

Live Oak District

Presents

**Pioneering in
the Frontier**

2022 Fall Camporee

Nov. 4-6

1617 N. Filbert Rd.

Exeter, Ca 93221

NOTE FROM STAFF

Dear Scouts & Scouters,

Although Camporee is supposed to be a competitive event, the true goals of this yearly gathering are to promote the Spirit of Scouting, develop a sense of camaraderie between the troops, and to give Scouts a platform to demonstrate their skills and knowledge.

We hope you will all have a positive experience with the Camporee this year and utilize this opportunity in the best way possible. We have spent the past year preparing and planning fun and competitive activities for you to enjoy, so we hope to see you at the 2022 Live Oak District Camporee on November 4th-6th. Be prepared to have a blast!

Yours in Scouting,

The Camporee Staff

Contact Information

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Introduction

Every year Scouts from Sequoia Council gather together at Camporee to compete with each other, meet other Scouts within their districts and council, and, most importantly, show their Scout Spirit.

Theme

You are invited to the frontier, located at 1617 N. Filbert Rd. Exeter, Ca 93221. Bring your pioneering skills, and your frontier garb out to the frontier. As always, the Camporee will include competitive games that relate to scouting skills and the theme for scouts to enjoy.

Registration

Registration will cost \$20 per scout or adult up until Oct. 23rd, 2022. On Oct. 24th, 2022, registration fee will go up to \$25 per scout/adult. You may register on the council website at seqbsa.org. Webelos/AOL Scouts are allowed (and their adult) as long as they are hosted by a troop. If you are unable to find a hosting troop, please contact Jessica Kirk or Cathy Torres.

Campgrounds

This year's Camporee will be held at 1617 N. Filbert Rd. Exeter, Ca 93221. This is private property and so it is important to follow all rules and guidelines. Troop campsites will be assigned upon arrival Friday Night/Saturday morning.

Campfire

The campfire will be performed by the Troop/Patrols with staff supervision. Each patrol should prepare at least ONE skit/song for Campfire to be submitted upon check-in. Skits or songs involving audience participation are encouraged and points will be awarded for participating and count towards their final Troop score. Extra points will be awarded if skit/song is related to the theme

Campsite

Don't forget to keep your campsite clean! Staff will make rounds inspecting campsites during competitions and points could be awarded to your Troop/Patrol. The inspection guidelines are in this packet.

Clothing/Uniforms

Full Scout uniform is required at check-in, opening, evening, and closing flag ceremonies and at Scouts Own. Scouts should wear activity uniforms any other time. Costuming is encouraged but does not replace the uniform at check-in, flag ceremonies, or Scouts Own. Remember that no weapons, real, simulated, or otherwise will be permitted. Since this will be a friendly competition, leave your weapons at home.

Equipment

Pack your backpacks with everything you would bring on an ordinary campout. Remember you may need to carry your gear a significant way.

Webelos and Arrow of Light

Webelos and Arrow of Light scouts are permitted at Camporee as long as they have a parent/guardian with them and are being hosted by a troop. All participants must be registered with BSA. Webelos and Arrow of Light scouts (and their adult) must also bring a copy of their medical form, Parts A&B, and the COVID-19 Screening Form. WEBELOS AND ARROW OF LIGHT SCOUTS ARE NOT ALLOWED TO PARTICIPATE IN TOMAHAWK THROW.

Staff

For the entire weekend to run smoothly, many experienced Scouts are needed to staff the Camporee. Each Troop is highly recommended to provide at least 2 staff members.

Scoring

ALL aspects of the Troop/Patrol's participation during the ENTIRE Camporee will be considered to determine their final score. Events will be worth the most, but completion, spirit and leadership/teamwork will be considered. Patrols should be a troops normal patrols and NOT patrols newly formed specifically for Camporee.

Additional points may be given for exemplary conduct, and points will be subtracted for “un-Scout- like” behavior. Please also note that points will be deducted if the adults who may accompany patrols, coach patrols during the events.

Scoring criteria for patrol events is in this packet. Any scoring disputes should be brought to Jessica Kirk & Cathy Torres (in-person), before 6:00pm on Saturday to be considered.

Awards

Patrol Award

Patrols will be competing for three iconic prizes: xxxxxx, xxxxxx, and xxxxxx. xxxxxxxx will be presented to the top-scoring Patrol. Patrol award scores are based on the Camporee events and are totaled up.

Top Troop

The Top Troop award is awarded to the overall highest scoring unit at Camporee. With the award comes fame, honor, bragging rights for the year to come, and your unit takes home the traveling totem for the year! Be warned, the journey will be arduous, and the competition steep. Good luck!

The Scoring Criteria will be based on the following criteria: Average Patrol Score (Patrols that attend Camporee but do not participate in the events will also be counted towards this!!), Campsite Inspection, Followed Check-In Procedure, Staff Volunteers Provided, Dutch Oven Cook-Off, Campfire Skit/Song, and Theme Related Participation.

Ribbons will be awarded for 1st, 2nd, and 3rd place. Each Patrol will also receive a ribbon for their Patrol Flag.

Headquarters

Look for the feather flags that say “Check-In.”

Camporee Time

Event schedule will follow *Camporee Time*. You can synchronize your clock with Camporee Time at Check-In through Cracker Barrel. No additional synchronizing will take place after Cracker Barrel on Friday Night. All events will start on time without delay. Event times are published in this Guide.

Scouts

The Scout Law is the Law of Camporee. The Buddy System is to be used during Camporee. No Scout may leave the Camporee site unless pre-arranged and approved by their Scoutmaster. As at any Scout activity, there will be no illegal drugs, alcohol, fireworks, or firearms and other weapons. Sheath knives and fixed-blade knives are also prohibited.

Ax Yard

All ax and/or saw work must take place within the ax yard boundary in your campsite.

Noise Pollution

Powered PA systems, bull horns, or speakers (blue tooth type) will not be allowed (except for Camporee Staff for Camporee purposes). They are disruptive to those who want to enjoy the nature experience.

Campsite Assignments

Campsite locations and sizes will be assigned on site based on the most recent registration numbers. Units wishing to camp together must contact Jessica Kirk or Cathy Torres one week in advance.

Vehicles

Parking space is extremely limited. Please carpool as much as possible. No vehicles will be allowed to stay parked at your campsite. If you need to drop off heavy equipment in your campsite speak with the Staff at Check-In.

Water

Water will be available however scouting units should come prepared. Plan to bring large water carriers to carry water back to your campsites. "Be Prepared" and bring your water containers already full if possible. No dish washing is allowed at the water faucets or bathroom facilities. Each unit should have a washing station of some sort in their own campsite

Participants are required to have a personal water bottle or canteen for use during those times when they are out of camp..

****Please use biodegradable soaps in an effort to lessen the impact on the environment****

Cracker Barrel

Friday evening's cracker barrel is for all SM's, ASM's and SPL's. This will be an opportunity to meet the Camporee staff, receive a detailed schedule of events along with instructions, an opportunity for questions to be answered, and most importantly, make sure your clock is synchronized to "Camporee Time". Make sure to leave adequate adult leadership in the campsite.

Campsites

Scouts are not to enter other campsites without permission. A Scout is Courteous, please be considerate of your campsite neighbors. Scouts must remain in their campsite after taps at 10:30 pm.

Saturday Activities

Saturday activities will be based on a range of scout skills, to that end each scout should have their 10 essentials with them to get the best possible experience.

Lost and Found

Please turn in lost and found items at the Camporee headquarters area.

Campsite Inspections

Commissioner Judges will be visiting Campsites throughout the day on Saturday. The judges may visit your campsite several times during the day, so - "Be Prepared." Leave your site each time ready for an inspection.

Campfires

Campfires will be allowed at each campsite, however, there are not established campfire pits already so each patrol will need to bring the materials to build a fire ring for their campsite. In addition, there will be one event wide campfire on Saturday night.

Dutch Oven Cooking Competition

Patrols will need to plan and create a Dutch oven dish (dessert only!) for their dinner Saturday night. Samples and dish name and recipe are to be brought to camp HQ to be judged by taste test. Scoring will count towards overall competition score. See OTHER EVENTS section for more information.

Cooking

Liquid fuel and propane stoves must be used in accordance with BSA policy on use of chemical fuels. Propane is the preferred fuel.

Leave No Trace

- Package food in easy to carry containers
- Bring and use trash bags.
- Minimize impact to the grass/ground.
- Dig no holes. No holes or trenches are to be dug for any purpose.
- Grease pits are not allowed.
- Wastewater should be dumped away from the camping area
- Plan meals to minimize cooking time, effort, and cleanup.
- Respect the rights of others. The Law of the Camp is the Scout Law, Scout Oath and the Outdoor Code, and will be enforced.

Check In/Out

Arrival Procedures

- Plan to arrive at camp on Friday Nov 4th between 4:00pm and 9:00pm.
- The registration staff will direct you on where to park, receive your check in paperwork, and show you to your camping area.
- If you have a large amount of troop gear, proceed to the unloading area closest to your campsite. Unload your vehicle(s) as quickly as possible and immediately move all vehicles to the parking area.
- Campers should plan to carry in individual gear/backpacks.
- For security reasons NO ADMITTANCE to the camp after 10:00pm will be allowed.

Check In Procedures

Upon arrival to camp, the SPL & Scoutmaster are asked to check in with registration. SPLs should have with them an accurate roster with names of all youth (by patrol) and adults attending (this will be turned in

to staff), and the skits/songs that the patrols will be performing at Campfire. SPLs should also have copies of all units' medical forms, parts A&B, and COVID-19 screening form to show registration staff. Scoutmasters will be asked to pay any outstanding registration fees once the SPL has checked in. Please have payment ready.

Check Out Procedures

Saturday Check-Out

Saturday check-out will be from 4:00pm to 6:00pm and will be of the same procedures as outlined below. Saturday check-out will not be available before 4:00pm, please plan accordingly.

Sunday Check Out

The SPL and a buddy should report to HQ & request an inspection. Checkout will not commence until after Scouts Own Service, the Awards Ceremony, and Closing Ceremony.

A runner will be sent to the unit's campsite and a final clearance will be issued.

Once cleared, outstanding awards will be given to the SPL. Units will not be allowed to leave camp until final check out has been completed.

Individual Check out

Individuals wishing to check out separate from their units must sign out with both their Scoutmaster, as well as the registration staff. As a safety precaution youth will not be released without permission from the unit's Scoutmaster.

Parking & Carpooling

- Units are encouraged to carpool as much as possible.
- Parking will be allowed in designated areas only.
- All vehicles must be backed in in accordance with BSA policy.
- Units with trailers will be required to unhitch trailers and park them in designated trailer parking areas.
- Roads must remain clear at all times.

Health & Special Needs

Accessibility

If additional accessibility needs are required, the health and safety team can make accommodations on case-by-case basis.

CPAP Users

- Participants with CPAP machines need to be able to run them from a battery as power is not guaranteed in any of the camping areas.
- The use of long extension cords into campsites will be prohibited.
- Generators are noisy and disrupting to the outdoor experience and will not be allowed at camp.
- Batteries are heavy and cumbersome please plan for transportation needs accordingly.

Special Needs

Persons with special needs must include these in special needs field of the registration form. Staff will do their best to accommodate all special needs if given at least 1 week notice.

Medical Forms

All participants must complete parts A&B of the BSA national medical form prior to arrival. Unit leaders, please bring copies of these medical forms, and plan to show them to registration staff upon arrival. All Participants MUST complete a COVID-19 Screening form the day before coming to Camporee. Be prepared to show this at Check-In.

Medications

Medications except for rescue devices such as inhalers and epinephrine MUST be kept in a secure locked box or in a unit leader's vehicle. If the unit is unable to properly secure medications, they can be stored with the camp health officer.

Medical Facilities

The Camp Health Officer will be identified to leaders at the beginning of the event and will provide first aid on site for more advanced or serious injuries. As always minor first aid needs are the responsibility of the units. All injuries & illnesses must be reported to the health officer regardless of severity.

All medical emergencies must be reported to the Registration Booth.

Safety

The safety of all participants is as the prime objective of this event. All participants are expected to refrain from unsafe activities and horseplay. Violence will result in being asked to leave the event. Should you have an emergency report it to the registration booth immediately.

Event Rules / Expectations

- Youth and Adult Leaders are expected to provide all supervision of the scouts in their unit.
- The buddy system is to be used at all times.
- All campsites must be open. No ropes or fences.
- While activities are in progress, scouts will not be allowed in the campsite areas except for medical reasons.
- No liquid fuel lanterns will be allowed outside the campsite. Scouts should carry a flashlight rather than a liquid fuel lantern.
- No flames inside tents.
- Campfires must be in fire pits/rings.

Camporee 2022 Schedule

Friday, November 4th

4:00pm – 9:00pm: Arrival, Check-In, Camp Set-Up

7:00pm - Glow-In-The-Dark Capture the Flag Tournament

9:00pm – Cracker-Barrel (SPL, SM, ASM)

Saturday, November 5th

7:00am – 8:30am: Breakfast (Check-in and camp set-up for late arrivals)

8:30am – 8:45am: Flag Ceremony/Morning Assembly

9:00am – 12:00pm: Morning Events

12:00pm – 1:00pm: Lunch

1:00pm – 5:00pm: Afternoon Events

1:15pm – 3:00pm: Campsite Inspections

5:30pm – 6:00pm STAFF: Score sheets due

6:30pm – 7:30pm: Dinner. Dutch Oven Cook-Off entries due by 7:30pm

7:45pm – 9:00pm Campfire

9:15pm – 9:45pm Cracker-Barrel (SPL, SM, ASM)

10:30pm Lights Out/Taps

Sunday, November 6th

7:00am – 8:30am: Breakfast

8:30am – 9:00am: Scouts Own Service (A SCOUT IS REVERENT)

9:00am – 9:30am: Awards Ceremony

9:30am – 9:45am: Closing

9:45am – 10:30am: Cleanup (A SCOUT IS CLEAN), checkout, Scout Departure

TOURNAMENT SUPPLIES

Patrols/Troops will need to provide the following supplies for the Tournament of Events, as they will be used at each event. This list is a minimum, you may bring more poles and ropes if you would like. After completion of the Tournament, they may be used as a part of your Pioneering Campsite.

- 6 poles (recommended size: 8 feet long, 2 inches diameter)
- 4 guide ropes (recommended size: 15 feet long, ¼ or 3/8 inch diameter)
- 9 lashing ropes (recommended size: 10-15 feet long, ¼ or 3/8 inch diameter)
- 3 Stakes
- Stake Hammer
- Small Pulley or eye bolt
- Patrol Flag
- Work Gloves

Each Scout should also bring a knife and flint and steel for the String Burn event. No magnesium starters!

SAFETY NOTICE

Scouts and adults need to wear some form of work gloves when working with ropes, spars, and timbers to prevent rope burns, wood splinters and rope fiber splinters! Rope fiber splinters are very tiny and not visible when embedded in the skin. You may not feel them enter your skin and they will not cause short term pain. However, after approximately 18-24 hours there will be pain and discomfort and the affected area becomes sensitive to the touch. You may see redness or swelling. **PLEASE WEAR WORK GLOVES!**

PIONEERING CAMPOREE EVENTS

The Pioneering Camporee events will be the Tournament of Events and the Pioneering Campsite. The Tournament of Events consists of stations that will test scouts abilities in knots and lashings in timed events. Scoring will be based on time to complete, as well as quality of knots and lashings. The Pioneering Campsite consists of projects your troop constructs in their campsites. Scoring will be based on the quality of the lashings.

TOURNAMENT OF EVENTS

FLAG POLE RAISING 70 POINTS

Patrols will work as a team to construct and raise a flagpole to fly their patrol flag.

*Lashings/Knots used: Round lashing, clove hitch, taut-line hitch, twohalf hitches.

*Allowed supplies: 3 poles, 4 lashing ropes, 2-3 lashing ropes to hoist flag, 3 guide ropes, 1 small pulley or eye bolt, patrol flag, 3 stakes, hammer.



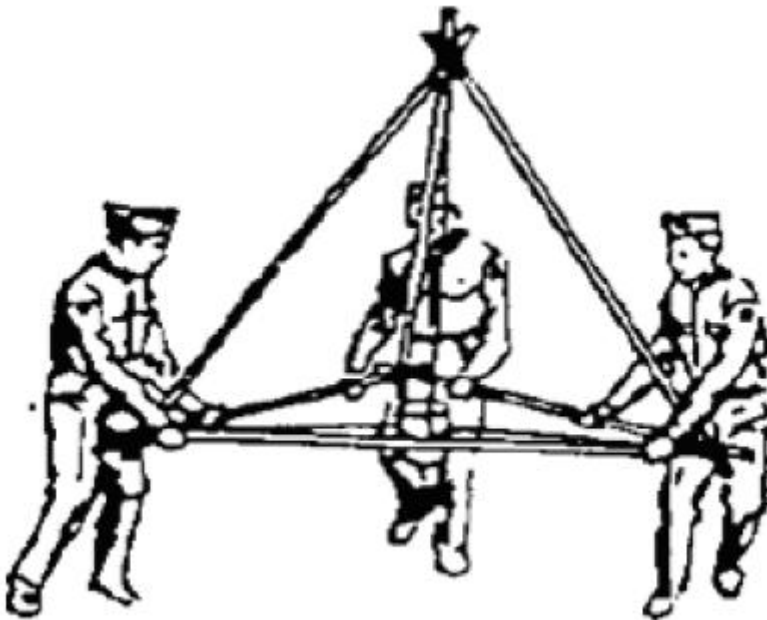
NITROGLYCERINE TRANSPORTER 70 POINTS

Patrols will construct a transporter to safely transport nitro, then attempt to transport it without detonating it.

*Lashings/Knots used: Tripod lashing, square lashing, clove hitch,

*Allowed supplies: 6 poles, 7 lashing ropes

*Supplied by Camporee: Nitroglycerine



LOG HOIST 70 POINTS

One Scout; judged on time. Throw a 30-foot rope over a 8 foot high crossbar 15 feet away. Run up and tie a timber hitch to a log (18 inches long). Hoist the log free of the ground and hitch the rope to a peg at your starting point. The log must remain clear of the ground.

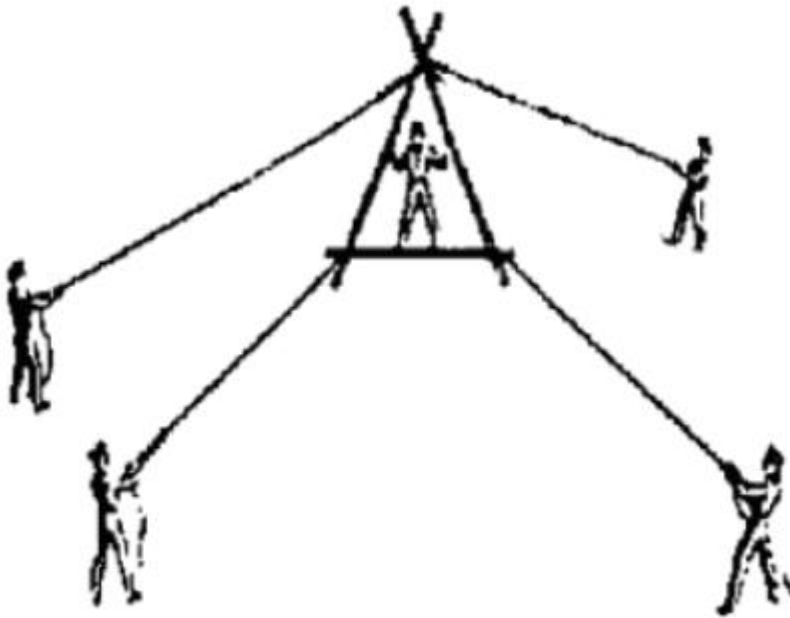
*Everything supplied by Camporee

A-FRAME WALK 80 POINTS

Patrols will construct an A-Frame and walk it over a set course.

*Lashings/Knots used: Square lashing, clove hitch, two-half hitches

*Allowed supplies: 3 poles, 3 lashing ropes, 4 guide ropes



KNOT CHALLENGE 70 POINTS

In relay fashion, Patrols will compete to successfully tie the list of knots as fast as they can.

*Lashings/Knots used: Clove Hitch, Sheet Bend, Square Knot, Bowline, Two-half Hitches, Timber Hitch, Taut-Line Hitch, Figure Eight

*Allowed supplies: 6 lashing ropes

*Extra points if Scout is blindfolded and successfully ties the list of knots.

TRIPOD SWING 60 POINTS

Patrols will construct a Tripod strong enough to hold the weight of the judge!

*Lashings/Knots used: Tripod lashing, clove hitch, bowline

*Allowed equipment: 3 poles, 3 lashing ropes

PANCAKE FLIP 80 POINTS

“Cook” a pancake and flip it over a rope 4-6 ft off the ground. The cook must catch the pancake. Multiple scouts (5?) take turns. Scored based on successful catches and speed. Maximum time limit.

*Everything supplied by Camporee

STRING BURN

Burn a string started with flint and steel. Scouts will demonstrate their ability to build a fire and burn a string above the ground. Only natural materials found at camp may be used to build a fire no more than 12" above the ground. New patrols may use extra materials to keep the fire going, if needed, at no penalty. All patrols will use Flint and Steel to light the fire. Time starts when the patrol is ready to light the fire. No liquid flammable materials. Scouts need to bring their own knife and flint and steel — no magnesium allowed. (This Challenge will be scored by time)

TOMAHAWK THROW

Each competitor may have three throws. Points will be given for tomahawks landing in the painted center area and for just sticking to the target. It will be up to the event coordinator on the scoring of blades not totally in the painted center. (possible point scenario – 5 pts inside painted center, 1 point sticking to target but outside painted center and up to coordinator on part way sticks). WEBELOS AND ARROW OF LIGHT SCOUTS ARE NOT ALLOWED TO PARTICIPATE.

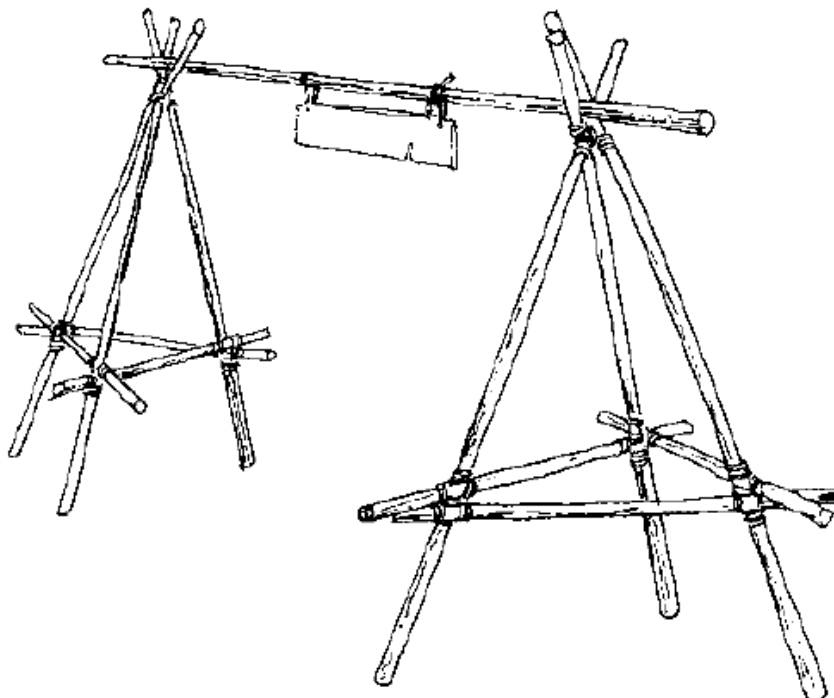
PIONEERING CAMPSITE

For the Pioneering Campsite, your troop will attempt to construct the projects listed below. You may not be able to construct them all, so be sure to use your time and abilities wisely.

General Rules:

- * You may plan your projects prior to the weekend, including securing wood, but ALL projects must be constructed at the Pioneering Camporee.
- * You may begin your projects upon arrival Friday evening, but not before!
- * To reduce expenses, bailing twine may be substituted for rope for these projects.

Gateway

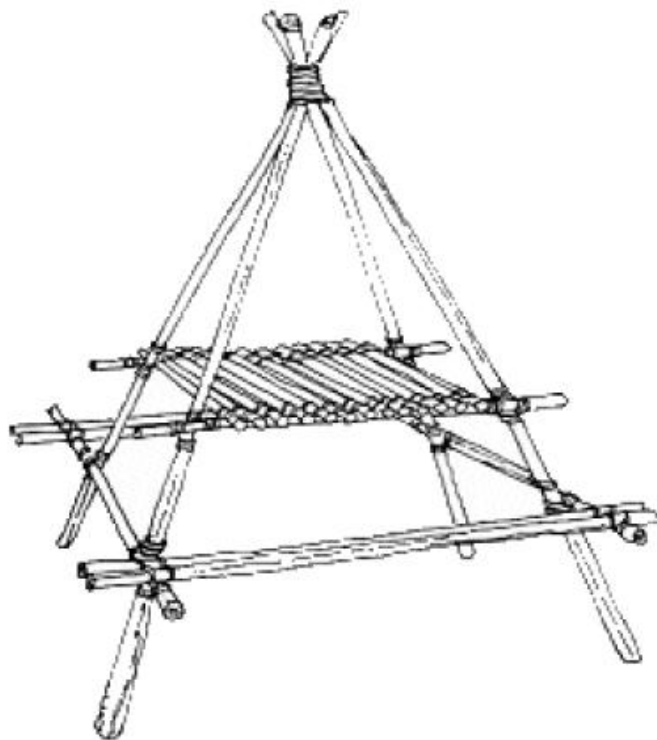


150 points

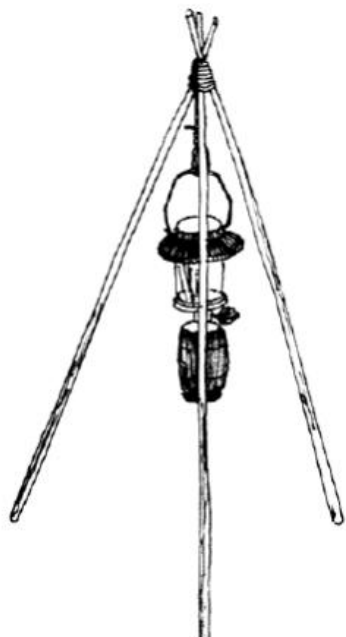
50 point bonus for a moving door

20 point bonus for a doorbell

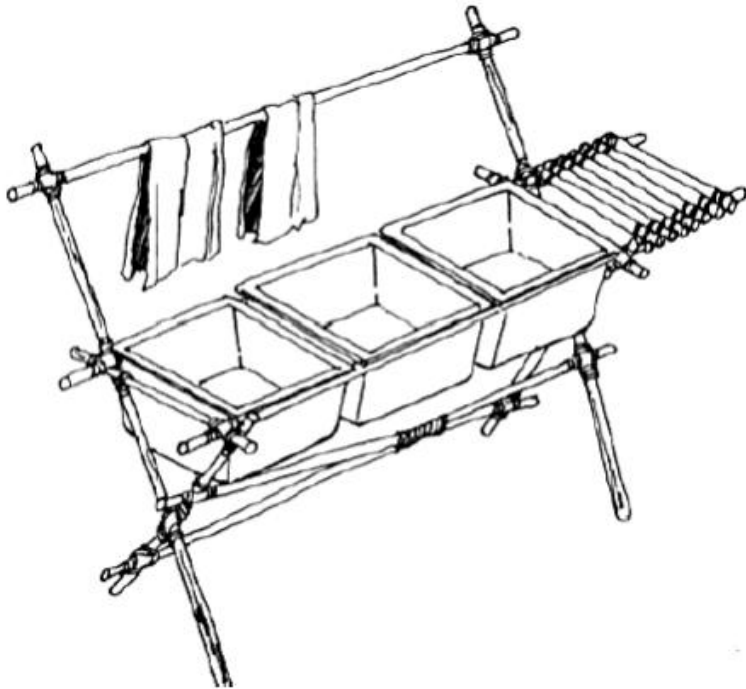
Picnic Table
130 points



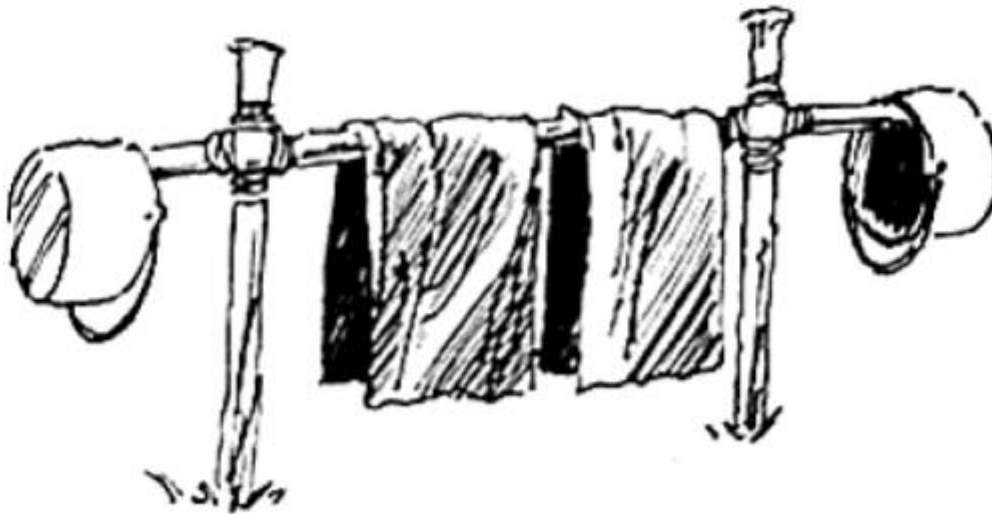
Lantern
Tripod
10 points



Dish Washing Station
60 points



Drying Rack
30 points



Troop's Choice 50 points -Create a useful camp gadget that uses at least four lashings
Reminder that scouts are not allowed to work at heights or on ladders (Guide to Safe Scouting).
Any gateways incorporating towers or other features that may require a scout to climb the structure must be constructed on the ground. Scouts are not to climb a finished gateway or tower

OTHER EVENTS

CAPTURE THE FLAG!

On Friday night there will be a camp wide Glow-In-The-Dark Capture the flag tournament!

DUTCH OVEN COMPETITION

This years Dutch Oven Competition will be dessert only. Patrols will need to plan and create a Dutch Oven Dessert for Saturday night. Three samples, dish name, and a copy of the recipe (we keep the recipes to eventually create a Live Oak Camporee Dutch Oven Cookbook) are to be brought to camp HQ by the time stated on Camp Schedule. Entries will be judged on presentation, taste, and difficulty of recipe. Scoring will count towards the Top Troop Award with individual awards for Patrols as well.

There are 2 categories this year:

Patrol Category

Scoutmaster Category

Scoutmaster will be judged on same criteria as Patrols and the Scoutmasters score will be counted as well for Top Troop.

SCOUT SPIRIT

Scout Spirit is a must at every Scouting event, whether it's Summer Camp or a Patrol Meeting. Scout Spirit will be monitored throughout the Camporee and extra points awarded to Patrols showing their Scout Spirit. Scout Spirit includes campsite decorations, costumes for leaders/scouts, Patrol yells, Songs/Chants, etc.

CAMPSITE INSPECTION SHEET LIVE OAK DISTRICT CAMPOREE

Fill Out One of These Sheets Per Troop. For Every Criterion, Please Score the Troop on The Following Rubric: 4 Points = Complete, 3 Points = Mostly Complete, 2 Points = Half Complete, 1 Point = Mostly Incomplete, 0 Points = Incomplete. Categories Are Indicated in All Caps. Please Leave Comments in the "Comments Box" Mentioning Outstanding Work.

Troop #:

Inspectors:

CRITERIA	POINTS	CRITERIA	POINTS
TENTS		GENERAL CAMPSITE	
Tents Set Up Neatly	/4	KP/Cooking Area Acceptable & Food Properly Stored	/4
Guy-Out Lines Taut & Visible	/4	Clean and Orderly Campsite	/4
Personal Clothing/Equipment Neatly Stored	/4	Troop/Patrol Identification (Flags Flying, Signage)	/4
FIRE PREVENTION			
Fire Building Tools Properly Stored/ Axe Yard Appropriately Located & Marked	/4	Duty Roster	/4
		THEME	
Water Source Safely Located by Fire Pit	/4	Theme Is Evident	/4
Area Near Fire Ring Is Raked and Clear	/4	Creativity & Originality	/4

Comments: (Staff will use this to award the troop up to 20 points)

Briefly describe the organization of the campsite, any decorations in relation to this year's theme, or any notable work that makes this troop stand apart from others.