

Hunger Games

“May the odds be ever in your favor”

14-16 October 2022
Camp Manidokan
1600 Harpers Ferry Road
Knoxville MD 21758

Our staff welcomes all Scouts BSA Troops to this exciting adventure! This year, we try something new – something suggested by the SPL’s in our district – a themed camporee based on a blockbuster movie and book series with fun & excitement, survival skill building, youth empowerment and fellowship (nobody dies in our version of Hunger Games, and every scout and patrol wins!).

Here are some highlights of the weekend:

- All Scouts participate in the **Hunger Games**, They will learn and demonstrate key survival skills such as first aid, communications, etc. to earn “Life Points.” Everyone wins in this camporee but we will be recognizing patrols at the Campfire on Saturday night for demonstrating proficiency, imagination and teamwork.
- Our traditional campfire will include a **FINAL HUNGER GAMES** contest! **Note: berries of all types are forbidden from the Final contest**
- **Camping on Friday and Saturday nights is highly encouraged, but it is possible to come in for just the day on Saturday if you can arrive early enough.**

Hunger Games

The Hunger Games will be patrol-based. Each Patrol Leader will be designated a “Tribute.” Prepare for the Hunger Games by learning survival skills and demonstrating proficiency at activity stations to build up “Life Points.”

IMPORTANT DATES	
<i>Unit Registration Deadline</i>	Tuesday, 11 October 2022
<i>Information Meeting</i>	Thursday, 13 October 2022 @ 7pm (before Roundtable)
<i>Camporee Begins</i>	Friday, 14 October 2022
<i>Camporee Ends</i>	Sunday, 16 October 2022

I. REGISTRATION

PRE-REGISTRATION & PAYMENT

Please preregister your unit in advance online at the following link: <https://scoutingevent.com/082-62732>. Only register those participants you are certain will attend! You can square up with the event registrar onsite for any additional participants who decide to come at the last minute.

FEES

The cost for each scout participant is \$35 (\$25 per adult). This registration fee pays all onsite costs (site, portapotties, crackerbarrel, patches, etc.) and includes a fundraising component to benefit our council.

Hunger Games: 2022 Chain Bridge District Fall Camporee – Leaders’ Guide

II. MEDICAL

MEDICAL FACILITIES

This is a *survival* campout! Each unit is to have their own first aid kit. A staffed first-aid area will be onsite for minor first aid. Each unit leader will be responsible for the safe transport of all participants. The closest emergency medical facility is **Jefferson Medical Center, 300 S Preston St, Ranson, WV 25438 (304) 728-1600 (~30 mins)** or **Martinsburg VA Medical Center 510 Butler Ave, Martinsburg, WV 25405 (800) 817-3807 (~35 mins)**. **Another facility is Leesburg Inova ER 224 Cornwall St NW Leesburg, VA 20176 703-737-7520 (45 minutes)**. Please notify onsite medical EMT if you transport anyone for medical treatment. Potomac Valley Vol. Fire/Rescue is located at 2202 Dargan School Rd, Sharpsburg, MD 21782 301-432-2130 (approx.. 2.5 miles away) but there is no ambulance there.

SPECIAL ACCOMMODATIONS

If your unit has any participants with a mobility issue or other need for accommodation, please bring it to the attention of the Registrar prior to the event. Youth requiring an adult support person should contact camporee staff upon check in. We want all Scouts to feel supported and have fun.

COVID PRECAUTIONS

All activities will allow for social distancing. Scouts should attempt to stay with their Patrol as much as possible. Tenting and meals will be assigned and handled by the individual Units based on their individual COVID plan.

III. CHECK-IN

Check-in is at Camporee Headquarters (follow the signs). Units are required to check in with the registration staff upon arrival. All units must provide:

- A troop roster (youth and adult) if changes have been made to the original online registration form.
- A check for the balance of any activity fees owed.

YOUTH PROTECTION

NO ADULTS ARE PERMITTED IN CAMP WITHOUT COMPLETING YOUTH PROTECTION TRAINING.

All adults (18+) must have completed Youth Protection Training. Each unit is responsible for ensuring that all adults have this and any other training required to participate in this event.

IV. VEHICLES & TRAILERS

Directions: Camp Manidokan is a few miles north of Harpers Ferry WVA on Harpers Ferry Road. Drive time is about 1 hour & 15 minutes to 1 hour & 30 minutes. There are several ways to get to Camp Manidokan: (i) via I-270 to Route MD 340 to Sandy Hook Road to Harpers Ferry Road, or (ii) via Va-267 Greenway to Route 9 to Rt 671 to Sandy Hook Road to Harpers Ferry Road – check google maps for the best route.

Note: Camp Manidokan extends to both sides of Harper's Ferry Road. We will be camping in the part of the camp on the RIGHT side as you head North on Harper's Ferry Road. You will pass the Retreat Center on your way north and our campsite is just up the road on the right, through an open gate. The roads in camp are gravel. In case of rain or wet conditions, please stay on the roads. We have no ability to pull your vehicle out of the mud.

LOADING AND PARKING

Units may drop their trailers and gear off at their campsites, then immediately **move all vehicles to the parking area prior to setting up camp**. **Parking area = parking with at least two wheels on a gravel road.** Loading for departure will be conducted in a similar manner. **Please do not park your vehicle in your campsite.**

V. CAMPSITE WASTE

- Wash dishes in your campsite using the 3-step method and following the principals of Leave No Trace. Screen out chunks of food from dishwasher. Screened dishwasher may be broadcasted outside the campsite area.
- Secure food in strong containers (a cooler in your troop's trailer is best).
- Pack out your own trash. There is a way to dispose of some trash at Camp Manidokan but we don't want to inundate them.

V-A: WATER & COOKING

Potable water is available at Camp Manidokan across Harper's Ferry Road from the gate. There is a water spigot there. No dishwashing permitted at the water spigot – you must fill up and go. Since the spigot is some distance from the campsite, this probably means driving a vehicle with 5 gallon water containers to pick up water (scouts can walk it but it's a distance).

Fires are permitted but they must be leave no trace. There are some fire rings in camp but not in the field where we plan to camp. We recommend bringing propane stoves or above-ground grills for your cooking needs.

VI. CHECK-OUT PROCESS

Upon registration, please let the registration staff know of ANY intentions your unit or individual Scouts may have for early departure, so we may better prepare for you. Do not leave the Camporee without checking out with our event registration and conducting a campsite inspection. Unit leaders are responsible for their Scouts and use of the buddy system at all times.

Sunday checkout will be available after 9:00 a.m. Participants will receive patches and advancement reports at check-out. The camporee will not be running a Sunday morning program but each unit should feel free to run their own advancement or other activities at that time. If your unit is interested in running a "scouts own" non-denominational religious service on Sunday morning, please let the Registrar know.

VII. WHAT TO BRING

Units provide all camping equipment including tents, stoves, cooking and dining items. Units should review equipment requirements with their youth.

Patrol	Individual
Outdoor Wilderness Survival Kit (what should it contain??? Why not consult the Wilderness Survival Merit Badge book?)	"10 Essentials" (see your scout handbook)
Outdoor First Aid Kit (what should it contain? Why not consult the First Aid Merit Badge book?)	Canteen/Nalgene/camelback
Charged Phone with GPS App (not just Google maps – try something like milGPS that can read UTM coordinates using specified projections)	Rain gear
Enough water to keep all patrol members hydrated throughout the day	What other individual survival gear do you need?
Trail Lunch	Costume?
Patrol Flag or Totem	

UNITS ARE RESPONSIBLE FOR SUPPLYING THEIR OWN MEALS.

WHAT TO WEAR

Scouts look good and show respect when they wear the field uniform (Class A) when arriving at camp, during flag ceremonies, and when departing from camp. Class B clothing (or costumes – each troop may decide) is encouraged on Saturday during activities. Or your patrol can come in a Hunger Games costume so long as safe. Note: no real weapons – foam or plastic only. No projectile launchers (no nerf guns). No carrying axes, hatchets, or real bows and arrows.

RESTRICTED ITEMS

Drugs, alcoholic beverages, fireworks, personal firearms, and weapons of any kind, are not permitted at the camporee. Standard rules from the *Guide to Safe Scouting* apply with respect to prescription medications. Use of or possession of any prohibited items will result in immediate dismissal from Camporee and may result in a call to law enforcement.

SECTION VIII. EVENT SCHEDULE

FRIDAY, October 14	
5:00 p.m.	Unit Check-in, Campsite Set Up Starts
8:30 p.m.	Patrol Leader and SPL Meeting/Crackerbarrel @ Camporee HQ
11:00 p.m.	Quiet in Camp
SATURDAY, October 15	
7:00 a.m.	Breakfast in Campsites
8:45 a.m.	Flag & Reaping Ceremony Announcements
9:00 a.m.	Cornucopia – Hunger Games Begin!!
12:00 p.m.	Activity Stations Close For Lunch (eat on trail)
12:30 p.m.	Program Activities Resume
4:30 p.m.	Dinner @ Campsites
8:00 p.m.	Campfire and Final Tribute Showdown! Awards!!!
10:30 p.m.	Lights out
SUNDAY, May 2	
7:00 a.m.	Breakfast in Campsites
8:30 a.m.	Scouts' Own Service (if a unit volunteers)
9:00 a.m.	Final campsite inspections and Unit Checkout Begin
11:00 a.m.	Camp officially closed

**** ALL UNITS SHOULD DEPART BY 12:00 P.M. ****

SECTION IX. PROGRAM

What to practice before the Hunger Games

Tenderfoot

Tying and practical use of the square knot, two half hitches, and taut-line hitch

Assemble (prior to event) a first aid kit to carry on a hike or campout

Treatment for Bee stings, bug bites, tick removal, simple cuts and scrapes, blisters on hands and feet, minor burns, snake bites, nosebleed, frostbite, sun burn, choking.

Common poisonous plants and how to treat exposure

Second Class

Camp Stoves, Backpacking Stoves, and Fire Building
Tying a Bowline and Sheet bend and what they are used for
Orienting a Map
The three Rs of Personal Safety
Buddy System – what to do about a bully
First Aid

First Class

Demonstrate how to use a GPS
First Aid

RULES

1. During the event Scouts will be competing in Scout Skills to earn Life points and have the ability to lose Life points a number of ways.
2. Tribute- Each Patrol Leader will be a Tribute. There is only one Tribute per patrol.
3. "Life"- is displayed by ribbons hung from a patrol's flag or totem. Life is obtained by demonstrating survival skills, imagination and teamwork during the Hunger Games.
4. Immediately after Saturday morning flags, all patrols meet at the "cornucopia" to be given mentoring instructions, an activity station map + initial assignment and a chance to pick up special items that may help in the games (NO "ATTACKS" permitted at Cornucopia). Patrols proceed to activity stations in a "shotgun start" (we will dispatch patrols to different activity stations at the beginning; but after this patrols may go where they will).
5. Patrols earn "Life" ribbons at activity stations. Each patrol gets some Life ribbons just for showing up but can earn more Life Ribbons by demonstrating teamwork and survival skill proficiency. The activity stations are not "tests" -- they are mentoring experiences where the patrols learn and demonstrate new skills based on the EDGE method. Activity station leaders may award extra Life ribbons for alliances of multiple patrols who work together. Activity stations may also provide gifts, information or instructions that may help the patrol in other activity stations.
6. Patrols may pick up additional helpful items at "gear boxes" aka geocaches -- but they must visit an appropriate activity station to get the GPS or compass coordinates.
7. Attacks: Only at an activity station, a Patrol Leader aka a "Tribute" may challenge another "Tribute". The challenge is oral - no physical contact, etc. The Tribute

responding to the Attack may accept or not. If the responding Tribute decides not to accept the attack, an alliance may be formed and no attack may be needed. If an Attack is made and accepted, the activity station leadership will provide the rules of the challenge, which will not be announced in advance (it could be anything!!). The higher scoring Tribute takes a Life Ribbon from the lower scoring Tribute. If the Tribute that issues the attack loses the challenge, that Tribute gives up two Life ribbons instead of just one. Attacks are SPOKEN not physical – there is no physical contact nor are there any projectiles, weapons, etc. **No Physical Contact, No Hazing, No Bullying, No Derogatory Comments. Treat all participants as fellow scouts according to the Scout Oath and Law.** Patrol cheers are acceptable and encouraged.

8. No Tag Backs- A Tribute must attack a different Tribute next time..... no attacking the same tribute more than once. But a Tribute who has been attacked by another Tribute may initiate a later attack against the Tribute who previously attacked them.

9. Sponsorship- Completing a training where new Scouts are well supported by older Scouts may earn rewards. Finding gear boxes may surprise Tributes as well.

10. Gear boxes – You may find a gear box. Take one and only one item from the gear box. You may be surprised with a gift, challenged with a task, or receive damage.

11. Trails – all roads and trails at Camp Manidokan are open to use. Follow your map. Do not leave the Camp Grounds under any circumstances. Call Headquarters at 703/577.1360 if you get lost.

12. Activity station gamemakers may award Life Points or other bonuses to Tributes – or they may take away Life Points (for example, if you lose a patient at the First Aid station).

13. Compass Bearings and GPS coordinates– during the event a compass bearing or GPS coordinate is needed to be written on the Tribute's map. Do you know how to take a compass bearing and follow for a given distance? Do you know what do to with GPS grid coordinates?

14. The campfire will include a recognition ceremony at which each activity station leader gives awards/recognition and the event will give overall awards. The awards are NOT based on "scores" - they are based on proficiency, creativity, imagination and teamwork, i.e., working together.

15. The attending units themselves will staff the activity stations. The Activity Station themes should relate to survival in some way. The general philosophy is to recognize that there will be patrols who want to achieve and succeed, patrols who want to learn without worrying about “success”, and patrols that just want to be engaged and have fun. We want stations and activities that can support this diversity of desires. We’re targeting at least 6 stations, each expecting ~3 patrols at a time but capable of handling 4 patrols, and each patrol session running for ~1 hour (probably will work out at 45-50 minutes). Here are some factors influencing the design of the station activities:

1. Every patrol gets a Life ribbon just for showing up at a station.
2. Activities should all be hands on and actively engaging scouts of potentially different levels of skill and knowledge.
3. There should be at least two “stages” of activities, so those patrols who want to achieve can progress on to a second activity that builds on the first.
4. An additional Life ribbon would be given to a patrol for each stage successfully completed.
5. Here are possible activity stations (the camporee may or may not offer all of these activities):

- Fire Building (need volunteer)
- Land Navigation (need volunteer)
- Pioneering (need volunteer)
- Nature (need volunteer)
- First Aid (T164)
- Communications
- Tomahawk Throwing (O/A)
- Hot Lava Rescue (T1916)
- Debris shelters (need volunteer)
- Edible and Non-Edible (poisonous to eat) Plant identification & Wilderness Food Preservation (need volunteer)
- Water treatment/purification (need volunteer)
- Wilderness fishing or hunting (no live animals please) (need volunteer)
- Another survival idea?

The following are examples: actual activity could deviate from these:

Fire Building Example Station Structure (T162)

Intro/Teaching: Display multiple types of tinder, plus kindling and fuel and describe each. Demonstrate different types of fire layouts (lean-to, tepee, log cabin).

Stage 1: Patrols gather their own tinder, kindling, and fuel and successfully build a fire, using matches or a ferro rod to light it.

Stage 2: Teaching: Display alternate ways of starting fires (lighter, matches, ferro rods / flint & steel, and optionally other wilderness survival techniques if desired)

Supplies needed: matches, lighter, flint & steel and/or other ferro rods to demonstrate, other firelighting supplies to demonstrate as desired. woods tools (twine for axe yard, a couple axes and saws in case there's insufficient small fuel in the area and some needs to be created). Tarp and firestarters (paper, lint, wax, etc.) in case of rain. Could have 150-grit sandpaper (or other alternate strikeplate) to demonstrate.

Navigation (Map & Compass/GPS) (T350)

Intro/Teaching: How to read & use a compass, how to get a step count, how to use a GPS.

Stage 1: Patrols have each scout get their own step count (do it twice)

Patrols break into pairs – or small-ish groups based on how many of them brought compasses – and do the “line game” (see <http://bsa344.com/Orienteering.html>, a troop's site with some great resources) three times.

Stage 2: Teaching: how to read a terrain map (ideally a topographic one); path of least resistance concept.

Stage 3: read a GPS coordinate and find your location on a topo map.

Patrols form into pairs, are given a map, and try to find a series of targets hidden in the woods.

Pioneering

Intro/Teaching: Demonstrate clove hitch, timber hitch, and use in a simple lashing (diagonal and round)

Stage 1: Patrols create two things: (1) a large triangle from 3 pieces of bamboo using diagonal lashings (could be small triangle ala scoutmaster chariot race or large triangle to step inside and use for a tripod race); and (2) a tripod using round/tripod lashings (with extra rope hanging down so they could suspend something).

Stage 2: Demonstrate a square lashing. Patrol then creates a ladder w/ 6-8 “rungs” that lets them climb to a spot in a tree they wouldn't otherwise be able to climb and retrieve a cache

Nature

Intro/Teaching: Poisonous plant identification (if good examples nearby – at least try to cover poison ivy). How to take bark and leaf rubbings.

Stage 1: Have patrols go get 10 rubbings of bark and leaves and label them (guessing if need be). Stage 2: Teaching: animal signs (tracks, scat, sounds, homes and other signs), reminding scouts that everything from spider webs and insect damage to leaves is a sign, as are bird calls and other sounds.

First Aid (Dave Bode)

Stage 1: Patrol provides 2 victims (1 if five or fewer members) and is given a large first aid kit (or set of supplies, some of which may be irrelevant). Victims should be the oldest / best first aiders so others get practice.

Victim #1 has (a) a minor cut on their right arm; (b) sunburn on their left arm; (c) a blister on their heel, and (d) a nosebleed. 2+ of the youngest or lowest rank patrol members practice basic, tenderfoot first aid by treating these. Teaching and practice or repetition is encouraged if needed.

Victim #2 has (a) a sprained left ankle; (b) a badly twisted and possibly fractured right knee; (c) a badly bruised or possibly fractured arm; and (d) a non-life-threatening head wound. 2+ scouts determine what to do and treat this patient (brace the ankle, splint the knee, sling the arm, and bandage the head wound with pressure).

Stage 2: Teaching: how to take vitals, importance of getting information, who to send and who to leave behind (some really basic samplings of WFA). Patrols take vitals (heart rate & respiration), build improvised stretchers, decide which patient goes first, who goes, and who stays behind, then transports victims one at a time to a “safe” location (something 100'+ away so they can get a sense of how hard it is).

Tomahawk Throwing (O/A)

OA folks who are running have an agenda, but here are some additional thoughts:

Intro/Teaching: Safe handling and use of the tomahawk, techniques for throwing, range commands and how to retrieve tomahawks, and range etiquette

Stage 1: have fun throwing the tomahawks.

Possible 2nd activity: Acquire slingshots and set up a slingshot station facing the other direction. Have this be run very much like the tomahawks would be.

Communications/Signaling

Stage 1: Radio Communications (Jamboree on the Air).

Stage 2: Primitive Signaling. Teaching: smoke signals, signaling mirrors, emergency whistles, and emergency signs made with sticks or rocks. Patrols would practice doing all of the above.

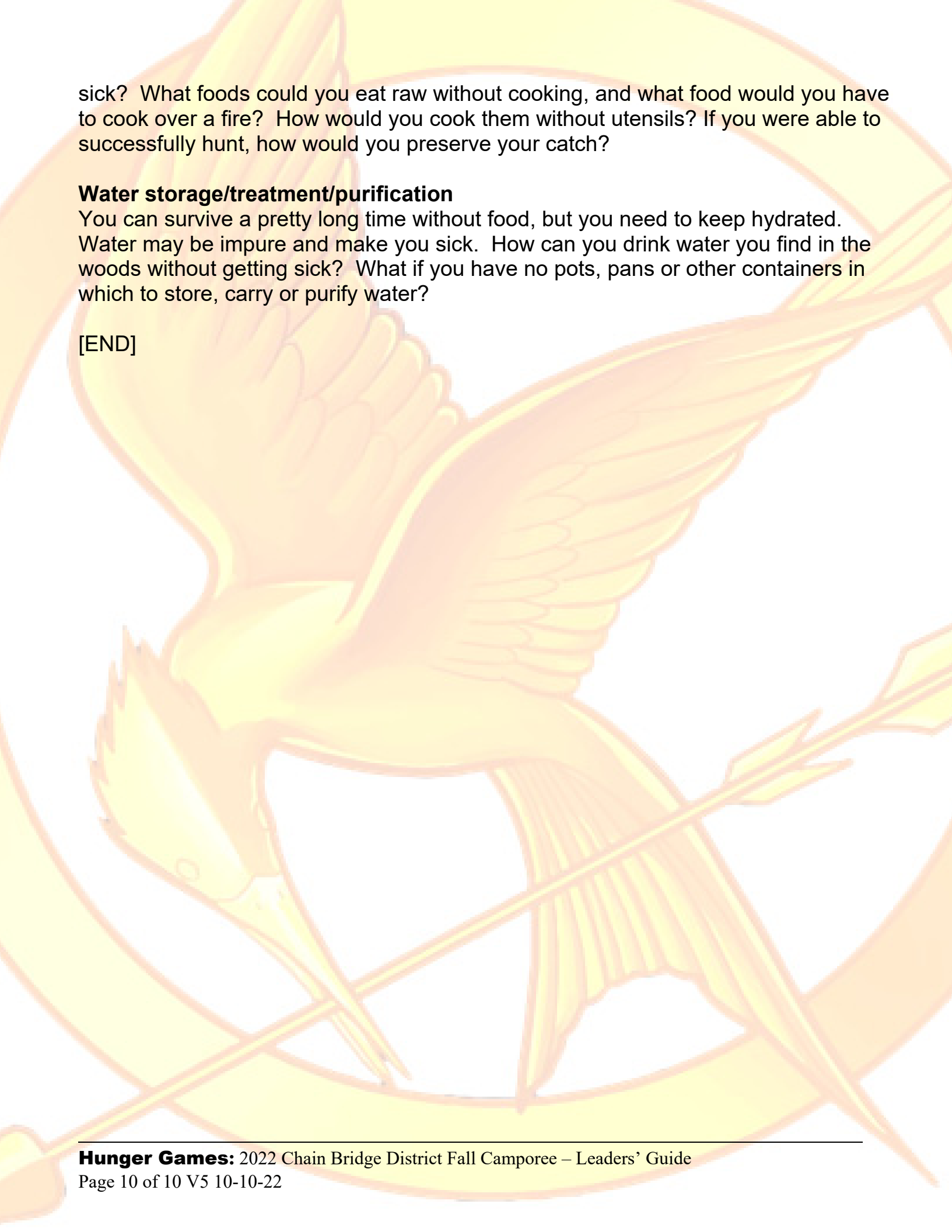
Hot Lava Rescue (T163) (same rules as at Projectoree)

Debris shelters

How can you quickly find or construct a shelter that will keep you dry, reasonably warm and protected from bugs? (Hint: probably not by cutting logs)

Wilderness Food Preservation Edible and Non-Edible (poisonous to eat) Plant identification/Wilderness fishing or hunting (no live animals please)

How would you feed yourself “off the land”? Could you gather nutritious plants you could eat? How would you avoid eating plants that could poison you or make you



sick? What foods could you eat raw without cooking, and what food would you have to cook over a fire? How would you cook them without utensils? If you were able to successfully hunt, how would you preserve your catch?

Water storage/treatment/purification

You can survive a pretty long time without food, but you need to keep hydrated. Water may be impure and make you sick. How can you drink water you find in the woods without getting sick? What if you have no pots, pans or other containers in which to store, carry or purify water?

[END]