

# Pacifica District's 2025 Spring Camporee Leader's Guide



April 25<sup>th</sup> - 27<sup>th</sup>, 2025  
Firestone Scout Reservation

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## **Contact Information:**

**Camporee Chair:** Sheila A. Stewart [PacificaCamporee@yahoo.com](mailto:PacificaCamporee@yahoo.com)



**Registration link:** <https://www.scoutingevent.com/033-PacificaCamporee>

# SURVIVOR FIRESTONE



Jeff is looking for a new group of survivors for the next thrilling season of Survivor - Firestone! Step into the ultimate scouting adventure where teamwork, strategy, and resilience are your keys to victory. Form alliances, outwit challenges, and prove your patrol has what it takes to thrive in this action-packed weekend. From fierce competitions to fiery tribal councils, every moment brings you closer to earning the title of the ultimate survivor. Do you have what it takes to out-scout, outlast, and outplay? Join us and find out!

# Introduction

## Welcome to Pacifica's 2025 Spring Camporee!

This year's Spring Camporee will be held at the Firestone Scout Reservation at the New Site location that is before the camp entrance. The address is 19001 Tonner Canyon Rd, Brea, CA 92821. Go directly to the Camporee site to check-in. **You do not have to go to the Trading Post.**

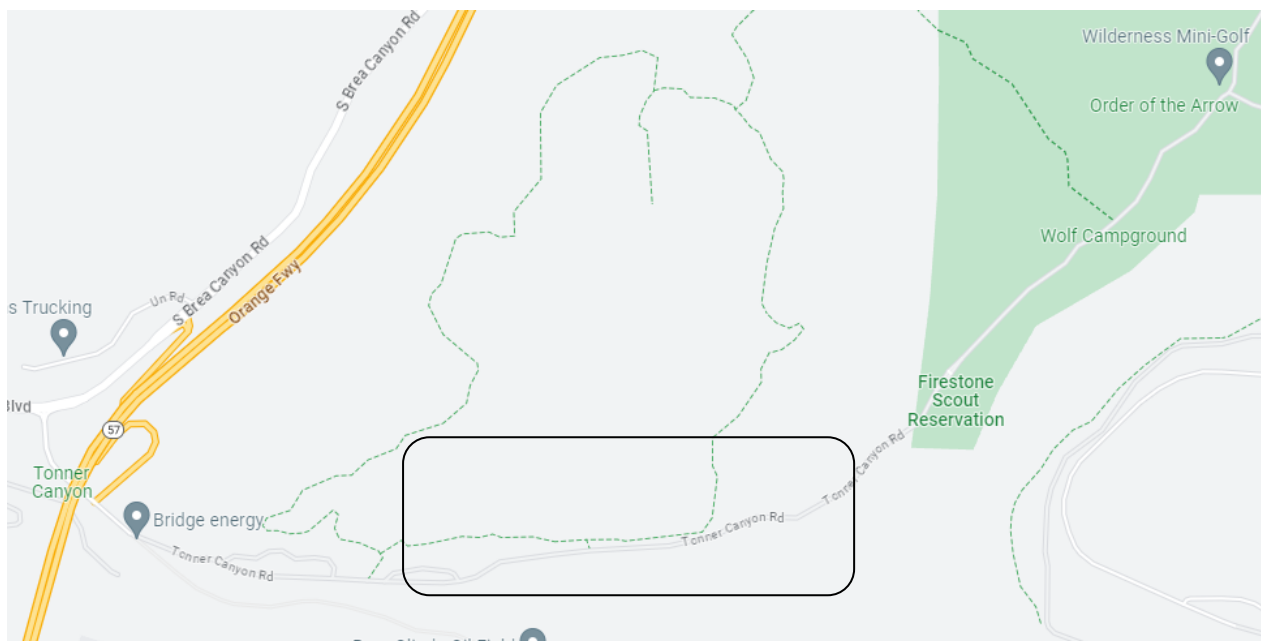
**Directions:** Take the 91 freeway east to the 57 freeway north and exit Tonner Canyon. At Tonner Canyon Rd, turn left at the stop sign and follow the signs to the camp. **The entrance to the campsite is at the first stop sign next to the first Camp Courage sign.** If you get to the Firestone Camp entrance, you've passed us (Go back). We look forward to seeing you there!!!

### Gate Hours:

Opens 8:00 am

Closes 9:00 pm (But you can exit at any time)

***No entry or re-entry is allowed between the hours of 9:00 pm and 8:00 am***



## **Guide to Safe Scouting**

All participants in official Scouting activities should become familiar with the Guide to Safe Scouting and applicable program literature or manuals and be aware of state or local government regulations that supersede Scouting America's practices, policies, and guidelines.

The guidelines, policies and rules presented in this Leader's Guide are based on the Guide to Safe Scouting and Firestone's Weekend Camping Guide. Narrative from the guide has been summarized for inclusion in this guide. For the complete narrative, please reference the Guide to Safe Scouting at the following location:

[Guide to Safe Scouting](#)

## **Leader's Guide Updates**

The Leader's Guide will be updated as needed to reflect the current state, local and council guidelines. Changes will be marked so that they can be easily identified.

## **SAFE Project Tool Use**

The safety of our Scouts, volunteers, employees, and communities is our top priority. This document outlines several minimum guiding protocols that adult leaders and other volunteers must consider for Scouting service projects that include the use of tools. The following link will take you to the guidelines and provides links to other resources.

[SAFE Project Tool Use](#)

## **Accessibility**

Units shall identify accessibility needs for Scouts and Scouters immediately after registering, but prior to the registration deadline to allow for maximum accommodation by emailing the Camporee Chair. Unfortunately, not all requests can be fulfilled. If you have any questions or concerns, please contact the Pacifica Camporee Chair.

## **Weather**

Camporee will not be called off due to weather unless there is extreme weather expected. Weather can change quickly, check weather reports before you depart and plan for applicable weather.

# Spring Camporee Schedule



## Friday, April 25<sup>th</sup>

- 4:00 The earliest you may arrive and set up camp.
- 5:00 Registration-Units and individuals must check in by 9:00PM  
**NOTE: FIRESTONE GATES CLOSE AT 9:00PM.**  
There is no entry after 9:00pm. **Gates open at 8:00 am.**
- 7:30 Movie
- 10:30 Lights Out. All youth are to be in their campsites and quiet.

## Saturday, April 26<sup>th</sup>

- 6:30 Reveille
- 8:00 Registration opens for Saturday arrivals and day use.
- 8:15 Camporee Meeting - SPL & SM from each unit must attend.
- 9:00 Opening Flag Ceremony
- 9:30 Start of activities.
- 12:30 Break for lunch
- 1:30 Activities continue
- 1:30 Gateway and Campsite judging begins
- 4:30 Activities end **TURN IN PATROL CARDS**
- 4:30 Camp wide activity – Capture the Scoutmaster
- 5:15 Retire Colors
- 5:15 All units break for dinner
- 6:30 Entries due for The Merge Dessert Dutch Oven Challenge
- 7:15 Serpentine leading to Campfire (Units bring their torches)
- 7:30 Tribal Council Campfire and Awards
- 9:30 Cracker Barrel (Immediately following the campfire)
- 10:30 Lights Out. All youth are to be in their campsites

## Sunday, April 27<sup>th</sup>

- 6:30 Reveille
- 7:00 Vehicle loading begins.
- 8:30 Interfaith Worship - A Scout is Reverent & Closing Ceremony
- 9:00 Campsite inspections and exit packets available
- 10:00 Camporee is Over. Safe travels home

***SCHEDULE SUBJECT TO CHANGE.***

**ATTEND THE SATURDAY AM CAMPOREE MEETING FOR SCHEDULE UPDATES.**



## **General Competition Rules**

The decision/scoring of the judges for any event is final. Any member of any Unit who contests the decision/scoring with the judges will cause the Unit to be disqualified from that event. Any scoring disputes shall be taken to the Camporee HQ prior to the Serpentine.

**Patrol Numbers:** Patrols should not exceed 10 Scouts. Units with fewer than 5 scouts may request to be placed in mixed-unit patrols. Host troops will attempt to accommodate requests for mixed-unit patrols. Units will provide a patrol roster at registration and communicate any changes at the Saturday morning Camporee meeting.

**Gateway and Campsite Competition:** GATEWAYS ARE REQUIRED FOR EACH CAMPSITE. Every campsite will be inspected and scored. Refer to the **Gateway Scorecard** and **Camporee Campsite Form** for key judging criteria.

## **Spring Camporee Tribe Activities**

### **GRIT GAUNTLET**

Does your tribe have what it takes to conquer a series of challenging obstacles? Test your strength, agility, and determination in this ultimate team-building event.

### **KNOT YOUR AVERAGE CHALLENGE**

Teamwork and dexterity are put to the test as you untie, aim, and retie your way to victory.

### **SHELTER SHOWDOWN**

It is imperative to have a sturdy shelter when surviving on an island. In this challenge, you and your tribe must set up a tent as quickly and perfectly as possible.

### **EYES WIDE SHUT**

This challenge will put your tribe's communications skills to the test as you complete a mission without one of your senses.

### **THE RELIC RUN**

Embark on a scavenger hunt to find a hidden idol. Along the way, form alliances with other tribes to complete your quest.

### **STACKED & STEADY**

Grit and perseverance are essential in this harder-than-it-looks block-stacking challenge.

### **BULLSEYE BATTLE**

Your aim could be the deciding factor in your tribe's fate. Put your archery skills to the test as you try to outshoot the other tribes.

## **PATROL TORCH**

Create a torch using an artificial light source (ex. flashlight, LED, etc.) to represent your spirit and the Survivor theme. **Fire is NOT permitted.** Torch is required for entry to movie night and Tribal Council. (This should be made and brought with you to the Camporee)

## **TRIBE “IMMUNITY NECKLACE”**

Display your tribe’s scout spirit in the form of a curated Survivor Immunity Necklace. Wear your necklace proudly around camp as you complete challenges and attend events. (This should be made and brought with you to the Camporee)

Here is some inspiration:



## **PATROL SPIRIT**

Bonus points for Patrol Spirit can be awarded by designated Camporee Staff for general positive spirit, living the Scout Oath/Law or for uniformity (field uniform, activity uniform or themed costume.)

## **Camporee Point Deductions:**

- 1. 5 Point Deduction:** Units will lose five points if an adult is not identified at check in and does not help at the camporee. If an adult in your unit registers as staff, you have already fulfilled the minimum requirement.

# **Gateway Competition Rules**

**This is a Unit Activity. Judging begins at 1:30pm Saturday**

Jeff will be inspecting the campsites to see who has the best tribal themed gateway. Represent your tribe at the tribal council to find out the winner.



## Requirements & Notes for ALL UNITS:

1. No parts may be pre-assembled prior to delivery to the campsite. This is a pioneering project and should be treated as such in your construction. No screws, clamps, bolts, tape or anything other than rope may be used to assemble the gateway. **Survivor themed decorations are permitted to be pre-made.**
2. ***ALL GATEWAYS MUST BE CONSTRUCTED BY YOUTH ONLY (SCOUTS and VENTURERS). ADULT LEADERS MAY COACH AND OBSERVE YOUTH, BUT MUST REFRAIN FROM ANY CONSTRUCTION OR PHYSICAL ASSISTANCE.***
3. Ribbons will be awarded for 1st, 2nd and 3rd place for Troops & Crews.
4. At the time of inspection/judging, the judges will announce themselves. Once announced, all adults and all Scouts – except for one adult designee must immediately leave the campsite and remain at least 100 feet away or out of view from the campsite while judging is occurring.

## Gateway Design Requirements:

1. All gateways must be free standing. No stakes may be used in any form to support the gateways. (In the event of high winds warning (>20 mph), Gateway may be secured with guy lines and stakes for safety)
2. Judging will be according to the gateway score sheet.
3. All gateways must be contained within your campsite area. Guide ropes are permitted for the stability of the structure only in the event of high winds. They may not extend beyond the campsite perimeter.
4. Scouts and Venturers must have a copy of their gateway design posted near the gateway. If not posted in the campsite near the gateway, the design can be stapled or taped to the poles.
5. Structural integrity: When the judges shake your gateway, it must be sturdy enough to withstand a stiff breeze without any support.
6. Lashings (quality)
7. Ropes (Whipped or fused).
8. Camp gadgets MAY NOT be attached to your gateway or pre-built.
9. Gateways must be completed by 1:30 PM Saturday to be judged.
10. Gateways will be judged according to the following scorecard

## Gateway Scorecard

Unit Type and # \_\_\_\_\_ Total Points Earned: \_\_\_\_\_

Category	Score	Criteria	Points
Structural integrity		<ul style="list-style-type: none"> <li>• 3 points no movement</li> <li>• 2 points very little movement</li> <li>• 1 point if a little movement</li> <li>• 0 points a lot of movement</li> </ul>	0-3
Constructed without adult assist		<ul style="list-style-type: none"> <li>• 3 point if no adult assistance</li> <li>• 1 point if some adult assistance</li> <li>• 0 points if significant adult assistance</li> </ul>	0-3
Lashings (quality)		<ul style="list-style-type: none"> <li>• Lashings are properly done _____</li> <li>• Lashings are neat _____</li> <li>• Lashings are tight _____</li> <li>• 2 points - all lashings meet quality measure</li> <li>• 1 point- most lashings meet quality measure</li> <li>• 0 points - few lashings meet quality measure</li> </ul>	0-2 each for a total of 0-6
Proper lashings used		<ul style="list-style-type: none"> <li>• 4 points proper lashings used</li> <li>• 2 points if most lashings are correct</li> <li>• 0 points if improper lashing</li> </ul>	0-4
Ropes whipped or fused		<ul style="list-style-type: none"> <li>• 3 points all ends are whipped or fused</li> <li>• 1 point if 1-2 ends are not whipped or fused</li> <li>• 0 points if 3+ are not whipped or fused</li> </ul>	0-3
Gateway build on site		<ul style="list-style-type: none"> <li>• 15 points if Gateway is not pre-built</li> <li>• 5 points if portion of Gateway is pre-built</li> <li>• 0 points if Gateway is pre-built</li> </ul>	0-15
Free of metal fixtures, nails etc.		<ul style="list-style-type: none"> <li>• 2 points if no use of metal fixtures, nails, etc</li> <li>• 0 points if any use of metal fixtures, nails, etc</li> </ul>	0-2
US flag and unit flag		<ul style="list-style-type: none"> <li>• 2 points if Gateway includes US and Unit Flag</li> <li>• 1 point if Gateway includes US or Unit Flag</li> <li>• 0 points if Gateway does not include US and Unit Flag</li> </ul>	0-2
Complete according to plans		<ul style="list-style-type: none"> <li>• 4 points if Gateway has plans and description of elements, and is built to those plans and description</li> </ul>	0-4

Category	Score	Criteria	Points
		<ul style="list-style-type: none"> <li>● 3 points if Gateway includes plans and description, and is mostly built to those plans and description</li> <li>● 2 points if Gateway includes plans or description, and is built to those plans or description</li> <li>● 1 point if Gateway includes plans or description, and is mostly built to those plans or description</li> <li>● 0 points if Gateway does not include plans and description</li> </ul>	
Gateway plan and description posted on gateway		<ul style="list-style-type: none"> <li>● 2 points if Gateway plan and description is posted to the Gateway</li> <li>● 1 point if Gateway plan or description is posted on Gateway</li> <li>● 0 points if Gateway neither plan nor description is not posted on gateway</li> </ul>	0-2
Decorations-Theme		<ul style="list-style-type: none"> <li>● Up to 6 points if Gateway includes elements of Camporee Theme/Decorations. Judges will consider craftsmanship, aesthetics, creativity and difficulty.</li> <li>● 0 points if gateway does not include Camporee Theme/Decorations</li> </ul>	0-6
Total Possible Points			50

# **CAMPOREE CAMPSITE INSPECTION FORM**

Unit Type and # \_\_\_\_\_ Total Points Earned: \_\_\_\_\_

Scoring Criteria (1-5 points per item) for a total of 100 Points

**A) HEALTH, SAFETY AND SANITATION**

- 1) \_\_\_\_\_ First Aid Kit visible and readily available
- 2) \_\_\_\_\_ First Aid Kit well stocked (will be checked)
- 3) \_\_\_\_\_ Sand and/or water buckets, fire extinguisher near tents, cooking and dining areas
- 4) \_\_\_\_\_ All trash picked up and bags/cans properly present and stored
- 5) \_\_\_\_\_ All hand tools and equipment stored in a safe manner

**B) FOOD AND COOKING AREA**

- 1) \_\_\_\_\_ Patrol boxes (if used) clean, orderly, and well stocked
- 2) \_\_\_\_\_ All food stored properly, clean, covered and orderly
- 3) \_\_\_\_\_ Cooking stoves and tables clean and greaseless; grease can is labeled, covered and wiped clean.
- 4) \_\_\_\_\_ No fires left unattended; absolutely NO liquid fuel or containers of same within campsite
- 5) \_\_\_\_\_ Patrol Duty Rosters filled in and posted
- 6) \_\_\_\_\_ Fire Safety Rosters filled in and posted
- 7) \_\_\_\_\_ Dining area clean and orderly; enough cooking and seating area
- 8) \_\_\_\_\_ Proper dishwashing demonstrated (stations set-up) and appropriate disposal of dishwater
- 9) \_\_\_\_\_ Posted meal plan

**C) CARE OF CAMPING EQUIPMENT**

- 1) \_\_\_\_\_ Tents properly pitched, staked and uniformly set-up
- 2) \_\_\_\_\_ Tenting areas clean and orderly; free of trash

**D) OVERALL CAMPSITE AREA**

- 1) \_\_\_\_\_ Tenting, cooking and dining areas well designated
- 2) \_\_\_\_\_ Perimeter and gateway well defined and visible
- 3) \_\_\_\_\_ Troop number easily visible from outside gateway
- 4) \_\_\_\_\_ American and Troop flags proudly displayed; Patrol areas designated if appropriate
- 5) \_\_\_\_\_ Creative pioneering projects utilized within campsite

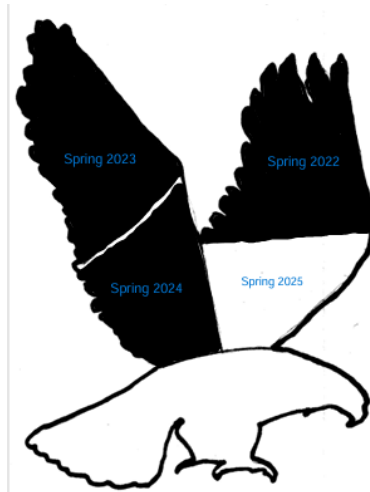
**E) CAMP GADGET - Extra Credit (5 Points)** \_\_\_\_\_

Judges Names/Signatures: \_\_\_\_\_, \_\_\_\_\_

\_\_\_\_\_

## Camporee Puzzle Patch

Camporee patches will be given to all registered participants who attend the camporee. The camporee patch is designed to be a jacket patch once the set is complete. One portion of the patch will be given out at each camporee.



## POLICIES

### **Fire – Cooking & Light**

Only propane stoves are allowed. **Fires are not permitted.** Only propane or battery-operated electric lanterns may be used for lighting. Liquid fueled stoves, lanterns and ground cooking is not permitted. Charcoal for cooking can be used in an elevated container.

### **Campfires**

Campfires are not permitted. The only fires allowed are for cooking (See above).

### **Uniforms**

The Camporee is a uniformed activity for all registered youth and leaders. The uniform affects the appearance of the event and encourages good behavior. Scouts and Scouters are expected to wear their Field Uniforms (Class “A”) for the opening ceremony and the interfaith worship service Sunday morning. Activity Uniforms (Class “B”) or costumes can be worn at all other times during the Camporee.

“Open-toe” shoes (sandals, flip-flops, etc.) are NOT Allowed in Camp. This also applies to visitors, and those just dropping off or picking up someone. Wear appropriate shoes or you will be asked to change or remain in the camping area. This also applies to visitors, and those just dropping off or picking up someone.

## Costumes

Theme based costumes are encouraged. No real or metal accessories or simulated weapons are permitted.

## Motor Vehicles, Trailers & RVs Parking

Cars, trucks, camping trailers, RVs, and other licensed vehicles are not allowed in the camping areas. **Designated parking is across the road from the campsite. Parking will be in designated areas only. All vehicles must be parked head-out (Backed in).** Units will be asked to move all cars, trucks, camping trailers, RVs, and other licensed vehicles that are camped in the campsite or parked head in. All vehicles must display a parking pass which will be issued when the Unit check-in. If you need additional passes after check-in, please ask at HQ. **Drivers shall keep vehicle key on their person at all times. Any car parked blocking others or obstructing roadways may be towed.**

## Restrooms/Showers:

There are portable toilets throughout the designated camporee area. Some portable toilets may be designated for handicap, sex, or age; follow signage for appropriate use.

- Please keep latrines clean. Use them for their intended use ONLY! DO NOT use porta potties to throw away trash
- No showers are available in the camporee area.
- If you see an area in need of service, contact HQ or someone from the Camporee Staff.

## Waste Water:

No wastewater discharged into the ground. ALL wastewaters must be discarded in a designated drain area or packed out.

## Behavior:

Conduct and appearance enroute to and from, and while at Camporee will be observed and judged by many people, Scouts and non-scouts. The Scout Oath and Law are the minimum standards of behavior for all participants. Proper conduct and appearance is the responsibility of all participants and especially their unit leaders.

## Handwashing Stations:

The yellow green handwashing stations are for washing your hands only. Water should not be used for consumption, drinking or washing dishes. Please ask your unit to not leave the water tab on while soaping their hands.



## **Guidelines**

- 1. Registration:** Registration **must** be completed on or before the registration **deadline of April 13<sup>th</sup>** . If you are going to attend and are unable to accomplish this, **the unit MUST email the Camporee chair** before the deadline date.
  - 2.** At registration close, each unit will be sent a patrol roster that must be returned to the Camporee Chair by April 4<sup>th</sup>. Each unit will complete the roster for each patrol to identify patrol name, leader and members.
  - 3.** All attendees (Scouts and Scouters 18 and older) must be registered with Scouting America (Scouts, Adults and Non-Campers). No guests or other family members are allowed. This means that AB506, fingerprinting and Youth Protection Training must be completed for adults to register. Adults will need to bring their Scouting America Membership cards or the unit can provide a copy of the current unit registration roster.
  - 4. Behavior Guidelines:** Participants are to follow the Scout Oath and Law. Per the Guide to Safe Scouting **The following are prohibited:**
    - Alcoholic beverages, controlled substances (illegal drugs), willful property damage, willful injury to another person or adult interference with any Camporee judge or staff member.
    - No sheath knives, fireworks, or firearms
    - The use of tobacco products is not permitted at the Camporee
    - There is a NO TOLERANCE Policy. Violation of these prohibitions will be investigated and reviewed by the members of the Camporee Committee and the District Executive and may result in immediate expulsion of said person(s) and possible unit disqualification from award considerations.
- This is not an all-inclusive list. For a complete list of unauthorized activities, please refer to the Guide to Safe Scouting.
- 5. Toys, Electronics, and Personal Transportation Devices:** The following is an example of items that are not permitted at the camporee: Electronic games, toys, radios, DVDs, boom boxes, music devices, generators, personal or unit all-terrain vehicles, Segways, motorcycles, mopeds, skates, wheelies, skateboards, and similar powered and non-powered items. For a complete list of prohibited items, please refer to the Guide to Safe Scouting. Powered wheelchairs and other conveyances for persons with physical disabilities are allowed. Wagons and carts only will be allowed to move equipment into and out of campsites.
  - 6. Pets:** Pets are not permitted at the Camporee.
  - 7. Wildlife Guidelines:** Participants are not to bother any of the natural wildlife found in the camp area. Scouts and Leaders are expected to follow the Outdoor Code. Rattlesnake/snake sightings are to be reported immediately to Camporee Headquarters or any camporee staff member.

- 8. Trash:** Please plan on packing out your trash. There will not be trash cans available for use. Don't forget to secure ALL trash overnight. **REMEMBER** that wildlife would like nothing better than to get at your disposed goodies.
- 9. Youth Protection:** It is Scouting America's policy that all adults working with youth be current with their Youth Protection Training. Youth should use the buddy system at all times.
- 10. Personal Items:** Please mark all personal items! There are always a lot of backpacks, jackets, water bottles, flashlights, etc. in lost & found which are unable to be returned. Please check in at HQ before you leave if you have any lost items.

## **Wilderness Area Warning**

You should be aware that this is a Wilderness Area. There are, among other things, wild animals native to this area. Among them are mountain lions, bobcats, coyotes, deer, raccoon, snakes, spiders, flies, ticks, ants, mosquitoes and mice. These animals are wild and **must be left alone**.

Remember, if you see a rattlesnake or any snake, report it immediately to Camporee Headquarters or a camporee staff member.

### **DO NOT STORE FOOD IN YOUR TENTS!**

- Some of the smaller animals (raccoon, mice) can get into tents, packs, clothes, shoes, food bags, and your trash.
- Keep all food and items with a scent stored appropriately so as not to attract these animals.

### **NO OPEN-TOE SHOES ALLOWED!**

- Wear appropriate shoes or you will be asked to change or remain in the camping area.
- Remember you will be walking/hiking and the terrain is uneven.
- You don't want to be bitten, stung or injured by anything.

### **Be prepared to handle:**

- Seasonal Poison Oak and Stinging Nettles, Bee stings, mosquito/insect bites
- Seasonal Allergies
- Weather – Warm Days & Cool Nights
- Minor cuts and scratches

# **Pacifica Camporee Rules**

1. Campsites will be assigned based on the units paid registration number and accessibility needs. If you have someone in your unit that needs an accommodation, contact the Camporee Chair.
2. Leave no Trace guidelines will apply at all times.
3. Lights out and quiet time at 10:30 pm. Friday and Saturday evenings. No further camp work permitted other than late arrivals, who may pitch their tents.
4. Early departure (Saturday night) must be declared at registration. If you need to leave before the gate opens on Sunday morning, you will need to check out Saturday night before 10:00 pm.
5. Exit packets will be exchanged at the conclusion of Camporee for your units Exit Survey after the Interfaith Worship Service on Sunday morning. Your campsite will be inspected prior to your unit's departure.
6. Fire regulations require that Scoutmasters notify Camporee Staff of any unscheduled departures.
7. Per the Scouting America Incident Reporting Policy in the Guide to Safe Scouting, all medical incidents other than minor cuts and scrapes, and any unplanned event that results in harm to an individual, property, or the environment must be reported to Camporee headquarters. There will be personnel on staff to assist with any unit needs. Units are expected to provide routine care and distribution of medicine as needed. Any needs that cannot be performed by the unit must be coordinated with the Camporee Staff and Nurse.

## **8. Medications**

A. All prescription and over-the-counter (OTC) medications should be stored in a locked container (including those requiring refrigeration), except when in the controlled presence of health care staff or other adult leader responsible for administration and/or dispensing medications.

An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including epinephrine injector, heart medication, and inhalers, or for a limited amount of medication approved for use in a first-aid kit.

### **B. Medications must be**

1. Kept in their original containers; or
2. Labeled and maintained in a fashion approved by the council health supervisor.

C. Medications must be administered and/or dispensed as follows:

1. For prescription medications, in accordance with the prescribing health care provider's directions or a parent/guardian's signed summary thereof.
2. For OTC medications, in accordance with the original label, except as otherwise provided by the council's health supervisor, or a prescribing health care provider's directions, or a parent/guardian's signed summary thereof.

9. All Non-Campers must go to HQ upon arrival to check in and prior to departure to check out of camp.

10. No one is allowed to open the gate after the guard leaves at 9:00pm to let anyone in. Both the person let in and the person letting the person in will be escorted out of camp. No one will be allowed to enter into Firestone Scout Reservation prior to the gates opening at 8:00 am each morning. If you need to pick up your Scout prior to the gates opening, they will need to be picked up the night before.

11. Fire and Emergency Alarms. If the emergency alarm sounds:

- All campers are instructed to stop what they are doing immediately and to walk quickly to your campsite headquarters and assemble by unit and wait for further instructions.
- Leaders will take a head count and inform the Camp Leadership of the status of their unit.
- If any evacuation is necessary, Unit Leaders will be given the appropriate instructions.
- **Drivers shall keep vehicle key on their person at all times**

## CAMPOREE REGISTRATION DETAILS

**Each Unit must register prior to this event**

**Spring Camporee April 25<sup>th</sup> to 27<sup>th</sup>**

### **Camporee Fees:**

- **Registration** opens on Monday, January 13<sup>th</sup> and closes on Sunday, April 13<sup>th</sup>.
- **Onsite Registration** on both Friday April 25<sup>th</sup> and Saturday April 26<sup>th</sup> to register additional Scouts for units already registered, and for units not registered with pre-approval by Camporee Chairperson.
- **Camperships** are available for participants who need them. Contact the Camporee Chair at [PacificaCamporee@yahoo.com](mailto:PacificaCamporee@yahoo.com)

**Note:** Requests for onsite registration must be pre-approved in writing by the Camporee Chair. Bring email confirmation with you to check-in.

- Scouts Registration \$45.00
- Adults Registration \$35.00
- Adult Non-Camper \$15.00 (No patch)
- Camporee Staff (OA staffing, Scout and Adult) \$25.00

Camporee fees cover overnight camping or day use, campsite infrastructure, camporee patch, awards, cracker barrel and all activities. Fees do not cover meals or transportation for your units. Meals, transportation, and camping gear are the Units responsibility.

**Please Note:** You camp site size is based on the number of **paid** campers. If you paid for 20 campers and add 5 at checkin, the site will be mapped out for the 20 paid campers. If you have more than one or two additional campers, please coordinate with the Camporee Chair to pay for the additional campers before the event. We want to ensure that you have enough space for your entire unit.

**Greater Los Angeles Scouting Refund and Cancellation Policy:**

Contact the camporee chair for instructions on how to make changes. **There are no refunds.**

## Check-In

We appreciate your patience during the check in process. We will endeavor to get your unit checked in as fast as possible. Please assist us by only presenting the forms for the Camporee attendees.

**At check-in, you will be required to do the following:**

1. Turn in a copy of the Unit Roster (Ensure that you also have a roster of your participants). **Do not complete the enclosed roster until you are checking in your Scouts and Scouters at your departure location.**
2. To speed up the check in process, only bring the forms for the Camporee participates. Have them in the same order as the names are written in the camporee roster that you will be turning in.
3. **Turn in a copy of the Parental Commitment to Transport Form.**
4. **Show that you have in your possession the Annual Health and Medical Form Parts A&B for each participant, both youth and adult** (these forms are available on the Council Website) Forms must be printed. These forms should be given to the driver in the lead vehicle. We suggest that you also obtain a permission slip from each Scout for your unit to retain. They should also be in the same order as the roster you will be turning in.
5. **Confirm the adult who will help at the camporee.**
6. **Pick up parking passes.** (To speed up the process, send the names of the drivers two weeks before the camporee so that the passes will be ready at check in).

## 2025 Spring Camporee Roster Form Firestone Scout Reservation

UNIT TYPE: \_\_\_\_\_ UNIT NUMBER: \_\_\_\_\_ NUMBER OF PATROLS: \_\_\_\_\_

	M/F	SCOUTS NAME
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
		<b>ADULT NAMES</b>
1		
2		
3		
4		
5		

	M/F	SCOUTS NAME
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		
37		
38		
39		
40		
		<b>ADULT NAMES</b>
6		
7		
8		
9		
10		

I, the Unit Leader have in my possession all the required documents: Activity Consent forms, Scout Medical Forms and "Guide to Safe Scouting". List on the back is any exceptions where parent or adults have refused any of the above items. **Please highlight all Non-Campers.**

Signed by Unit Leader: \_\_\_\_\_

Printed Name: \_\_\_\_\_



## **Parental Commitment to Transport**

### **To be completed and submitted to unit/post leadership upon arrival**

I understand that any time during my child's stay at a Unit/Post Meeting/Activity, I may be called on to transport my participant (youth or adult) from the meeting/activity for medical reasons. I commit to being available for the duration of the session by phone should I need to be contacted by the unit leadership team. Furthermore, upon consultation with the unit leadership team I agree to pick up my participant within 1 hour of being contacted. I will also provide a second level contact to be prepared for unforeseen circumstances.

\_\_\_\_\_  
Participant Name

\_\_\_\_\_  
Unit/Post Type & Number

\_\_\_\_\_  
Signature of parent/guardian  
OR adult, if over 18

\_\_\_\_\_  
Date

\_\_\_\_\_  
Primary Contact Name

\_\_\_\_\_  
Phone

\_\_\_\_\_  
Secondary Contact Name

\_\_\_\_\_  
Phon