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**National Capital Area Council**

**Prince William District**

**Spring Camporee 2023**

**Wilderness Survival**



**April 14-16, 2023**

**Verdun Adventure Bound**

**17044 Adventure Bound Trail**

**Rixeyville, VA 22737**

**LEADER’S GUIDE**

Welcome to the Prince William District 2023 Spring Camporee

This leader’s guide contains the information you need to make this Camporee a success for your organization. **Please read this entire guide, it will explain the rules and logistics for this year’s Camporee, and provide gear lists for your unit to ensure you have necessary supplies prior to arrival.**

The most successful Troop’s at this year’s Camporee will have thoroughly read and attained a complete understanding of all the information covered in this handbook.

This Camporee is an exercise on Wilderness Survival per the Wilderness Survival Merit Badge with basic Tenderfoot thru First Class skills needed as a basis to be fully successful at demonstrating the Wilderness Survival skills. Patrols will be scored on successfully completing Wilderness Survival skills during day while demonstrating leadership and Patrol spirit. Scouts are encouraged to build their own shelters to sleep in overnight on Saturday.

This camporee is not a merit badge class, but an event allowing for scouts to practice and learn the merit badge skills in a fun and competitive environment.

If you have any questions or need additional information, please feel free to contact the following people:

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# Table of Contents

Table of Contents 3

Camporee General Information 4

Location: 4

Check-In: 4

Campsites: 4

Campsite Inspections: 4

Vehicles in Camp: 4

Food 5

Trash 5

Lost and Found 5

Uniforms: 5

Leaders Meeting 5

Medical and Emergency Procedures: 5

Cancellations 6

Refunds 6

Reminders 6

Electronics Policy 6

Camp Fire: 6

Camporee Patches: 6

Award Recognition Opportunities: 6

Religious Observance: 7

Check-out: 7

Camporee Agenda 9

Unit Packing List 11

Activity Rules and Requirements 12

Accident Site 14

Light My Fire 14

Water, water, everywhere but not a drop to drink 14

We’re over here! 15

Land of the Lost 15

Those look so tasty! 15

Lightning Strike! 15

Is that a bear or your stomach? 16

Scouts aren’t afraid of the rain, but a wise one knows when to get out of it. 16

Batten down the hatches 16

Be Prepared 16

Don’t bug out on me. 16

Camp Site Inspection 17

Appendix A: Trail Signs 18

# Camporee General Information

## Location:

17044 Adventure Bound Trail,

Rixeyville, VA 22737

## Check-In:

Check-in is from 6:00-9:00pm on Friday night. Once on the property, follow signs to the check-in location. As you arrive you will be assigned a camping area. Campsites will be given out upon arrival at Camp based on the size of each Troop.

At check-in, each Troop will need to present a roster of who is in camp for this weekend. Each Troop should also maintain all medical forms for all attendees (BSA Parts A&B only). Units will also be expected to provide payment upon arrival if they have not pre-paid / pre-registered via the on-line event page: https://scoutingevent.com/082-PWD2023SpringCamporee.

Event fees are $22 per Scout/Scouter ($10 day only); $30 per Scout/Scouter after April 7, 2023.

Troops should strive to arrive together to simplify the check-in process.

## Campsites:

Each campsite consists of defined area that includes a fire ring, picnic table, and cooking grate. Verdun will supply firewood at each campsite. Do not bring your own firewood. Additional firewood will be available at the office for a donation.

Verdun provides potable water (located by the men’s and ladies bathrooms at the bathhouse. Portable toilets and latrines will be available for youth. The bathhouse is reserved for adults. (Please see the event map included in this guide for facilities location information)

## Campsite Inspections:

All Troops will have a campsite inspection beginning at 12:00 PM on Saturday. Use your time wisely on Friday night and early Saturday so you can be prepared.

There will be awards given out for best campsite based on best Scouting practices, Scout Spirit and Wilderness Survival theme.

## Vehicles in Camp:

All vehicles must be parked in designated parking areas and not in the campsite area. Trailers may be left overnight at campsites as long as they are parked off the road in the parking space. All roads leading in and out of camp must stay free of parked vehicles.

## Food:

All Troops will need to provide, cook and store their own food. No food will be provided.

**Trash:**

Troops are responsible for their own trash. DO NOT deposit any trash in the various trash cans located throughout the property.

There is a dumpster located inside the fenced in maintenance area on your immediate right as you arrive. Please deposit your trash in the dumpster or pack it out with you and apply the Leave NO Trace principles to camping.

**Lost and Found:**

The Camporee headquarters at the District Tents will serve as the repository for found items. To minimize lost gear, Scouts should label all personal gear with name and unit number.

## Uniforms:

All Troops will need to be in Scout uniform on arrival and for all Flag Ceremonies, and for Sunday departure. Uniforms are optional for Saturday activities.

## Leaders Meeting:

All Scoutmasters and Senior Patrol Leaders must attend a Friday evening leaders meeting at 9:15 PM in the location TBD.

## Medical and Emergency Procedures:

Troop are expected to manage minor cuts and scrapes without their own units.

Camporee medical staff will be available to handle minor injuries and illnesses. Accidents, injuries, and illnesses MUST be reported and treated at the camp medical area located in the HQ pavilion. The Camporee medical officer will be available during Camporee. If you have an emergency, please notify any Camporee Staff member.

The nearest hospital to the Camporee is Fauquier Hospital – 500 Hospital Dr, Warrenton, VA 20186.

**Cancellations:**

The event will not be postponed. In the unlikely event of extreme weather conditions, the camporee may be canceled. In such cases, event updates will be emailed to Unit contacts.

**Refunds:**

For events with fees of $25 or less per person, no refunds will be issued and the fees cannot be credited toward another event.

For events with fees over $25.00 per person, a full refund may be issued if the registration is cancelled within 3 days of being made. After 3 days of making the registration but not within 14 of the event the customer is charged 15% of the registration cost being cancelled. Once within 14 days of the event the customer is charged 100% of the registration cost being cancelled. A full refund may be made in the case of illness, military orders, or if the event is cancelled by the Council.

**Reminders:**

Two adult leaders, at least twenty-one (21) years old, must always be present with the unit (except during the competition). As always, drugs, alcohol, fireworks, sheath knives, etc. are not allowed.

**Electronics Policy:**

Electronics of any kind (except flashlights) are not permitted.

## Camp Fire:

Saturday evening there will be a campfire at the amphitheater to close out the weekend’s festivities. Each Troop/Crew is to have a song or a skit ready for the enjoyment of the District. This is also where the awards earned through the weekend will be awarded. We will provide additional information during the Friday evening leaders meeting.

## Camporee Patches:

One Camporee patch will be given to each paid participant, this includes scouts and adults. Patches will be distributed at checkout if ready by the camporee.

## Award Recognition Opportunities:

Awards will be given as follows:

Troop Recognitions:

Campsite Award: To the Troop who earns the highest rating during the afternoon campsite inspections will receive a recognition award.

Patrol Recognitions:

Leadership: The top three Patrols demonstrating Scout Leadership, will be given recognition.

Scout Spirit: The top three Patrols demonstrating the best Scout Spirit including conducting themselves to the Scout Oath and Law will be given recognition.

Skills Competition: The top three Patrols who accumulated the most skills points throughout the activities will be given recognition.

Survivors Award: For every Patrol who earns a complete set of “survival gear tokens” will be given recognition.

Overall Champion: To the Patrol who has the highest overall combined Leadership, Scout Spirit and Skills Competition scores, they will receive a recognition award.

Individual Recognitions:

Wilderness Survival Camping: Completion of sleeping overnight in a shelter that they made themselves per the Wilderness Survival Merit Badge requirements will be awarded a bead to add to their Camporee patch. (Scoutmaster’s are to turn in final numbers at check-out in order to receive the beads to be awarded.)

This should be viewed as a positive learning experience and helping one another grow through scouting activities.

## Religious Observance:

A non-denomination religious service will be held Sunday morning. It is expected that every Scout and Scouter attend this service. Scout uniform is required. For those wishing to attend Catholic Mass, St John's Catholic Church, 271 Winchester St, Warrenton, VA 20186, holds Sunday Mass at 7:30 am, 9:00 am, 10:45 am, and 12:30 pm.

## Check-out:

All units need to check out before departing with either Vince Bonifera or Jason Lips. At checkout we will confirm that we:

* Have received full payment
* That your campsite is cleaned up and free of residue

Once checkout is complete, units will receive patches.

Units departing on Saturday evening should coordinate with PWD staff to receive patches before departure.

**Camporee Agenda**

**Friday, April 14**

|  |  |  |
| --- | --- | --- |
| **Time** | **Subject** | **Location** |
| 6:00 – 9:00 PM | Arrival and Check-In |  |
| 9:15 PM | Leader’s Planning Meeting / Cracker Barrel (SMs, SPLs) | TBD |
| 10:30 PM | Lights Out |  |

**Saturday, April 15**

|  |  |  |
| --- | --- | --- |
| **Time** | **Subject** | **Location** |
| 6:30 – 7:45 AM | Wake-up / Breakfast | Campsites |
| 8:00 – 8:15 AM | Open Ceremony / Flags | Activity Field |
| 8:30 AM – 11:30 AM | Wilderness Survival Activity Stations | Activity Field |
| 11:30 AM – 1:00 PM | Lunch BreakOptional Build a Survival Gadget | CampsitesTBD |
| 1:00 – 3:00 PM | Wilderness Survival Activity Stations(Final chances to complete) | Activity Field |
| 3:00 – 5:00 PM | Shelter Building | Designated Area |
| 5:00 – 5:15 PM | Closing Flags | Activity Field |
| 5:15 – 7:15 PM | Dinner Break | Cook in Camp Sites |
| 7:30 – 8:30 PM | Campfire & Awards | Campfire Area |
| 8:30 – 10:00 PM | Troop Run Programs | Campsites |
| 10:30 PM | Lights Out |  |

**Sunday, April 16**

|  |  |  |
| --- | --- | --- |
| **Time** | **Subject** | **Location** |
| 6:30 AM – 8:30 AM | Wakeup, Breakfast, Campsite Pack-up | Campsites |
| 8:30 – 9:00 AM | Scout’s Own | TBD |
| 9:00 – 11:00 AM | Pack-up, check out | Campsites |

Unit Packing List

Materials Needed for Camporee: (provided by each Troop and Patrol)

1. Patrol Wilderness Survival Gear box (some sort of container)
	1. Tarp & 2 Poles
	2. Compass suitable for navigation
	3. Flint and Steel
	4. Small pot
	5. Signal Mirror
	6. 50 feet of paracord
	7. Pocketknife or Multitool
	8. Rain Gear for each Patrol Member
	9. Bear Bag & Carabineer
	10. Contractor Size Trash Bag
	11. Small container (such as a ziplock bag)
2. Recommended Gear for each Patrol for Activities
	1. First Aid kit
	2. Emergency Prep Kit per Wilderness Survival Merit Badge Pamphlet
	3. Multiple firestarters other than flint and steel (no accelerants such as lighter fluid)
3. Mandatory Gear for each Patrol
	1. Closed toed shoes
	2. Appropriate clothing
	3. Water bottles
4. Lawn/camping chairs for campfire

# Activity Rules and Requirements

**Overall Activity**

Scouts will encounter difference Wilderness Survival scenarios at each of the activity stations.

The scenarios are based on the requirements for the Wilderness Survival Merit Badge.

In order to successfully complete the scenarios, multiple methods may need to be demonstrated. It is best to learn and practice these skills ahead of time. (A Scout is Prepared.)

For each of the scenarios, certain pieces of gear will be necessary.

**Objective:**

1. Earn as many points for completing as many parts of each activity as possible.
2. Earn as many Wilderness Survival Gear totems by fully completing each of the activity requirement at each station.
3. Demonstrate Scouts spirit during the competition
4. Demonstrate Leadership skills during the competition

**Patrol Base Site, Wilderness Survival Gear and Wilderness Survival Gear totems**

Each Patrol will have a “base site”. At this base site, the Patrols will have their Patrol Wilderness Survival Gear box per the Unit Packing List section above.

An adult leader is to be located at each Patrol base site.

Collecting Wilderness Survival Gear:

In order to remove an item from the Wilderness Survival Gear Box, a Patrol must turn in a “Wilderness Survival Gear token” to the leader.

The leader will them allow them to take the item of their choice with the matching Wilderness Survival Gear totem.

 Example:

* + A Patrol comes to their base site.
	+ They have earned a WSG token.
	+ They decide that they want to take the compass.
	+ The Adult Leader takes the token and gives the compass and compass token to the Patrol.
	+ If the Patrol arrives at a station and tries to use a compass without the compass totem, they will be denied use of that piece of equipment.

Exchanging Wilderness Survival Gear:

A Patrol may exchange a piece of gear to attempt to complete a different station. In doing so, they must return the piece of gear and the matching WSG totem.

Example:

* + A Patrol comes to their base site.
	+ They have decided that they want to swap their compass for the flint and steel.
	+ They give the adult leader the compass and the compass totem.
	+ The Adult Leader gives the flint n steel and flint n steel token to the Patrol.
	+ The Patrol now has the flint and steel available to them to complete challenges but have given up the ability to use a compass.

Earning Wilderness Survival Gear Tokens:

If a Patrol completes all requirements for a station, they will be awarded a Wilderness Survival Gear token. This token can be used for checking out Wilderness Survival Gear from their base camp. The objective is to collect as many (i.e., all) of Wilderness Survival Gear from their base camp by earning the necessary tokens.

Each Patrol begins with one Wilderness Survival Gear Token at the beginning of the day.

An Award will be given to each Patrol which collects all of their Wilderness Survival Gear at the end of the day. (The Patrol is to turn in their collected WSG tokens (in Adult Leaders position) and WSG totems (in Patrol’s possession.))

### Accident Site

**Description of Activity**

A member of your patrol has fallen and injured themselves.

Treat them and get them to safety.

**Wilderness Survival Gear Needed:** Tarp & 2 Poles

**Supplies Available:**

* N/A

**Reference:** Tenderfoot thru First Class First Aid requirements

**Be Prepared**

* First Aid Materials

### Light My Fire

**Description of Activity**

Fire is life. Show off your fire building skills.

Bow drill demonstrations will be provided if interested.

**Wilderness Survival Gear Needed:** Flint and Steel

**Supplies Available:**

* Fuel
* Shovel
* Water
* Fire Ring

**Reference:** Wilderness Survival Merit Badge Requirement 6. Using three different methods (other than matches), build and light three fires. Maintain each for 3 minutes.

**Be Prepared**

* Fire Starters. No charcoal starter fluids or similar.
* Tinder

### Water, water, everywhere but not a drop to drink

**Description of Activity**

You can’t make it for long without water. Just because you can find water, doesn’t mean that you can safety drink it. Demonstrate how to change that.

**Wilderness Survival Gear Needed:** Small Pot

**Supplies Available:**

* Fuel
* Shovel
* Water
* Fire Ring
* Contaminated water

**Reference:** Wilderness Survival Merit Badge Requirement 6. Using three different methods to purify water for drinking.

**Be Prepared**

* Means to collect and filter water.

### We’re over here!

**Description of Activity**

It’s better to get rescued fast rather than having to survive in the wilderness for long. Make a plan and demonstrate how to signal help.

**Wilderness Survival Gear Needed:** Signal Mirror

**Supplies Available:**

* Fuel
* Shovel
* Water
* Fire Ring
* Whatever you can find on the ground

**Reference:** Wilderness Survival Merit Badge Requirement 7.

(a) Show five different ways to attract attention when lost

(b) Demonstrate how to use a signal mirror.

(c) Describe from memory five ground-to-air signals and tell what they mean.

**Be Prepared**

* Materials per the requirement

### Land of the Lost

**Description of Activity**

Your patrol has been split up. The first group needs to navigate their way back to camp. Can the second group get back as well without a compass and map?

**Wilderness Survival Gear Needed:** Compass

**Supplies Available:**

* Map and directions
* Whatever you can find on the ground

**Reference:** Rank navigation skills. Trail signs guide per Appendix.

### Those look so tasty!

**Description of Activity**

Those berries look delicious. Let’s chow down.

**Wilderness Survival Gear Needed:** Small bag/container

**Supplies Available:**

* Tons of different berries

**Reference:** Wilderness Survival Merit Badge Requirement 12.

### Lightning Strike!

**Description of Activity**

Is that thunder? That sounded really close! Go!

**Wilderness Survival Gear Needed:** Rain Gear

**Supplies Available:**

* N/A

**Reference:** Wilderness Survival Merit Badge Requirements 4 & 11.

### Is that a bear or your stomach?

**Description of Activity**

There are signs of bears all around your make shift camp. I hope that he isn’t coming for that snickers bar in your pocket.

**Wilderness Survival Gear Needed:** Bear Bag & Carabineer

**Supplies Available:**

* Trees

**Reference:** Wilderness Survival Merit Badge Requirements 9.

### Scouts aren’t afraid of the rain, but a wise one knows when to get out of it.

**Description of Activity**

Bad weather is coming. You need to come up with shelter.

Some natural shelter and emergency shelters will be displayed.

**Wilderness Survival Gear Needed:** Paracord

**Supplies Available:**

* Trees
* Whatever you can find on the ground

**Reference:** Wilderness Survival Merit Badge Requirements 8.

### Batten down the hatches

**Description of Activity**

The wind is going to blow your shelter away. You better stake it down.

**Wilderness Survival Gear Needed:** Pocketknife

**Supplies Available:**

* A rough shelter in need of some stakes
* Whatever you can find on the ground

**Reference:** Wilderness Survival Merit Badge Requirements 8.

### Be Prepared

**Description of Activity**

The odds of survival in the wild increases if you have the right gear. What goes into your survival kit?

**Wilderness Survival Gear Needed:** Contractor size trash bag

**Supplies Available:**

* Lot’s. You tell us.

**Reference:** Wilderness Survival Merit Badge Requirements 5.

### Don’t bug out on me.

**Description of Activity**

Bonus point challenge activity only.

**Wilderness Survival Gear Needed:** N/A

**Supplies Available:**

* Surprise

**Reference:** N/A

# Camp Site Inspection

We are looking for the camp sites that are the best examples of scout skills, scout spirit and embrace the theme of our camporee.

Your sites will be evaluated on the following:

CAMPSITE GENERAL APPEARANCE

Tents pitched by patrol

Campsite neat and orderly

Tent flaps up/down according to weather conditions

Menu for all meals posted

Duty roster posted

HEALTH, SAFETY, AND SANITATION

First aid kit easily seen

Patrol Gear Stowed

Cooking Fuels properly stored

Cooking area clean

Dishes washed and put away

Food Properly Stored

Garbage securely stored

Fire plan posted

Fire attended or out, cold to touch

Fire located in proper area

Fire Buckets

SCOUT SPIRIT

Entryway with Troop identification

Entryway(s) with patrol identification

Camp Gadget Pioneering Project

EMBRACE CAMPOREE THEME

Natural Shelters being used

# Appendix A: Trail Signs

