

Pacifica District's 2026 Spring Camporee Leader's Guide

HOSTED BY TROOP 413



April 24th - 26th, 2025
Firestone Scout Reservation

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Contact Information:

Camporee Chair: Sheila A. Stewart PacificaCamporee@yahoo.com

Registration link: [Greater Los Angeles Area Council - Pacifica District Spring Camporee](#)

Please read the entire guide. There have been numerous updates and you will be held responsible for what's in the guide rather you have read it or not.

Introduction

Welcome to Pacifica's 2026 Spring Camporee!

This year's Spring Camporee will be held at the Firestone Scout Reservation at Memorial Mesa. This campsite is at the very back of the camp, up a hill. 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. **Follow the road to the end (continuing when the road appears to stop to the Loma Linda campsite. Make a right just before the entrance to the Loma Linda site. Camporee staff will be there to give you directions on Friday evening. Do not follow your mapping apps once you get into camp. Please follow the directions in the camp.**

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](#)

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.

Scouting America Policy Violations

All Scouting America Policy Violations will be reported to Council according to the current policies. Please ensure your unit is familiar with the *Guide to Safe Scouting*, current *Safeguarding Youth Training (SYT)* rules and the outdoor codes. If unsure, check with the Camporee Staff.

Spring Camporee Schedule

Friday, April 24th

- 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 9:00 pm. Gates open at 8:00 am.
- 8:30 SPL / Scoutmaster Meeting
- 10:30 Lights Out. All youth are to be in their campsites and quiet.

Saturday, April 25th

- 6:30 Reveille
- 8:00 Registration opens for Saturday arrivals and day use.
- 8:15 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 – Colosseum Escape
- 5:15 Retire Colors
- 5:15 All units break for dinner
- 6:30 Entries due for Dutch Oven Challenge
- 7:15 Serpentine leading to Campfire (Units bring their torches)
- 7:30 Award Ceremony 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 26th

- 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 Team Activities

Gladiator Medic Tent – Patrols must treat an injured gladiator using proper Scouts BSA first aid procedures, then safely transport the patient to the recovery tent. Accuracy, safety, and correct order matter more than speed.

Chariot Race – This challenge will require Scouts to use lashings and knots to construct a chariot to transport a rider to a finish line in the fastest amount of time possible. Your patrol will need to leverage both creativity and Scout skills to score as high as possible.

Pentathlon – A continuous, high-energy team competition where patrols must complete five physical events in sequence without stopping

Colosseum Escape – Your patrol will work together to run into an arena guarded by gladiators who are trying to stop you. Your objective is to grab the key and escape the arena, but if the gladiators manage to tag you, you will be forced outside, and the key will be returned to the middle.

Javelin Throw – An original Olympic game that requires Scouts to succeed or fail as a team.

Code Breakers - Someone is trying to shut down the Olympic Games! Fortunately, you've intercepted some coded messages between the culprits. Your patrol will work together to decipher these messages and foil the plans of these criminals.

Archery - A physical activity that requires precision and focus

Triathlon Obstacle Course - A physical challenge that requires patrol members to work together to complete a three-stage course

THE DUTCH OVEN CHALLENGE

Each patrol will use a Dutch oven to cook a dish for Caesar using the secret ingredient. He will provide a secret ingredient for you to cook with on Saturday. Prepare to cook a savory dish.

All cooking must be done above the ground on a Dutch oven table, BBQ grill or at the designated location in camp.

Team (Unit) Olympic TORCH

Create an Olympic torch using an artificial light source (ex. flashlight, LED, etc.) to represent your spirit and the Olympic Games. **Fire is NOT permitted.** Torch is required for the opening ceremonies. (This should be made and brought with you to the Camporee)

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 1:30 pm Saturday

A team will be inspecting the campsites to see who has the best Olympic themed gateway. Represent your team at the award ceremony to find out the winner.

Requirements & Notes for ALL UNITS:

1. No parts of the gateway 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. **Olympic themed decorations are permitted to be pre-made.**
2. Power tools are not allowed to be used on the gateways.

3. All gateways must be constructed by youth only (scouts and venturers). Adult leaders may coach and observe the youth but must refrain from any construction or physical assistance. If any adult is observed helping in any way with the gateway, the unit will be excluded from the gateway competition.
4. Ribbons will be awarded for 1st, 2nd and 3rd place for Troops & Crews.
5. 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 guide 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. Scouts may not be more than six feet off the ground when building their gateways.
10. Gateways must be completed by 1:30 PM Saturday to be judged.
11. 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"> • 3 points no movement • 2 points very little movement • 1 point if a little movement • 0 points a lot of movement 	0-3
Constructed without adult assist		<ul style="list-style-type: none"> • 3 points if no adult assistance • 1 point if some adult assistance • 0 points if significant adult assistance 	0-3
Lashings (quality)		<ul style="list-style-type: none"> • Lashings are properly done _____ • Lashings are neat _____ • Lashings are tight _____ • 2 points - all lashings meet quality measure • 1 point- most lashings meet quality measure • 0 points - few lashings meet quality measure 	0-2 each for a total of 0-6
Proper lashings used		<ul style="list-style-type: none"> • 4 points proper lashings used • 2 points if most lashings are correct • 0 points if improper lashing 	0-4
Ropes whipped or fused		<ul style="list-style-type: none"> • 3 points all ends are whipped or fused • 1 point if 1-2 ends are not whipped or fused • 0 points if 3+ are not whipped or fused 	0-3
Gateway built on site		<ul style="list-style-type: none"> • 15 points if Gateway is not pre-built • 5 points if portion of Gateway is pre-built • 0 points if Gateway is pre-built 	0-15
Free of metal fixtures, nails etc.		<ul style="list-style-type: none"> • 2 points if no use of metal fixtures, nails, etc • 0 points if any use of metal fixtures, nails, etc 	0-2
US flag and unit flag		<ul style="list-style-type: none"> • 2 points if Gateway includes US and Unit Flag • 1 point if Gateway includes US or Unit Flag • 0 points if Gateway does not include US and Unit Flag 	0-2
Complete according to plans		<ul style="list-style-type: none"> • 4 points if Gateway has plans and description of elements, and is built to those plans and description • 3 points if Gateway includes plans and description, and is mostly built to those plans and description 	0-4

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

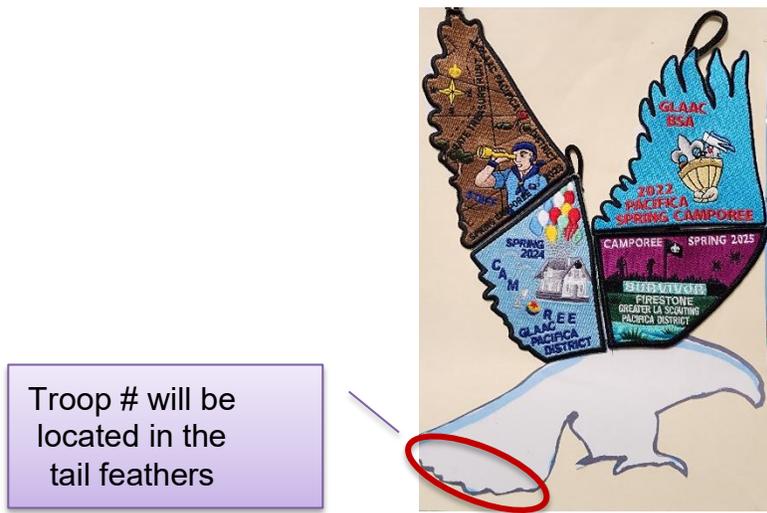
Camporee patches will be given to all registered participants who attend the camporee. The camporee patch is designed to be a jacket patch once the set is complete. One portion of the patch has been given out at each camporee. The 2026 Camporee completes the set.

If you have attended any of the last four Camporee's and would like to complete the set, you will have the opportunity to purchase the missed years. Only units who will attend the 2026 Camporee or have attended one of the previous four Camporee's will be allowed to purchase missing years.

If you would like to have your units number added to the tail, there will be an additional Charge of \$1.00 each and they will be available at the Camporee if you order by the early registration deadline. This will be for the number of paid Camporee attendees registered by the early registration deadline. Patches for missing years or additional patches will need to be ordered on a separate order site by the early registration

deadline to be received for the Camporee. Any onsite or additional adds after the early registration deadline will receive a patch without the unit #.

The deadline and costs for additional patches will be on a separate Camporee Patch purchase site. Again, purchases will be limited to units who have attended a Camporee between 2022 and 2026. If the 2026 Camporee is your first Camporee and you would like to order the previous year's patches, your unit will need to register for the 2026 Camporee before you attempt to purchase the patches. While I would love to be able to honor late requests, the order date for the patches with the Troop # is a hard date. Additional patches can be ordered after the Camporee at a substantially higher price per patch.



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 are 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.

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. **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. Contact the Camporee Staff or HQ if the stations are empty or in need of soap.

Guidelines

1. **Registration:** Registration **must** be completed on or before the registration **deadline of April 13th**. 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 roster that must be turned in at check-in.

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 Safeguarding Youth Training must be completed for adults to register. All attendees must include their Scouting America ID when registering. If registering onsite, the Scouting America ID number will still need to be provided along with a picture ID. Please plan accordingly to expedite check in. If the number is not available, admittance to the Camporee may be denied. **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.

4. **Pets:** Pets are not permitted at the Camporee

5. **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.

6. **Youth Protection:** It is Scouting America's policy that all adults working with youth be current with their Safeguarding Youth Training. Youth should use the buddy system at all times.

7. **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, raccoons, 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, etc.) can get into tents, packs, clothes, shoes, food bags, and your trash. Remember to securely close your tent fly at all times
- Keep all food and items with a scent stored appropriately so as not to attract these animals.

NO OPEN-TOE SHOES ALLOWED!

- “Open-toe” shoes (sandals, flip-flops, etc.) are NOT Allowed in Camp. 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.
- 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:

Each unit should be prepared to handle minor medical incidents within their units, such as:

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

Pacifica Camporee Rules

Because the guidelines have not been followed in the past, we will have more Scouters roaming the campsites ensuring that the guidelines are followed so that everyone can have an enjoyable time. Please respect their requests and respond immediately. Thank you in advance for your cooperation.

1. Leave No Trace guidelines will apply at all times.

2. Lights out and quiet time begin at 10:30 pm. Friday and Saturday evenings. No further camp work permitted other than late arrivals, who may pitch their tents.
3. Camporee skits, songs and jokes will be reviewed and approved prior to the Saturday evening campfire. No changes are allowed to be made after approval. Units are only allowed to do one skit or song. Any skits, songs or jokes that have unScoutlike content will be notated in an incident report and reported to council.
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 unit's Exit Survey after the Interfaith Worship Service on Sunday morning. The exit packet will include your patches, campsite and gateway scorecards. 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. Any medical incidents handled by the Camporee medic will be cited in an incident report and submitted to Council. Please cooperate by agreeing to provide the requested information.
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 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 24th to 26th

Camporee Fees:

- **Registration** closes on Sunday, April 12th.
- **Early Registration to have your unit # on the patch ends on Friday, March 23rd**. (The early registration is only to add your unit number to the tail feathers of the patch. There is no reduced camporee fee)
- **Onsite Registration** on both Friday April 25th and Saturday April 26th 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

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 Unit's 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. If you have someone in your unit that needs an accommodation, contact the Camporee Chair at least two weeks prior to the Camporee.

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 and have the forms in the same order as the names are shown in your unit roster that will be turned in at check-in.

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 roster until you are checking in your Scouts and Scouters at your departure location. It will be emailed to you prior to the Camporee.**
2. To speed up the check in process, only bring the forms for the Camporee attendees. 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. 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 a week before the camporee so that the passes will be ready at check in).

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

UNIT FIREGUARD CHART

Fill out and post this chart on your campsite bulletin board.

Troop _____ Troop fire warden _____
 Camp _____ Troop campsite _____
 Dates _____



We will prevent fires by breaking matches in two after using.



Putting fires COLD OUT with water.



Feeling with fingers to test heat.

FLAMMABILITY WARNING CAMPING SAFETY RULES

NO TENT MATERIAL IS FIREPROOF, AND IT CAN BURN WHEN EXPOSED TO HEAT OR FIRE. FOLLOW THESE RULES:

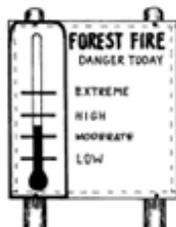
- Only flashlights and battery-powered lanterns are permitted in tents. **NO FLAMES INTENTS** is a rule which must be enforced.
- Chemical-fueled stoves, heaters, lanterns, lighted candles, matches, or other flame sources should never be used in or near tents.
- Do not pitch tents near open fire.
- Do not use flammable chemicals near tents: charcoal lighter, spray cans of paint, or bug killer and repellent.
- Be careful when using electricity and lighting in tents.
- Always extinguish cooking and campfires properly.
- Obey all fire laws, ordinances, and regulations.
- Keep campers informed on a daily basis of your camp's fire danger.



Clearing all burnable material 4 to 6 feet away from the fires or as required by local law.

In the case of Cub Scouts, they should immediately seek adult help, sound the alarm by yelling, "Fire!" and stay away from attempting to fight any camp fire. If adult help is not readily available, the Cub Scout should continue to sound the alarm, send a runner for help, and/or dial the camp office or 911.

VARIOUS TYPES OF FIRE DANGER SIGNS IN CAMP



Unit Campsite Fire Prevention Assignments		
First Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		
Second Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		
Third Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		
Fourth Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		
Fifth Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		
Sixth Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		
Seventh Day _____ Date _____	Patrol _____	Equipment Checked
Fire Warden _____		



SOUND ALARM



DROP TENTS (CANVAS ONLY) IF NECESSARY
AND SAFE TO DO SO

IN CASE OF FIRE

REPORTING AND ASSEMBLY INSTRUCTIONS

At some camps local changes are made in these suggested procedures. All exceptions, however, should be made on the recommendation and with the approval of local fire authorities.

IN A UNIT CAMPSITE

1. Sound the alarm by yelling "Fire!" and then notify the first adult you see, then report to a camp officer or the camp fire warden.
2. Extinguish a fire only if it can be done quickly and easily.
3. When the central alarm is sounded to warn the camp, quickly mobilize in your unit. Move to your preassigned point immediately and await directions.
4. A runner reports to the camp office for instructions from the camp fire warden.
5. In the event of a tent fire, you can douse it with water or sand, or simply stand back and let professionals fight the fire.

OUTSIDE UNIT CAMPSITE

1. If you discover a fire anywhere in camp, report immediately to the camp office so the alarm may be sounded and fire authorities notified.
2. Camp fire warden sounds the central alarm, and your unit follows steps 3 and 4 above.
3. **Remember:** Campers should not be directly involved in the fire fighting process except for fires that can be quickly and easily extinguished.

In case of a fire in our campsite, we will notify _____
and follow the instructions of our unit fire warden. Camp fire warden _____