SPL will resolve issues.

Appeals: Questions about judging should be directed by the Troop SPL or the Patrol Leader of the affected patrol to the Judge assigning the points. Appeals about either competitive event points or campsite judging must be made at the time the points are assigned. The Judges are required to explain their scoring to the Patrol Leader. If the Judge and the Patrol Leader cannot agree, the Patrol Leader may appeal to the Camporee SPL. Appeals that do not follow this procedure will not be considered.

Gil Talmadge

Award: A trophy named for the founder of the “*Oo Yum Buli*” Lodge of the Order of the Arrow is awarded to the troop that demonstrates the best use of pioneering skills in its camp setup.

Cord-on-Blue

Award: For many patrols, the Cord-on-Blue competition is the highlight of the competitive events at Camporee. A trophy is awarded to the Patrol that prepares the dinner meal judged to be the best in camp. Judging is performed by the members of the Camporee staff.

Scouts Own: A Scout is Reverent is the twelfth point of the Scout Law. Camporee closing ceremonies will begin on Sunday morning with a Camp-wide Scout’s Own conducted by the Camporee Chaplain Aide team. All Camporee attendees are expected to attend. Bring a verse, a poem, or a story to share. Each troop is encouraged to designate a Chaplain’s Aide to represent the unit at Camporee and attend the Chaplain Aide meeting on

Saturday. Points will be awarded to troops who send a representative to the Saturday Chaplain's Aide meeting.

Campwide

Game: Each year at Camporee Camp wide Games have been held to create an opportunity for scouts to further engage in friendly competition and experience fellowship with scouts from across Herms District. Camporee Staff will present a formal Campwide Games program. All scouts are encouraged to participate.

Campfire: The Saturday evening campfire is intended to be fun and entertaining. Points will be awarded on a patrol basis for participation in the campfire program. Each patrol is expected to audition at least one song or one skit. The Campfire Staff will select those songs and skits to be used at the campfire. All skits must follow the GGAC Campfire program standards. Submit your skit and/or song proposals to the Campfire Staff using the form at the end of this packet.

Order of the Arrow

Recognition: The Order of the Arrow serves to recognize those campers – Scouts and Scouters – who best exemplify the Scout Oath and Law in their daily lives and by such recognition cause other campers to conduct themselves in such a manner as to warrant recognition. The Lu-Pain Chapter of the Yerba Buena Lodge will Call-Out candidates elected by their troops at Camporee. Elections will not be held at Camporee, they must be completed prior at a regular troop meeting.

Checkout: Each unit's campsite must be inspected and cleared by the Registrar's checkout staff and all additional attendees paid for before departing. The Registrar will provide Camporee patches to the unit Scoutmaster upon the unit being cleared.

SCHEDULE

Friday Night

4:00-9:00 pm	Troop Check-In and Campsite Setup
8:30-9:00 pm	Staff Meeting (youth and adults)
9:00-9:30 pm	Staff and Scoutmaster/SPL Meeting
9:30-10:00 pm	Staff and Scoutmaster/SPL Cracker Barrel
10:00-10:30 pm	Quiet time
10:30 pm	Lights Out

Saturday

6:30 am	Reveille
7:00-7:45 am	Breakfast and Campsite Inspections
8:00-8:30 am	Assembly – Flags, Opening Skit, and Announcements
8:30-9:00 am	Event Setup
9:00-12:00	Events Open
12:00-1:00 pm	Lunch and Campsite Inspections
1:00-3:30 pm	Events Continue
3:00-3:30 pm	Staff and Scoutmaster/SPL Meeting
3:30-4:30 pm	Campwide Game
4:30-5:00pm	Order of the Arrow Meeting
4:30-5:30 pm	Campfire Auditions
5:00-5:30 pm	Chaplain Aide Meeting
5:30-7:00 pm	Cord-on-Blue Cooking Competition and Gil Talmadge Judging
8:00-8:15 pm	Assembly - Flags and Announcements
8:15-9:30 pm	Campfire and Order of the Arrow Call-Out
9:30-10:00 pm	Campwide Cracker Barrel
10:00-10:30 pm	Quiet Time
10:30 pm	Lights Out

Sunday Morning

6:30 am	Reveille
6:30-8:00 am	Breakfast
8:00-8:45 am	Scouts Own Non-Denominational Service
8:45-9:30 am	Break Camp
9:30-10:15 am	Final Assembly – Flags and Awards
10:15-11:00 am	Campsite Checkout and Departure

PATROL AND TROOP SCORING

Ribbons

Ribbons will be awarded as follows for patrol and troop competitions:

- The top troop and the top patrol will receive a Presidential Ribbon
- The top 33 percent will receive blue ribbons
- The middle 33 percent will receive red ribbons
- The bottom 33 percent will receive yellow ribbons

Patrol Competition (1650 Points)

Scored:

- Event Scores (100 points each) = 1100 points
- Campsite Inspection Scores (200 points each) = 400 points

Participation:

- Cord-on-Blue = 100 points
- Campfire Program = 50 points

Troop Competition (1150 Points)

Scored:

- Campsite Inspections (average patrol score) = 400 points
- Gil Talmadge Score = 100 points
- Cord-on-Blue (average patrol score) = 100 points

Participation:

- Event Completion (average percent participation of patrols from unit x 2) = 200 points
- Camporee Service Project = 200 points
- Chaplain Aide Meeting = 50 points
- Patch Contest = 100 points

CAMPSITE JUDGING AND INSPECTION

Additional explanation of judging standards for morning and afternoon campsite inspections are to help patrols prepare for Camporee and to ensure consistency and fairness during inspections.

1. **Fire Buckets:** Two water buckets near the cooking area. Ten points for buckets, zero if you do not.
2. **Balanced Meal:** Follow the balanced meal guidelines in the Scout Handbook. Have the menu posted and ready for the judge to see. Ten points if the meal is posted and sufficiently balanced according to the Scout Handbook, zero points if it is not.
3. **Cooking Area Clean:** An example of a dirty cooking area is an open package of bacon lying in the dirt. Be neat. This one is a judgment call, so do not give the judge any reason to think your area is not a clean one. Ten points if the cooking area is clean, zero if it is not.
4. **Trash and Recycling Bag:** Make sure that you have an adequate central garbage bag. Cans and or bottles are segregated in a separate bag for recycling. Ten points for each bag set up properly. Trash cans and bags should be emptied daily.
5. **Adequate Water Supply:** Whether by having canteens full of water for each scout or by using a single large water container, each patrol must have enough water. Fifteen points if the patrol has sufficient water, zero if it does not.
6. **Clean Arms, and Hands:** A Scout is clean. Dirt/Grime on the arms or hands, especially during mealtime is unsanitary. Make an effort to stay clean and wash yourself with soap and water before meals. Two points off for each person whose arms and or hands are not clean.
7. **Patrol Area Neat and Clean:** Patrol campsites should be clean. Two points off for each piece of trash left by the patrol.
8. **No Flames in Tent Sign:** Two points off for every tent missing one.
9. **Guy Lines Marked:** Guy lines should be marked to avoid tripping. Two points off for each tent not in compliance.
10. **Personal Gear Neat:** Every Scout is responsible for keeping their personal gear left outside of their tent neat and organized. Packs, towels, shoes, etc. should be in an orderly fashion. Two points off for each Scout whose personal gear is in disarray.
11. **Prepared For Rain:** Each Scout should have a poncho or rain jacket. Two points off for each Scout who cannot prove they are prepared for rain.
12. **Flags Displayed Properly:** U.S. and Troop Flags displayed in camp. Ten points for each flag.
13. **Patrol Flag Displayed:** Fifteen points if the flag shows satisfactory workmanship and properly identifies the patrol. No flag = zero points
14. **Respectful Patrol:** A Scout is Courteous. Everyone in the patrol is respectful of each other and of the judge. Don't argue, but you may ask questions politely. Speaking out of line, interrupting the judge, or distracting them in any way will result in two points off for each incident.
15. **No Outside Interference:** No one other than the Patrol Leader and the scouts in the patrol should involve themselves with the judge during the inspection process. If someone else (i.e. Scoutmaster, Senior Patrol Leader, parent, etc.) does involve themselves in the inspection process, the patrol will lose 20 points. If there is a disagreement on scoring or the judging process, it must be taken to the Camporee SPL.

CAMPSITE SCORING

Troop _____ Patrol _____ Scoring Team _____

	Points	Breakfast	Lunch
1. Two buckets of water near the cooking area.	10		
2. Balanced meal. Menu posted and followed.	10		
3. Duty roster posted and followed.	10		
4. Trash and Recycling bags set up. 10 points for each bag.	20		
5. Adequate water supply for the whole patrol.	15		
6. Clean arms and hands. 2 points off for each scout who is not clean.	10		
7. Patrol area is neat and clean. 2 points off for each piece of trash.	20		
8. "No Flames in Tent" signs. 2 points off for each tent that does not have one.	10		
9. Guy lines marked. 2 points off for each tent not in compliance	10		
10. Personal gear is stored neat and organized. 2 points off for each scout whose personal gear stored outside of their tent in disarray.	10		
11. Each scout can prove he is adequately prepared for rain. 2 points off for each scout who is not.	10		
12. U.S. and Troop flags displayed. 10 points for each flag.	20		
13. Patrol flag displayed.	15		
14. Respectful patrol. 2 points off for each infraction.	10		
15. No outside or adult interference	20		
	TOTAL		

EVENTS

SCAVENGER HUNT

Treasure of the Fjords

T-429

Put your detective skills to work during this adventure which tests your scouting skills, teamwork, and creativity as you explore the camporee grounds in search of hidden clues and treasures.

ROPE MAZE

Labyrinth of Loki

T-6

Navigate through an intricate series of rope obstacles that will put your teamwork, agility, and problem-solving abilities to the test.

MONKEY BRIDGE

Bridge of the Valkyries

Scouts will test their balance, coordination and efficiency to move their patrol across the bridge with care and precision.

ORIENTEERING

Compass of the Northmen

T-24

Navigate through the local terrain to find all of the controls. Work as a team to complete the course quickly and demonstrate your orienteering prowess. Don't forget to bring your compass!

LASHINGS

Builders of the Longship

T-76

Show off your patrol's lashing tying skills in this competition. Work as a team to build your sturdy chariot and quickly complete the course.

FIRE BUILDING

Lighting the Leirbål

T-100

Gather your tinder, kindling, and wood to ignite your fire as quickly as possible. Great fire building technique is the key to success!

KNOTS

Rope of Ragnarok

T-82

Welcome to the knots challenge, where scouts will demonstrate the most basic scouting skill. Showcase your skills to tie a variety of knots quickly and correctly.

FIRST AID

Healing Hands of Eir

T-104

Patrols will complete a series of scenarios that simulate common outdoor emergencies, testing their ability to assess and respond to medical situations.

OBSTACLE COURSE

Trials of Thor

T-146

Gear up for a test of agility, teamwork, and problem solving to navigate through a series of obstacles while working with your patrol. Work together to overcome the obstacles and succeed.

10 ESSENTIALS

Gear of the Viking Voyage

T-42

Remember to always be prepared! A good scout always knows what they need to bring along. Showcase your patrol's knowledge to complete this challenge.

SCOUT LAW

Runes of Honor

T-171/173

Join us for the Scout Law Challenge! How well do you know the twelve points of the scout law and can your patrol work together to solve this puzzle?

CORD-ON-BLUE COMPETITION

The allotted time for the Cord-on-Blue competition is 90 minutes, from 5:30–7:00 pm on Saturday evening. Plan your meal to feed your entire patrol and provide one additional serving for the judges to taste, you do not need to provide a full serving for each judge. First, Second, and Third place recognition will be awarded to patrols judged in the cooking competition.

Cord-on-Blue Rules and Judging

1. **Cooking Area Setup:** Equal table space will be allotted to each patrol to cook their meal. Coolers and patrol boxes are to be stored outside the cooking area as space gets tight.
2. **Equipment:** For consistency, each patrol is limited to a two-burner Coleman-type stove. No fires or charcoal (including for dutch ovens) are allowed.
3. **Cleanliness:** Patrols that do not clean their cooking areas at the end of the competition will be disqualified.
4. **On-Time:** Patrols will have a maximum of 90 minutes to prepare their meals. Patrols that do not finish in the allotted time will still earn Camporee participation points, but will not be judged for the Cord-on-Blue cooking competition.
5. **Presentation to Judges:** When the meal is ready, patrols should immediately present their food to the judges. Food must be brought to the judges with the meal description and ingredient list filled out on the Cord-on-Blue scoring sheet.
6. **Place Settings:** No disposable plates, cups, or utensils. Plastic plates, pie tins, and mess kits are perfectly fine. No extra points will be earned for fancy place settings.
7. **Quality and Presentation:** The meal should be cooked satisfactorily, not over or undercooked. The meal should taste good and look good.
8. **Ingredients:** The entire meal must be prepared at Camporee. Pre-cooking or preparing at home is not allowed. Natural ingredients only. Cans or jars containing single ingredients such as tomato paste, olives, spices, mustard, etc. are allowed. Use good judgment – this meal is supposed to be from scratch. Points will be deducted if you “stretch this rule” to bring prepared foods. If it can be cooked on-site, it should be. For example:
 - Tomato Paste is acceptable, prepared spaghetti sauce is not.
 - Canned beans are acceptable as they take hours to soak. Canned vegetables, while single ingredients are not allowed as fresh vegetables can be prepared onsite.
 - Bread and tortillas are acceptable. Pasta and rice should be cooked on site.
9. **Balanced Meals:** The judges will be looking for well-planned, balanced meals, keeping in mind the MyPlate guidelines.
10. **Originality:** Judges will be looking for meals that have shown some originality in thought and planning.
11. **Adult Interference:** Scouts are expected to prepare meals on their own without outside assistance. Points will be deducted for adult interference.

CORD-ON-BLUE SCORING

Troop: _____ Patrol: _____

Meal Description: _____

	Points	Score
Taste of Meal: Well cooked and tastes good.	50	
Presentation of Food: Meal should look appealing. No disposable plates or utensils. No extra points for fancy place settings.	15	
Originality and Skill: Originality in thought and planning. Meal showcases the patrol's cooking skills. Integration of the Camporee theme.	15	
Ingredients: Entire meal prepared at Camporee. No pre-cooking or preparing in advance. Natural ingredients only.	10	
Balanced Meals: Well-planned, balanced meals.	10	
	Total:	

INGREDIENT LIST:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

GIL TALMADGE AWARD SCORING

Troop: _____

Pioneering Project: _____

	Points	Score
Useful Camp Purpose	40	
Execution of Pioneering Skills	40	
Originality	10	
Degree of Difficulty	10	
	Total:	

Troop: _____

Pioneering Project: _____

	Points	Score
Useful Camp Purpose	40	
Execution of Pioneering Skills	40	
Originality	10	
Degree of Difficulty	10	
	Total:	

Troop: _____

Pioneering Project: _____

	Points	Score
Useful Camp Purpose	40	
Execution of Pioneering Skills	40	
Originality	10	
Degree of Difficulty	10	
	Total:	

CAMPFIRE PROGRAM STANDARDS

Golden Gate Area Council and Scouting America believe that Scouting is a character-building organization, and that this concept should permeate our program at all levels, including skits, songs, run-ons, etc.

All acts (skits, songs, run-ons, etc.) must be:

1. First, screened and approved by the unit leader prior to performance in front of a group.
2. Second, reviewed and approved by the person in charge of the event prior to performance in front of a group.

Campfire programs are the place where the positive example is set.

A good test is to hold all skits, songs, run-ons, etc. up against the Scout Law.

All skits, songs, run-ons, etc. must be screened, reviewed and approved using the following standards:

- No Toilet Humor – anything that involves bodily functions, toilet paper, etc.
- No Underwear Humor
- No Water – where the audience, participants, or stage area gets wet.
- No embarrassing an audience member.
- No racial put-downs, making fun of mental or physical abilities, religious groups and others.
- No portrayal of violent behavior (robbing or injuring, for example).
- No performances with sexual overtones or cross-gender impersonation.
- No use of inside jokes.
- Avoid anything that is not in keeping with the ideals of the Scouting. Examples are use of alcohol, drugs, or tobacco.
- No action that could endanger any participants.

Unacceptable acts that get on stage will be removed *immediately*.

Campfire Programs Standards continued:

Unit: _____ Patrol: _____

Skit, Song, Run-ons Name: _____

Skit, Song, Run-ons Description:

I have reviewed the above listed skit, song or run-on and the Campfire Program Standards have been met.

Unit Leader: _____

Print Name

Signature

SAFETY PLAN

Hermes District Camporee will be held at Coyote Beach (Oak Shores Park) at Lake Berryessa. The expected attendance is approximately 200 people in total. All attendees will be registered scouts and adults. Approximately 50 of the adults will be trained leaders knowledgeable in Youth Protection, First Aid, and Emergency Preparedness. Approximately 150 youth will be in attendance, many of whom are experienced scouts who have received emergency preparedness, first aid, and lifesaving training via the Scouting America merit badge program. All scouts will have parent permission to participate in the Camporee and their current Health and Medical forms will be on file with their troop leaders.

In addition, the adult contingent at Camporee will consist of:

- 1 Registered nurse with medical equipment. This person's sole role will be to provide emergency medical support to the Camporee. The RN will be centrally located to allow quick response to any situation during Camporee events.
- At least 20 adults trained in CPR; and at least 3 adults trained in Wilderness First Aid
- Troop First Aid kits (with extensive supplies) and multiple personal first aid kits (to treat minor injuries, cuts, scrapes, minor burns, etc.) with the Scouts and Leaders. These first aid kits will be on the individual or back at each Troop's campsite.
- No swimming will be allowed as part of the Camporee activities. Each unit has been instructed that no swimming is allowed during Camporee.
- All park rules and regulations will be adhered to. Leave-No-Trace camping will be practiced. The fire-building event will have fire extinguishers on site; fires will only be built on the barbecue pits and will be monitored by adults at all times. Cooking areas are required to have two buckets of water within reach.
- The Camporee Chair and the Camporee Facilities Chair will be central points of contact and liaison to the BoR during Camporee.

In the event an evacuation of an attendee is required, the nearest medical facilities are:

- St. Helena Hospital (approx 15 miles away)
10 Woodland Rd
St Helena, CA 94574
Coordinates: 38.53944, -122.473083
Phone: (707) 963-3611
- NAPA State Hospital (approx 20 miles away)
2100 Napa Vallejo Hwy
Napa, CA 94558
Coordinates: 38.278572, -122.273751
Phone: (707) 253-5000

Primary emergency contacts at Oak Shores for the Hermes District Camporee are:

Jenny Shi	Cell Phone	510-759-5877
Dave Shaw (Camporee Co-Chair)	Cell Phone	650-438-9805
Alyssa Padia (Camporee Co-Chair)	Cell Phone	510-708-6027
Kevin Slovick Safety Chair/Wrangler	Cell Phone	925-676-5458

Other emergency contact information:

Bureau of Reclamation Visitor Center	707-966-2111 x113
Napa County Sheriff Dispatch	707-253-4451
CHP Dispatch	911
Pope Valley Garage (Towing)	707-965-2302

RATTLESNAKE PROCEDURES

Rattlesnakes are endemic at Lake Berryessa, location of the Herms District annual Camporee. They are an important part of the ecosystem and are to be respected. However, all Camporee participants must be made aware of the dangers of rattlesnakes and must avoid contact with them.

IF A RATTLESNAKE IS DISCOVERED - SAFETY FIRST:

During the day when a Park Ranger is available -

- Stay at least 15 feet away from the snake
- Do not make sudden movements; have someone observe the snake until help arrives
- Have a Scout or Scouter contact a Park Ranger if available, or notify the Camporee Chair or Facilities Chair so that they may contact the Park Ranger
- Observe the snake until a Park Ranger, Camporee Chair, or Facilities Chair arrives to handle the situation (Park Rangers will usually remove and temporarily relocate rattlesnakes).
- AT NO TIME SHOULD ANY SCOUT/SCOUTER APPROACH OR TRY TO HANDLE A RATTLESNAKE

During the evening when a Park Ranger may NOT be available -

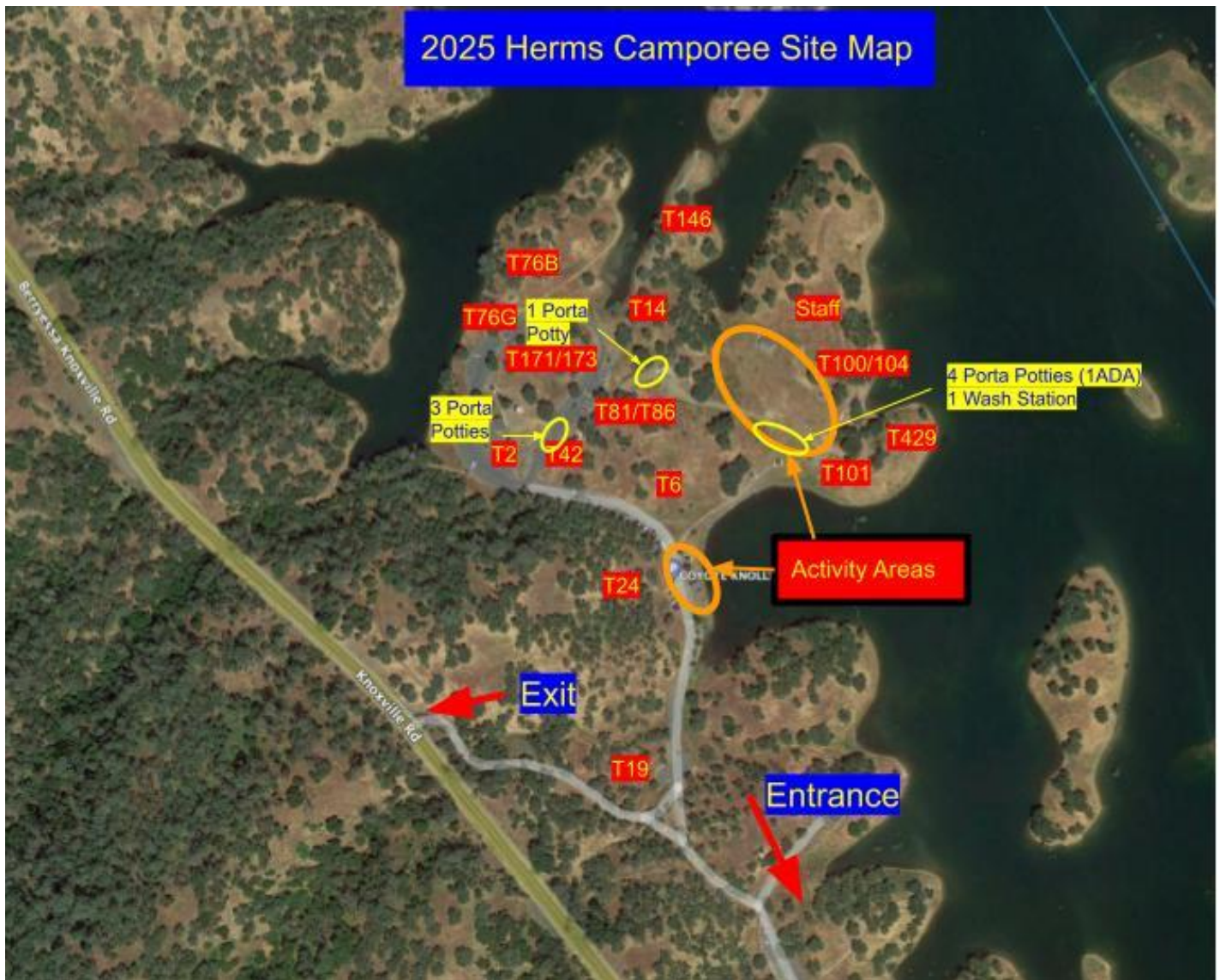
- Stay at least 15 feet away from the snake
- Do not make sudden movements; have someone observe the snake until help arrives
- Have a friend or other Scout/Scouter contact the Camporee Chair or Facilities Chair to come and take charge of the situation
- Observe the snake until the Camporee Chair or Facilities Chair arrives to handle the situation
- AT NO TIME SHOULD ANY SCOUT/SCOUTER APPROACH OR TRY TO HANDLE A RATTLESNAKE

Depending on where the rattlesnake is found, it may be best to cordon off the area (with caution tape) and leave the snake alone in its natural environment (snakes do not like people, and if given the chance will move away from them). Remember, this is their home FIRST; we are visitors at Lake Berryessa. At night, especially if it is cool, most reptiles are less active and less likely to move. For the safety of campers, tents may need to be moved away from the location where a rattlesnake is found.

Should a snake bite someone, IMMEDIATELY contact the Camp Medic, who will be located in the Staff Area of Camporee, and bring the Medic to the victim. Keep the victim calm and comfortable. Be prepared to treat for shock. Immediate evacuation is the only method of rendering aid to a rattlesnake bite victim. If you have cell phone service, call 911 immediately and inform the Camp Medic and Camporee Chair.

Please direct any questions about rattlesnakes at Camporee to a Park Ranger or the Camporee Chair if a Ranger is not available.

CAMPSITE MAP



EVENT MAP



NO FLAMES IN TENT



NO FLAMES IN TENT



NO FLAMES IN TENT



NO FLAMES IN TENT



NO FLAMES IN TENT



NO FLAMES IN TENT



NO FLAMES IN TENT