



*American River District – Golden Empire Council*



*The Chapa-Pa-Di Chapter of Amangi Nacha Lodge, Order of the Arrow,  
proudly presents*

# **SPRING CAMPOREE 2025**

## **SHOWDOWN AT SLY PARK**



*Sly Park Recreation Area, Jenkinson Lake, Pollock Pines CA*

*Friday, 25 April 2025 – Sunday, 27 April 2025*

# **CAMPOREE PROGRAM GUIDE**



American River District

# CAMPOREE PROGRAM GUIDE

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# GENERAL INFORMATION

## About the Theme

The camporee this year reenacts life in the American Old West. The Old West is celebrated for its heroes and anti-heroes: cowboys, cattlemen, Native American peoples, lawmen, gunslingers, explorers, pioneers, prospectors, gamblers, cavalry scouts, and outlaws. Other denizens include mountain men, fur traders, lumberjacks, miners, and railroaders.

While the camporee theme, *Showdown at Sly Park*, recalls the lawless confrontations of a bygone era, our version of the showdown features friendly patrol competitions that challenge Scout skills and teamwork. This is more in the tradition of a Western rodeo than a deadly standoff.

Camporee themes are designed to promote fun, but they can also educate. We hope to achieve both. All camporee games and activities will embrace the Old West theme, presenting a mixture of historical fact, legend, popular culture, and imagination.

Creating a successful theme event requires the spirited participation of all involved. The Old West is embedded in American culture. Western tropes are ubiquitous in American television and movies. There should be no shortage of ideas to inspire your Scouts.

Units are encouraged to include gateways, props, signs, and decorations at their campsites to depict various aspects the Old West. Likewise, campfire songs and skits should reflect the Western theme. Costuming is also welcomed.

Any cultural motifs, such as costuming, should strive for a reasonable degree of authenticity. All character portrayals shall be approached with respect and dignity. Controversial topics should be avoided. Face painting of any type is not allowed. Firearms, real or simulated, may not be used as props.

## Who Should Attend

### Participants

**Scouts, Venturers, and Sea Scouts** – All registered youth and adult members from units of the American River District are invited to attend and participate in the camporee. (This is not a Cub Scout event.)

**OA Candidates** are especially encouraged to attend. Candidates will be recognized at the OA callout ceremony at the campfire on Saturday night.

If your unit has not conducted an OA election this year, please contact the OA Chapter Advisor to schedule an election prior to the camporee.

### Staff

**OA Members** – The camporee is hosted by the Cha-Pa-Di chapter of Amangi Nacha Lodge, Order of the Arrow. All Arrowmen are encouraged to join the camporee staff to assist with planning and/or running the event. Game leaders and judges are always in demand. If interested, please attend the next chapter meeting (held concurrently with the [District Roundtable](#)).

**Inactive Members** – If you are not currently registered as an OA member, now is the time to join up and reengage with the chapter. Please attend the next [OA Chapter Meeting](#) or contact the OA Chapter Advisor.

## Event Registration

All units and individual staff members must register for the event in advance.

### ***Register Online***

Visit the Golden Empire Council website at:

<https://www.gec-bsa.org/american-river-district>

Scroll down to *American River Events* and then scroll to or search for the following entry:

**April 25, 2025**

American River District Camporee

### ***Register In Person***

Units may also register in person during regular business hours at the Council Service Center:

**Golden Empire Council Service Center**

3851 North Freeway Blvd

Suite 100

Sacramento CA 95834

## Participation Fees

A registration fee is required for all participants. Fees must be paid in advance.

Scouts and Venturers (youth)	\$43.00
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Adult Leaders	\$35.00
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OA Staff Members	\$15.00
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Fees cover the cost of site rental, patches, awards, and event materials.

## Registration Deadline

The registration deadline is **11 APRIL 2025**.

Participation is limited to 200 persons (Scouts, Venturers, Sea Scouts, Scouters, and Staff), so be sure to register early.

## For More Information

### ***Ask a District Leader***

**Steve Goldammer**

Camporee Chair

OA Chapter Adviser

408-230-1677

[srgoldammer@gmail.com](mailto:srgoldammer@gmail.com)

**Paul Bryant**

District Committee Chair

916-337-3491

[scoutmastertroop94@comcast.net](mailto:scoutmastertroop94@comcast.net)

**Shelby Huser**

District Executive

916-937-5409

[shelby.huser@scouting.org](mailto:shelby.huser@scouting.org)

### ***Attend a District Roundtable or OA Chapter Meeting***

<b>When</b>	Second Thursday of each month, 7:00 pm
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<b>Where</b>	Mt Olive Lutheran Church
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Physical Address	320 Montrose Dr Folsom CA 95630
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Remote	Via ZOOM – Contact the District Committee Chair for current logon credentials.
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## PROGRAM ACTIVITIES

A complete list of games, contests, and activities will be provided at check-in. Please ensure that all Scouts participate in the camporee events. No Scouts should remain in campsites during the games.

### The Grange Hall Cracker Barrel

*The grange hall was a common fixture in many rural communities. It was a place for community gatherings, including public meetings and social events. The Gold Trail Grange still stands and hosts events in Coloma, California.*

Come to the leader's cracker barrel. Meet leaders from other units. Enjoy some snacks. Meet key staff members. Get informed about essential program, schedule, and procedural updates.

<b>Who</b>	All unit leaders, SPLs, and staff members are invited. Every unit must be represented by the SPL and at least one adult leader.
<b>Where</b>	Meet at the Event Center patio.
<b>When</b>	Be there at 10:00 pm Friday night.
<b>Dress</b>	Class A field uniforms are preferable.
<b>Prepare</b>	Bring a notebook, a list of patrols participating in the games (patrol name and size), and your <a href="#">OA Callouts &amp; Recognitions Report</a> (see attachments).

### The Grand Cavalcade Opening Ceremony

*A cavalcade is a procession of riders on horseback. Cavalcades were commonly used as openings for rodeos, pow-wows, and Wild West shows.*

The morning begins with a flag ceremony. This is followed by welcoming remarks, informational bulletins, and inspirational bits to kick off the camporee theme.

<b>Who</b>	All participants and staff members are expected to attend.
<b>Where</b>	Assemble in the parking area outside the Event Center.
<b>When</b>	Flag presentation begins at 8:30 am Saturday morning. Arrive as a unit, Be on time.
<b>Dress</b>	Class A field uniforms are required.
<b>Prepare</b>	Units should carry their unit flags and American flags. (Be sure to return and display flags at unit campsites prior to inspections.)

### The Gateway to the West Campsite Theme Contest

*The Gateway Arch was erected in St Louis, Missouri to commemorate the city's historical role as the Gateway to the West. A gateway is simply an entrance: it may be intended to welcome visitors in or to keep strangers out. Ranch gateways were familiar landmarks that pointed the way to a ranch's entrance and identified the ranch's name and brand. Gateways are traditionally erected at jamborees and camporees to designate campsite entrances.*

Each unit is encouraged to construct a gateway (or other distinguishing structure) that reflects the Western theme. Units are also encouraged to decorate their campsites with Western-themed props, tools, artifacts, signs, posters, banners, and the like.

The gateway should identify your unit number and home town. Gateways may be constructed of any materials. The American flag and the unit flag should be displayed near the gateway. Each troop must bring their own supplies to construct their gateway.

As a minimum, all units are expected to have a sign or banner that clearly identifies their unit.

Use your imagination to design something uniquely yours. Your design may be simple or elaborate. Here are a few kick-starter ideas:

fort or stockade gates	ranch gateway	saloon doors	jail cell door	natural rock arch
mine tunnel entrance	teepee entrance	barn doors	corral gate	Conestoga wagon entrance
simple tripod	windmill	water tower	antler arch	Western town facade

Gateways will be judged for creativity, design, workmanship, safety, and representation of the camporee theme. No adult assistance is permitted in either the design or construction of the gateway.

<b>Who</b>	Any unit may compete in this contest. Participation is optional, but highly encouraged.
<b>Where</b>	Setup gateways and decorations at your unit campsite.
<b>When</b>	Begin campsite setup on Friday night. Complete gateway and theme displays before inspections begin on Saturday morning.
<b>Prepare</b>	Design your gateway and theme displays prior to camporee. Practice setting it up. Bring all necessary tools and materials with you.
<b>Awards</b>	Awards are presented for <i>Best Western Gateway</i> and <i>Best Western Scene</i> .

## Campsite Inspection & Campsite Theme Judging

*There's a new sheriff in town and he aims to clean up. He has no truck with sloppy, unsafe, derelict, or haphazard campsites. Get straight with the law now or be out of town by sundown.*

All unit campsites will be inspected for health, safety, organization, and neatness. Judging criteria are specified in the [Campsite Inspection Sheet](#) (see attachments). Inspections begin on Saturday after the start of the patrol competitions. Unit gateways and theme displays will also be evaluated during the inspections.

<b>Who</b>	All unit campsites will be inspected. Judging is performed by the staff. All youth should be away at the games. Unit leaders need not be present.
<b>Where &amp; When</b>	Judging occurs at unit campsites during the games on Saturday, beginning no earlier than 9:00 am.
<b>Prepare</b>	The unit SPL should conduct a campsite pre-inspection. Inspection criteria are detailed in the <a href="#">Campsite Inspection Sheet</a> .
<b>Awards</b>	Ribbons are presented for the <i>Best Campsite Inspection</i> .

## The Showdown Patrol Games Challenge

*The showdown was a deadly form of conflict resolution practiced on the American frontier. It was a one-on-one quick-draw gunfight held in the main street of town (at least according to Hollywood's telling). A gunslinger was a shooter who had gained notoriety for his luck and skill in surviving many shootouts. In modern usage, showdown refers to any decisive head-to-head confrontation or contest.*

Patrol competitions are designed to provide fun challenges to Scouting skills and patrol teamwork. Games scenarios will reflect Western themes.

All patrols are expected to carry their patrol flag and to be ready with a spirited patrol yell. The *Ten Essentials* may be required to complete some games, as well as writing materials (notepad and pen or pencil).

Patrols should manage their time and complete as many games as possible. If one station is busy, move along to another. Don't sit idle for too long.

<b>Who</b>	This is a required activity for all patrols. No youth may remain at campsites.
<b>Where</b>	Program stations are scattered in the area surrounding the Event Center.
<b>When</b>	Games begin at 9:00 am on Saturday morning. Games continue through lunch and end at 4:00 pm.
<b>Dress</b>	Scouts should wear class B activity uniforms or theme costumes. Class A field uniforms are allowed but not recommended. Costume may need to be removed (fully or partially) at some events if they pose a safety hazard.
<b>Prepare</b>	Practice basic Scoutcraft skills, patrol teamwork, and communications prior to camporee. Bring the following items to the games: a patrol flag and patrol yell, a sack lunch and refillable water bottle for each Scout, writing materials, and the Ten Essentials. Scout Handbooks are allowed for reference if needed.
<b>Awards</b>	Awards go to the 1 <sup>st</sup> , 2 <sup>nd</sup> , and 3 <sup>rd</sup> place winners in each game. (If four or more patrols tie for first place, then points are earned but no ribbons are presented.)  The <i>Top Patrol</i> award is given to the patrol achieving the highest total games score.

## Lunch in the Saddle

*The cowboy worked long, hard hours, often away from home, with little time for breaks. On long cattle drives they would carry food in their saddlebags so that they could snack while on the move.*

Lunches on Saturday will be pre-packed trail lunches. To save time and avoid returning to camp in the middle of the games, lunches should be prepared in the morning at the campsites and then be carried to the program area in a bag or daypack.

<b>Who</b>	Everyone
<b>Where</b>	Remain in the program area for lunch. Do not return to campsites.
<b>When</b>	Eat whenever it is convenient to break from the games, generally between 11:00 am and 1:00 pm.
<b>Prepare</b>	Pack a trail lunch before heading to the games and carry it with you.

## The Rainmaker Medicine Show STEM Attraction

*The promises of false science were the enticements offered by traveling confidence men. The rainmaker promised to use arcane technology to generate rain for drought-stricken towns. The medicine show salesman peddled ineffective patent medicines, hawked as miracle cures, but derisively known as snake oil.*

Scouts are invited to visit the *Science-Technology-Engineering-Mathematics* station to explore the mysteries of real science. There will be a variety of displays, activities, and demonstrations.

<b>Who</b>	All participants, youth and adult, are invited to engage in STEM activities. This is an optional activity and is not judged.
<b>Where</b>	Visit the STEM station at the picnic tables near the water tower.
<b>When</b>	Come by anytime between games: whenever convenient, when you need to take a break, or while waiting for openings at other games.
<b>Prepare</b>	Bring your curiosity.
<b>Awards</b>	There are no contests here, but participation points can be earned.

## The Cowboy Poet & Quick-Draw Artist Contests

*Cowboy poetry is an American art form rooted in the tradition of cowboys on the cattle trail sharing songs and stories around the campfire. The National Cowboy Poetry Gathering occurs annually in Elko Nevada. Western artists were employed to create wanted posters and to illustrate dime novels. Dime novels often told exaggerated tales of cowboys, sheriffs, outlaws, and life on the wild frontier.*

Scouts are encouraged to visit the art station to unleash their artist creativity. Scouts may participate just for fun or they may enter one or both of the following contests.

- **Poster Contest** – Draw a wanted poster featuring your favorite Scout leader.
- **Poetry Contest** – Write a poem or lyric with a Western theme and/or a Scouting theme.

Any poetry style is acceptable (ballads, sonnets, freeform doggerel, lyrics, haikus, limericks, rap, and so on). Poems may be individual or collaborative efforts. Poems may be written prior to camporee or on site. All poems must be original works. AI content is not acceptable.

**Who** All participants are invited to engage in artistic activities, but only youth may enter the art and poetry contests.

**Where** Visit the art station near the shed across from the Event Center.

**When** Come by anytime between games: whenever convenient, when you need to take a break, or while waiting for openings at other games.

**Prepare** Poems may be written on site or at home prior to camporee. Turn them in at the art station. All art will be created on site. Art supplies are provided.

**Awards** Awards are given for the *Best Western Poetry* and the *Best Western Poster*. The best poems may be read at the campfire. Patrols can also earn participation points.

## The Hat & Haberdashery Costume Contest

*As declared by the popular ballad, The Streets of Laredo, "I see by your outfit that you are a cowboy." Clothes do make the man or the woman, and the haberdasher supplied the needed wardrobe and accessories.*

All participants are encouraged to wear Old West costumes and accessories. Costumes may be worn during the games. Costumes must be removed at any game where they could present a safety hazard. Judging will occur informally during the course of events.

The Old West was populated by many diverse characters. Each had his or her own distinctive sense of fashion. Decide who you want to be and then design your costume. Accessorize with gear and tools of the trade. Certainly, cowboys were abundant in the Old West, but consider some other possibilities:

cowboys	lumberjacks	lawmen	cavalrymen	undertakers
cattlemen	prospectors	outlaws	mountain men	preachers
pioneers	fur traders	gunslingers	railroaders	gamblers

Strive for a reasonable degree of authenticity. Avoid cultural stereotypes. Face painting is not allowed. Firearms, real or simulated, may not be used as props.

**Who** Everyone is invited to participate. This is an optional event.

**Where** Come to the program area to show your style.

**When** Staff will silently observe and judge costumes during the games.

**Dress** Wear your Western theme costumes and accessories.

**Prepare** Pick a character from the Old West and research how they dressed. Make your costumes at home before coming to the camporee.

**Awards** Awards are presented in three categories: *Best Western Youth Costume*, *Best Western Adult Costume*, and *Best Western Group Costumes* (patrol or unit).



## The Chuck Wagon Chili Cook-Off & Pioneer Bake-Off Contests

*The chuck wagon was a horse-drawn traveling kitchen, a predecessor to today's food trucks. Chuck was cowboy slang for food. The chuck wagon was invented by cattleman Colonel Charles Goodnight in 1866 to provide hardy meals to his crew during long cattle drives across remote territories. The "Cookie" was the most respected man in the crew.*

All adult leaders are invited to participate in the Texas Chili Cook-Off and/or the Pioneer Bake-Off. Items for the bake-off should be Western-inspired, for example: corn bread, hardtack biscuits, sourdough, fry bread, or tortillas and flat breads. All preparations must be performed at campsites. Consider using Dutch ovens, reflector ovens, solar ovens, or other outdoor cooking techniques. No youth assistance is permitted in the planning or preparation of the dishes.

Judging will be held at the picnic tables (near the water tower) immediately following the games. After judging is completed, camporee participants are invited to sample the wares.

<b>Who</b>	All adult leaders are invited to participate. This is an optional event. Everyone is invited to sample the food after judging is completed.
<b>Where</b>	All cooking and baking must be completed in unit campsites. Dishes must be transported to the picnic area for judging and public tasting (vehicles may be used for this purpose).
<b>When</b>	Judging begins at 4:30 pm. Do not be late.
<b>Dress</b>	Class A or B uniforms or theme costumes are acceptable.
<b>Prepare</b>	Perfect your recipe at home. Bring all necessary ingredients and cookware to the camporee. Begin cooking early enough to meet the judging deadline. Be prepared to answer questions from the judges.
<b>Awards</b>	Awards are given for the <i>Best Chuck Wagon Chili</i> and the <i>Best Pioneer Bread</i> .

## The Buffalo Bill Wild West Campfire Show

*The Wild West show was a combination circus and vaudeville extravaganza that featured cowboys, Indians, bears, and bison. Acts included trick riding, sharpshooting, and mock adventures: bison hunts, train robberies, gunfights, and Indian battles. Notable performers included Buffalo Bill Cody, Wild Bill Hickok, Texas Jack, Annie Oakley, Calamity Jane, Red Eagle, Chief Sitting Bull, Will Rogers, Tom Mix, Pawnee Bill, and Bronco Billy. The shows presented highly romanticized versions of the Wild West and often portrayed Indians in an unfavorable light.*

All units must attend the campfire. Each unit is encouraged to volunteer to perform a skit, lead a song, or tell a story. All skits should be Western-themed. Traditional skits can easily be adapted by changing names, places, and props. Try combining gags or writing something original. All skits must be Scout-appropriate. They must be auditioned and preapproved by the campfire staff.

<b>Who</b>	All participants are expected to attend. No youth may remain in campsites. All units are encouraged to volunteer for a skit, song, or other entertainment.
<b>Where</b>	The campfire bowl is located near the water tower.
<b>When</b>	The campfire program begins at 8:00 pm.
<b>Dress</b>	Wear class A field uniforms. Costumes may be worn while performing skits.
<b>Prepare</b>	Write and practice your skit or song before camporee. All acts should reflect the Western theme and be preapproved by the master of ceremonies.
<b>Awards</b>	Awards are given for the <i>Best Wild West Performance</i> .

## OA Callout Ceremony

A callout ceremony for newly elected OA candidates will be performed at the close of the campfire. An OA cracker barrel will be held at the Event Center patio following the ceremony to welcome new OA candidates.

# LOGISTICS

## Camp Office

The camp office is located in several kiosks in front of the Event Center building. The office area includes the registration station, the first aid station, and the trading post. Cracker barrel meetings take place on the patio at the Event Center. Program activities take place in various areas surrounding the Event Center.

## Meal Plan

Units must provide their own food and cook their own meals. This includes Saturday breakfast, lunch, and dinner, plus Sunday breakfast. Scouts should eat before arriving on Friday night or bring their own sack dinner.

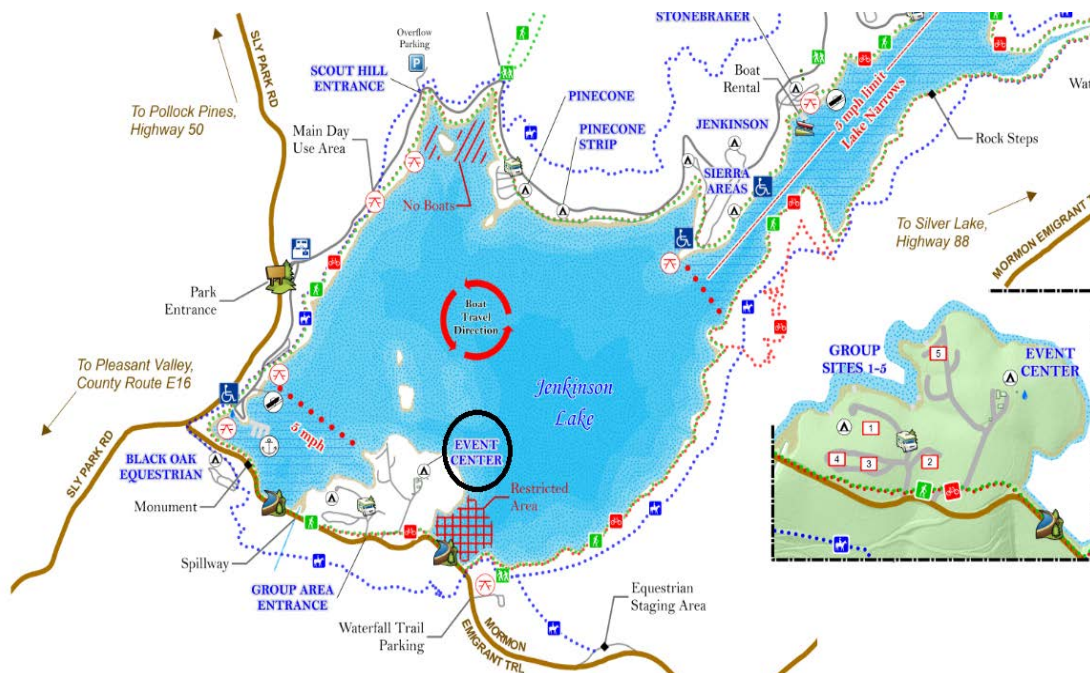
Sack lunches must be provided on Saturday for all Scouts participating in the Scout Games.

Staff meals are provided by the cook staff outside the Event Center.

## Traveling to Sly Park

Sly Park Recreation Area is located off of highway US 50 near Pollock Pines, California. The camporee is held at the Sly Park Event Center/Group Camp Area. This area is separate from the public campground. The entrance to the Event Center is on Mormon Emigrant Trail road, located between the twin dams.

Please carpool to the park. Onsite parking space is limited.



Geographic coordinates of camp entrance: 38°42'56.6" N, 120° 33'53.7" W

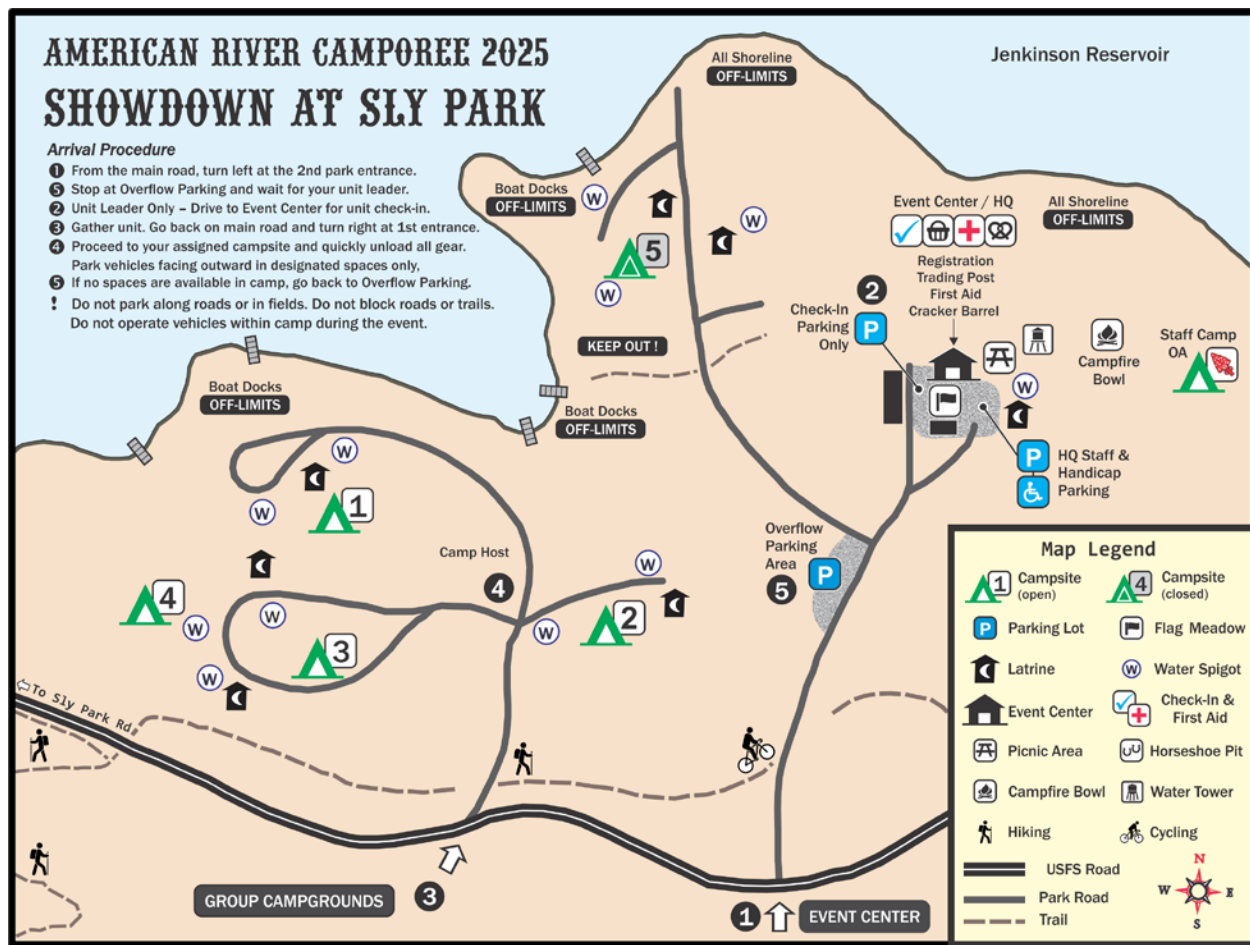
**Overview Map – Sly Park Recreation Area**

**Directions from US 50 East**

1. Turn off US 50 at Exit 60 – Sly Park Rd. 0.2 mi
2. Turn right onto Sly Park Rd (county road E16). 4.6 mi
3. Do not enter the park at the public campground kiosk.  
Continue on Sly Park Rd.
4. Turn left onto Mormon Emigrant Trail. 0.6 mi
5. Pass the first dam.
6. Turn left at the Event Center entrance (second road). 0.2 mi
7. If you reach the second dam, you have passed the entrance.  
Go back about 800 feet and turn right.

**Arrival & Parking**

Refer to the [Camporee Site Map](#) (see attachments) or the smaller map below for arrival directions.



***A. Report to the Event Center for check-in***

1. From the Event Center entrance, proceed to the first intersection on the left.
2. If you arrive in multiple vehicles, park here in the Overflow Parking Area.
3. Send the unit tour leader ahead in one vehicle to the Event Center parking area. Stay left at the wye.
4. Walk to the registration kiosk located in front of the Event Center building.
5. Complete the unit check-in process and obtain a campsite assignment.

*Note:* Campsites 1 – 4 are available for unit camping. Site 5 is occupied and off-limits.

***B. Proceed to the Group Campgrounds for camp setup***

1. Return to the Overflow Parking Area to rendezvous with the remaining vehicles from your unit.
2. Proceed together to your assigned campsite.
  - a. Exit the park and turn left.
  - b. Proceed west on Mormon Emigrant Trail.
  - c. Turn right at the next park entrance, continue to the branch, and then proceed as follows:

Site	Direction
------	-----------

1	Straight
---	----------

2	Right
---	-------

3, 4	Left
------	------

3. Unload all required gear immediately. Do not block roads or trails while unloading.

***C. Move vehicles to designated parking areas.***

1. After unloading, but before setting up camp, move each vehicle to a parking spot where it will remain for the weekend.
  - Vehicles may park only in designated parking spaces or parking areas.
  - Vehicles may not park or drive on trails or fields. Vehicles may not park alongside a road, or in any manner that interferes with traffic or driver visibility.
2. There are two options for parking.
  - **In-Site Parking** – A limited number of vehicles may be parked at the assigned campsite, but only in designated spaces.

Site	Capacity	Parking Limits
1	50 persons	13 vehicles
2	50 persons	19 vehicles
3	50 persons	11 vehicles
4	30 persons	12 vehicles

In-site parking is a privilege: Do not abuse it.

Be neighborly: Please share any available in-site parking spaces with other units.

- **Overflow Parking** – Any vehicles in excess of the site limits must return to the Overflow Parking Area.

## 3. Please observe these rules when parking.

- All parked vehicles must display a [Camporee Parking Pass](#) (see attachments) on the dashboard. This enables the staff to locate a driver if it becomes necessary to move a vehicle, silence an alarm, turn off headlights/dome lights, or respond to an emergency.
- For emergency evacuation purposes, vehicles must be backed into parking spaces (facing the road or exit).
- Vehicles may not be moved within the campgrounds or activity areas during the camporee, with the following exceptions:
  - Emergencies
  - Staff service vehicles
  - Delivery of cook-off/bake-off entries to the picnic area for judging

## Check-In Process

### Check-In Times

All units must check in at the registration kiosk outside the Event Center before proceeding to the campgrounds and unloading. Check in is available during the following times.

Friday night	6:00 pm – 9:00 pm
Saturday morning	7:30 am – 8:30 am

### Check-In Requirements

Please observe the following requirements.

- All participants should travel and arrive in class A field uniforms.
- All units must have at least two registered adults leaders present at the event at all times, in accordance with Youth Protection guidelines.
- For accountability, no one may leave the site without notifying staff at the camp office or medical station.

### Check-In Documents

To facilitate check-in please have the following documents handy.

- Your [Unit Check-In / Check-Out](#) Sheet (see attachments)
  - Please complete sections 1–3 prior to arrival.
  - Keep this form and bring it back for check-out on Sunday.
- A list of all registered participants from your unit (youth and adults)
- Receipts for all paid fees  
These may be needed in case there is a discrepancy with the council's registration report.
- *BSA Annual Health and Medical Record, parts A&B*, for every youth and adult attending  
These forms must be retained by the medical staff until check-out.

## Check-Out Process

Do not leave the camp without obtaining a site inspection or completing the check-out process.

### Camp Cleanup & Inspection

- Break camp and pack up all gear and equipment. Do not discard or leave any large items behind.
- Police the area. Pick up all litter within your campsite or in the immediate vicinity (roads and trails).
- Place all trash in garbage cans and secure the lids. Haul out any overflow.
- Verify that the site is clean and then contact a staff member for a final inspection.
- Obtain the staff member's signature on the [Unit Check-In / Check-Out Sheet](#).

### Check-Out Items

The unit leader must report to the registration kiosk at the Event Center with the [Unit Check-In / Check-Out Sheet](#) and complete the following tasks:

- Retrieve all unit medical forms.
- Check the lost-and-found.
- Receive camporee patches. Initial form to verify the quantity received.

***Adios and hasta la vista.***

***Happy trails until we camp again.***

# RULES & REGULATIONS

## Patrols

- The optimal patrol size is six to eight Scouts. Minimum for most competitions is four Scouts and maximum is eight.
- Larger or smaller patrols may be divided or combined with other patrols at the discretion of the game staff. (If patrols from different units are combined, both units will be credited with all game points earned by the combined patrol.)
- It is trusted as a point of Scout honor that a unit does not create “Dream Team” patrols for the express purpose of winning competitions.

## Uniforms

- All registered Scouts and leaders are expected to wear the Class A uniform for the morning flag ceremony, the campfire program, and Scout’s Own services. As a bare minimum, the class A uniform includes an official Scout shirt with proper insignia.
- Participants may wear class B uniforms or theme-related costumes during games and free time. (Class A is acceptable during games but not recommended.) The class B uniform includes a T-shirts or polo shirts with a Scouting design. All members of a patrol are encouraged to wear the same shirt to show patrol spirit and unity.
- Official Scout pants or shorts are encouraged, but not required. Scout shorts should be worn only with Scout socks. Neckerchiefs are not required, but they signify a unit with high Scout spirit.
- Event leaders are encouraged to wear theme-related outfits during the events on Saturday. All participants may wear theme-related items during the games.
- Costumes must be removed during any activities where they might present a safety hazard.

## Camp Courtesy & Supervision

- Observe the Scout Oath and Scout Law at all times.
- Unit leaders are responsible for monitoring their Scouts during all free-time and in-camp periods.
- Patrol leaders should take charge of the patrol during all camporee events.
- Quiet time is observed from taps each night until reveille the next morning.
- Be a good neighbor. Do not enter or cut through another campsite without permission.
- Be sure to visit other campsites to observe other unit’s gateways and theme displays, but do not enter a site without permission.

## Water, Food, & Cooking

- Drinking water is plumbed to several locations in the campground and games areas.
- Bring suitable containers for transporting and storing water at unit campsites.
- Each unit is responsible for providing its own cooking and safety equipment.
- Scouts should plan and cook their own meals using the patrol method.
- Not all campsites have fire rings or picnic tables. Be prepared and bring camp stoves or portable grills and folding tables for cooking. Secure food in patrol boxes to prevent midnight raids by wildlife or hungry staff members.
- Practice *green* camping: minimize the use of disposable plates, cups, and utensils.
- Do not wash dishes at the water spigots or in the restroom facilities. Food particles may clog drains or attract vermin.

## Cooking & Stoves

- Portable camp stoves are required for general cooking purposes.
- An adult must be present when stoves or lanterns are in use.
- A fire extinguisher is required in each cooking area.
- Leave the area looking cleaner than you found it (Leave No Trace).

## Fires & Wood

- In case of severely dry conditions, the park ranger may ban or restrict fire building.
- No fires are allowed in camp unless there is an adult present.
- All wood or charcoal fires must be contained in designated fire rings or fire pans. A limited number of fire rings are available in the camping area.
- Duff must be cleared for a minimum of ten feet surrounding the fire pit.
- Firefighting tools (rake and shovel) and 5-gallon buckets filled with water must be situated near each campfire. (Bring equipment with you.)
- Extinguish all fires completely before leaving the campsite unattended or before going to bed.
- Make sure that all fires are dead-out. Look for flames or embers and feel for heat.
- Before checking out, fire pits must be cleaned with no signs of fire visible or apparent.
- Bring your own wood to burn. Wood may not be gathered from the camp grounds.
- To prevent the spread of sudden oak death disease, any fire wood brought to the site must either be burned completely or removed from the site when leaving. If possible, bring pine and other species, which are not subject to the disease or wood that is certified as disease-free.

## Trash & Litter

- Practice *Leave No Trace* (LNT) camping principles.
- Pick up litter when you see it. Keep campsites, trails, and activity areas clean.
- Restrooms or latrines are available near campsites.
- All participants are responsible to keep restrooms clean.
- All garbage bags must be placed in containers.
- Lids must be kept on containers at all times to prevent redistribution by scavengers.
- Do not overfill trash containers or leave trash on the ground.
- Haul out any large trash items that do not fit in the cans.
- No unwanted items (like old tents or broken chairs) may be abandoned at the camp.
- Campsites, trails, and surrounding common areas must be policed for litter prior to check-out.

## Telephone Service

Cellular service is available near the entry kiosk at the public camping area.  
Service may be spotty and unreliable at the group camping area.



## **First Aid**

- Each unit should come equipped with a fully equipped first aid kit. The first aid kit must be readily available for use.
- First aid treatment is available at the medical station by the Event Center. A doctor, medic, nurse, or trained first aid responders will be on site.
- For insurance purposes, all injuries and illnesses must be reported to the first aid station, however minor they may appear.
- Each unit must have at least one standby vehicle in the parking area for use if transport home is needed.
- To avoid confusion, inform the first aid station if 9-1-1 has been notified. A staff member will meet the first responders upon arrival and direct them where needed.

## **Emergencies**

- In case of a fire or other emergency, notify staff at the camp office or first aid station by the Event Center.
- In case of a medical emergency, seek help immediately from the first aid station.
- Report all injuries to the first aid station. The medic will document all incidents.
- To avoid confusion, inform the first aid station if 9-1-1 has been notified. A staff member will meet the first responders upon arrival and direct them where needed.

## **Weather Conditions**

- Be prepared for changes in weather. It often rains in April. It can be warm by day and cold by night.
- In the event of rain, the camporee will continue as planned. Some activities may be replaced by contingency programs.
- The camporee will only be canceled if conditions are severe. In this case, notification will be sent out by e-mail.

## **Wildlife & Hazards**

- Snakes, ticks, poison oak, and other hazards may be present in some areas of the camp.
- Report any dangerous animals to the camporee staff. Do not chase or handle any animals.
- Always remain in campsites, designated activity areas, or on marked trails.
- Do not climb on hillsides. Stay out of creeks and ravines.
- Use caution and common sense at all times.
- Observe the buddy system during all activities outside of your campsite area.
- Remove or flag any trip hazards in your campsite.

## **Camp Preservation**

- Obey all posted park rules.
- Always observe the Outdoor Code and practice no-trace, low-impact camping.
- Police your area before check-out. Remove all trash and litter.

## **Restricted Items**

- Cell phones may be used for photography, note taking, GPS navigation, educational applications, and critical communications. They are not appropriate as entertainment devices.
- Playing cards are permitted in campsites with unit leader's approval. They are not permitted in the program area during games and activities (unless part of an approved activity).

## Prohibited Items

The following items are prohibited by national, council, or district rules:

- Sheath knives, firearms, and ammunition (except during supervised range activities)
- Electronic games, radios, and music players
- Bows and arrows, wrist rockets, and sling shots (except during supervised range activities)
- Fireworks, explosives, propellants, and spray paint
- Pepper spray, tear gas, and hazardous materials
- Squirt guns and water balloons (except during supervised games)
- Alcoholic beverages, smoking or vaping products, and illegal or non-prescribed drugs
- Laser pointers (except for supervised astronomy or surveying activities)

## Restricted Areas

- Camping is restricted to sites 1–4. Site 5 is occupied by another group: Do not enter...
- There are no waterfront activities and no waterfront supervision.
  - Boat docks are off-limits. Stay off of the docks.
  - Stay at least 20 feet from the lakefront. The shoreline is steep in many places.
- The area near the dam is a protected watershed. Do not go beyond the posted boundaries.

## Lost & Found

- Turn in any found items to the registration kiosk at the Event Center.
- Unit leaders should check the lost-and-found before checking out on Sunday.
- Items not claimed by the second District Roundtable following the camporee will be dispositioned at the discretion of the District Executive.

## American River District Camporee Program Guide 2025

# SCHEDULE OF EVENTS

## Friday Activities

Time	Activity
6:00 pm - 9:00 pm	Check in (Event Center registration kiosk) Camp and gateway setup (unit campsites)
10:00 pm	Quiet time in camp Unit leader and SPL cracker barrel briefing (Event Center patio)
11:00 pm	Taps / Lights out (unit campsites) <i>Make sure that all fires are dead-out</i>

## Saturday Activities

Time	Activity
6:30 am	Reveille Breakfast and cleanup (unit campsites)
7:30 am - 8:30 am	Check in and setup for late arriving units (Event Center registration kiosk)
8:30 am	Flag presentation / Opening ceremonies (Event Center parking area) <i>Everyone must attend. Wear class A field uniforms.</i>
9:00 am	Patrol games and activities begin (program areas) <i>Wear class B activity uniforms or theme costumes.</i> Campsite inspections and gateway/theme judging (campsites, by staff)
12:00 pm	Trail lunch (program areas) <i>Pack a lunch; continue with games and break as convenient.</i>
4:00 pm	Patrol games and activities end
4:30 pm	Scoutmaster chili cook-off and bake-off judging (Event Center picnic area)
6:00 pm	Dinner and cleanup (unit campsites)
8:00 pm	Campfire (fire bowl near water tower) <ul style="list-style-type: none"><li>• Skits and songs (by units), awards, closing ceremony</li><li>• OA callout ceremony (OA cracker barrel afterwards at Event Center)</li></ul> <i>Wear class A uniforms (costumes OK during skits only)</i>
10:00 pm	Quiet time in camp
11:00 pm	Taps / Lights out <i>Make sure that all fires are dead-out</i>

## Sunday Activities

Time	Activity
6:30 am	Reveille Breakfast and cleanup (unit campsites)
8:00 am	Scout's Own observation (unit campsites, by units, optional)
9:00 am	Clean campsites and trails (unit campsites)
10:00 am	Break camp and pass inspection Check-out (Event Center registration kiosk)



## UNIT CHECK-IN / CHECK-OUT SHEET

***A limited supply of schedules, maps, parking passes, and other forms will be available at check-in.***

1. Unit Information				
Unit Number	Assigned Campsite	Vehicles †	Tents †	Patrols †
Unit Tour Leader:			Mobile Phone:	
2. Registrations				
Participants	Preregistered	Attending		
Youth				
Adults				
3. Unit Participation Plans				
<input type="checkbox"/> Gateway/Theme Contest		<input type="checkbox"/> Leaders' Cook-Off		
<input type="checkbox"/> Costume Contest		<input type="checkbox"/> Campfire Song/Skit		
4. Verifications (by staff)				
<input type="checkbox"/> Final Headcount / Check Off Attendees		<input type="checkbox"/> Two-Deep Leadership		
<input type="checkbox"/> All Fees Paid		<input type="checkbox"/> Medical Forms Collected		

5. Pre-Departure Campsite Inspection		
<input type="checkbox"/> Campsite Inspected	Approved By (Staff Member):	
6. Check Out at Camp Office		
<input type="checkbox"/> Retrieve Medical Forms	<input type="checkbox"/> Pick Up Camporee Patches	
<input type="checkbox"/> Check Lost-and-Found	Quantity Issued:	Received By:

[illegible]

## American River District Camporee Program Guide 2025

# CAMPOREE PARKING PASS

***All Vehicles must display a parking pass on the dashboard.***

The staff may need to locate a driver if it becomes necessary to move a vehicle, silence an alarm, turn off lights, or respond to an emergency.

Please complete this form and place it face up on the vehicle dashboard.

Please print clearly. Additional forms are available at registration kiosk.

<b>Driver Name</b>	
<b>Unit Number</b>	
<b>Campsite</b>	
<b>Vehicle Make / Color</b>	
<b>State / License Plate</b>	

### ***Regulations***

- Drive slowly. Active youth are present.
- Park all vehicles facing outward.
- All vehicles must be parked in designated parking slots or parking areas.
- Vehicles may not be parked on roads or trails, or protrude onto roads or trails.
- Vehicles may be parked in campsites as space permits, but only in designated parking slots.
- Extra vehicles must be parked in the Overflow Parking Area.
- Do not operate vehicles within the camping and activity areas except as authorized by the staff.

## American River District Camporee Program Guide 2025

# OA CALLOUTS & RECOGNITIONS REPORT

The district campfire concludes with an Order of the Arrow callout and recognition ceremony. To assure that no individuals are inadvertently overlooked, please provide the following information.

Please print all names clearly. For uncommon names or names with unusual spellings, please include phonetic spellings to assist the presenter with proper pronunciation.

Be sure to return this roster at the unit leaders' meeting on Friday night.

Unit Number \_\_\_\_\_ Unit Leader \_\_\_\_\_

### OA Candidates

List all ordeal candidates currently elected by your unit who are attending the camporee.


### OA Recognitions

List all unit members attending camporee who have achieved the following OA honors since the last camporee.

Ordeal	Brotherhood	Vigil

# American River District Camporee Program Guide 2025

## CAMPSITE INSPECTION SHEET

Unit Number \_\_\_\_\_ Campsite Area or Site No. \_\_\_\_\_

Inspected By \_\_\_\_\_

The following criteria are used for campsite inspections.

Inspections are conducted by staff after the start of games on Saturday.

A pre-inspection by the unit SPL is recommended.

Category	Inspection Item	Maximum Points	Points Awarded
<b>Spirit &amp; Theme</b>	U.S. flag and unit flag posted (unless raining)	20	
	Gateway or welcome sign erected (with unit identity)	20	
	<i>Bonus:</i> Educational theme poster, banner, or other display	20	
	<i>Bonus:</i> Theme-related props or camp gadgets	20	
<b>Appearance &amp; Security</b>	Overall impression (neat, orderly, pride in appearance)	10	
	Tents organized by patrols	10	
	Grounds free of hazards / trip hazards flagged	10	
	Grounds free of litter (including trails and surrounding area)	10	
	Personal gear stowed in tents	10	
	Tents secured (staked, doors zipped, rain-covered)	10	
<b>Food &amp; Cooking</b>	Menus posted (meals well balanced)	10	
	Duty rosters posted (cooking, water, fire, cleanup)	10	
	Kitchen area and utensils clean	10	
	Kitchen fly pitched over food preparation area	10	
	Food storage secured from animals (or hungry staff)	10	
	Perishable foods properly refrigerated (on ice)	10	
<b>Health, Fire, &amp; Safety</b>	First aid kit properly stocked and easily accessible	10	
	Fire tools at ready (full water container, rake or shovel)	10	
	Duff cleared away from fire pit	10	
	Equipment stored safely (axes, stoves, fuel, ropes, etc.)	10	
	Garbage contained (overflow removed from site)	10	
<b>Overall</b>	<b>Total Inspection Score</b>	<b>250</b>	