



# PIONEER DISTRICT SUPERHEROES



**MAY 3-5, 2024**

This Guide is provided to help Patrol Leaders and Adult Advisors  
prepare for our annual Pioneer District Themed Camporee  
Registration must be completed online.  
Details at [Pioneer Camporee 2024](#)

***Be Prepared!***  
**Yours in Service and Scouting**  
**Hosted by the Hattape Chapter of Pioneer District**  
**Order of the Arrow**

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**SCHEDULE OF EVENTS**  
**Subject to Change in Real Time**

- Friday, May 3**
- 4:00 PM Registration and check-in opens
  - 9:00 PM Registration closes
  - 9:00 PM SPL and adult leader meeting in Valley Lodge
  - 11:00 PM Taps (All quiet in camp)
- Saturday, May 4**
- 6:00 AM Reveille and Breakfast
  - 7:00 AM Finish breakfast
  - 8:00 AM Opening Flags
  - 8:30–9:00AM ***Mandatory shooting sports orientation (Dining hall)***
  - 9:00 AM Patrol competition begins
  - 12:00 PM Lunch
  - 1:30 PM Camp wide games
  - 4:30 PM Afternoon ends
  - 6:30 PM Youth and adult dutch oven competition ends
  - 7:30 PM Evening colors (main flagpole area)
  - 8:00 PM Campfire, awards and OA callout
  - 11:00 PM Taps (All quiet in camp)
- Sunday, May 5**
- 6:00 AM Reveille
  - 8:30 AM Scout's Own (Campfire Circle)
  - 9:30 AM Flag Meadow – Create pack lines for quickly loading vehicles after Scout's Own



## **INTRODUCTION / OVERVIEW**

**The theme of this year's Camporee is "Superheroes"**

Camporee allows scouts to participate in one of the oldest traditions in the history of Scouting, an opportunity to match skills against other patrols and troops. There is fun, friendship, competitions and of course the annual Dutch Oven Cook-Off for both youth and adults. In addition, the Hattape Chapter of the OA (Order of the Arrow), Pioneer District, will call out its new candidates at the Saturday night campfire.

This Guidebook provides details on events and logistics that youth unit leadership (SPL and his staff) needs to know to ensure a fantastic experience. This guidebook also provides guidance for adult leadership. Remember, Camporee is a youth run event, namely members of the OA. Adults are to also enjoy themselves and should attempt to disconnect themselves from their scouts. This disconnect is a means to help scouts learn leadership, along with developing social skills while participating in outdoor activities without adult assistance.

Each event is hosted and scored by volunteers (adult leaders of each unit and members of the OA). Some games listed in this Guide may not be held due to the number of units attending and staffing, such as insufficient troops attending (fewer games), or additional events added that *may not be listed in this Guide* should a higher turnout occur. These additional games will not be announced ahead of time. Doing so will provide suspense on what may or may not occur. Stay alert for updates and check out the Pioneer District web site [Pioneer Camporee 2024](#) for information including this Leaders Guide.

### ***Be Prepared for unexpected changes***

At Camp Chesebrough we have wonderful facilities and lots of room for campers and parking, plus a large activity area. Please ensure you are familiar with the map provided at the end of this Leaders' Guide if this is your first time attending.

Registration information is available at the District monthly Roundtable meetings and Council Service Center. The cost is \$35 per person (both adult and youth) during pre-registration up through April 13, 2024. After April 13 up to April 29, 2024, last day to register, the cost is \$40 per person. There is no walk-ins or on-site registration. Webelos-2 (now called Arrow-of-Life effective April 1, 2024) are free with documentation of rank status. All registration and payments are processed by the online registration at [Pioneer Camporee Registration Link](#). Registration fee covers the cost of park rental, an exciting patch, food for the cracker barrel after the Friday night meeting, prizes, awards, insurance and program/game materials.

#### **1. Check-In**

Units begin check-in from 4:00 to 9:00 p.m. on Friday evening at the Camp Office.

**NOTE: LIMITED NUMBER OF VEHICLES ARE ALLOWED IN CERTAIN CAMPSITES:** There are a limited number of parking spaces available in a few select campsites. Having cars in a campsite diminishes a true camping experience. We strongly encourage unloading cars and moving to the parking lot to give the unit the most amount of camping space possible if cars are permitted in a campsite.

**Each vehicle, wherever parked, must be identified by a Unit Number and Driver's Name on the dashboard visible in case the car needs to be moved for any reason.** A dashboard placard will be given to the unit leader (Scoutmaster) upon check-in to distribute to all unit drivers.

## **2. Mandatory Leader Meeting and Cracker Barrel Friday Night – Valley Lodge**

After check-in each unit sets up their campsite. At **9:00 p.m.** there will be a mandatory leader meeting (SPL, Scoutmasters and/or alternate Adult Leader). At this time, the SPL will receive unit registration cards for each patrol and told critical information for the weekend's events. In addition, score sheets folders for each event will be given out to each unit when the game sponsor list is finalized. Special bulletins regarding changes to the program or schedule will be given if necessary. If additional staffing is required, units may be asked to provide volunteers. Staff will also be asking for service patrols to help clean sanitary facilities and host events. Following the meeting, there will be a Cracker Barrel for attendees.

**NOTE: All Scouts and Adult Leaders are asked to bring their own cups, mugs, Nalgene's, etc. to the cracker barrel and for use during the weekend. Our goal is to limit all use of paper and disposable products. No Styrofoam products are allowed in Camp at any time!**

## **3. Scheduling Note**

All competition events are held on Saturday concluding with awards given at the Campfire as well as an Order of the Arrow callout. All units check out Sunday morning *following Scout's Own which everyone must attend at the amphitheater. Additional awards and recognitions may be given out which were not presented at the awards campfire.* It is at this time the actual ribbons awarded at the campfire will be given to the unit. The road into/out of camp will be temporarily closed during this time. No movement of vehicles will be permitted until after completion of Scout's Own. Having the unit attempt to check out before Scouts Own will not be permitted.

No unit may depart until after their campsite has been inspected and cleared for cleanliness by a Camporee staff member and given authorization for departure. It is at this time *only* when Camporee patches are given to the unit leader, upon approval by staff who visited the campsite and certify as clean, including trash packed out. Unit leaders will also be given a bag of trash generated by the staff to dispose of when they arrive home! Unit leaders will also thank the staff for the opportunity to depart with additional trash, and have the scouting spirit by saying "*May I have another bag please!*"

## **4. Camporee Staff**

Camporee staff is completely volunteer, namely OA Arrowmen/women. These youth donate a great deal of time and effort to make this a successful event and are ready to answer any question or provide service. The staff is interested in suggestions for ways to improve Camporee in future years. The youth staff is mentored by adult advisors who are also volunteers and have dedicated many hours to help the youth prepare for a fantastic adventure. Remember, Camporee is run by the youth!

Part-time staff members are those that might not compete in the day's events. They pay regular registration fees, camp and eat with their home unit. They assist with setting up and help judge competition events or other program areas as required. If any units have extra scouts looking to help please send them to the Camporee youth chairman. Please be prepared at the Friday night meeting to volunteer cheerful service to Camporee, especially existing OA members.

We appreciate your support in putting on Camporee. The senior staff will be wearing identifying clothing or hats. Certain staff members will have radios. Any of these staff members may be flagged down with questions, concerns or if a medical emergency develops.

Our goal is to make Camporee as much fun as possible. Your understanding and cooperation are appreciated especially if it becomes necessary for a youth staff member to take action or make a decision. Under extreme condition, the adult staff/advisors (Event and/or Program Director) may have to make a command decision. Any command decision made is not negotiable and will be enforced.

## **5. Emergency Information**

In the event of any emergency that endangers the camp, we will blow three (3) blasts on a marine foghorn. Upon hearing this warning sound, drop everything “immediately” and gather your unit in the flag meadow. Take a head count and ensure nobody is missing. Just as with any emergency, please maintain a walking speed and keep a cool head.

We will blow the horn once, and only once, to mark the beginning of the competitions. If you hear the emergency signal of three blasts you need to assume it is a real emergency. The Emergency Camp number is 831-454-9034.

## **6. Rules of Conduct**

The Scout Law, Oath and Outdoor Code are the guiding rules for all Camporee activities. All participants, both Scouts and Adults, are expected to follow the Oath and Law at all times. All events, with the exception of the Dutch Oven Cook-off should be done as a Patrol, except for adult leaders that participate in activities exclusive to them.

## **7. Criteria for Success When Participating in any Event**

- Spirit, teamwork and participation
- Patrol yell and flag
- Troop number and flag clearly posted in the campsite
- Duty roster and patrol menus posted in the campsite
- Proper food storage to prevent harm or access to wildlife
- Camp neatness and cleanliness, personal equipment storage
- Low impact camping

## **8. Patrol Registration Cards**

Each patrol will be issued a registration card at the Friday night meeting. This registration card *must be turned into the Program Director on Saturday morning before competition begins, immediately after opening flags. He will easily be recognized wearing a green Venturing shirt and OA sash.*

The first duty of a Patrol leader is to fill in all identifying information on the card given to them at the leaders meeting on Friday night. This information includes unit number, patrol name and name of each scout, their age and current rank. This card will be the participation record for each patrol required for computerized scoring. Without this registration card turned in, or failure to put *both Troop number and patrol name on the card*, this patrol cannot win any ribbon and is considered to not exist. This card will also be rejected if not turned in at this specific time period, no exceptions.

The scores for all events are calculated by a sophisticated computer program to determine how well each patrol did. Winners for each event are announced at the Saturday night campfire. Each patrol should participate in as many events as possible to maximize chances of winning a ribbon.

## **9. Special Note – Webelos Scouts Participation**

In accordance with National Camping Guidelines, 2nd Year Webelos Scouts (now called Arrow-of-Light) are invited to attend at Camporee, but may only participate at a Scouts BSA “camporee” as day visitors without the ability to camp out overnight. This change in participation was released in last year’s (2023) “Guide to Safe Scouting”. This limitation in attendance is found in the last bullet under [Additional Guidelines Specifically for Cub Scout Unit-Coordinated Camping](#).

## **10. Campmaster Award (Campsite Inspection)**

In addition to all games, each Troop has a chance to win a ribbon in the Campmasters’ competition. This award is earned according to proficiency in general camping skills. Scores are determined and recorded continuously by the Camporee District and Unit Commissioners as they wander about Camp during the day. This includes Scout Spirit of everyone (such as improper language that may be overheard), how campsites are set up, camping skills, menus posted and cleanliness as examples.

Ribbons will be awarded to the top three Troops for outstanding campsite inspection.

### **11. Campfire Performance and Entertainment**

One highlight of Scouting is having skits, songs and similar performances at the campfire. Each Patrol is urged to participate during a tryout session conducted Saturday afternoon while other youth participate in camp wide games. Performance may include the entire Patrol or individual. All skits and performances will take place during the campfire Saturday night. Skit tryouts will be evaluated on the basis of overall quality, uniqueness, entertainment value and in accordance with the Guide to Safe Scouting; no demonstration of violence, throwing projectiles, etc. Appropriate language during the presentation and clothing will be mandatory for acceptance and must be pre-approved by the youth staff.

### **12. Campfire**

The campfire will take place starting promptly at 8:00 PM Saturday night. All Scouts and Adult Leaders are asked to be in the Campfire area prior to this start time. The campfire includes issuance of ribbons and awards, skits and performances, an OA (Order of the Arrow) callout ceremony and concludes with a Flag Retirement. After the Campfire everyone returns to their campsite. Lights out is at 11:00 PM.

### **13. Special Events**

There is one special event scheduled for Saturday Afternoon along with other possible events to be determined. The first is a Superhero's theme Dutch Oven Cook-off for both youth and adult. Special activities for adult leaders may also be held, Camporee style, to give leaders the opportunity for fun and to attempt some of the events played by the youth including field sports.

### **14. Dutch Oven Cook-Off**

Bring your Dutch Oven and everything needed to make a fantastic main dish or dessert to satisfy Superhero's whose favorite food is anything. The hard-working staff will be very hungry, just like a Scoutmaster waiting to be served a gourmet feast by scouts working on their cooking merit badge.

You must provide your own supplies (charcoal and starter fluid) and all ingredients. Cook in your campsite or Camporee Headquarters (Valley Lodge). All entrees must be brought to the Valley Lodge area for judging between 5:00 and 6:30 p.m. Saturday evening. Please be creative with regard to the theme of Camporee in your recipe.

Prizes will be awarded based on "taste" and "plating" that is most appealing to the judges. Youth and adult entrees will be judged separately for both main dish and desert. There will be a prize for first place in each category and a ribbon for second place. There is no third-place award.

### **15. Event Scoring**

Patrol score are determined on a combination of time to completion, teamwork, skill and effort with certain percentages allocated to how the patrol functions as a unit. This makes scoring fair and balanced for everyone. How each game is scored is detailed in the games section. Different scoring criteria exist for each event. Time for completion is only *one variable* in calculating total score. Participation also plays a significant role in the total score as *another variable* in the calculation.

To ensure all patrols have an opportunity to win an event, and that not all ribbons go to patrols with older youths with more experience in Camporee games there are two divisions, older and younger. Based on information provided on the patrol registration card, depending on the average age of all patrol members, awards will be issued for both divisions. This means there will be two winners for each event; older patrol and younger patrol.

Upon completion of an event by a patrol, they may be told how they did, **time-wise or number of points they acquired, if appropriate and nothing else!** It is "improper and unethical" for the adult

or judge running and scoring the event to provide information about any other patrol's results. Also, with computerized scoring, a unit with the fastest time may not win based on other variables associated with the scoring algorithm.

The reason for not giving out any information about other patrols is to minimize disappointment when a patrol is told they are in first place, or had the fastest time, and learn later they did not win a ribbon. Sometimes, the combined teamwork aspects of the score (yell, flag, spirit, participation) may be significantly higher along with a slightly slower time such as 1 second. Combining these intangible aspects in addition to performance may in fact give a higher ranking to a slightly slower performing patrol than a patrol having poor teamwork and spirit with a slightly faster time.

Scout spirit is judged at each event. Be sure to have your patrol flag and BE PREPARED to give your patrol yell when both beginning the event and before leaving "without" being asked to give it. Remember, each event is designed to challenge the Patrol in some manner. Every game is open to all patrols regardless of age or skill level. Enthusiasm and teamwork play a significant part of the total score. Be advised: Due to computerized scoring the fastest time may not win! Points are also given for scout spirit, yell, flag, etc., which is a factor in calculating the total score.

## **16. Medical Forms**

Every participant needs to have health Forms Part A and B. *We will not collect these from unit leadership.* Staff upon check in, will verify that they all units have medical forms for both adults and youths. It will be up to the unit if they would like to turn them over to the staff, or hold on to them until checkout. This is pursuant to our Councils policy provided below.

### **Short-term camps**

1. Upon arrival, each leader of a unit must have for each youth and adult leader an up-to-date BSA Annual Health and Medical Record form. Staff, adult volunteers and all campers must present to the camp health officer, or designee, an up-to-date signed BSA Annual Health and Medical Record form. Parts A and B are required for short-term camps.
2. Health and permission forms must be kept in a secure location accessible to the unit leader and/or camp staff if desired. For participants not attending with a unit (visitors), health forms and permission forms must be in their possession for review by the medical staff if requested.
3. Camper medical forms must be available to adults authorized to provide camp health care (staff medical person) and to the adults accompanying minors when off-site emergency health care may be needed.
4. Health information is shared only on a need-to-know basis and treated as confidential by law.



## SUPERHEROS EVENTS

The following events are expected to be held, subject to change depending on number of units attending. Additional events may be added unexpectedly (for excitement), or not be held at all.

### **Purpose and Intent of the Games Related to the Theme**

The following games were chosen by the Hatappe Chapter of the OA based on a fun and unique theme. All games have the intended purpose of ensuring teamwork and participation. This includes how patrols conduct themselves as a cohesive entity. A significant portion of their total score is based on multiple criteria and not just time to completion or skill level. Patrols must participate in a Scout like manner and be focused on positive elements that superhero's have, in addition to scouting skills learned during rank advancement, acquiring merit badges and previous camping experience.

Camporee is a Scouting event. Keep in mind that everything needs to be in line with the Scout Oath and Law. All events are in accordance to the "Guide to Safe Scouting".

#### **1. Faster than a Speeding Bullet (Land Skis)**

Some Superheroes can travel really fast, like Flash, faster than a speeding bullet but not at the speed of sound (this would create a sonic boom and alert enemies to his presence). As for the faster than speed of light, this is not a Star Trek themed event.



Walk a certain distance with land skis to approach a bad guy and eliminate his superhero powers through an obstacle course. Each time a failure occurs a patrol member is removed from the group. A failure is defined one who touches an obstacle with a ski, falls off, leans too far to the side (>45-degree angle) or incorrectly follows the rules below.

**Set-up and Rules:** Two 2"x4"x10' boards are laid on the ground parallel to each other with ropes tied to them for five people to hold on to. The patrol needs to work as a team to walk in a forward motion, lifting one ski at a time with the ropes for approximately 20 feet through an obstacle course. Then they reverse themselves on the skis without and return to the starting point.

**Solution:** One person who calls out a cadence, i.e. left, right, left, left, left, right, etc. *Hint for success:* make sure everyone knows that they should lift their [correct] foot at the same time.

**Scoring:** This event is based on time to completion and teamwork.

#### **2. Traveling Through the Metaverse (Minefield)**

Certain members of the Justice League have time travel capabilities, can move really fast, maneuver through mazes and streets quickly, fly through the air, capture bad guys after a complex chase, and other like travel. Since Scouts, for Camporee are Superheroes, they can do the almost same things as the Justice League, to an extent that an immortal has.



**Details:** Three superheroes, choose your favorite Justice League person, will be blindfolded and must travel the city streets of Wizard of Oz (Gotham city is too easy to navigate). The manner on how the blindfolded person navigates the mindfield is through verbal directions from someone standing outside the city limits.

At checkpoint one, a wizard (non-superhero) will interrupt travel. Should you make contact with this person, one blindfolded superhero leaves the game. At checkpoint two, an irrelevant

superhero who was cut by Marvel for reasons unknown probably due to poor ratings or comic book sales, will again impede travel. If contact is made again, you are now down to one person. Only one person from the patrol can tell the superhero(s) in the maze how to navigate through it. If anyone else but the person directing the superhero talks or helps out, the patrol is disqualified and receives no points.

**Procedure:** An area is laid out with obstacles. All participants at first are heavily blindfolded. At a distance away after navigating through the obstacles, a staff member (OA) will walk in the maze in the path of travel. After possibly eliminating a superhero, this person will go to another location in the path of travel. Stepping on an obstacle adds 5 seconds to total time.

**Scoring:** This event is based on time to completion and teamwork. Your teamwork score is multiplied by the number of superheroes that successfully maneuver the maze.

### 3. Attacking Captain America (Tomahawk Throw)



**Objective:** To achieve the highest score possible by throwing a tomahawk at Captain America's shield.

**Procedure:** Each patrol member gets three throws of a tomahawk. On the end of a log is a target 10-feet away looking similar to that used in archery, with circles and points assigned for each circle.

**Scoring:** The total number of points scored by all member of the patrol divided by the total number of patrol members for an average score (skill level basis only).

### 4. Which Bad Guy Am I Suppose To Capture (Memory Game)



**Objective:** Superheroes can do almost anything based on their skill set. Having a great memory is not a requirement. Many superheroes forget things, or have amnesia (guess who for extra credit; hint-there are many). Kid Flash (DC Comics) has a true photographic memory. He can permanently remember everything he has ever read, seen or heard, known as Hyperthymesia.

**Game setup:** On the ground will be many, and we mean many items sitting on top of a blanket. A second blanket covers all items. The person in the patrol with Hyperthymesia, or someone else not brain dead, is chosen as a solo participant. At the word of "Go", the top blanket is removed. This one person is then given 30 seconds to look at everything before being covered up. This person must then identify all items seen.

**Scoring:** This event is based on the number of items identified correctly (skill).

### 5. What to Do When the Batmobile is in the Repair Shop (Walking A-Frame)

You know you are having a bad day as a superhero when your primary means of transportation needs an oil change and tire rotation. Saving the world is a high priority however, car maintenance must occur before the factory warranty expires. How does one go after the bad guy in Gotham city without a car?



**Details:** Five sling ropes are tied to the top of an A-frame with bowlines. Five members of the patrol use the guidelines to keep the A-frame vertical. A brave soul stands on the cross bar of the A-frame. The entire team must maneuver the A-frame a distance of 20-foot.

**Solution:** The job of five superheroes in training, holding five ropes one each, is to keep the A-frame upright during travel. If the superhero patrol does not have enough participants "extras" may

be used but they must not speak such as a staff member (OA). A sixth member of the patrol stands on the cross bar and walks first to one side, leaning and pushing with his/her body weight so that the opposite leg raises off the ground. He/she then uses strength and balance to swing the opposite side of the A-frame forward. He/she then runs across the bar to the other side and repeats the process, going, back and forth until he/she has walked the A-frame the 20-foot distance.

**Scoring:** This event is based on time to completion and teamwork.

## 6. How to Disable a Bad Guy Running Away from You (Slingshot)



Sometimes your super powers are not effective against a bad guy. In this situation an alternative means of capture must occur. A slingshot is the used as a last resort. How accurate can you be in hitting a moving target and taking them down.

**Details:** Scouts will be shown a picture of a sling shot made out of rope or a sling shot may be provided to save time from having to make one in real-time. One may have to create a slingshot and shoot pebbles at plastic cups located a distance away.

**Solution:** Learn how to build a slingshot before attempting this event. Tying a correct knot as well as securing the rubber band with a cup to hold a small object will enhance the skill portion of the score as well a number of cups knocked down with greater accuracy. Everyone in the patrol gets a chance to shoot.

**Scoring:** This event is based on time to completion, skill and number of cups knocked down/number of patrol members shooting (average score).

## 7. How Does a Superhero Get Medical Help When Disabled (Stretcher Race)



**Equipment:** Two staves and one strong blanket.

**Action:** On signal, two members of patrol run up with blanket and two staves, make a stretcher and put the injured superhero on it (suggestion, using the smallest and lightest weight patrol member works best, not the Incredible Hulk). The injured superhero is carried from the starting to finish line. More than two patrol members can help carry the stretcher.

**Scoring:** This event is based on time to completion and teamwork.

## 8. Enjoying Breakfast, Lunch and Dinner (Fire Building)

The Human Torch (Marvel) creates fire when saving the world. After work he gets extremely hungry and cannot wait to cook a meal using a microwave oven or to bake a souffle. Help him cook his meal fast. Hint-Burger King is not a Superhero.



**Overall concept:** The patrol must make a fire using flint and steel, not matches, to burn a sting running two feet across a firepit in order to create a campfire not seen by the space station in orbit, but small enough to roast marshmallows or feed Torch.

**Procedure:** Two metal rods are stuck in the ground about two feet apart, one foot deep. Twine is stretched across the rods 12" above ground. Material to burn will be provided that may include wood planks, logs, tinder and kindling. This material *may be dry* and easy to ignite, hopefully creating a bonfire, else may starve to death; not a good thing. Torch can BBQ you in a few seconds as appetizer. At a signal of "GO", participants will create a wood structure and using flint and steel ignite it. Time is stopped when twine burns through. You can only use material provided. Matches or any other fire starters are not allowed (hint-dryer lint is useless). Each participant needs to

“bring their own knife” or other helpful items to chop wood, make tinder and create kindling as appropriate. Use of an axe is not permitted. For this event each participant should be pre-trained and certified with Tote-N-Chip.

**Solution:** Make it right the first time. Before lighting, start with a teepee or log cabin of tinder and use small kindling. Ensure there is a lot of fuel before lighting the fire with flint and steel. Feed it slowly at first, adding additional fuel carefully one piece at a time to make a bigger fire. Create the structure as high as possible or physically next to the twine to burn it quickly.

**Scoring:** This event is based on time to completion and teamwork.

### 9. How to Keep Friends and Family Alive (First Aid)

Innocent civilians can get injured from falling debris created when superheroes and villains run into buildings causing damage, tossing cars in the air, etc. Superheroes are focused on capturing the bad guy without regard to collateral injury to innocent civilians on the ground. Superheroes sometimes must then hire union-worker to clean up their mess. Batman’s hired temporary help, Sparrow (Robin is on vacation during Camporee) must act as his medical doctor in times of need.

**Situation:** Multiple casualties from damage caused by superheroes and villains will be on the ground. Patrol member must now be a superhero and save the lives of those injured using whatever knowledge and skill they have.

**Solution:** Figure out what needs to be done to save life. There will be multiple injuries. Be creative in providing appropriate first aid considering resources available. The injuries will not be typical of what is taught in the Scout handbook.

**Scoring:** This event is based on skill level and accuracy of medical assistance provided, not time to completion.

### 10. Escaping Spiderman’s Web (Tangle Knot)

We all know Peter Parker is an interesting superhero. When he captures a villain, it is usually with a web over the bad guy. Peter is also mentally scattered and always goes after more villains, forgetting he already caught one. When Peter is away, a villain may get away.



**Details:** This event is for a patrol of 5 people. The object is to untangle yourself from being in a web configuration.

**Setup:** Five members of a patrol form a circle and randomly grab one hand of a person in the circle, excluding the two people to either side of you. If a patrol has only four members a staff person (OA) will fill in as number five.

**Execution:** Untangle yourself which will result in a circle. Upon completion, some may face inwards and other outwards. You “cannot” let go of the hand you are holding; you may have to readjust your grip at some point but not let go. You’ll likely have to bend and twist to untangle. Readjusting your grip is perfectly acceptable for players to be more comfortable while playing.

**Hint for Execution.** Maneuver around others and be ready to bend, twist and move in any way required for untying your knot. You may need to duck under the hands of other players, step over a pair of hands, or do similar unnatural body moves to untangle your knot.

**Scoring:** This event is based on time to completion.

## 11. Saving Superman from General Zod (Radioactive Kryptonite; a.k.a. Isotope)



General Zod from Krypton has come to Earth to destroy his nemesis, Superman. Zod is a really bad guy who brought Kryptonite in his checked luggage on his intergalactic spaceship. Can you keep his Kryptonite from destroying Superman who would not “Kneel Before Zod”!



**Set-up and Rules:** A circle is pre-laid out using a 50-foot length of rope. A #10 metal can is placed in the center of the circle with two inches of water inside. The object is to use long ropes to transport the can of water (Kryptonite) out of the circle without anyone setting foot within the circle, or spilling any water. A weight that will roll around the can with water will be placed inside the can to provide a greater challenge for this high-speed popular event.

**Solution:** Take the ropes and lay them alongside the can in a straight line. Cross the ropes at the can and run around the circle switching places with the opposite side. This creates essentially a lasso. Using even pressure, carefully pull the ropes together and lift the can up and carefully carry it outside the circle. Remember, the round weight inside the will roll around and may cause the can to tip over unexpectedly!

If anyone steps inside the circle or spills any water, the patrol receives no score. A patrol is permitted to attempt this event only once. No second attempt will be permitted.

**Scoring:** This event is based on time to completion and skill.

## 12. A Blind Superhero Leading Other Blind Superheroes (Blind Shapes)



Daredevil (Marvel Comics-1964) was blinded when a truck crashed and spilled a radioactive isotope on his eyes. He lost his sight but his other senses were heightened. He learned to overcome his impairment over many years. He trained for years with a skilled martial arts master and studied to become a lawyer to protect Hell's Kitchen on two different fronts. As a Daredevil, he has protected the city from the likes of Kingpin and the Hand while defending the innocent in court as Matt Murdock, Esq.

**Set-up and Rules:** Each member of the patrol is blindfolded without the ability to speak. The person hosting the event will call out a particular geometric shape (circle, square, triangle). Another person (a.k.a. Patrol Leader) not blindfolded must now instruct the patrol on creating this shape using a rope held by all members. Scoring is based on how well the shape appears as well as time to completion.

**Procedure:** A rope is placed on the ground at the feet of each patrol member. Upon the word GO everyone picks up the rope and create a shape, blindfolded. Time stops with the leader says “Done” or when time is up.

**Time to Complete:** Due to the time that may be required to create the shape and number of patrols wishing to participate, a maximum of five (5) minutes will be enforced. At the 5-minute mark the host will call “Stop and issued a 5-minute time score, unless the shape is completed ahead of time.

**Scoring:** This event is based on time to completion and teamwork.

### 13. Aquaman Finding Nemo (Bucket Search)



**Objective:** Nemo, after being captured in the Great Barrier Reef and taken to Sydney, sets out on a journey home. Unfortunately, the water is muddy and he cannot see his way through the coral reefs. Aquaman is summoned by Poseidon (a Superhero in disguise) to rescue Nemo from the morass and safely take him back home.



**Procedure:** There will be a bucket of thick mud, or slime containing many items. The bucket may also just have water with a top cover hiding the items. One brave Superhero at a time will stick their hand in the bucket to find Nemo without looking at the bucket (blind search; head turned away). The item to feel around for and bring up will be disclosed at the start of the event. Every patrol member gets a chance with 30 seconds max, per person, due to the need for many participants and patrols expected to attempt this event. If unable to find Nemo or one brings up a wrong item, a 30-second score is given to that person.

**Scoring:** *Skill (finding Nemo) and average time* of all participants.

### **CAMP WIDE GAME– HUMAN FOOSBALL (AFTERNOON ACTIVITY)**

Camp wide games will be held after lunch up to 4:30 PM. Details on how the event is to be played will be provided at time of the game.

All patrols, both upper and lower division and gender, will randomly be placed in a bracket similar to sports playoff ranking; one patrol against another. For the first round, patrols will play against a patrol from the same unit, but may compete against each other in round two. The brackets will eventually end up to having a single winner.

Failure to follow the rules of the game, or show poor sportsman like conduct, will disqualify the patrol. This behavior includes use of unacceptable language, deliberate physical contact to another person with the intent to cause harm, interference with player during the game, etc.

### **ADDITIONAL CAMP WIDE GAME– TO BE DETERMINE (AFTERNOON ACTIVITY)**

### **INDIVIDUAL PARTICIPATION (Activity – AM and possibly PM)**

#### **Archery/BB Gun (If a Rangemaster is available)**

This event will be open to participants during the day. BB Gun requires mandatory shooting sports orientation that morning in Valley Lodge and a signed Permission Slip. Archery does not require a permission slip or orientation.

#### **Climbing Tower (If certified adult is available)**

This is an individual event and not one done by patrols. No ribbon for participation.

A signed parent/guardian **Shooting Sports Authorization Form** is mandatory for any youth to participate in BB Gun. If the form is not presented to the Rangemaster, as well as the scout not wearing a wrist band given to them after mandatory training that morning, the shooter will not be able to participate. Download and complete this form before showing up at Camporee:

[Firearms\\_Permission\\_Form.pdf](#)

**This Authorization Form is also provided near the end of this Guidebook**

**Note to Scoutmasters:** Please staple all permission forms together with a cover sheet that includes unit number and names of scouts with permission forms. Please list by patrol all names with their respective permission form attached for review by the Rangemaster when the patrol shows up. This packet can be delivered to the Rangemaster during opening flags, or any time before the patrol shows up to shoot.

### **MYSTERY EVENT**

This event may or may not occur, and if it does, one will not be told if the event was solved when the scout or a patrol does whatever they need to do. Those who do the mystery event will be recognized at the campfire with great accolade. The key to success is to remember all aspects of the “Scout Law” and put them into practice.

**Objective:** To have fun.

**Rules:** What rules?

**Scoring:** Does it matter, besides bragging rights!

## **ADULT GAMES FOR SCOUTMASTERS AND ADULT LEADERS**

There may, or may not, be an event for adult leaders to participate in as there is no Internet available or cell phone access in camp. Field sports such as archery and BB Gun may be available for adult leaders to participate in during free time in the afternoon. Ribbons may be awarded to adults participating, recognized at the campfire with great accolade along with bragging rights. After all, adult leaders need to have some fun time after spending all morning judging events, if not entering the Dutch oven contest.

Adult activates, if held, will begin after lunch during camp wide games, and last until 4:00 PM or so.





## **MANDATORY YOUTH PROTECTION REQUIREMENT – CALIFORNIA BILL AB506**

In 2022, a new California law took effect related to mandated reporting for those who are involved with youth service organizations and programs. Certification must be on file for participation or interaction with youth under the age of 18 that exceed 16 hours per month. Mandatory registration and certification are now required for all adult leaders that includes fingerprinting at an authorized center.

It is now a legal mandate by the State of California that upon registration, all adult leaders provide evidence of having completed certification by presenting their certificate issued upon completion of the on-line course, and ensuring their name is within the database of the Council. This database may not be available at camp for logistic reasons thus paper certification is required. Failure to have a certificate upon check in, or not in the database, will require that specific adult leaders leave camp after dropping off their youth.

## **PIONEER CAMPOREE CAMPSITE INSPECTION CRITERIA**

An organized and safe campsite is a key element in outdoor activities. Troop campsites will be judged on the following criteria. The Camp Master ribbon award will be issued to units with the best campsite inspection score.

### **Campsite Identification**

- A. American flag properly displayed
- B. Unit and patrol flag(s) properly displayed

### **Campsite and sleeping arrangements**

- A. Tents pitched or organized by patrol
- B. Fire warnings stencil or an attached tag secured onto each tent
- C. Campsite neat and orderly
- D. Gateway provided identifying unit number

### **Health, safety and sanitation**

- A. Wood tools properly stored (axe, shovel and rake)
- B. Garbage picked up and sealed in a plastic trash bag(s)
- C. Dishes washed and put away
- D. Cooking area clean
- E. First aid kit easily seen
- F. Fire attended or out, cold to touch
- G. Fire located in designated fire ring only with a full water container, or a full fire extinguisher within 10 feet of the fire pit
- H. Fuels properly stored
- I. Food properly stored
- J. Latrines clean from litter and paper

### **Menu planning, duty roster**

- A. Menu for all meals posted per patrol
- B. Duty roster posted per patrol

## **OTHER ACTIVITIES/PROGRAM INFORMATION**

**Order of the Arrow:** There will be a callout ceremony to recognize Scouts (youth and adults) that were elected by their troop into the Order of the Arrow. All current OA members are requested to wear their sashes to the Saturday night campfire and assist in the callout ceremony when requested. See the Chapter Chief (Camporee Chair) or Chapter Advisor (Program Director) to fulfill your “cheerful service”. All Scouts (youth and adults) are required to be at the campfire. Those selected were done in secret and should not know if they were elected. Only the Chapter Chief and the “Voice of the Wilderness” will know the names that be revealed that night. Adults may also be called out by surprise.

Members of the Order of the Arrow that are not required to be with their unit during the day due to having a small unit helping participate in games, or on staff, are expected to volunteer and assist in running the “Trading Post”. Arrowmen/women are also requested to volunteer and assist in running events or help out in other program areas.

**Trading Post:** The Hattape Chapter of the Order of the Arrow (Pioneer District) runs a Trading Post selling beverages and snacks. All proceeds are used to support activities of our Chapter.

**Open Fires:** There is be firewood available for use throughout the camp. All campsites have barbecue pits or fire rings. While in camp, campfires will be allowed at the discretion of the Event/Program Director. Fires must also be under the supervision of an adult leader at all times. Each unit must follow all fire safety rules and are responsible for providing their own safety equipment (water buckets, shovels, etc. if none are already provided in the site). If there is a Red Flag Alert from the National Forest Service, under no condition will an open fire be permitted in the campsite. Collection of wood is permitted and encouraged, but only if already on the ground.

**First Aid:** First aid treatment is available at Camporee headquarters. There will also be qualified medical personal roving the competition areas on Saturday. Units are expected to treat their members with any minor first aid required. Many full-time staffers will have radios available for use during emergencies. All injuries and illnesses must be reported to the first aid station and the Event Director no matter how minor they appear. They must be entered into a first aid log for insurance purposes.

### **Warnings**

**Poison Oak:** Some areas of the Camporee site are infested with poison oak. All attendees should be shown how to identify this plant immediately upon arrival. Especially important is that you DO NOT burn poison oak! Anyone who gets into or touches poison oak should follow the normal procedure of washing immediately with soap and water and seek treatment.

**Rattlesnakes:** There is no reason to kill rattlesnakes. The Camporee site and surrounding area is known to have rattlesnakes. Therefore, everyone should avoid the natural habitat of snakes (rock piles and logs). If a snake is found, leave it alone despite what some Scoutmasters or other self-proclaimed experts think!

**Ticks:** All participants should be aware of the existence of ticks. Scouts should stay out of tall grass and brush to avoid these pests. Wearing long pants is advisable to prevent contact with ticks.

**Knives and Axes:** No sheath knives are allowed! Boy Scouts may use axes only if an ax yard is set up and marked off by the troop. Webelos are not allowed to use axes, hatches or knives.

**Lanterns and Stoves:** Scouts may use liquid fuel lanterns and stoves but only under the supervision of an adult leader. No lamps, candles or other heat or flame sources are allowed in tents at any time.

**Cooking:** Scouts do all cooking by the patrol method just as they would on normal campouts. It is up to the individual units to bring their own stoves, pots and pans, utensils, cleaning supplies and most importantly food! It is strongly suggested that due to time constraints of the Camporee schedule, menu selection should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for the sake of the number of activities taking place. It is recommended that a quick, no-cook lunch be chosen for Saturday.

**Water:** Water is available however each unit is requested to bring water containers and facilities for washing dishes. You may be required to transport water from a faucet to your campsite if non running water is in your site depending on where you are located. Care should be taken to preserve this most precious resource. Wash your dishes in your campsite, not at the water faucets or in the restrooms at the Valley Lodge or anywhere near the Camp Office. NOTE: SPECIAL DISHWASHING SOAP WILL BE PROVIDED, IF REQUESTED, BY CAMPOREE STAFF.

**SANITARY FACILITIES:** A Scout is Clean – and Green.

**Green Cleaning:** Cleaning products supplied by the camp are sustainable, have low volatility, minimally hazardous and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant inside causing them not to work. Special instructions will be provided during the cleaning process.

**TRASH AND GARBAGE:** Pack it in—pack it out! Please bring sealable garbage bags for disposal of all trash and garbage. Everyone must haul out their own trash and garbage on Sunday! Do not forget to use the lock boxes in each site as there are critters in the area that love a good snack during the day when everyone is away doing games and events. **No Styrofoam products are allowed in Camp!**

**TENTS:** Remember low impact camping techniques. Please make sure that tents are codified with the mandatory “No fire allowed in tent” signage. Tent ditching or trenching is **not** allowed.

**TAPS:** A Scout is Courteous. After taps at night, every Scout is expected to be in his/her tent and quiet at that time. If you must move about in your own area after taps, do it quietly so that others are not disturbed. Roaming about the campgrounds or other campsites will not be tolerated.

**SCOUT’S OWN:** A SCOUT IS REVERENT. We will have a non-denominational Scout’s Own for all Scouts and Leaders on Sunday morning (see schedule).

**UNIFORMS:** All scouts and adult leaders must wear uniforms while traveling to and from Camporee and for check in. Activity uniforms are permitted for the competition events on Saturday. Scouts are required to be in full Class A (full uniform) for opening/closing flags and Scout’s Own but can be in Class B (activity clothes) during games.

**FLAGS:** All units should display their patrol flags during daylight hours. The American flag will be flown at the Flag area at both opening and closing ceremonies, per the schedule. Patrols must carry their Patrol flags during the competition events, if they wish to receive a high score.

**LOST AND FOUND:** A SCOUT IS TRUSTWORTHY. There will be a lost and found area at Camporee headquarters. If your belongings are properly marked, they are easily returned.

**FORBIDDEN ITEMS:** As with any Scout outing, and for reasons of safety as well as in accordance with camp rules and procedures for safety, the following are forbidden:

- |                  |                              |                               |
|------------------|------------------------------|-------------------------------|
| Cell phone       | Guns and Ammunition          | Sheath Knives                 |
| Radios           | Fireworks                    | Bows and Arrows               |
| Electronic Games | Water Balloons               | Sling Shots (except at event) |
| CD, MP3, iPods   | <b>No Styrofoam Products</b> |                               |

**EQUIPMENT CHECKLIST:** The equipment needed for a good Camporee experience is the same as that which is needed for a normal campout. The Scout Handbook has a simplified list of minimum equipment. Do not forget the 10 essentials.





# BOY SCOUTS OF AMERICA®

## CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, \_\_\_\_\_, parent or legal guardian of \_\_\_\_\_,  
(Print Name of Parent or Legal Guardian) (Print Name of Child)

hereby give my child express permission and consent to be loaned and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945, 29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, "firearms" include any handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code \* 16250. (Cal. Penal Code § 19915).

This consent is valid, absent my express revocation thereof, for the calendar year of \_\_\_\_\_.  
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

**Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.**

\_\_\_\_\_  
Signature of Parent or Legal Guardian

\_\_\_\_\_  
Date

Unit #: \_\_\_\_\_

Last Name: \_\_\_\_\_

First Name: \_\_\_\_\_

# SILICON VALLEY MONTEREY BAY COUNCIL BOY SCOUTS OF AMERICA CHESEBROUGH SCOUT RESERVATION

## **Policies and Procedures**

Welcome to Camp Chesebrough!

Chesebrough Scout Reservation is a 544 acre site in the Santa Cruz Mountains, donated to the Santa Clara County Council Boy Scouts of America by Paul and Nessie Chesebrough (pronounced Chēēs'-būr-rō) in two grants, one in 1977 and the second in 1983. It is a pristine natural area located south of Skyline Blvd and north of Big Basin Way (Highway 9), situated on the north side of the mountain adjacent to Castle Rock State Park, and Saratoga Gap and Long Ridge Open Spaces/Natural Areas. The site is densely forested with a mix of conifer and deciduous trees including coastal redwood, Douglas fir, Monterey pine, several species of oak, California laurel, madrone, big leaf maple and California buckeye. There is a large training lodge, an administrative building, a number of out buildings and multiple campsites located on the site. The address is 26005 Highway 9, Los Gatos, CA 95033. The entrance to the camp is located just off Highway 9 approximately 1.8 miles south of Skyline Boulevard. The entrance is just across Highway 9 from Sempervirens Point overlook.

**Fires.** Open fires are permitted within defined fire rings in designated campsites, unless local fire conditions do not allow them, as determined by the Forest Service.

**Vehicles.** All vehicles should be parked in the main parking lot, backed in to allow easy evacuation in the event of a forest fire emergency. Chesebrough campsites are walk-in camps however heavy gear such as patrol boxes and Dutch ovens may be driven in and dropped off. Vehicles must then be parked in the parking lot. Please see the Campmaster for vehicle access information.

**Pets.** Pets are not allowed in camp, with the exception of guide dogs and service animals. Camp Chesebrough is home to many wild animals, including deer, coyote, fox, raccoons, wild turkeys, skunks, and occasionally bears and mountain lions to name a few. Dogs, in particular, are descended from wolves and leave odors that interfere with the normal behavior of native species.

**Activity Centers.** Camp Chesebrough's activity centers include a BB-gun range, an archery range, a nature trail and climbing wall in addition to other amenities. Use of these facilities must be arranged in advance and may only be used under the supervision of a certified instructor.

**Personal Guns and Archery Bows.** Guns are not allowed in camp, except by licensed law enforcement personnel. Personal BB-guns and personal archery bows may only be brought to camp with advance permission of the instructor in charge (Rangemaster), and must be checked in with the range instructor upon arrival.

**Sustainable Operations.** Camp Chesebrough is a natural area and is operated sustainably in keeping with the best traditions of scouting. Dead wood on the ground may be used for firewood, but branches, even dead branches on trees should not be cut down. All fires must be confined to fire rings.

Paper products and "spudware" supplied in the kitchen are compostable. All paper products provided including toilet tissue and paper towels are of recycled content. **Styrofoam is not permitted in camp.** Waste containers designated: "Compost", "Recycling" and "Landfill" are provided for your convenience. A composter and dumpsters for recycling and for landfill are located in the corporate yard. Please use these properly as indicated.

**Green Cleaning.** Cleaning products supplied are also sustainable; they are low-VOC, minimally hazardous, and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant in them, causing them not to work.

**Leave No Trace.** The Boy Scouts of America has introduced people to conservation, environmental awareness and love for the out-of-doors more than any other organization in the world. *Leave No Trace*, a program adopted by the National Forest and National Park Services, was originally developed by the Boy Scouts of America. The basic tenants of *Leave No Trace* include: Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife and Be

Considerate of Other Visitors in terms of noise, litter and visual impact. "Take only pictures, leave only footprints", is one way of summarizing it. Others have suggested we should avoid leaving footprints, too!

**Clean Up.** Each group is responsible for cleaning up after themselves. Buildings used by participants including restrooms, lodge and kitchen should be dust mopped or swept, restrooms and kitchen wet mopped, fixtures wiped down, grounds swept for litter, leaves and duff "fluffed" to return the campsites to as natural as looking state as possible for the next set of campers. If a Campmaster is on duty, he or she will inspect your site at check-out to help ensure compliance. Our goal is for each group to leave the camp a little better than they found it, helping to ensure its continued enjoyment by future campers for generations to come.

Again, welcome to Camp Chesebrough. We hope your adventure is an enjoyable one!



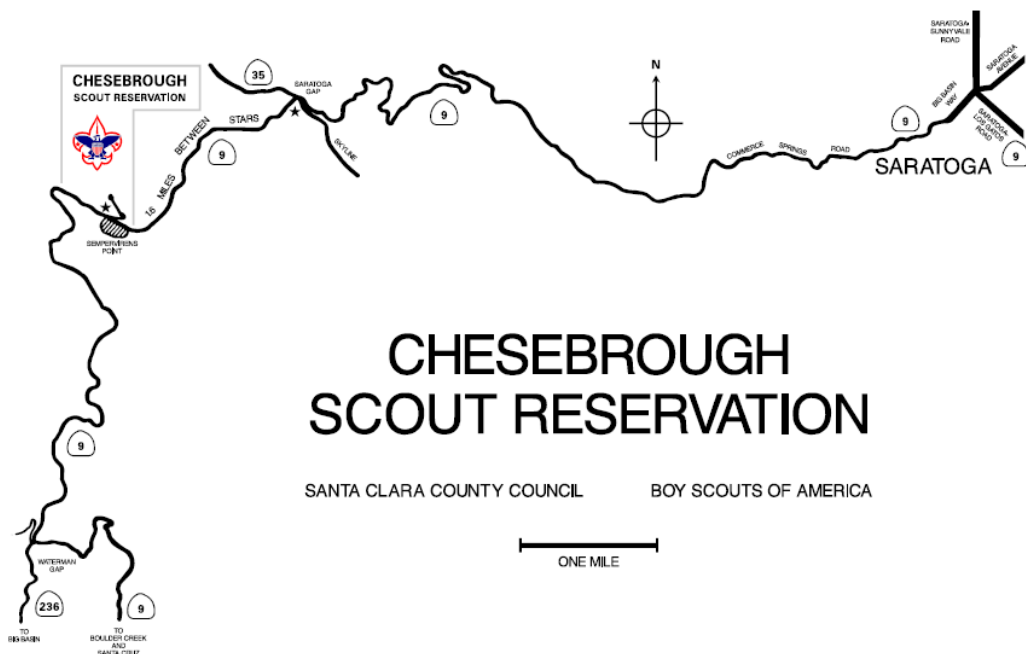
## Maps and Driving Directions

Area Map: 26005 Highway 9 Los Gatos, CA. (37 14'43 N 122 08'42.55 W)

The actual entrance to Camp Chesebrough is located 1.8 miles southwest of the intersection of Big Basin Way (Highway 9) and Skyline Blvd (Highway 35). NOTE: The entrance is located across from a paved lookout area known as Sempervirens Point. The most direct approach is to take Big Basin Way from Saratoga.

**DRIVE CAREFULLY – THIS IS A WINDING ROAD THROUGH THE SANTA CRUZ MOUNTAINS WITH FAST CARS AND MOTORCYCLES ON THE ROAD AT UNEXPECTED TIMES OF BOTH DAY AND NIGHT!**

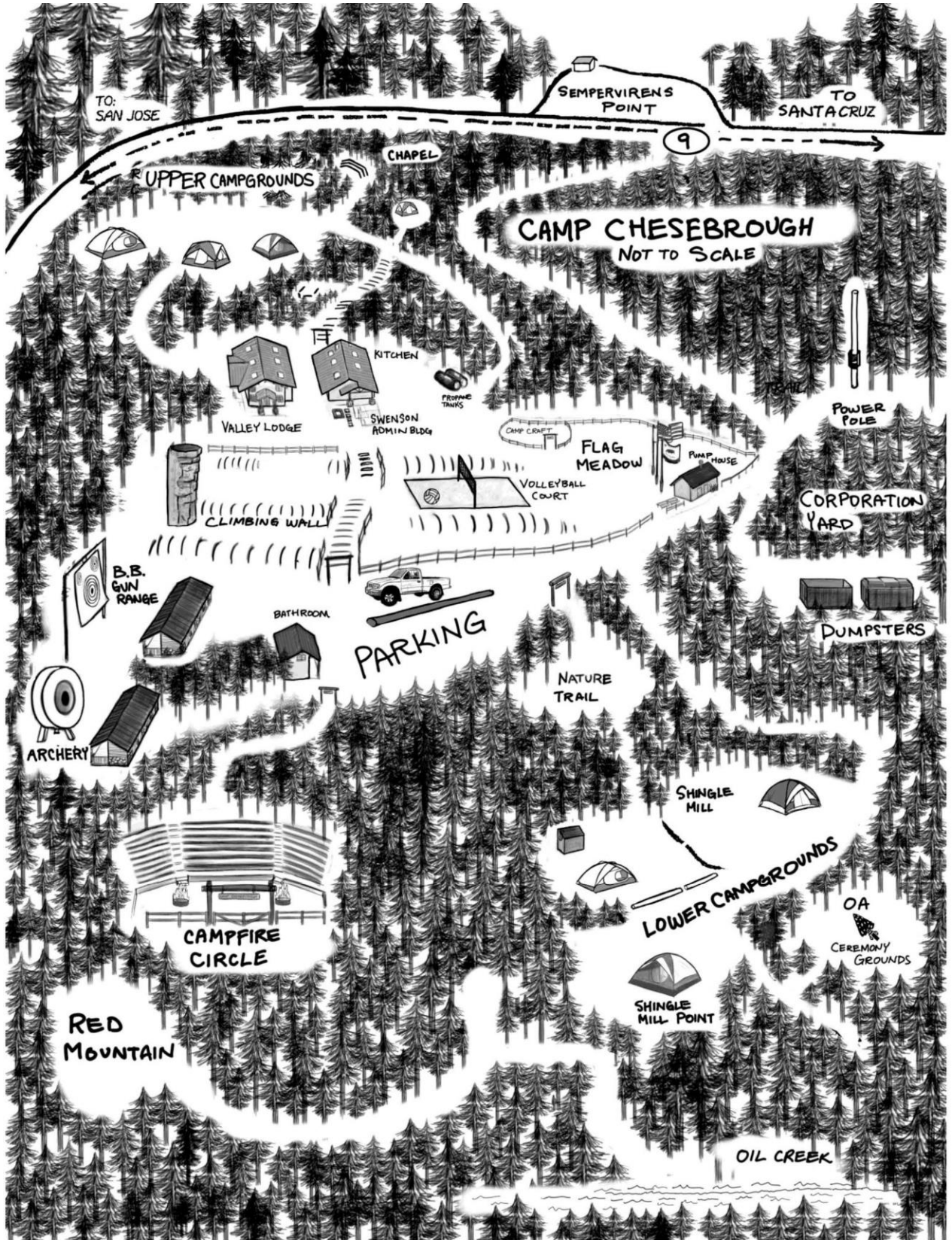
The turn into the entrance requires a **sharp, right-hand turn**. Approach slowly and be prepared to take a sharp turn.



**Note: Here is the view driving southbound on Highway 9 as you approach the entrance:**







**NOT DRAWN TO SCALE**



