Placer District Camporee 2025



PLACER DISTRICT

FOR SCOUTS BSA TROOPS AND WEBELOS

APRIL 25-27, 2025

Camp Far West – South Shore

Scouts, Webelos AOLs, and **Scouters** are invited to the Scouting Games at the 2025 Placer District Camp-O-Ree (COR). The Aihamuk Chapter of the Order of the Arrow (OA) are helping run the event, located at Camp Far West, in Lincoln.

COR staff highly encourages participation of Webelos and Arrow of Light Scouts and all Scouts BSA troop members to strengthen relationships within and between patrols and to promote their continuation in Scouting. Camp-O-Ree is a patrol-focused event.

Camp-O-Ree begins on Friday evening for Scouts BSA and AOL Scouts with fun activities, continues Saturday with patrol competitions and a campfire with Order of the Arrow callout, and ends Sunday morning.

For WEBELOS Camporee is a Saturday only event.

Mike Thabault - Camp-O-Ree Chair Jacob Brentt - OA Chapter Chief

LOCATION:

Camp Far West, South Shore camping area 9300 McCourtney Rd. Lincoln, CA

Directions:

From the East — Take any number of routes to Wise Road and proceed west to McCourtney Road. Turn right and go approximately 8 miles to the South Shore Camping Area gate.

From the West/Roseville — Take Highway 65 north to West Wise Road. Turn right and proceed to McCourtney Road and Turn Left. Go approximately 8 miles to the South Shore Camping Area gate.

Proceed into Camp Far West to registration area.

REGISTRATION

FEES:

Scouts BSA, Arrow of Light campers and adults—**\$35** through **4/6/2025**, **Late Registration 4/7/2025-4/20/2025 \$45** WEBELOS and parents for the Saturday only **\$15** Staff—District, Venturers, and OA—**\$15**. **REGISTRATION CLOSES MIDNIGHT APRIL 20**

Note: For units sponsoring an event they may register one adult as staff.

Upon arrival each vehicle will be asked for how many youth and adults will be staying for camporee. The unit leader with be asked for the total roster number when they arrive.

Additional information:

- Fees must be paid in full by the event date
- Packs must register 1 adult/youth camping overnight.
- Aol Scouts may register as a den with 2 deep leadership
- Individual AOL Scouts must register 1 adult/youth camper

Registration questions? Contact

Michael Thabault <u>mthabault@gmail.com</u> (303) 968-9758 Through April 7 then Kathy Neuburger <u>istahap@jps.net</u> (916) 768-3274

WEBELOS ATTENDANCE:

- Webelos and their adult partners are invited to participate for a day only event on Saturday April 26, 2025
- WEBELOS will ONLY be able to participate in the WEBELOS area, not with troops.
- They will have their own Saturday events, focused on developing Scout related skills and then competing in those areas, and go to the exciting evening campfire.
- Participating Webelos will need to make their own arrangements regarding meals
- All youth and adult participants must have completed medical forms (parts A and B).

ARROW OF LIGHT ATTENDANCE:

Arrow of Light Scouts may camp at this event. If there is an entire den of AOL Scouts they may camp as a den and must have 2 deep leadership. If there are single Arrow of Light Scouts they will be placed in a provisional Den and will camp with Troop 11 in the WEBELOS area. These single AOL Scouts must have a parent guardian with them to camp.

Arrow of Light Scouts will participate in the WEBELOS activity area for the day and will be responsible for their own food for the day.

CHECK IN

Check in time is 4:00 PM to 8:00 PM Friday night. **The gate to the South Shore Camping area will be closed but unlocked for the duration of our event.** At Scout registration you will be assigned a camp site. You may proceed to your campsite with vehicles and trailers. <u>Please park in an orderly fashion and do not block any roads</u>.

Late arrivals should call Kathy Neuburger at (916) 768-3274 for instructions on entry.

The Unit Leader must have the following to check in their unit:

- 1. Unit roster, listing all scouts and adult leaders with their position in the unit, Parental Permission Forms, and Medical form A&B. Units will keep these in their possession.
- 2. How many patrols the unit will have participating
- 3. Minimum of two adult leaders.
- 4. Additional fees which are still owed for the Camp-O-Ree.

Unit leaders should **keep parental permission and Medical forms A&B to while attending Camp-O-Ree with the unit.** Your unit will be assigned enough campsites to accommodate the numbers registered by 4/20/25. Your campsite assignment will be provided on site upon arrival

PARKING AND TRAFFIC CONTROL

PARKING — Parking of one vehicle and a trailer will be allowed at the campsites. Please park in an orderly fashion and do not block roads. All other vehicles will be directed to additional parking areas. Extra vehicles will be allowed to the campsite to drop off gear and then will be asked to go to the overflow parking area

TRAFFIC CONTROL—Important for Unit Leaders, all parents and leaders who will be driving Scouts or equipment **NEED to ensure safety for our youth:**

- Keep paved roads open.
- Only gear and equipment are allowed in the back of moving trucks—NO YOUTH OR ADULTS.
- Unloading/loading must be done with the vehicle(s) parked off paved roads.

Headquarters (HQ) area is reserved for COR staff—kitchen, first aid, Camporee committee.

CONCESSION STAND

The Store at the South Shore will be closed. The Store at the North Shore may be open during normal hours for any last-minute items. It is about 5 minutes away. There will not be an OA concession stand.

EVENTS

FRIDAY NIGHT

- Check In
- Scouts BSA and Arrow of Light scavenger hunt.
- Unit leader and SPL cracker barrel at headquarters for last minute instructions

SATURDAY

Scout patrols will rotate through the following events:

TBD – Events will be posted when units identify their activity.

Events may have their own scoring in addition to the passport. The passport will be tallied and used as part of the Iron Troop Award. Units sponsoring stations may also present their own awards. **Awards will be presented at the Saturday evening campfire program.**

Webelos and AOLs will rotate through the following stations, focused on learning Scout skills and then competing in those areas:

Fire building Cooking Knife and axe Flag etiquette Camp/tent set up Games

OTHER ACTIVITIES

Opening Ceremony – There will be a special opening ceremony consistent with the theme. Each patrol should make a flag that represents their patrol name.

PLEASE NOTE: while the theme is Viking Adventure all flags, activities, gateways etc need to be Scout appropriate. That is no weapons shall be carried or displayed; no acts of violence shall be depicted. Use your best Scouting judgement. Shields of an appropriate nature will be allowed.

Campsite and Gateway Inspection – Campsites will be inspected and evaluated for organization and tidiness. Think clean & neat! Campsites will be evaluated starting Saturday morning after the patrol competitions have started. Each Troop will be judged on their campsite during the inspection.

Troops are encouraged to construct a gateway that identifies their unit. Each troop must bring their own supplies to construct their gateway. The American flag and the unit flag should be displayed. Gateways will be evaluated for set up, workmanship, display, safety, and scouting theme. No adult assistance in either the design or setup of the Gateway, please!

CHILI COOKOFF

Adults in units are invited to bring their best chili recipe to the event and prepare a selection to be judged. Staff at the event will be the judges and will base their expert decision on flavor, originality, and presentation. Participating units will be assigned a random participant number, and the contest will be blind judged at 5:00 p.m. Saturday at the admin area.

CLOSING CAMPFIRE

SATURDAY NIGHT: Closing campfire will be fast-moving and fun!

Each unit is encouraged to have a skit or a song for the campfire. Skits and songs must be Scout appropriate and approved by staff ahead of time. Contact Headquarters staff on site. The O.A. call out ceremony will be the highlight of the campfire conclusion.

CHECK-OUT

The campsite must be clean and ready for inspection. All trash or fire materials must be disposed of properly and extinguished completely. All patches will be given to the Unit leaders upon satisfactory completion of checkout and inspection by the Security team. Any charges for having to clean up after a Unit leaves will be directed to the responsible Unit Leader(s).

UNIT AND PATROL EQUIPMENT

Each Webelos, Arrow of Light, and Scouts BSA patrol should bring the following items to Camp-O-Ree:

- 1. WEBELOS and, Arrow of Light, or Scouts BSA handbook, compass, and clipboard for patrol use.
- 2. Webelos and AOLs should also bring a pocketknife.
- 3. Weather protection for <u>each</u> participant—rain gear, hat, sunscreen.
- 4. Plenty of SCOUT SPIRIT. Spirit points are awarded based on patrol/den enthusiasm, general demeanor, and incorporation of Camp-O-Ree theme into patrol/den flag and yell.
- 5. Patrol and personal camping and cooking equipment.
- 6. A shovel, rake and bucket for fire protection use only.

CAMP-O-REE RULES

- This is an area with rattlesnakes and ticks. Please teach Scouts and adults the proper precautions and use caution in camping and event areas.
- Two adult leaders from each unit must be present at the Camp-O-Ree at all times while the unit is at the event. At least two adults must remain at the campsite if Scouts are in the campsite.
- The adult unit leaders are responsible for the actions of the unit's youth and must enforce Camp-O-Ree and Scouting America rules.
- Vehicles remaining overnight must be off roads. Staff will be making rounds; unauthorized or improperly parked vehicles will be required to move.
- Do not cut any living or standing trees, shrubs, or bushes.
- Wash dishes in campsites only! Strain out food particles and dispose of in trash.

- Grey water (water from food prep, soapy water from dishes) may be sprinkled on the grass, away from your unit's tent area.
- Quiet hours are 10 PM to 6 AM. Please be good citizens.
- Activity uniform is acceptable for morning flags and events.
- Field uniform (Class A) is appropriate for evening flags and campfire.
- Scouts, AOLs, and WEBELOS are reminded to use the buddy system.
- Leave at home: Radios, televisions, stereos, non-approved knives.

DRINKING WATER AND TRASH REMOVAL

- **1.** Potable water is limited at the campground. Bring your own water.
- 2. Each person should bring individual refillable drinking containers.
- 3. Water jugs will be available at event sites, to refill water bottles. There will be no cups, and participants will not be allowed to drink from the water spigots.
- 4. Trash There are plenty of barrels across the site. PLEASE use them.
- 5. Your unit campsite will be inspected as part of checkout.
- 6. As Scouts and Scouters, we must leave Camp Far West cleaner than we found it.

CAMPSITES

Campsites will be assigned upon arrival at Camp-O-Ree. Units should bring extra tables, chairs, camp stoves. Each site generally has a picnic table and a pad for a trailer and a car. Some, but not all, have established fire rings. Water spigots are scattered around the camp ground.

CAMPFIRES

Fires are allowed within Camp Far West in the fire <u>rings only.</u> Bring your own if you can.

Use good Leave-No-Trace principles and extinguish the fires until completely cold. There will be a central campfire using a propane fire pit on Saturday night.

PARTICIPANTS AND ACTIVITIES

ADULT LEADERS

Adult Scouters and Unit Leaders have a special responsibility to ensure that all youth, especially their own, adhere to the rules, obey the OFF-LIMITS areas, and participate in a Scout-like manner. The Camporee area consists of the South Shore camping and activities area as well as the Amphitheater. THERE IS ABSOLUTLELY NO SWIMMMING IN THE LAKE. Fishing is possible on free time with a California fishing license for those over 16.

PATROLS

Patrols should be **no larger than 8 Scouts** and **no smaller than 5 Scouts**. This is a guide, units use your judgement. Each event is designed around a patrol of 5 to 8 Scouts. If a patrol has fewer than 8 Scouts and an event requires a full 8 youth to go through that event, then the patrol may be sometimes combined with youth from different troop or patrol.

AWARDS

CAMPSITE INSPECTION, GATEWAY COMPETITION, and THE IRON TROOP

Each campsite will be inspected on Saturday April 26, and points awarded according to the criteria on page 10. Patrol Passport points will be added to the campsite inspection to award the Iron Troop Award. There will be first, second, and third. We will also award first, second, and third for the patrol competition.

Individual events may keep track of points for their event and award individual patrols. This is optional for the event sponsors.

Important Information:

- 1. Patrols will be disqualified from an event for TAMPERING with event equipment, relocating or hiding event items so other patrols can't locate them.
- 2. Individual event score sheets will stay at that event.
- 3. Patrols should bring their patrol passports to all events and turn them into Scout registration at the end of the day.
- 4. Patrols should stay at each event area until the horn sounds to move to the next event area.
- 5. Lunch is 1 hour long from 11:50AM to 1:00PM. The first afternoon event will start promptly at 1:00PM. We advise that your unit bring packed lunches with them to opening ceremony and carry them with them OR have unit adults deliver lunches to their patrols. There will not be sufficient time to return to camp to prepare cooked meals, and lunch can best be eaten in the event areas.

2025 CAMP-O-REE SCHEDULE

FRIDAY (1:00 PM - 10:00 PM)

From	То	EVENT	LOCATION			
12 Noon	4:00 PM	Staff arrive, set up events	EVENT AREAS, HQ			
4:00	10:00	Units arrive at Camp Far West, set up				
		camp				
NO LATER	THAN 8PM	Check In (Troops; Packs; Crews)	HEADQUARTERS			
9:00	9:30	Unit Adult and Youth Leader cracker barrel	HEADQUARTERS			
9:30	10:00	Camp-O-Ree Staff meeting	HEADQUARTERS			
10:00		Taps quiet time in the CAMP/No traffic				
SATURDAY (6:00 AM - 10:00 PM)						
6:00 AM		Reveille				
6:30	7:45	Breakfast	UNIT CAMPSITES			
7:30		Staff to Event Areas	EVENT AREAS			
8:00	8:15	Opening ceremony	AMPHITHEATER			
8:30	9:10	Event 1	EVENT AREA			
9:10	9:50	Event 2	EVENT AREA			
9:50	10:30	Event 3	EVENT AREA			
10:30	11:10	Event 4	EVENT AREA			
11:10	11:50	Event 5	EVENT AREA			
11:50 AM	1:00 PM	LUNCH	EVENT AREA			
1:00	1:40	Event 6	EVENT AREA			
1:40	2:20	Event 7	EVENT AREA			
2:20	3:00	Event 8	EVENT AREA			
3:00	3:40	Event 9	EVENT AREA			
3:40	4:10	Event 10	EVENT AREA			
4:30	6:30	Dinner				
6:30	6:45	Closing Flags	AMPHITHEATER			
6:45	8:30	Closing Campfire / O.A. call out	AMPHITHEATER			
10:00		Taps quiet time in the CAMP/No traffic				
SUNDAY (6:30 AM – 10:30 AM)						
7:00 AM	8:00 AM	Breakfast	UNIT CAMPSITES			
8:00	10:30	Camp-O-Ree takedown	HQ, SITES			
9:00	9:30	Scouts' Own service, quiet in camp	HQ			
8:00	10:30	Check out	HQ, SITES			
10:30		Check out ends—all units out of camp				

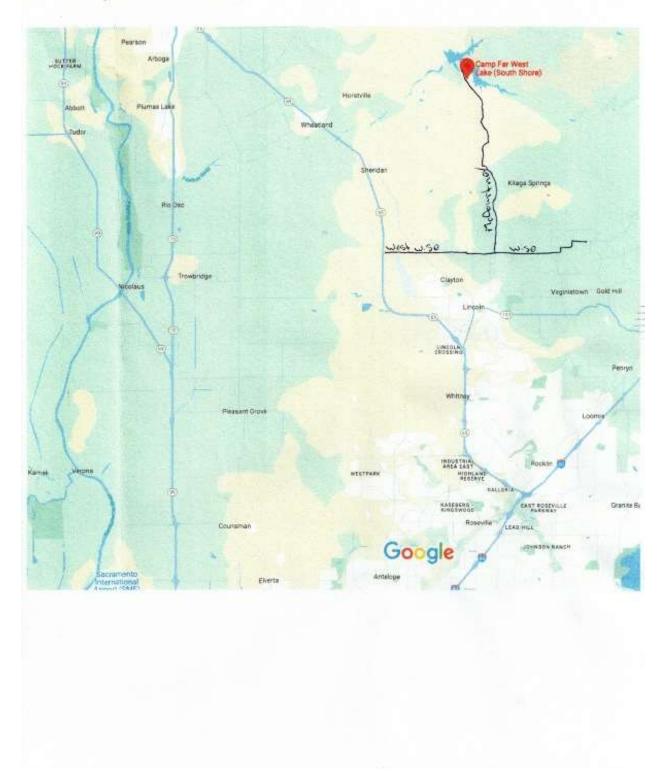
Campsite Inspection and Gateway Competition Iron Troop Award

Troop/Pack	Total Points				
	(Possible 260 Points)				
Unit Sponsoring an Event	10 Points				
Gateway					
Obvious Entrance to Campsite supportin Viking Adventure Theme	ng 30 Points				
Creativity	20 Points				
Display American Flag 5 Points Unit Flag 5 Points Unit Number 5 Points	15 Points				
Style	5 Points				
Campsite					
Has a Viking Adventure Theme	10 Points				
Campsite Clean and Organized	10 Points				
Proper Sanitation Clearly Visible	5 Points				
Cooking Area safe and well Organized	5 Points				
Patrol Passport Scores Max 150 Points (If more than 1 patrol per unit, patrol scores will be averaged)					

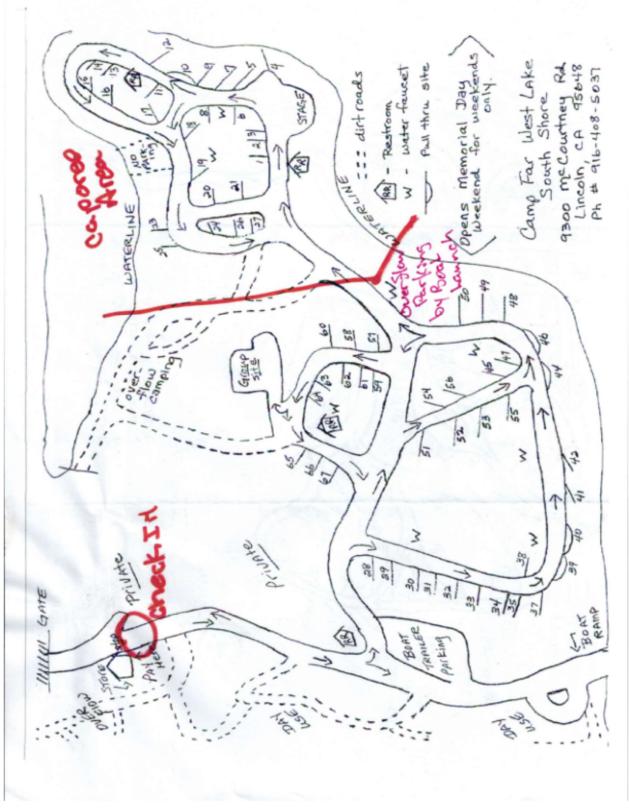
Total points

Directions to Camp Far West

5 Camp Far West Lake (South Shore)



Camporee Site Plan and Traffic Flow





OFFICIAL PARKING PASS

Vehicles parked in unauthorized areas subject to towing

VEHICLE OWNER:

ATTENDING WITH TROOP/PACK:_____

OR

STAFF

CELL PHONE NUMBER:

PLEASE FILL OUT & DISPLAY ON DASHBOARD Example of patrol Passport

(max 5 points per category per event)

Unit Number and Patrol Name

Station	Skills	Teamwork	Spirit
Total			

Grand Total (max 150 Points)