

2019 Fall DC Camporee Guide



LOCATION: Cedarville State Forest: 10201 Bee Oak Road; Brandywine, MD 20613

DATE: October 18, 19, 20, 2019

THEME: A Scout Mystery Adventure

Come join the Scouts of the Washington, D.C. District to solve a Scout-themed mystery adventure. This Camporee is based on finding clues and unraveling a mystery. The emphasis of the Camporee is fun and fellowship.

Points of Contact:

Youth Youth Camporee Leadership:

The Washington, D.C. Chapter of the Order of the Arrow, the national honor society of the Boy Scouts of America, is coordinating this event. OA youth, and other experienced youth Scouts, will staff the camporee. If you are an experienced youth Scout interested in volunteering as camporee staff, please send an e-mail to Jamir Grier, D.C. Chapter of the OA's chapter chief, at juhmeer.grear@gmail.com or Quentin Colon Roosevelt vice chief of program at quentincolonroosevelt@gmail.com letting them know you are interested.

We also rely on Cubscout unit leaders and den walkers to help with the Cubscout age participants.

Registration Contact:

For answers to registration questions, contact Jai Evans, chapter adviser of the Washington, D.C. Chapter of the Order of the Arrow, at (202)-277-1550 or jai.a.evans@gmail.com.

MEALS and LOGISTICS: Units will coordinate their meals and camping. The Cubscouts at daytime-only activities will need to bring their lunch or arrange to eat as a Unit.

PRIOR TO THE CAMPOREE: We love great, family-friendly and scout-friendly skits and songs for the campfire program. Bring your favorites for our fantastic Saturday campfire program. Units see recommended packing list at the end of the packet.

Also note we need Adult den leadership and den walkers for the cubscout activities for education and safety. We want you to participate in the opportunity to help your Cubs have fun with a purpose. As units please coordinate who will help lead your cubscout participants as they rotate through stations.

ARRIVAL AT CAMP: Upon arriving at camp, Troops should check-in for their designated camp area at the registration popup located at road-fork for the camping loops, and begin set up.

VEHICLES IN CAMP: All vehicles will need to park designated locations.

CHECK-IN: Registration/Check-in is at the check-in popup tent at the road intersection to the camping loops., and opens at 6:30 P.M. on Friday. We will have

Camp registration Saturday as well. If you did NOT pre-register, you will need to pay all appropriate fees at the time of check-in.

CAMPER CHECK-OUT: For those camping overnight, check out will begin immediately after the Scout's Own Service Sunday morning. Please refer to the check out sheet in this Guide and have it prepared for your camp staff aide. Please strictly observe and adhere to the Leave No Trace principles at check out. You cannot be released until your form is signed by your camp aide. Please leave your campsite area 'better than you found it'.

ALCOHOL AND ILLEGAL DRUGS: No alcoholic beverages or illegal drugs of any type will be permitted in camp.

FIREARMS: No fireworks or firearms of any kind will be allowed at the Camporee.

BUDDY SYSTEM: The buddy system is required for all scouts - all the time - at the Camporee ; Cubs must be accompanied by adults.

BEHAVIOR: As with any Scouting activity, our behavior is in accordance with the Scout Oath, the Scout Law, Leave No Trace and the Golden Rule. See Camping Etiquette Guide at end of packet.

SECURITY: Please lock your vehicles and secure valuables. The Boy Scouts, Cedarville State Forest, the District, and the Camporee host staff will not be liable for lost or stolen items.

UNIFORM: Appropriate Scout uniform should be worn during the Camporee. Class "B" uniform (Scout themed T-shirts) are appropriate, except for the Saturday night campfire and Scouts Own Service on Sunday (full field Class "A" uniform required for both these events). See packing list at end of packet.

FIRST AID: Our District Explorer post 1891 will be available for many first aid needs, and will be available to report medical emergencies. Each unit should bring their BSA medical forms with them, A-B. We prefer that the Units hold the forms and provide a Point of Contact cell phone for medical form access in case of emergency.

TRASH: All trash is to be properly bagged and hauled to the dumpster by the individual participating units. Please bring your own garbage bags. We ask that you remind your Scouts to practice Leave No Trace practices.

FIRES: Campfires are at your discretion in designated fire rings, please ensure your scouts are exercising good judgment under supervision and that fires are fully extinguished when a camp site is not manned. If you collocate in a camp loop please be courteous to your neighbors and share fire rings.

Use Leave No Trace concepts in all that you do this weekend. There will likely be firewood, already fallen, in the area of the camping. Please join us for a Cracker Barrel, announcements, and Camporee updates on Friday night (SPLs and Unit-leaders only); this Cracker Barrel will be hosted by the District OA Chapter.

SITE INSPECTIONS: Sometime just after lunch on Saturday, the inspection team will visit your campsite to judge your gateway/improvements and campsite.

SUNDAY MORNING: This activity will provide a Non-denominational Scouts' Own Service.

WATER: There is potable water available.

OTHER FACILITIES ON SITE: There are restroom/bathhouse restroom facilities located at the camping area. Please provide appropriate supervision for your youth in these facilities to support youth protection guidelines and prevent damage to facilities.

Event Schedule

Friday

- 6:30 pm Check-in opens
- 9:00 pm Registration closes
- 9:30 pm Cracker Barrel hosted by District OA Chapter for SPL's & Unit leaders (registration table)
- 11:00 pm Lights out, All quiet.

Saturday

- 6:30 am - Wake up
- 6:45 to 8:15 am - Breakfast in Units
- 8:00 am - Competition facilitators meeting / setup of stations
- 8:30 -9:30 - Day trip check-in
- 9:00 am - Opening Flag ceremony, (Intro) Be in Uniforms!!!
- 9:30 am to 11:30 am - Morning Rotations (Activities and Competitions)
- 11:30 am to 1:00 pm - Lunch in Units
- 1:00 pm to 4:00 pm - Afternoon rotations (Activities and Competitions)
- 4:00 pm to 6:00 pm - Dinner Prep/freetime
- 4:30 pm - Scores from games turned in to Staff
- 7:00 pm 7:15 pm - Retiring of the colors (Uniforms required)
- 7:45pm to 9:00pm - Campfire program and awards presentation (Uniforms Required)
- 11:00pm - Lights out

Sunday

- 6:30 am - Wake up
- 6:45 am to 8:15 - Breakfast
- 8:30 am - Scouts own Service
- 9:00 am - Prep for departure
- 9:30 am - Campsite inspections / Dismissal

Troop Activities

Activities for Troops and Crews are as follows:

1.) Scout Trivia:

Scouts will use their knowledge of their environment and scout heritage to obtain a clue to the overall camporee mystery.

2.) Orienteering:

Scouts will use their knowledge of navigation to best locate a path to obtaining a clue to the overall camporee mystery.

3.) Structure Building:

Scouts will use their knowledge of lashings and wilderness survival to locate or construct a possible overnight shelter for a staffer who may give them a clue as to the overall camporee mystery in exchange for their assistance.

4.) First Aid:

Scouts must aide an injured staffer with multiple ailments to be able to obtain a clue from the felled camper as to the overall camporee mystery.

5.) Blind Tent Setup:

Scouts have stumbled upon a pair of staffers that seem to have some desired information, but must beat them in a competition to obtain it. With half of the scouts acting as eyes, and the others blindfolded (acting as hands), they must set up a tent faster than the well run staffer duo.

6.) Encoded messages:

Scouts will go over various methods of message encryption in an attempt to decipher a message left behind, perhaps a clue to aid our campers in solving overall camporee mystery.

7.) Physical Gambit:

Scouts will be given task after task to complete that have some strict rules as to their method of completion. The best troop at completing them camp wide shall receive one bonus clue/ prize.

8.) Bucket head:

Scouts will have to obtain all necessary elements of survival, and transport them via overhead bucket pass to a designated area, activity will be completed upon correct prioritization and complete transportation.

9.) Guessing game:

Scouts will have 3 phases in which to examine a scene, question the staffer for yes/no additional information, and then accurately describe the environments events.

10.) Fingerprinting:

Scouts will take their own fingerprint, and match sampled fingerprints to those collected from objects to examine.

Cubscout Activities

Cubscout Program offers activities and adventures by the Washington, D.C. District as part of our district's camporee program. We ask units leaders to help in the teaching and supervision of cubscouts

Offering adventures at the camporees not only assists packs and dens with fulfilling Cub Scout advancement requirements, but also encourages Cub Scouts to become more active campers and more active participants in fun in the great outdoors, essential elements conducive to their future success as Boy Scouts.

When Cub Scout dens arrive at the camporee check-in station, they are assigned station rotation program.

CUB SCOUT ADVENTURES AT FALL CAMPOREE
Tiger Station: Games Tigers Play (R)
Wolf Station: Finding Your Way (E) + Paws on the Path (R)*
Bear Station: Bear Claws (R) + Whittling Chip^
Webelos/Arrow of Light Station: Stronger, Faster, Higher (R)
<i>Notes: *Two adventures in one session. ^Certification offered as part of session. (R) = Required. (E) = Elective.</i>

CUB SCOUT ACTIVITIES AT FALL CAMPOREE
Slingshot Marksman
Camp STEM
Arts and Crafts
Scouts Grow

Additionally, for Cub Scout dens working on Webelos and Arrow of Light adventures, the camporees are great opportunities on your den's own initiative to work on the Cast Iron Chef required adventure for the Webelos rank and the Outdoorsman (also known as Camper) required adventure for Arrow of Light award.

Requirement Completion Lists for Adventures at Fall Camporees:

- **Tiger Station: Games Tigers Play**
 - At Camporee: 1, 3, 4 and 5. Must complete at Den or Pack Meeting: 2.
- **Wolf Station, Part 1: Finding Your Way**
 - At Camporee: 1, 2, 3, and 4 (Sufficient for fully completing adventure)
- **Bear Station, Part 1: Bear Claws**
 - At Camporee: 1, 2, and 3 (Sufficient for fully completing adventure)
- **Bear Station, Part 2: Whittling Chip**
 - At Camporee: Whittling Chip fully completed
- **Webelos/Arrow of Light Station: Stronger, Faster, Higher**
 - At Camporee: 1, 2, 4, 5 and 6. Must complete at Den or Pack Meeting: 3.

Other Activities

Units may choose to take advantage other activities available at Cedarville SF!

Activity: Fishing

In this activity, scouts will have the opportunity to fish the park four acre pond stocked with Bluegill, Catfish, Sunfish and Bass.

A Maryland Non-Tidal fishing license is required for persons 16 years and older Appropriate license required for Adults. Fishing gear should be brought per family, unit. This event requires scouts to be safe and have adult supervision.

PLEASE BRING YOUR OWN FISHING GEAR.

http://dnr.maryland.gov/Pages/service_fishing_license.aspx

Activity: Trail hiking

Units may elect to take their scouts on trail hikes. There are extensive, wooded hiking trails at Cedarville SF.

CAMPFIRE UNIT SIGN-UP

In order to be considered for inclusion in the Saturday night campfire program, this form must be turned in by 1:00 PM, April 27th to Camporee Staff.

Please observe the traditions and decorum of the Boy Scouts of America in your song or skit. Due to time constraints we might not be able to include every skit or song in the campfire program. Think Medieval theme!

Unit _____ SPL /Leader _____

SPL/Leader Signature _____

Mark an **X** by your choice

Skit _____ Song _____

Skit Name

Skit Description

Song Title

UNIT CHECK OUT FORM

Check out will begin immediately after the closing ceremony Sunday morning. Please refer to the check out sheet in this Guide and have it prepared for your camp staff aide. Please note your aide will be strictly observing the adherence to Leave No Trace principles at check out. You cannot be released until your aide signs your form. Signatures indicate dismissal.

Unit No:	Total # of Youth:
Time of Departure:	Total # of Adults:

Unit Leader: (Printed) (Signed)	SPL: (Printed) (Signed)
Camp Aide: (Printed) (Signed)	<input type="checkbox"/> Trash Removed from Camp Site <input type="checkbox"/> No Signs of Fire <input type="checkbox"/> Leave No Trace principles met <input type="checkbox"/> Correct # of patches?

Campsite Inspection

Troop Area Inspection:		Score
Camp site clearly marked	[0 - 2 - 4 points]	_____
Unit flag and/or American flag properly displayed	[0 - 2 - 4 points]	_____
Troop Duty Roster posted and filled out complete	[0 - 2 - 4 points]	_____
Campsite area and trailer clear of clutter	[0 - 2 - 4 points]	_____
First Aid kit available and visible	[0 - 2 - 4 points]	_____
Campsite free of hazards	[0 - 2 - 4 points]	_____
No unattended fires	[0 - 2 - 4 points]	_____
"Guide to Safe Scouting" available and up-to-date	[0 - 2 - 4 points]	_____
Health forms available, proof shown at check in	[0 - 4 points]	_____
Only tow vehicle(s) allowed / campsite. Deduct points for all other vehicles	[0 - 2 - 4 points]	_____
	[0 - 2 - 4 points]	_____
Patrol Area Inspection:		
Patrol flags displayed/ patrol site clearly marked	[0 - 2 - 4 points]	_____
Tents properly set up and orderly	[0 - 2 - 4 points]	_____
Patrol Duty Roster's posted and filled out completely	[0 - 2 - 4 points]	_____
Cooking and eating areas cleaned up	[0 - 2 - 4 points]	_____
Food properly stored and protected	[0 - 2 - 4 points]	_____
Personal gear properly stored	[0 - 2 - 4 points]	_____

points]

Total points possible = 68

Tie Breaker Points:

Number of camp gadgets (1 point per gadget)

Gateway / Banner (3 points max)

Judges signature/s: _____

**Total
points**

Directions to Cedarville SF

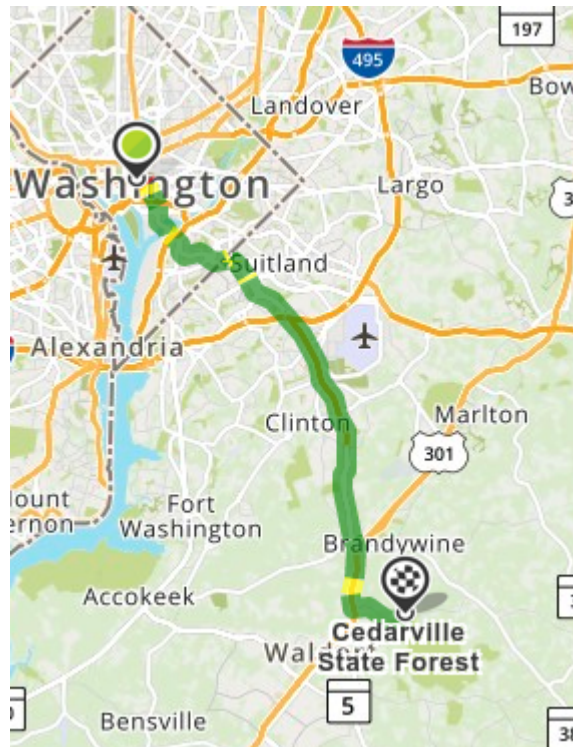
Start address: Washington, DC

End address: Cedarville State Forest, 10201 Bee Oak Rd, Brandywine, MD 20613

Take ROUTE 5 South. It will briefly join 301/RT5 South

Turn left onto Cedarville Rd.

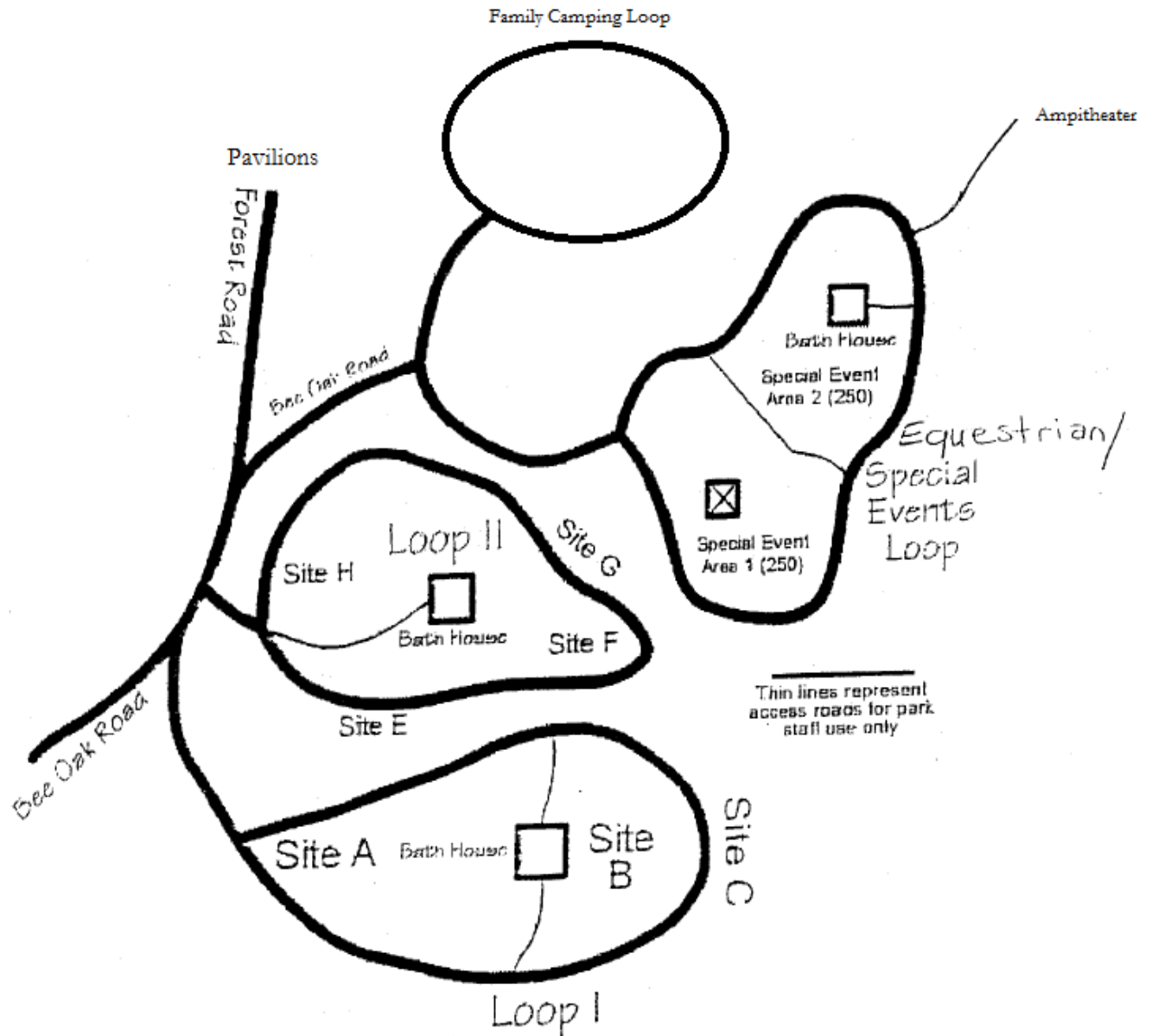
Turn right onto Bee Oak Rd.



Map of Cedarville State Forest
Youth Group and Special Event Loops

Please note that the special event bathhouse 1 is out of of order until further notice. (It is the box with an X)
All restrooms are winterized during the off season and a port-a-pot is made available.

Cedarville Youth Group Area



The camporee check-in station is at the intersection of Bee Oak Road and the side road that leads to Loop 1.

Camping Etiquette Guide:

While camping at the camporee, and on campouts in general, Scouts are expected to uphold the following values of responsible camping:

- USE THE BUDDY SYSTEM. At all times, youth must travel with at least one other youth or at least two adults.
- If you encounter a medical situation in which you are in need of assistance, ASK FOR HELP, and inform a member of the event staff, your senior patrol leader, your crew president or your adult Scout leader so that appropriate help can be made available.
- Firearms, fireworks and similar devices are not permitted at the camporee.
- Do not leave any campfire unattended, and thoroughly extinguish any campfire after its use is complete. You must ensure that no active embers remain.
- If you are not at least 18 years of age, do not use sharp tools for cutting wood unless you have earned the Totin' Chip certification. All sharp tools must be used within a clearly designated zone (axe yard), within which only one person can be present.
- Keep all restrooms in the camping area clean. The sinks in the restrooms should be used for personal cleanliness, and do not use the sinks for cleaning cooking gear.
- Be respectful of fellow campers. One of the most important Scouting values is to enable all who are camping to learn valuable skills while having fun in the great outdoors.
- Do not enter the campsite of any Scout unit or camping group other than your own without first asking permission to enter the site. You must receive permission from the other unit or camping group before entering.
- For those camping overnight, securely seal all food items and smellable items to limit the possibility of wildlife attempting to acquire them.
- Follow Leave No Trace principles and the Outdoor Code. Do not leave manmade litter.
- Respect lights out/quiet hours and keep volume to a minimum during this time.
- Abide by all aspects of the [Guide to Safe Scouting \(BSA Pub. No. 34416\)](#).

Packing list (for Boy Scouts, Venturers and in general, all camping overnight):

- *Absolutely required for youth and adults:* Completed Parts A and B of the BSA's Annual Health and Medical Record (available online here: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Sleeping bag and sleeping pad
- Tent (some units supply tents; BSA rules say youth cannot be alone in a tent)
- Water bottle (Nalgene or similar hard plastic bottle)
- Mess kit/plate and bowl kit; utensils for meals
- Personal grooming supplies, insect repellent and sunscreen
- Flashlight with extra batteries
- Class A/field uniform shirt
- Class B/activity uniform shirt
- Scout pants, Scout socks, Scout hat
- Boots or sturdy shoes
- Warm jacket and additional clothing appropriate for season
- Rain gear (A Scout always should be prepared for inclement weather)
- Scout Handbook (put your name in your handbook!)
- Foldable or collapsible camping chair
- **Troop/Crew Supplies**
 - Food for Saturday breakfast, lunch, dinner; Sunday breakfast
 - Units camping on Friday determine if Scouts acquire dinner on their own or if the unit will cook dinner after arrival
 - Patrol Boxes (cooking utensils and pot/pan sets)
 - Camping stoves, fuel for camping stoves
 - Tents (BSA rules say youth cannot be alone in a tent)
 - Tarps, rope, lanterns, materials for axe yards
 - Troop/crew first-aid kit
- In Cedarville, wood may be obtained from any downed tree. No standing trees are to be cut. You cannot bring outside firewood. Water is obtainable from wash station spigots.

Packing list (for Cub Scouts attending on Saturday and not camping overnight, the items below):

- *(Note: The packing list for Cub Scouts camping overnight is the same as the list for Boy Scouts.)*
- *Absolutely required for youth and adults:* Completed Parts A and B of the BSA's Annual Health and Medical Record (available online here: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Water bottle (Nalgene or similar)
- Insect repellent and sunscreen
- Warm jacket and additional clothing appropriate for season
- Rain gear (A Scout always should be prepared for inclement weather)
- Cub Scout Class A/field uniform or Class B/activity uniform
- Cub Scout pants, Cub Scout socks, Cub Scout hat
- Boots or sturdy shoes
- Packed Lunch for Saturday afternoon
- **Cub handbook for your rank (put your name in your handbook!)**