

Multi - District Spring Camporee 2019



— Scout-box Derby, Race to Adventure —

Leaders Guide, April 26-28, 2019

Dominion Raceway - Woodford, Virginia

Registration is open for the Race to Adventure, Multi District, Virginia South hosted Camporee!

This will be a unique, Race-themed camporee, which includes a Scout-box Derby (Soap-box) race for the Patrol with a top speed, a "best of show" creativity and engineering award, and an Automotive themed outdoor activity with a twist, and we couldn't call it a Camporee without Scout Spirit and a competition. Sign up to reserve your place at this, fun and adventurous Spring Camporee.

Come out to Dominion Raceway for the weekend or just for a FULL DAY of activity on Saturday. Limited space for outdoor tenting, first come, first served.

You will need to design and build your Scout-box derby cart at your home unit, before you arrive to the camporee. Time will be provided to assemble your pre-built Scout-box cart before the competition. The winning Patrol will ride into the sunset with the Trophy.

In addition to the traditional, outdoor camporee activities, there will be Merit Badge education and race-themed program, including access to the Dominion Raceway crew, automotive repair, and hands-on practice with tools, mechanical applications and problem-solving, – skills you'll rely on for years to come.

* Scouts may earn full/partial credit for merit badges, depending on pre-requisites accomplished/achieved, and access with MB Counselors time at the camporee.

** Unfortunately WEBELOS are NOT allowed to attend**. Due to the high degree of skill, maturity and complexity of the Merit Badges, Activity Stations and proximity to the Raceway. Note- age, weight and height restrictions required for Go-Karts. ** Unfortunately WEBELOS or young family members will not allow at this Camporee**.

Registration and Additional Information

WEBSITE LINK- <https://www.scoutingevent.com/082-scoutboxderby>

Here's what's offered:

Scout-box Derby cart RACE!

Merit Badges: (First-aid, Safety, Truck Transport, Traffic Safety, Automotive Maintenance, Model Design and Building, Fire Safety).

Race to Adventure (activity station competition)

Raceway Flag ceremony

Watch a semi-Professional Car Race!

Meet Race Car Drivers and Pit Crew (get an autograph @ Fan Fest)

Camporee Patch

Campfire Program

Camporee Description

Come join with your fellow Scouts BSA, Venturers, Crews, Ships and parents from the Aquia, Occoquan and Mattaponi Districts for our 2019 Spring Camporee "Race to Adventure" at Dominion Raceway, Exit #118.

Venue - Dominion Raceway is a loud and thunderous raceway! Plenty of road track area designed to get the heart pumping and the Scout Spirit racing!!!! This Camporee is going to be a great opportunity for any Scout, Crew or Venturer to compete with others in good fun and a unique learning opportunity.

Activities – Each unit has the flexibility of choosing the activities provided by the districts to participate in or sign up for Merit Badges in the am or pm. Units can focus on MB's in the am or pm and then partake in Station Activity while not in a MB class. The possibilities are almost endless. But don't be fooled, if you sign up for MB's in the am and pm, you might miss your opportunity to fun and adventure throughout the day, play it smart do a merit badge and then save some time to compete with your Patrol.

Merit Badge Opportunities - Partial or in some cases full credit will be given for the following Merit Badges (sign up online): First-aid, Safety, Truck Transport, Traffic Safety, Automotive Maintenance, Model Design and Building, Fire Safety. Please have your Scouts bring a filled out blue card for each merit badge. Scouts have the option to earn a maximum of (2) Merit Badges, choosing this option will limit or negate their availability to conduct station activities.

Scout-box Derby - You will need to design and build your Troop or Patrol soap-box (wooden cart) before you arrive at the camporee. Enough time will be provided so that you can assemble your Scout-box before the competition. The winning team will ride off into the Sunset with the Trophy. Sorry, no peddle power, battery, gas, nitrous oxide fuel, wind or otherwise engineering marvel to propel your Scout-box cart. Additional information about this event is listed below.

Programs and Activities - This will be a unique, Race-themed camporee, which includes mechanical tools stations, Fire Safety, First-aid activity stations and learning about automotive maintenance and race track safety.

Webelos - Webelos are not authorized to attend.

Theme - This will be a unique, Race-themed camporee that will give the youth and their friends hands-on practice with racing, science, technology, engineering, and mechanics.

Location and Directions

Dominion Raceway - is a motorsport complex currently operating in Thornburg, Virginia. Includes an oval track racing on the 4/10-mile oval course, as well as road events on the 2-mile road course. Address: 6501 Dominion Raceway, Woodford, VA 22580. For additional information about the Camporee, contact your Districts Camporee Chair. Please see the maps and directions located on the camporee resource page <http://www.> **(WEBSITE LINK HERE).**

Cost Per Person

<https://www.scoutingevent.com/082-scoutboxderby>

\$20 Camporee Campout Overnight + Saturday Activities
Overnight OUTDOOR Camping on Friday and Saturday. Includes Saturday Activities.

\$25 Additional for those Scouts/Scouters and Parents that want to Go-Kart. Fees paid directly to Dominion Raceway Go-Karting (must meet racing requirements): 12 yrs old, 54in minimum height, max 270lbs weight, must wear closed toe shoes.

Attendance Check-in

All Scouts BSA, Venturers, Ships, Crews and their parents, are invited to participate.

Upon arrival either Friday evening, or Saturday morning. Pre- registration is mandatory through the online registration process. No on-site registration is available.

One adult leader (i.e., Scoutmaster) and one youth leader (i.e., SPL) should check-in your entire unit at one time.

At check-in, you will be asked to provide:

1. **The Unit Attendance Form** (attached to this Informational Packet) with the names of all Scouts and adults planning to participate in the program and your patrols.
2. **The BSA Annual Health and Medical Record** form (Parts A & B required) Youth as well as Adult Leaders are required to complete the BSA medical form, sections A and B. The First Aid (FA) station is located at check-in. Medical Records will be held at the FA station.
3. **The time you plan to check out**, so Camporee staff can inspect your campsite.

Once you have been checked-in, you will be directed to your designated camping area.

Every effort will be made to assign your unit to a camping area appropriate for the size of your unit. We ask that you set up your campsite in the area designated for you. We have planned

the locations of our program areas to minimize the amount of traffic through your camping areas and to avoid having distractions too near to the program areas.

Bring your own food and cooking equipment for all meals. There is water available, but it is over 200 meters away from the camping area, use of a wheeled cart and water jugs are highly encouraged for Scouts to bring. Vehicles will not be permitted to enter the camping area.

Merit Badges offered 9:00AM – 12:00PM (AM) and 1:00PM - 4:00PM (PM), (3hr sessions).

Units, patrols, or individual Scouts may rotate through many of the various activities, and MB classes/ learning labs. Please see the Schedule of Events for further details.

It's racing time "Don't be a CHICKEN "Be Prepared". If you see a Chicken, be sure to grab a picture with your camera for evidence, you can earn points towards the Program Activities.

If you see Sergeant Major Barry S. Powell,... (late nephew to Lord Baden Powell) DO NOT RUN. Be ready to be inspected and tested on basic scout skills. Sergeant Major Barry Powell "Will" deduct points or add time for incorrect answers and Sergeant Major BP will reward points or reduce time for questions answered correctly. It's best to be nice to the SGM and he likes Scout snacks!

Your troop, patrol, or crew, is encouraged to do a skit or song at the Saturday night campfire program. Please have your skit approved by your Scoutmaster, Shipmaster or Advisor.

All medical forms for each participant will be kept on-site, secure, with the First-aid station until checkout. Please have the proper medical forms for everyone when you check in.

Campfires are allowed, however, you will need to bring an approved **above ground (fire pit)** to burn wood, you may collect your own downed fire wood from the woods, east of the Camping area. No cutting of live trees is allowed. Please follow all BSA rules on fire-building and tool usage.

There is a water spigot within 200 meters walking distance of the camp area at the Raceway main building.

Scouts and adult leaders should be in activity uniforms (class B) for Saturday events and activities. Scouts and adult leaders are expected to dress in field uniforms (class A) for travel, Saturday's closing campfire as well as the Scout's Own Service on Saturday night and Sunday.

Dominion Raceway sells food, beverages and candy throughout the day. Meals are to be eaten in the dining area on the 2nd floor and please clean up after yourself and others.

Bring

1. Bring your medical forms, Scoutmaster signed blue cards (as needed), tent, sleeping bag, sleeping mat (optional), personal clothing/gear, camp/sports chair, cookware, stoves, plates, cups, utensils, dish washing equipment, trash bag, hiking boots, snow shoes, flash light, and dress for the weather. Remember to bring your food for your meals.

2. Scout-box Derby cart to the race!
3. Above ground fire pits.
4. Water jugs, wheeled cart to carry water jugs.
5. Ear plugs it gets LOUD at the raceway!

Parking for your vehicle and trailer is available. Trailers and vehicles may be parked in the parking lot only. See the camporee map (vehicle parking area) posted on the camporee resources page for additional information <http://www.lmdbsa.org/wintercamporee>.

Parking for your vehicle and trailer is available. Trailers and vehicles may be parked in the parking lot only.

Please be respectful of your campsite and remember 'Leave No Trace'. Bring plastic bags; all garbage is to be packed out or placed in designated dumpsters.

Scout-box Derby cart - Contest Rules and Directions

The goal of this event is a fun and safe competition to speed down a single lane for time. The cart with the fastest time wins the Trophy. One practice run and then immediately one scored run. Scouts will have an opportunity throughout the day to race each other (no score will be made until the final event). We will stress safety first in our competitions. So any actions or activities deemed unsafe by our judges will be halted immediately. To include Un-Sportsman like conduct.

Scout-box Derby Cart GROUND RULES

1. Not shorter than 3 feet.
2. Not longer than 5 feet.
3. No engines, electricity to aid in movement, battery's, hover boards, powered devices, or peddle powered carts. LED Lights are okay, no elastic engineering marvels.
4. Wheels must be 12" or smaller.
5. Must have a brake (feet DO NOT count).
6. Seating for one lucky Driver.
7. Must be steerable. (no fire and forget, options)
8. No emergency ejector seats,... (well maybe for the adult race)!
9. Made from wood, metal, plastic or combination of a thrift item found in a junk yard, trash heap or reuse store. No commercial, no online or store bought (Indy racers), this is a Scout-box Derby not NASCAR or a sanctioned Indianapolis 500! Think outside the box.

10. Please remember, all items must be inspected prior to start, to ensure safety. Also, please note, all carts must strictly adhere to the above rules. All carts are youth designed, assembled, and scout built.
11. Every Scout-box Derby cart must have a "Name" ensure this name is not offensive, and is keeping with the Spirit of the Scout Oath and Law.

Camporee Policies

The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that Scouts know and understand these rules. Anyone violating them may be asked to leave the camp.

Behavior: Scout Oath and Scout Law – applies to all Scouts and Scouters. Please emphasize the "good sport" and "do your best" aspects of Scouting. First and foremost, we're here to have fun.

Vehicles: Speed limit is 10 mph. No passengers in back of truck or trailer. Vehicles are limited to main roads and parking areas only. For information regarding parking, please see the section map titled 'Parking'.

Firearms: Personal firearms, ammunition (live or expended), explosives, fireworks, and toy weaponry are prohibited.

Adults: At least one responsible adult (21 or older) must be in camp at all times. You must observe the BSA Leadership Requirements of "two-deep leadership" and the youth/adult ratios, which can be found in the Guide to Safe Scouting. It is recommended that all adults take the updated BSA Youth Protection Training (YPT) at <https://my.scouting.org/>.

Knives: NO straight-bladed knives are allowed in camp.

Lights out: Scouts are not allowed out of their campsite after lights-out with the exception of to-and-from the latrines. Please respect others during lights-out. Scouters are asked to bring roaming Scouts to the headquarters after lights-out.

Radios/cell phones: Use of electronic devices should be kept to a minimum.

Refund Policy: Refund policy is posted on the registration site and will be at the discretion of the Program Chairman if a decision cannot be made using the information available on the website when making a reservation.

REMEMBER THE BUDDY SYSTEM AND BE SAFE AT ALL TIMES. HAVE FUN! "SCOUTING IS A GAME WITH A PURPOSE."

RULES AND PROCEDURES

1. REGISTERED SCOUTS. All participants must be registered with the BSA and the VA South Service unit to attend the District 2019 Spring Camporee.
2. ADULT PARTICIPANTS: Any adult participants must be registered as an adult within their respective unit and have completed youth protection training
3. TEAM SIZE. Teams should consist of 6-8 youth members and a Leader.
4. OFF LIMITS AREA. Closed or otherwise off limits areas are to keep you and other Scouts safe from harm. Do not violate the off limits areas. Any unit violating this rule – will be asked to leave. Any adults or older youth desiring to help can volunteer as district event staff for the day.
5. ROLE OF THE ADULT: UNIT LEADERS ARE RESPONSIBLE for the general well-being of the youth in their charge, including proper clothing and supervision. The Scout-box Derby is a strenuous activity; youth who are not physically fit and properly conditioned should be monitored for fatigue. Please pay particular attention to proper footwear and clothing. The role of the adult will be limited to that of a passive observer. They may NOT participate in the challenges, nor will they provide coaching or assistance to the team. Assistance or coaching from the adult will be grounds for disqualification of the team.
6. CODE OF CONDUCT: The Scout Law applies. Leaders please remind Scouts beforehand that failure to observe the Scout Law (e.g. through hassling other Scouts or swearing), will not be tolerated and may result in a time penalty, loss of points, or disqualification.
7. A SCOUT IS TRUSTWORTHY: Tampering with or removing obstacles or placing obstructions on the track will result in disqualification and discipline. Obstructing the track for following teams will result in a substantial time penalty, or dismissal from the Camporee.
8. EQUIPMENT INSPECTION. There will be an inspection for health and safety purposes prior to the Start. Team members must be dressed appropriately (helmet, pants, closed toe shoes, gloves).
9. JUDGES: In the event of a conflict or rules dispute the decision of the event judges is final and cannot be appealed.

SCORING – Teams will face challenges during station activity, they will be educated, and allowed to demonstrate their knowledge along the way and will be evaluated, timed and scored as they compete. The exact nature of the challenges is not to be revealed ahead of time, but teams competing in the Scout-box Derby should be prepared with at least the following items:

1. Fire Starting – Teams should be prepared to start a fire and are allowed to bring tinder, a knife, a small hatchet, and a device or method to start a fire. But note that no lighters are allowed. Matches are perfectly acceptable; however, additional points will be awarded for teams that start fires WITHOUT matches (using flint & steel, friction, battery & steel wool, etc.) Liquid fuel, candles, or wax fire starters are NOT ALLOWED.

2. Knots – Team members may be challenged to tie any of the knots included in the Scout handbook and should be prepared to tie these when requested at a challenge station. All team members should have a length of rope (approx. 18” – 24”) with them in order to be able to demonstrate they have mastered these basic knots.
3. First Aid – All team members should be familiar with the First Aid requirements up through First Class Rank. Teams may be challenged with requirements from First Aid and/or Emergency Preparedness Merit Badges.
4. BSA Knowledge – All team members should have memorized the BSA oath, law, promise & motto. In addition, all adult’s may be challenged to know the Aims & Methods of the Boy Scouts of America.
5. Outdoor Preparedness – All team members should be prepared to explain the “10 essentials” and the team should be ready to display any of the 10 items if requested. Teams should also either carry or be able to create a “signal” to attract attention if rescue is required (whistle, signal mirror, etc.)
 1. Navigation. Map and magnetic compass.
 2. Sun protection. Sunglasses, sunscreen for lips and skin, hat, clothing for sun protection.
 3. Insulation. Hat, gloves, jacket, extra clothing for coldest possible weather during current season.
 4. Illumination. Headlamp, flashlight, batteries. LED bulb is preferred to extend battery life.
 5. First-aid supplies
 6. Fire. Matches in a waterproof container.
 7. Repair kit and tools. Knives, multi-tool, scissors, pliers, screwdriver, trowel/shovel, duct tape, cable ties.
 8. Nutrition. Emergency food
 9. Hydration. At least 2 liters of clean water
 10. Emergency shelter. Tarp, bivouac sack, space blanket, plastic tube tent, jumbo trash bags, insulated sleeping pad.

RACE TO ADVENTURE SPRING CAMPOREE SCHEDULE

FRIDAY, APRIL 26, 2019

4 to 10 PM	Check-In @ Reservation Table Adult and Scout leaders only
8 to 10 PM	Scout Social @ Dominion Raceway (DR) Dining area
10 PM	Mandatory Safety Briefing @ DR bleachers
11 PM	Quiet Time
Midnight	Lights Out

SATURDAY, APRIL 27, 2019

6:30 AM	Wake Up Call
6:45- 8:30 AM	Breakfast @ Troop campsites
8 AM	Late Check-In @ Reservation Table Adult and Scout leaders only
8:15- 8:30 AM	Make-up Mandatory Safety Briefing @ DR bleachers
8:45 AM	Race to Adventure Spring Camporee Opening @ DR flagpole
9:10- 5 PM	Spring Camporee begins (Activity area, activity uniform, Have Fun)
12- 1 PM	Lunch @ Troop campsites
1- 4 PM	Spring Camporee continues (Activity area, activity uniform, Have Fun)
4- 5 PM	Scout Box Derby championship races
5- 6 PM	Dinner @ Troop campsites
5- 6 PM	OA Brotherhood walk @ DR ticket office
6- 7 PM	DR FAN FEST @ DR raceway
8 to 10 PM	Scout Social @ Dominion Raceway (DR) Dining area
11 PM	Quiet Time
Midnight	Lights Out

SUNDAY, APRIL 28, 2019

6:30 AM	Wake Up Call
6:45- 8:30 AM	Breakfast @ Troop campsites
8:45 AM	Scouts own Service @ campsites
9- 10 AM	Spring Camporee complete (Check out/ issue Patches)
12- UTC	Go Kart racing open

UNIT ROSTER

Please list the names of participants.

Please include adults' mobile phone numbers. Add additional pages as needed.

UNIT TYPE: Crew Troop DISTRICT: _____ COUNCIL: _____
If other than NCAC.

UNIT #: _____ SPL/CP: _____

Youth Adult Name: _____ Mobile: _____

Youth Adult Name: _____ Mobile: _____

Youth Adult Name: _____ Mobile: _____

Youth Adult Name: _____ Mobile: _____

Youth Adult Name: _____ Mobile: _____

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