
Introduction

Scouts gather to learn together, influence each other, meet other Scouts and, most importantly, show their Scout Skills.

Saturday morning program will run from 8:00am – 6:00pm with a one hour lunch. The program uses a round robin training approach.

- 1- Fire techniques / Backcountry cooking.
- 2- Search and Rescue.
- 3- Self-aid, Buddy-aid and First-aid.
- 4- Ten Essentials, Personal and Patrol gear.
- 5- Orienteering/ Geocaching/ Directions, GPS (map and compass).

The purpose of the Camporee is to either reinforce previously received training or to familiarize Scouts with new areas they may not have had an opportunity to be trained on. Some MERIT BADGE requirements will be taught that pertain to certain and some requirements are duplicated per Merit Badge. Please communicate with the Occoquan District Staff to ensure those requirements are covered at the Camporee.

Saturday morning training should be a capstone to training Troops and patrols have been conducting throughout their scouting career or refresher training gained during rank advancement. Troops will be exposed to new gear, techniques and procedures, used by field-experts that allow them to be more efficient in the outdoors.

In the weeks leading up to the Campout, Scouts should focus on the general program areas in preparation for the Scout skills activities. Scouts have an opportunity to train with experts in a field environment, not to make the Scouts experts. We hope to expose Scouts to real world scenarios and trainers so they can get a greater appreciation to the material. No blue cards will be given or signed, but each program area will have a list of material covered so unit leaders can query this Leaders guide for information and “some” aspects of training could be used to complete “certain” requirements of particular merit badges. Unit Scoutmaster’s and the District Camporee Leader should be the approval on requirement concerns.

Registration

Cost: \$35 per person (see NCAC District website for cost information).

Uniform

Full (Field) class-a Scout uniform is required at closing flag ceremony, and Scout’s Own Sunday service. All Scouts are expected to arrive in full scout uniform. No weapons, real, simulated, or otherwise will be permitted. Scouts are encouraged to wear Class-b (Troop T-shirt during Saturday Camporee event’s).

Access to Camp

Drivers must attempt to arrive with all members of their Troop to aid in parking the Troops armada. Access to the Parking area will require drivers to check-in with a list of attendees/drivers, this will assist with camp site assignment (location) and personnel accountability.

Gear and Equipment

Trailer parking will be blocked off for trailers (only) to make it as easy as possible for Troops to access gear and movement of equipment to the camp sites.

NO TRAILERS are authorized to drive on, near or around the campsites. Troops, Patrols and individual Scouts are encouraged to pack backpacks with everything they would bring on an ordinary campout. During the scenario Scouts will be required to have readily available gear to aid in the event, this could be a significant distance and time. Troops will need cooking, cleaning and all camping essential equipment at their campsite for a successful campout.

Campfire & Campsite

NO WOOD will be brought to Camp! Units are permitted to collect wood at Camp or purchase wood on site. NO GROUND FIRES PERMITTED! Fires must be in an approved metal fire barrel and off the ground! Fire guards or adult supervision and required safety equipment are needed to conduct campfire activities. Water bucket, shovel, fire-guard roster, dirt, fire probe/stick, etc.

Medical Consent forms

Scoutmasters are responsible and MUST ensure medical consent forms (Parts A and B) are on file for all participating Scouts. Camporee Staff will not// not collect medical forms.

Schedule

19 Oct, 2018- Friday 5:30pm- UTC

Troops arrive, Setup tents and Troop areas (see map at check-in)

20 Oct, 2018- Saturday- 6:00am

Morning Arrivals / Registration (at pavilion adjacent to parking area)

Wake up: 6:30am

Breakfast: 6:45 - 7:45am

Opening remarks 7:45-8:00am / (Scout Olympics)

Morning Program:

8:00 - 12:30pm

Lunch:

12:30 - 1:30pm

Afternoon Program:

1:00 - 3:30pm

Exercise prep:

2:30 - 3:00pm

Scenario:

3:00 - 6:00pm

Dinner:

6:00 - 7:30pm

Campfire (closing remarks)

8:30 - 10:00pm

Quiet time: 10:00pm

Lights out: 11:00pm

21 Oct, 2018- Sunday- 6:30am Wake up

Breakfast: 6:30 - 8:00am

Scouts-Own (Sunday Service) 8:00-9:00am

Schedule

	GOPHERS	LIZARDS	FROGS	TURTLES	RABBITS
Timeline	FIRE/ COOKING	SAR	FIRST AID	GEAR	MAP/ COMPASS
6:00	Late Registration showtime and arrivals				
6:30	Wake Up				
6:30-7:30	Troop Breakfast (scouts cook)				
7:45-8:00	OPENING CEREMONY				
8:00-9:00	SCOUT OLYMPICS				
9:00-10:00	Patrol 1	Patrol 2	Patrol 3	Patrol 4	Patrol 5
10:00-11:00	Patrol 5	Patrol 1	Patrol 2	Patrol 3	Patrol 4
11:00-12:00	Patrol 4	Patrol 5	Patrol 1	Patrol 2	Patrol 3
12:00-1:00	LUNCH (quick meal/grab and go)				
1:00-2:00	Patrol 3	Patrol 4	Patrol 5	Patrol 1	Patrol 2
2:00-3:00	Patrol 2	Patrol 3	Patrol 4	Patrol 5	Patrol 1
3:00-6:00	SCENARIO - SCENARIO - SCENARIO				
6:00-7:30	DINNER (scouts cook)				
7:30-8:30	TROOP TIME				
8:30-11:00	CAMPFIRE / CLOSING AWARDS CEREMONY				
11:00pm	LIGHTS OUT				

Program areas

The Camporee scenarios incorporate knowledge, skills and attributes gathered in an outdoor setting, allowing scouts to demonstrate skill and lead teams through mentally and physically challenging exercises, further developing team strengths and leadership experience gained through enabling patrols to operate as a cohesive unit.

- 1- Fire techniques / Backcountry cooking.
- 2- Search and Rescue.
- 3- Self-aid, Buddy-aid and First-aid.
- 4- Ten Essentials, Personal and Patrol gear.
- 5- Orienteering/ Geocaching/ Directions, GPS (map and compass).

Opening Ceremony

Supplies needed (LOG):

Official Person Responsible (OPR):

Opening ceremony (INTRO):

- 1- Patrols recite the Pledge of Allegiance.
- 2- Patrols recite the Boy Scout Oath.
- 3- Patrols recite the Boy Scout Law.
- 4- Patrols recite the Boy Scout Outdoor Code.

Concept of Operation (CONOP):

1- Patrols will move from station to station dusting off old skills, learning new skills and working together with Scout Spirit as a team, 3 stations before lunch 2 after lunch.

2- Patrols will be given team names (example- Potato Patrol). Patrols must develop a Patrol yell (roar or call), and a short animated skit designed around their Patrol name. Between stations, Patrols will create a flag depicting their Patrol name and display their flag throughout the day as well as deliver a Patrol yell and short animated skit (< 3 minutes).

** Patrols **MUST** show Scout Spirit and creativity throughout the day and at the closing ceremony by demonstrating their Patrol yell, animated skit and displaying their flag.*

Patrols are required to greet each station and instructor with their Patrol name, flag displayed and Patrol yell/animated skit. This must be perfected throughout the day especially after the lunch break! Points will be awarded for the Patrol that displays the greatest motivation, spirit and team work.

3- A loud bull horn will issue commands for Patrols to rotate from their beginning station to the next station. Patrols will rotate to the next higher numbered station located on the map. There are (7) stations. Once at station number (7) Patrols rotate to station number (1) and so on until the next horn blast, or they have attended training at all seven stations.

Scout Olympics

LOG:

OPR:

INTRO:

Patrols work together to navigate through an obstacle course to gain containers of water.

Object of the task is to fill the winning container with water collected from completing obstacles along the designated path. Only authorized water containers can be used to fill the winning container (cheaters or violators will be deducted points/eliminated). Patrols will need to read instructions. The first Patrol to fill the winning container wins the olympics.

CONOP:

- 1- Patrols use a burlap sack with handles to hop along a designated course for time.

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- 2- Patrols stand in a line and transfer a hula hoop from one scout to the next while keeping their hands connected.
 - 3- Patrols use crab walk as a relay.
 - 4- Patrols line up in a single file and place their feet inside hoops mounted to 2x4 pieces of wood. The scouts must move as a cohesive unit to complete the event.
 - 5- Patrols navigate blindfolded with the assistance of their Patrol, around obstacles (on the ground).
 - 6- Patrols toss a football into rings and buckets for accuracy.
 - 7- Patrols use planks of wood to get from one side to the other and work as a Patrol to carry water back and forth for points.

Station 1 Fire techniques / Backcountry cooking stoves

LOG:

OPR:

INTRO:

Patrols learn methods to start fires, and techniques that are fool proof and consistent. Patrols will learn how to prepare meals in the back country and how to cook those meals using (one-pot) or minimum items for cooking. Patrols learn different types of and functions of lightweight stoves and capabilities of each. Patrols will understand the best type of fire starter to keep in their backpack.

CONOP:

1- Discuss the proper temperature to cook meat, chicken and fish. Teach the proper technique to boil water and maintain a rolling boil to cook food and sterilize water for drinking or cooking.

2- Patrols will understand how to cook and demonstrate the proper preparation of food, gear and use of time in the back country.

Station 2 Search and Rescue

LOG:

OPR: ?

INTRO:

Most scouts get lost in the woods and they need to understand “how to find evidence, tracks and clues in a outdoor environment”. How to find signs and report to others, conserve evidence, form a Hasty team/ conduct a Hasty search, use attraction, set up confinement/ search zones and locate a lost person. Patrols will practice search techniques, establishing a chain of command and leadership roles/responsibilities, team assignments and reporting procedures.

CONOP:

1- Patrols will plan for a search operation, break into teams, delegate role and responsibilities and conduct a search pattern using a Hasty team/ Hasty search method. Patrols will practice search of a lane where clues are staged to aid in locating the item or individual that is lost or missing.

2- Patrols will practice rescue operations where medical evacuation or information sharing is required to safely remove the lost or injured person back to definitive care and medical personnel, using the safest route back to the incident control center or mission command.

3- Patrols will be graded on team responsibilities, accuracy, technique and professional conduct.

Station 3 Self-aid, Buddy-aid and First-aid

LOG:

OPR: ?

INTRO:

Patrols will learn or relearn how to conduct self aid (minor cut, scrape, bruise, splinter, blister care). Patrols will learn buddy aid (using each others first aid kit) and monitor each other until medical assistance arrives or can be reached by phone to assist. Patrols will learn or refresh on basic first aid and understand what is considered (stay and play, load and go, or Oh Cr@_!) Patrols will learn what items (should) be packed in their first aid kits.

CONOP:

1- Patrols will practice self aid using minimal first aid supplies and items found in the first aid kit they personally carry.

2- Patrols will practice buddy aid using more moderate first aid skill and understanding of what the body is attempting to do to either get stronger or start to fail.

3- Patrols will practice life saving treatment (splints, pressure dressing, slings, and head wraps) and make “fake” 911 calls to medical and support personnel.

Station 4 BSA Ten Essentials, Personal and Patrol gear

LOG:

OPR: ?

INTRO:

Patrols will learn or relearn the minimum ten essential items every Patrol or Troop should carry on every outing and outdoor adventure regardless of what the packing list states or others say to bring. The “TEN” essentials can be divided amongst the Patrol but everyone should attempt to carry their own water, first aid kit and flashlight. Patrols will learn about lightweight camping gear that has multiple purposes and can be used in various ways other

than intended. Instructors will demonstrate Patrol gear and fieldcraft items that can be used to replicate more expensive gear, example (Kelty Noah tarp/plastic tarp).

CONOP:

1- Patrols will conduct a show and tell about the BSA ten essentials. Patrols will understand the reason why you should always be prepared, but they will understand that in some adventures the minimum essentials just aren't enough to last or manage risk.

2- Patrols will practice identifying additional equipment and gear to plan based off scenarios and role play. Individual, Patrol and Troop gear will be discussed, from hiking to camping what items should you always bring for each occasion.

3- Patrols will learn fieldcraft repairs, replicating gear and surviving with the minimum essentials.

Station 5 Orienteering/ Geocaching, (map and compass)

LOG:

OPR: ?

INTRO:

Patrols will learn different types of navigation using map and compass and terrain association techniques. Patrols will be instructed on reading terrain features and finding their location with accuracy. Methods of navigation and movement in the back country and front country will be described, Patrols will learn to find cardinal directions using the stick and shadow tip method (sun needed). Patrols will learn walking, and roaming pace counts. Patrols will learn and understand the term STOP, and CHAB.

CONOP:

1- Patrols will learn map and compass skills from basic to advanced techniques. Instruction will be provided to describe the Camp Snyder map, legend and terrain/reference point recognition.

2- Patrols will walk and record their pace counts walking and running at a moderate roaming pace, Patrols will demonstrate proficiency through hands on approach walking through an orienteering lane.

3- After being lost in the rugged Deep Creek Mountains of western Utah for more than 28 hours, four Utah Boy Scouts and their leaders were safely rescued because they knew when to S.T.O.P. The acronym stands for: **Stay** put (It is easier for rescuers to find a stationary person than one who is moving.); **Think** (Consider what resources you have should the situation extend into overnight.); **Observe** (Take note of your surroundings; is there shelter from the cold or storms?); and **Plan** (Determine what you can do to conserve energy and be as comfortable as possible.).

4- CHAB stands for: **Checkpoints** are identifiable areas on the ground (road intersections, buildings, lakes, terrain) used as a visual point of reference or remembrance, checkpoints keep you on route and aware of where you are during your travel. **Handrails** are linear objects or terrain that can be followed or observed easily and usually travel in a certain

direction for a long distance (road, railroad, lake, river, power lines). **Attack points** are the same as checkpoints but closer to your intended finish point. **Backstops** are areas past your intended finish point (slightly beyond) this is intended to allow you to refocus your search or understand that you have passed your intended area and your point is located behind you. Using an attack point will allow you to find your point without returning to the start point.