

# RANCHO SAN JOAQUIN CAMPOREE

**A SCOUT IS Kind**



**Firestone scout camp**  
**March 15, 16, and 17, 2024**

# Camporee Staff

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## Message from Camporee Staff

Welcome to the 2024 Camporee! After a wonderful 2023 Camporee, once again we gather to share fun activities, friendly competition, great food, scout pageantry, and scout service. Just to change things up and keep things fresh, this year's site is Firestone Scout Camp in Brea California. We are grateful for the opportunities that this weekend presents. While we will always be focused on our scout law theme which is **A Scout is Kind**, let us also remember the entire 12 parts of the Scout Law – trustworthy, loyal, helpful, friendly, courteous, **kind**, obedient, cheerful, thrifty, brave, clean, and reverent. Please remember that the Scout Oath and Law are the rules for our weekend together. Scouts and Scouters will be able to demonstrate this weekend each aspect of the scout law in all our activities. Our Order of the Arrow chapter is our premier district wide scout run unit. Remember to visit the Camping Promotion booth and take advantage of the Order of the Arrow campsite and snack bar throughout the weekend. Please respect the OA code of silence during the ceremonial walk to the Saturday night program and during the recent scouts that were “Called – Out” recognition. Let us restate our goal that we believe Camporee should honor each Scout and reward their investment of time and skill for taking this weekend to be together. We also believe that competition refines and improves our abilities and that the fun activities do the same to create the best patrol experience possible. Webelos and AOLs are very welcome for the Saturday activities. All are invited. Thank you for the opportunity to help with camporee one more time. God bless each of you this weekend and always and best of luck as you all seek the **Thunderbird award**.

**Mr. Lawrence Voelz**

## GENERAL INFORMATION & CAMP REGULATIONS

**CAMPOREE:** A camping weekend dedicated to helping Scouts understand that they are part of a world society and not simply their home patrol and troop. The weekend is based on the scouting principle of friendly competition and the year's theme of "A Scout is Kind". This Camporee will strictly follow all Scouts BSA health protocols for COVID as well as all other safety requirements.

**COST:** \$45.00 per person for full weekend, \$40 for less than 2 nights. Please register using the following link – this includes all adults and scouts. (Note: no charge to drop off. If a parent wishes to attend the campfire, they must register and pay)

**Use this link to register and pay:**

<https://scoutingevent.com/039-81215>

**CAMP GROUND ENTRANCE AND EXIT:** Camporee setup staff can start setting up on Thursday. No camping overnight on Thursday – setup only. After Camporee setup staff can come after 7:00AM on Friday for setup only. Unit/scout participants cannot enter the camp until 4:00 PM. **No one (no exceptions) can enter the entrance gate after 9:00 PM Friday or Saturday. No one (no exceptions) can enter the entrance gate before 7:00 AM Saturday and 7:30 AM Sunday. All units must leave by 11:00 AM Sunday.** Anyone can exit the entrance gate at anytime.

**SCOUT UNIFORM:** Uniform for Saturday events will be patrol coordinated "Field or Activity" (Any scout acceptable activity uniform is OK providing that the individual patrol members have the same uniform. Examples would be Activity shirts with jean pants or Field T-shirts with matching shorts). Activity Uniform is required on Saturday and Sunday assemblies, and Saturday night Campfire.

**EQUIPMENT:** Scouts should bring 10 essentials and what is needed for your campsite.

**WEBELOS/AOLs:** The Webelos/AOLs are required to function as a Scout Troop Patrol, much like they will when they bridge to BSA Scouts. What does this mean? When participating in the weekend activities, each scout shall be part of a group of 5 – 8 scouts (Note: The number of scouts in a patrol can be more or less depending on circumstance). The Patrol will give themselves a fun Patrol name. One of the scouts shall be designated as the “Patrol Leader”. This can be assigned by the adult leaders or (preferably) voted by the patrol members. The Patrol Leader has the responsibility of leading the patrol during the activities and reporting to Scout and Adult leadership.

Just like the troops and crews practice these activities, the Webelos/AOLs should practice the activities outlined in this document. They will compete against other Webelos/AOLs.

Because this event includes Cub Scouts, each scout must have a responsible adult in attendance. Troops will offer a designated home area for all Packs. As a Patrol, the scouts organize their food planning and eating (adult help). Units are responsible for their own equipment. All Scouts BSA rules and requirements for a Cub Scout outdoor event shall be followed.

Scout spirit is emphasized. All Patrols should plan and practice a Patrol “yell.” They will be asked to provide it many times during the event to show their spirit.

**TRANSPORTATION:** In accordance with Scouts BSA rules.

**CAMPSITES:** Troop campsites assigned upon Registration. Quiet time is 11:00pm – 6:00 am on Friday and Saturday. Each unit is held responsible for the area in and around its assigned site, as well as the personal cleanliness of unit members. Scouts are to remain within camp property. No trash containers provided by the camp. All units must take all of their trash with them as they leave.

**PARKING:** Parking will be at the designated parking area after unloading. Please follow instructions as provided at Camporee. **Absolutely no driving in the campsites or activity areas on Saturday. Pre-plan your driving schedule!**

**WATER:** Available at campsites. NO washing dishes at spigot.

**FIRST AID:** Be prepared to handle all minor cases in your unit area. Major first aid required is to be reported immediately to the designated First Aid (located close

to the T675 campsite. Our District will provide trained medical personnel during the Camporee. If your Scout has a known medical condition, make sure your unit and Headquarters is aware and parents **MUST BE** immediately available throughout the weekend. The acceptable guidelines on COVID will be strictly enforced.

**FOOD:** All units are on their own for food. Charcoal and Propane are allowed if the flames are at least 6 inches above the ground. No open fires.

**SCOUTMASTER/SPL MEETING:** Mandatory for Scoutmaster and Senior Patrol Leader along with competitive event staff – at OA Headquarters on Friday evening at 9:00 pm.

**CAMPFIRE:** Campfire will feature singing, skits, and pictures. Troop patrol skits will be invited by Crew 675 from the Skit activity event. The winning patrols will be made aware in advance of the request to perform at the campfire and must be well rehearsed – especially to be able to be heard by the entire campfire audience.

We will have a picture slide show at the end of the campfire. Pictures will be reduced it to a manageable presentation.

OA recognition will be conducted at campfire. Remember the “Code of Silence”.

**Rancho San Joaquin Camporee 2022**  
**Firestone – the “No Name” campgrounds**  
**March 15-17, 2024**  
**A Scout is Kind**

<b>Time</b>	<b>Description</b>	<b>Location</b>
<b>Friday 3/15/24</b>		
4:00 - 9:00 PM	Set up camp, registration and check-in	Staff Headquarters
6:00 PM	IOLS Checkin	
7:08 PM	Sunset	
9:00 PM	Scoutmaster/SPL Meeting	Staff Headquarters
11:00	Light Out	
<b>Saturday 3/16/24</b>		
6:30 AM	Wake up	
6:49	Sunrise	
7:00 - 8:30 AM	Troop/Patrol Breakfast and Preparation	
8:45 AM	Assembly/Flag Ceremony at Flagpole	Campfire Bowl
All Day	IOLS	
9:15 - 10:15 AM	Campsite Inspection	
10:00 AM - 4:00 PM	Camporee Activities	
12:00 - 1:00 PM	Lunch	
4:00 PM	Turn in score sheets to camp HQ	Staff Headquarters Patrol Leaders Only
5:00 PM - 6:45 PM	Dinner	
7:09 PM	Sunset Flag Lowering - Scouts remain in /troop areas and face the flag	
7:30 PM	OA Ceremonial walk to campfire	
8:00 - 9:00 PM	Campfire	Campfire Bowl
9:30 PM	OA candidates cracker Barrel	OA area
11:00 PM	Lights out	
<b>Sunday 3/17/24</b>		
6:30 AM	Wake up	
6:48 AM	Sunrise	
7:00 - 8:00 AM	Troop/Patrol Breakfast	
9:00 AM	Closing Ceremonies and Awards	Campfire Bowl

## **CAMPOREE PATCH**

Only registered Scouts in attendance will receive the Camporee Patch. All Registered Scouts and Attendees and Staff must wear a wristband.

**DEPARTURE:** Each troop can leave if their camp area is clean as good as or better than they arrived. Must be out by 11:00 AM.  
(A Scout is Clean).

## **SATURDAY COMPETITION EVENTS**

There will be several competition events. Competition sessions will take place between 10 am and 4 pm. The patrols will rotate to the next event after they complete an event. Patrol Leaders will be given a blank Patrol Score Sheet that shows all the events, and this sheet will be filled out and signed by each Event Host. Patrol Leaders turn in their Patrol's completed Score Sheet at headquarters as soon as they complete the competition events. Webelos Patrols will be competing against Webelos Patrols. Crews will be competing against other Crews. Patrol size works best between 5 and 8 members. Each Patrol will need a Patrol Leader, Patrol Flag, Patrol Yell, and dress in similar fashion as a Patrol. Camporee Staff will provide score sheets to Event Host at the Friday night Scoutmaster/SPL Meeting. Each Troop will provide adequate stations at each event to handle the volume. We will probably have more than 300 scouts and over 50 patrols. Camporee Event Hosts will turn their Event Score Sheet to Camporee Headquarters at the end of the Event. Each patrol is urged to check out the "camp promotions" exhibit at the OA area during the Saturday events.

All Webelos are invited. You must have a host scout troop. If you don't let the camp coordinators know ASAP and we will provide.

All Pack and Den leaders should read the Leader Guide carefully. For the Saturday events, there is no difference in schedule between Ventures, Scouts, and Webelos. All will be able to participate in all activities. You will be judged with other Webelos patrols for competition points.

Webelos should arrive by 8:00 AM and can only participate on Saturday. They can stay though the Saturday night Campfire.

Please practice the events detailed in the Leader Guide.

## **SUPER PATROL**

To enhance the competitive scouting skill experience, RSJ Camporee leadership will include the “super patrol” category. The super patrol category will compete with the Venture crews.

## **IOLS**

Introduction to Outdoor Leadership Skills (IOLS) Training: This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the outdoor activities. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Our goal is for participants to experience, first hand, these requirements and learn ways to share these experiences with their youth. This is offered starting 6:00PM Friday through end of day Saturday.



## RSJ IOLS Schedule

3/10/2023

<b>Begins</b>	<b>Ends</b>	<b>Span</b>	<b>Topic</b>	<b>Instructor</b>	<b>Notes</b>
6:00	7:00	1Hr	Registration and check-in Camp-Site Selection		
7:00	7:30	30 min	Opening		
7:30	8:00	30 min	Outdoor Ethics		
8:30	9:00	30 min	Fire Site Preparation and Building		
9:00	9:30	30 min	Campfire program		Participants' skits and songs
9:30	10:00	30 min	Cracker barrel		

3/11/2023

7:00	7:15	15 min	Flag ceremony		
7:15	8:15	1 hr	Cooking (during breakfast)		
8:15	8:45	30 min	Interfaith worship		
8:45	10:15	1.5 hr	Packing and Hiking Techniques		First Aid
10:15	10:30	15 min	Break		
10:30	11:30	1 hr	Woods Tools		
11:30	12:15	45 min	Lunch		
12:15	1:15	1 hr	Plant Identification		
1:15	2:00	45 min	Animal Identification		
2:00	3:15	1 hr 15 min	Finding Your Way		
3:15	3:30	15 min	Break		
3:30	4:30	1 hr	Ropes		
4:30	5:00	30 min	Closing		

## **COMPETITIVE EVENTS**

C675 - Skit Competition  
T606 – Escape Room  
T616 – First Aid Relay  
T622 – Scout Knowledge  
T659B - Cornhole Competition  
T659G – Kim’s Game  
T675B - Shelter Building  
T675G – Iron Chef  
T691 – Compass Bearings  
T695 - Knots

## **INFORMATIONAL EVENTS**

OA – Informational presentation

## **COMPETITIVE EVENTS DESCRIPTION**

### Safety

All scouts and leaders should be aware of the COVID safety rules during all parts of the Distributed Camporee activities.

### Totin' Chip

Every Scout who will use their own knife must carry a Totin' Chip Card.

### Adults

Adults may not assist in any competition other than serving in a supervisory capacity and help only in the name of safety. Adults must not shadow Scout Patrols (Webelo patrols are OK to have continuous adult support)

## Crew 675-- Camporee Skit Competition



Each patrol should prepare a skit. Each skit will be scored on a scale of 1 to 10. The audition committee will select a couple of skits to be performed at the recognition zoom meeting in April. The Skit duration should be between 2 and 5 minutes in length. Originality and themes reflecting the scout law are encouraged. All themes are expected to be scout appropriate and any skit of bad taste will be disqualified.

### Point System:

- Patrol demonstrates scout spirit, performs cheerfully, and has fun – 2 points
- Skit has full participation of the patrol – 2 points
- Skit has a clear storyline – 2 points
- Skit lines are delivered audibly and clearly – 2 points
- Skit is original – ½ point
- Skit incorporates props and/or costumes – ½ point
- Skit has high entertainment value with strong audience reaction – ½ point
- Patrol demonstrates high stage presence and confidence – ½ point

# Troop 606 – Escape Room

Toop 606 Escape Room	
<b>Objective</b>	Solve puzzles and riddles based on scout trivia knowledge to escape within the 10 minute time limit.
<b>Scoring</b>	Escape in under 6 minutes = 10 pts Escape in between 6-7 minutes = 9 pts Escape in between 7-8 minutes = 8 pts Escape in between 8-9 minutes = 7 pts Escape in between 9-10 minutes = 6 pts Cannot escape after 10 minutes = 0 pts *Maximum total score given is 10 points
<b>Hints</b>	1 point deduction per hint given
<b>Bonus Points</b>	Teamwork - Everyone in patrol is participating and shows effort (+2 pts) Scout Spirit - Everyone in patrol shows scout spirit and perform patrol yell (+2 pts) If unable to escape, each puzzle solved is given (+2 pts)

## Troop 659B – Cornhole Competition

Here's the scoring for the cornhole. Let me know if you see anything to change. Otherwise send it to Larry.

### Court Setup:

- Player stands behind the foul line
- There is a closer corn hole board (12 feet) and a further cornhole board (27 feet)



### Inning Scoring:

- An inning is one player pitching all four bags
- The player can pitch at either board on any pitch.
- Each bag which comes to rest anywhere on top of the board and not touching the ground is worth one (1) point.
- Each bag which is thrown through the hole or knocked through the hole by another bag is worth three (3) points for the further board or two (2) points for the closer board
- Inning is scored after all four bags are pitched

### Match Scoring:

- Each member of the patrol pitches one Inning
- The top two innings are averaged together (add both scores and divide by two)
- Patrol can earn two bonus points on top of the averaged score:
  - One point if every member of the patrol scored at least one point in their Inning
  - One point for good teamwork, encouraging their patrol members and saying their patrol yell at least once
- The maximum match score for a patrol is 14 points (Two innings with all 4 bags getting 3 points through the furthest hole plus the 2 bonus points)

## Troop 659G – Kim’s Game

Description: Enter into Kim’s World and be surrounded by a world of sights, sounds, smells, and textures. Patrols will need to use all of their senses to identify and recall the world that they have encountered.

Objective: Observe and correctly record as many items as possible.

Procedure:

- The patrol will be lead into the observation area and allowed one (1) minute to observe all of the items.
- At least one (1) scout must be dedicated to each sense: sight, sound, touch, and smell. (Only those items designated as such may be touched.)
- Patrols with less than four (4) scouts may complete an equivalent number of senses. E.g., a patrol with 3 scouts will complete 3 senses (sight, plus 2 others)
- Patrols with more than four (4) scouts will have their sight observations divided by the number of scouts making the sight observations. Non-sight observations (sound, touch, smell) are limited to one (1) scout per sense.
- Upon exiting the area, the patrol will have two (2) minutes to report their observations, by sense, to a judge. Scouts may not assist each other while reporting their items, i.e., each scout reports only their own observations. Assisted items will not be counted.

Scoring:

- Patrols will be scored on a 10-point scale.
- Patrols will be scored separately for each sense, based upon a percentage of items identified. Patrols with more than one sight observer will have their sight observations averaged.
- Scores for all senses will be averaged to attain one final score (1-10 points).

# Troop 616 – First Aid Relay

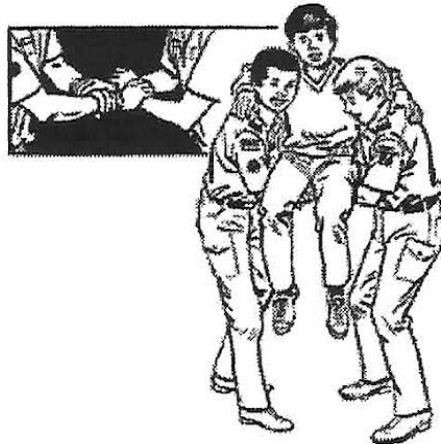
## Overview

The patrol will designate one scout as the victim and will demonstrate rescuing this victim using three different methods. The victim should not touch the ground during each rescue method.



## One-Person Carry

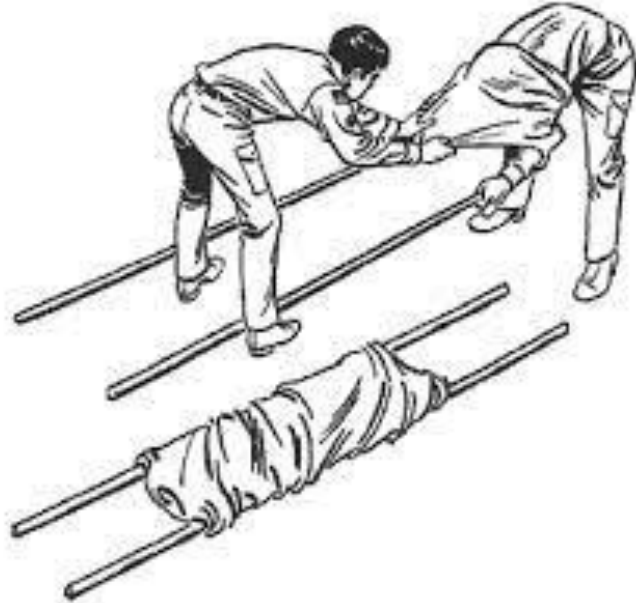
- Kneel in front of the person with your back to them.
- Grasp victims hands over your chest.





### Two-Person Carry

- Interlock hands to create a chair.
- Lift the victim in the chair created by the arms.



### Stretcher Carry

- Use tarp and poles provided to create a stretcher
- Fold tarp as pictured below to secure stretcher



### **Scoring**

Total Score (10 points max) is determined by two factors:

- Minutes: <1 (10), <2 (9), <3 (8), <4 (7), <5 (6), <6 (5), <7 (4), <8 (3), <9 (2), <10 (1)
- Safety: a point is deducted for each touch of the ground by the victim, except for when changing between rescue methods

## **T622 – Scout Knowledge**

- 10 points can be earned total
- Patrols pick up to 10 members to answer the questions (If there aren't 10 members the members can do it a 2<sup>nd</sup> time)
- There are 10 questions picked at random the patrols have to answer
- The person that will be answering the question will come forward
- Each member picked tries to answer a question if they cannot they don't get a point.
- A 2<sup>nd</sup> person can try to answer the question for ½ a point.

If the 2<sup>nd</sup> person that tries to answer a question doesn't answer correctly then no points are given.

# Troop 675B Shelter Building Competition

**Topic:** Lashings / knots for Shelter Building

**Objective:** Scouts will build a shelter for time by lashing together poles with rope and using a tarp. Looking for speed in building, proper lashings, knots, and sturdiness.

**Equipment:** (3 stations with identical equipment)

- 1) (1) Stop watch
- 2) (1) Hammer
- 3) (2) 2" diameter poles 3 to 4 foot and (1) 8 foot pole
- 4) (4) Tent Stakes
- 5) 2 - 1/4" x 2' ropes (clove hitch)
- 6) 2 - 1/4 " x 12' ropes (lashings)
- 7) 2 - 1/4" x 8' ropes (for tarp tie off)
- 8) 1 - Tarp with eyelets (6' x 8')
- 9) 1 - clipboard and pencil

**Knots / Lashings to be used:**

Square lashings

Taut-line hitch

2 half hitch

clove hitch

**Scoring:** 1 point will be deducted for an improper lashing.

**Total Time to Build:**

Min: Sec. - Score

5:00 - 5:59	10	8:00 - 8:59	7	>11 min.	4
6:00 - 6:59	9	9:00 - 9:59	6		
7:00 - 7:59	8	10:00 - 10:59	5		

**Bonus:** 1 Point for Patrol Yell

# Camporee

## Shelter Building Scoring Sheet

Troop # \_\_\_\_\_

Patrol Name \_\_\_\_\_

**Total Time to Build:** Highest Score: 10 Points

Min: Sec. – Score

5:00 - 5:59	10	8:00 - 8:59	7	>11 min. 4
6:00 - 6:59	9	9:00 - 9:59	6	
7:00 - 7:59	8	10:00 - 10:59	5	

Time Min: Sec: \_\_\_\_\_

Score: \_\_\_\_\_

### **Knots / Lashings to be used:**

1 Point will be deducted from the time score above for improper lashings and knots.

(deductions)

2 Square lashings

2 Taut-line hitch

2 x 2 half hitches

4 clove hitches

Point deductions: \_\_\_\_\_

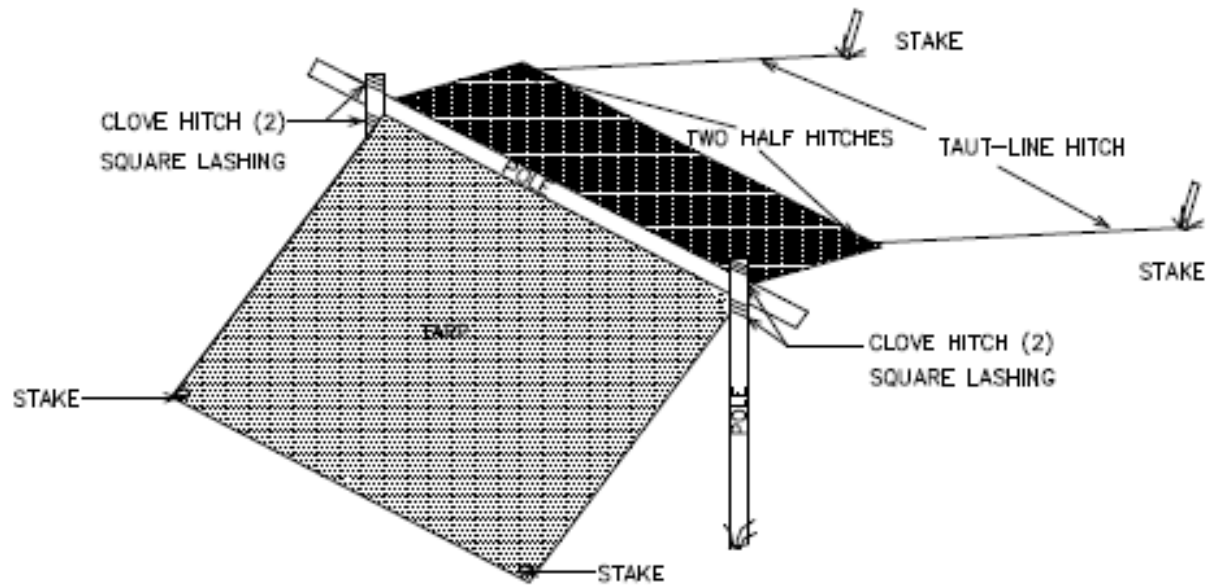
Bonus: Add 1 point for a Patrol Yell: \_\_\_\_\_

Total Score: \_\_\_\_\_

Score Keeper initials: \_\_\_\_\_

# TROOP 675 SHELTER BUILDING

SHELTER WITH TOP POLE SUPPORT



## **Troop 675G Rancho San Joaquin IRON CHEF Competition**

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On Saturday night of Camporee, after the 4:00 pm regular activity termination, it will be time to separate the heat-and-serve Scouts from the chefs. Who will demonstrate the skills to win prizes and points for their entire Troop?! Points will be captured and turned into Headquarters by T675G to be included to Patrol performance. If one Patrol from a troop participates, all the Patrols from that troop will be given credit.

**Limit is one patrol per unit. However, well prepared units can send more than one patrol to participate in Iron Chef.**

**Camp stove required**

**Points (Troops that send a Patrol will earn points for their *whole* Troop):**

<b>Cooking a meal in Iron Chef</b>	<b>2 points awarded to each patrol in your Troop</b>
<b>Placing 1<sup>st</sup> in Iron Chef</b>	<b>5 more points awarded to each patrol in your Troop</b>
<b>Placing 2<sup>nd</sup> in Iron Chef</b>	<b>3 more points awarded to each patrol in your Troop</b>
<b>Placing 3<sup>rd</sup> in Iron Chef</b>	<b>2 more points awarded to each patrol in your Troop</b>

### **Prizes:**

1<sup>st</sup> Place: Chef's Coat

2<sup>nd</sup> Place: Chef's Apron

3<sup>rd</sup> Place: Chef's Hat ("Toque")

## **Procedure:**

Patrols will have 20 minutes to prepare a meal on backpacking stoves. Stoves, skillet, stock pot, plates to serve the judges, and cooking utensils will be provided. Judges will have their own fork/knife/spoon. Patrols bring food and ingredients.

## **The Scenario:**

It is day 3 of the toughest backpacking trek of your life. The last thing you want is another boil in a bag meal, or some jerky and a granola bar. You want REAL food. But there are limitations – after all, you are in the middle of a trip.

Your Patrol stops to make camp, and you are in charge of dinner (gasp!). You open your bear barrel, find your fuel cans and stoves, and start cooking the meal you have all been waiting for.

## **The Rules (In addition to the Oath and Law):**

Equipment allowed: Backpacking stoves only. One per member of the Patrol, up to a maximum of 3. One stove will be provided at each station, patrols can bring more backpacking stoves if they like.

## **Ingredients your patrol needs to bring:**

- Enough food for three judges to sample your cuisine.
- NOTHING that requires refrigeration. You are backpacking, after all.
- ALL ingredients must fit into ONE bear barrel (bear barrel is NOT required, but total volume of ingredients will be checked).
- NO packaged meals such as Mountain House or Natural High. This is a competition to see what you can MAKE, not if you can boil water and mix it with someone else's work.

**Judging:** A panel of 3 judges will review based on the following criteria:

- Taste
- Presentation
- Ingredients
- Leave no Trace (just have to clean up after yourselves, like any backpacking trip)

**Materials Provided:**

There will be 5 stations already set up for your patrol, each will have: plates to hand the judges, 1 skillet, 1 sauce pot, 1 spatula, 1 set of tongs, 1 large spoon to stir/whatever. Patrols can bring any kitchen gear they want, if they carry it, just like a backpacking trip.

**Secret Ingredients:**

There will be 2 secret ingredients given to you that you **MUST** use.

**Limit:**

Suggested limit is one patrol per unit. However, well prepared units can send more than one patrol to participate in Iron Chef.



# Camporee

## IRON CHEF SCORE CARD

Troop # \_\_\_\_\_ Patrol Name \_\_\_\_\_

TOTAL TIME TO COOK AND PLATE MEAL: 20 Minutes (point deducted for each minute over the time).

Categories of Judging	Points Available	Points Awarded
Taste	2.5	
Presentation	2.5	
Ingredients	2.5	
Leave no trace	2.5	
Cooked On Time?	-1 point per minute over 20 minutes	

Bonus: Add 1 point for Scout Spirit \_\_\_\_\_

TOTAL POINT SCORE: \_\_\_\_\_

Judge's Initials

*Who will be awarded the coveted Camporee Chef Jacket this year?*

## T691 – Compass Bearings

### Description:

A compass game where scouts will have to put together a code and use that code to unlock a lock. PLEASE BRING A COMPASS!

### Objective:

Unlock the lock as quickly as possible

### Procedure:

- The patrol will be split into four groups, each assigned a set of bearings.
- Bearings will direct each group to a different set of waypoints, each with an assigned letter code. Each group must record the letters that they arrive at from the bearings they are given.
- When a group is completed, they input their letters into a contraption.
- If the code is correct, the group is rewarded with half of the combination to a lock.
- Thus, the Patrol will have the full combination once the first two groups return with correct answers.
- Upon cracking the code, the entire Patrol must present themselves to the nearest judge with their unlocked lock.

### Scoring:

- Patrols will be scored on a 10-point scale.
- Patrols start with 10 points. 1 point will be deducted for every minute past 5 minutes it takes to complete the game.
- Scouts may ask for a hint, but each hint will add 2 minutes to their time (deduct 2 points).

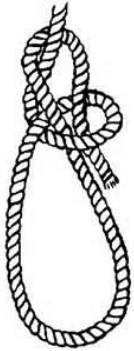
## Knots – Troop 695

**Objective:** Tie 7 knots

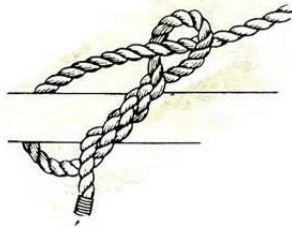
**Procedure:** Each Scout in the Patrol will have 2 minutes to tie the 7 knots listed below.

**Scoring:** Each Scout's knot total and elapse time will be added together and then divided by the total number of Scouts in the Patrol. This will result in a total average "knots tied" and "time" by Patrol. Maximum score would be 7, and maximum time would be 2 minutes. Time will used to determine a tie breaker. "Most knots" completed, followed by "shortest time" will determine the ribbon winning Patrols (First, Second and Third place overall)

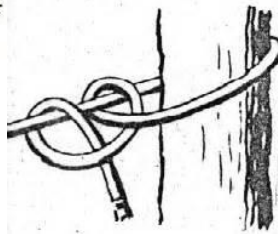
**Materials:** Nothing, except the knowledge of how to tie the knots. Knot tying stations will be provided.



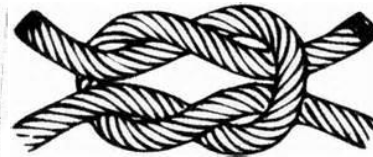
Bowline



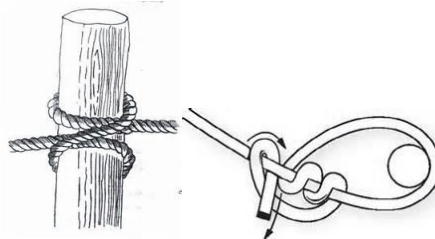
Timber Hitch



Two Half Hitches



Square Knot



Order of the Arrow –

Informational Video

## **Order of the Arrow**

Receive information about OA. Receive point credit.



**Scouts BSA  
Orange County Council  
Rancho San Joaquin District  
Camporee Activities  
Commissioner Scout Law Game**

**Object of the Game:**

To collect as many Scout Law Cards as Possible; ideally completing the set.

**Playing the Game:**

Each Commissioner (silver shoulder epaulets) will have a number of cards (random cards), each with a different Scout Law. Camporee Patrols will attempt to collect as many of the cards as possible in order to gain points. To obtain a card from a Commissioner the Patrol Leader must approach the Commissioner and ask if that Commissioner has a specific Scout Law Card. For example, if the Patrol needed a Trustworthy card, the Patrol Leader would approach the Commissioner and introduce himself, identify his Patrol and Unit, and ask the Commissioner if he/she is Trustworthy. If the Commissioner has that card, the card is given to the Patrol Leader. Once a Commissioner is asked for a card, that patrol cannot ask that Commissioner for at least five (5) minutes. If the Commissioner does not have the card, or if any Scout other than the Patrol Leader approaches the Commissioner, the five minute wait period goes into effect. Commissioners may not be asked for Scout Law Cards when at the Information Booth or the restrooms. Scout Law Card Distribution will begin after the Flag Ceremony on Saturday Morning and end at 4:00 pm.

### **Game Scoring:**

Each Scout Law Card is worth one (1) point. The Patrol with a complete set of the Scout Law and the highest point score wins. Second and Third place are also based on points. In the event that no Patrol has a complete set of the highest point score wins. The Patrol scores are registered with the Commissioners at the Commissioners Booth near the O.A. compound between 3 - 4 pm on Saturday. The winning Patrols will be announced at the Campfire. In the case of a tie, the earliest turn-in shall preside.

### **Special Cards:**

Each Commissioner will have a number of Commissioner Wild Cards. The Wild Cards are awarded to a Patrol when a Commissioner feels that the Patrol has strongly exhibited Scout Spirit. Commissioner Wild Cards are worth the double the value of a normal Scout Law Card (2 points) and can be used for any point of the Scout Law in order to complete the Scout Law set. Up to three (3) Commissioner Wild Cards can be used to complete a Scout Law Card set, but any number can be applied to the Patrol Point Total. A Patrol should **never** request a Wild Card from a Commissioner.







"No-name" Camp

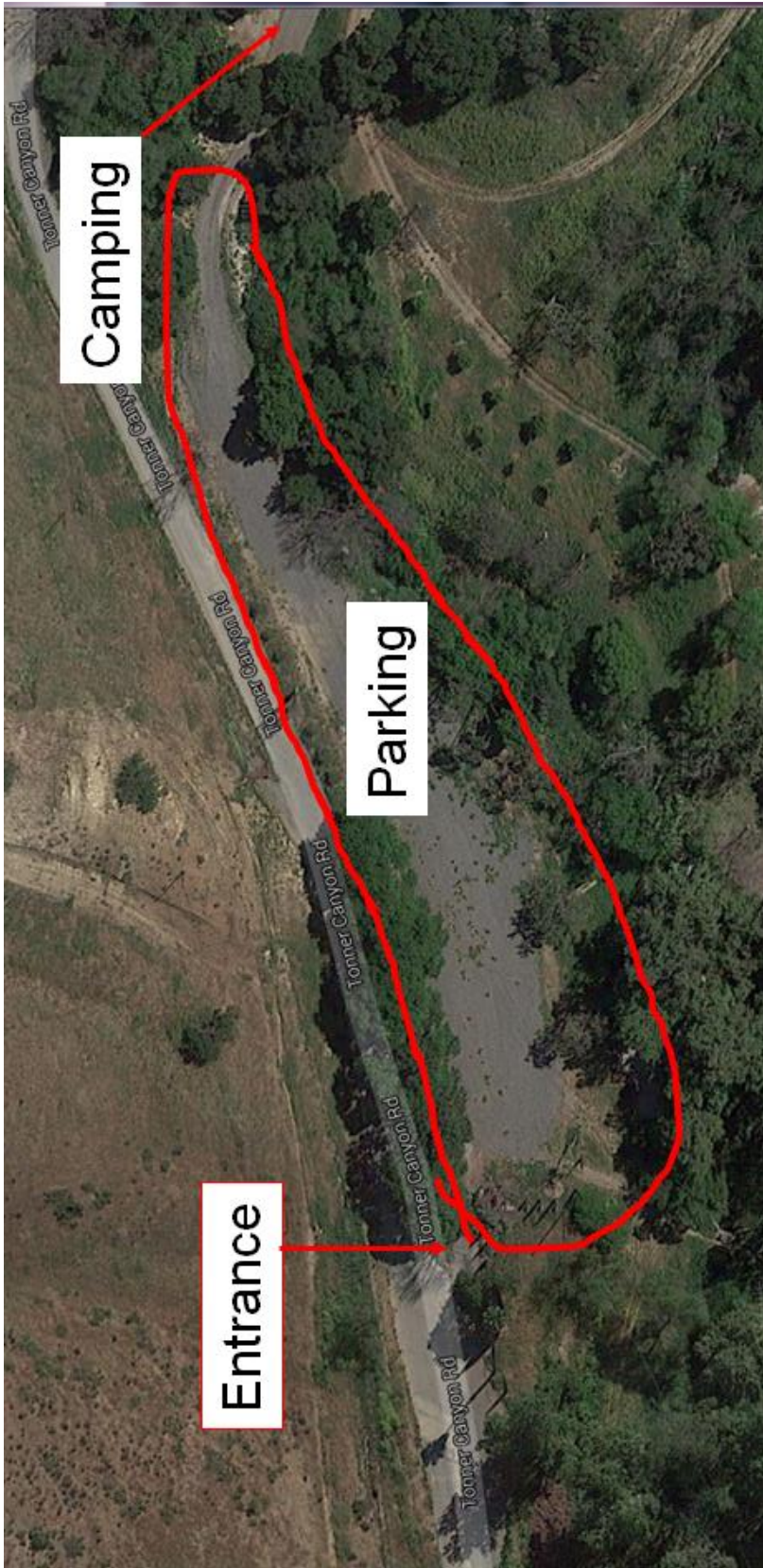
Field 2  
Camping  
Area

Field 1  
Camping  
Area

1,300 feet

Search Google Maps



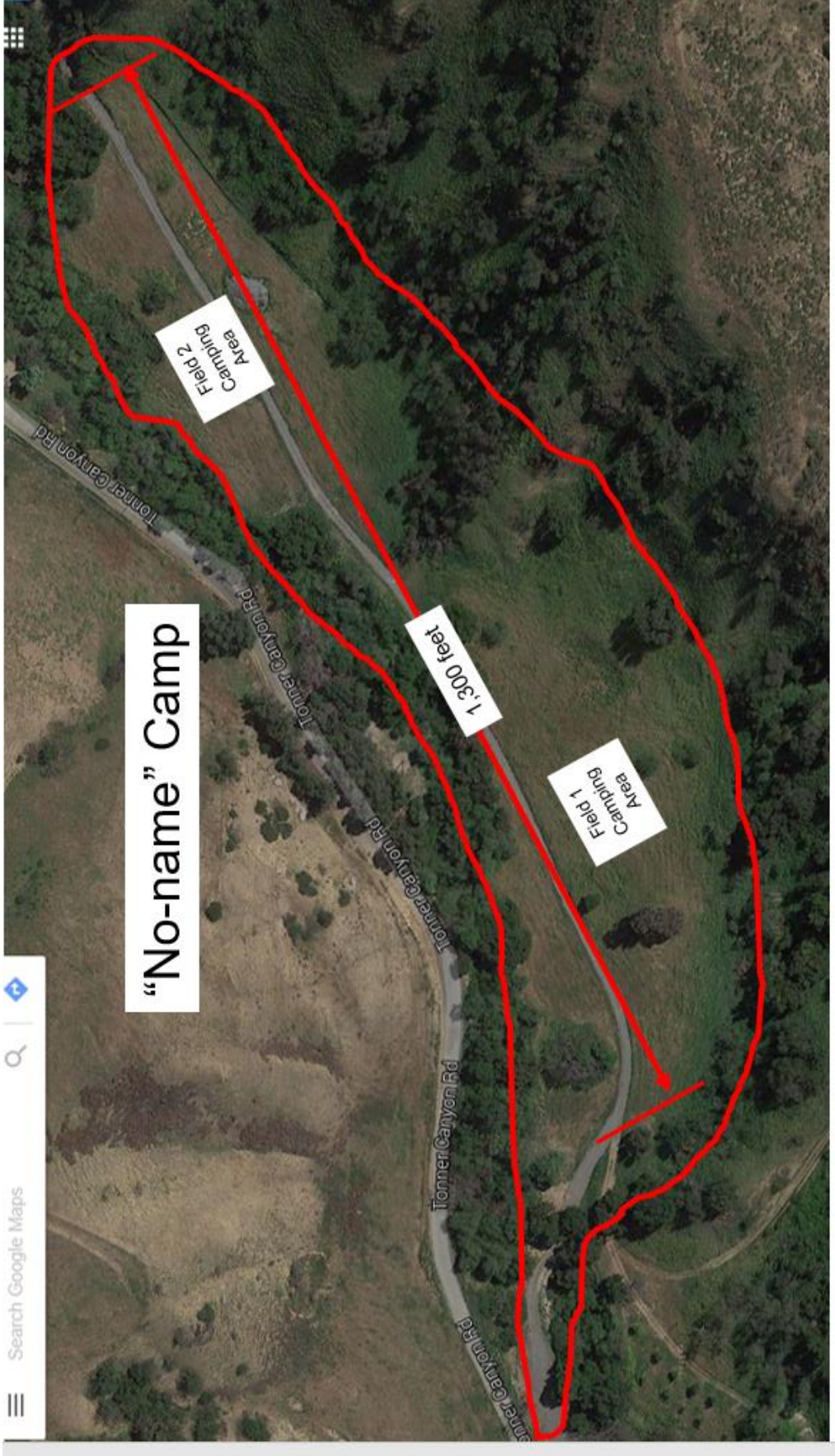


Camping

Parking

Entrance





"No-name" Camp

Field 2  
Camping  
Area

Field 1  
Camping  
Area

1,300 feet

Search Google Maps



Tonner Canyon Rd

Tonner Canyon Rd

Tonner Canyon Rd

Tonner Canyon Rd

Tonner Canyon Rd



# Field 1





# Field 2



**Rancho San Joaquin**  
**2024 Spring Camporee**  
March 15-17 “No Name Camp” Firestone  
**REGISTRATION FORM**  
**Access Black Pug site address:**

<https://scoutingevent.com/039-81215>

**Cost** - \$45.00/ person for full weekend  
\$40.00/person for less than 2 nights  
You will receive a wrist band for each paid Scout/Adult.

It is extremely important that each unit keeps an accurate count of the following:

Scouts:

- Number of Scouts
- Two nights or, less than 2 nights

Adults:

- Number of Adults
- Two nights or, less than 2 nights

It is understood that the counts can vary some due to illness, etc., but we must keep the most recent count for submittal – adjustments can be made Sunday. Any changes from the Friday afternoon submission must be reported to Headquarters before departing on Sunday. The cost determination to our district is derived from the exact head count as requested above.

Unit help and support in this area is appreciated.

Keep the medical information with each unit as required by scouts BSA.

Unit # \_\_\_\_\_ Unit Leader \_\_\_\_\_ Email \_\_\_\_\_

Phone ( ) \_\_\_\_\_ # Youth \_\_\_\_\_ #Adults \_\_\_\_\_ \$PAID \_\_\_\_\_

Unit # _____ Unit Leader _____ Email _____	
Phone ( ) _____ # Youth _____ #Adults _____ \$PAID _____	
<input type="checkbox"/> Iron Chef Patrol	
Patrol Name	Patrol Name
Leaders Name	Leaders Name
Number of Scouts in Patrol	Number of Scouts in Patrol
Patrol Name	Patrol Name
Leaders Name	Leaders Name
Number of Scouts in Patrol	Number of Scouts in Patrol
Patrol Name	Patrol Name
Leaders Name	Leaders Name
Number of Scouts in Patrol	Number of Scouts in Patrol
Webelos	Venture
Leaders Name	Leaders Name
Number of Scouts in Patrol	Number of Scouts in Patrol



SCOUTS Name	Day Use	1 Night	2 Night
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			

SCOUTS Name	Day Use	1 Night	2 Night
16.			
17.			
18.			
19.			
20.			
21.			
22.			
23.			
24.			
25.			
26.			
27.			
28.			
29.			
30.			

ADULTS Name	Day Use	1 Night	2 Night
1.			
2.			
3.			
4.			
5.			
6.			
7.			

NON-SCOUT YOUTH Name	Day Use	1 Night	2 Night
16.			
17.			
18.			
19.			
20.			
21.			
22.			

I, the unit leader have in my possession all the required documents: Firearms Release, and BSA Medical Form Parts A & B. List below any exceptions where parent or adults have refused any of the above items. (Duplicate form if additional spaces needed.)

Unit Leader Signature: \_\_\_\_\_ Print Name: \_\_\_\_\_ Date: \_\_\_\_\_