Spring Camp O Ree

Hunger Games

By Chloe Streeter

A patch with a snake and bird on it

Description automatically generated

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Come Join Us

Date- April 5-7

HIGHBANKS CAMPGROUND

461 West Highbanks Road

Debary, FL

ALL SCOUTS BSA MEMBERS

CREW MEMBERS

SHIP MEMBERS

Camp wide judging

UPON REGISTERING FOR CAMP O REE YOUR UNIT WILL BE ASSIGNED A DISTRICT. DISTRICTS WILL BE CHOSEN BY THE ORDER IN WHICH YOU ARE SIGNED UP. FOR EXAMPLE, IF YOU ARE THE 1 ST UNIT TO SIGN UP YOUR DISTRICT WILL BE DISTRICT 1 … 2 ND UNIT TO SIGN UP DISTRICT 2 .. AND SO ON. ONCE ALL DISTRICTS ARE ASSIGNED, WE WILL START BACK AT DISTRICT 1, YOU WILL ALSO BE PROVIDED WITH MATERIAL TO MAKE A DISTRICT FLAG FOR YOUR PATROL. ASSIGNMENTS WILL BE SENT TO THE REGISTRATION CONTACT WITHIN 48 hOURS of REGISTERING. FLAG MATERIAL WILL BE GIVEN TO YOU WITHIN 2 WEEKS, EITHER AT ROUND TABLE OR DELIVERED TO YOUR MEETING LOCATION, THE **DISTRICT YOU ARE ASSIGNED WILL BE YOUR THEMING FOR CAMP**. YOU WILL BE JUDGED IN THE FOLLOWING AREAS BASED ON YOUR DISTRICT COSTUMING, GATEWAY, CAMPING AREA, DISTRICT FLAG, MEALS.

THE DISTRICTS ARE AS FOLLOWS

DISTRICT 1: LUXURY ITEMS

DISTRICT 2: MASONRY

DISTRICT 3: TECHNOLOGY

DISTRICT 4: FISHING

DISTRICT 5: POWER/ENERGY

DISTRICT 6: TRANSPORTATION

DISTRICT 7: LUMBAR

DISTRICT 8: TEXTILES

DISTRICT 9: GRAIN

DISTRICT 10: LIVESTOCK

DISTRICT 11: AGRICULTURE

DISTRICT 12: COAL

DISTRICT 13: NUCLEAR

Welcome to the Timuqua Camporee!

We have a big weekend planned for you and your Scouts. All Scout Troops, Venture Crews, and Ships are invited. This year’s theme is “Hunger Games.” The theme will be represented in the Games & Activities, as well as the skits and songs that are performed at the Saturday evening Campfire. This is a great opportunity for unit camping, Patrol Competition, and Inter-unit Fellowship. This event will strengthen the Patrols and Troops as they participate in this great event.

**Where to go – Check In will be located at the canopy upon entering camp.**

**Check in will start at 4:30pm and will end at 8:30pm.**

**Upon Check In, you will be directed to your campsite. Gear must be unloaded and cars parked in the designated parking area.**

**Your Troop trailer and tow vehicle may remain in your camping area.**

**All other vehicles must be removed to the parking area.**

**CHECK-OUT**

CAMPOREE IS OFFICIALLY OVER 10:00AM SUNDAY MORNING, THOSE UNITS THAT ARE CHECKING OUT ON SATURDAY NIGHT ARE ASKED TO MAKE SURE THAT THEY CHECK OUT WITH THE CAMPOREE STAFF AT HQ PRIOR TO LEAVING.

ALL UNITS ARE ASKED TO FOLLOW THE “LEAVE NO TRACE” CAMPING GUIDELINES. CAMPSITES MUST BE CLEAN,

PLEASE FILL OUT THE CAMPOREE EVALUATION FORM YOU WILL BE PROVIDED ON-SITE.

WE WOULD LIKE TO HAVE YOUR FEEDBACK ON THE CAMPOREE AND HOW WE CAN MAKE IT BETTER FOR YOU AND YOUR SCOUTS. YOUR FEEDBACK IS IMPORTANT TO US, SO WE CAN EVALUATE AND MAKE IMPROVEMENTS. PLEASE CHECK OUT WITH A CAMPOREE STAFF MEMBER LEAVING CAMP

Event Information

A Scoutmaster & Senior Patrol Leader will meet at 10:00 pm, Friday night at the HQ. At that time, Saturday Information will be distributed. Saturday morning for the Opening Ceremony. Competitive activities & events will begin at 8:15 am. There will be a Lunch Break from 12:00 pm until 1:00 pm.

Patrol Site Inspection

Campsite judging areas Tents set up in an orderly fashion Personal items stored away or neatly placed. Fire area clean and neat Fire safety tools in place, Cooking area neat and clean Food properly stored, cleaning and food safety items visible.

Camp gadgets present, Gateway 1st aid kit accessible and everyone knows where to find it!

**Rules For Camp**

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Commonsense Rules that will make the Camporee more enjoyable for all.

Leadership: At least two registered adult leaders must accompany and remain with each unit at the Camporee, Leaders MUST be present on property BEFORE youth are dropped off, PLEASE communicate this with your members. ONLY BSA registered adults are allowed to attend BSA events, PLEASE ENSURE ALL MEMBERS ARE REGISTRED.

Please use the Patrol Method at all times. Scout Oath & Law: The Scout Oath and Law are expected to be practiced by all attending the Camporee.

ANY ISSUES WITH MEMBERS OUTSIDE YOUR UNIT MUST BE REPORTED TO DISTRICT STAFF. ALL STAFF WILL BE INTRODUCED AT OPENING FLAG.

**Food:** All units will be responsible for their own meals.

Lantern & Stoves: BSA Policy on fuels will apply.

Only adults will refill all lanterns and stoves.

Fuel must be stored away from fires and cooking area and absolutely NO LANTERNS OR FLAMES IN TENTS.

Patrol Size: Patrols should have no more than 8 Scouts or Less than 6

It’s recommended that if the patrol is larger than 8 scouts that you split them up into a 2nd patrol.

Any participant that leaves early must notify their Unit Leader.

Clean Up: Each unit’s adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must leave with your Unit.

Leave No Trace!

There are NO Dumpsters on SITE Please plan accordingly!

A Camporee Staff member must inspect each campsite before the unit departs. Please notify the registrar if your unit will be leaving Saturday evening.  
  
**FIRST AID**

All units are responsible for ensuring all health forms for attending scouts are complete and at camp.

All basic 1st aid needs should be taken care of at unit level, as you know your scouts best. Any major injuries should report to headquarters, please have health form and leader accompany scout ASAP.

FIRES

Are only allowed in above ground fire pits. You must bring your own. Camp wide fire will take place on Saturday evening.

Water

There are 2 water sources at camp, bring your own containers, and be prepared to share with camp if you do not provide your own.

Electricity

There is limited electricity at camp, there is none at the camp sites. Please bring your own sources for medical devices.

Schedule of Events

Friday:

Registration and Check-in

10:00PM Scoutmaster/SPL Meeting and Cracker Barrel

11:00 Taps/Lights Out

Saturday:

7:30 Reveille/ Wake up

7:30 to 9:00 Breakfast

9:00 Flag Raising

9:15 to 10:30 Reaping

10:30 to 12:00 District game

12:00 to 1:00 Lunch

12:45 to 1:00 patrol leader meeting

1:00 to 6:00 District Game

6:00 to 8:00 Dinner

8:00 to 9:30 campfire

9:30 to 10:00 OA cracker barrel

10:00 to 11:00 SPL meeting 1

11:00 lights out Sunday

7:00 AM | Reveille/Wake-Up/Breakfast 9:30 AM

|9:am closing flag/scouts own and awards. 10:00 AM | Check-out

WHAT TO BRING

Each scout should Bring

Their 10 essentials packed in a day bag along with anything they may think they will need for surviving in the woods. \*no weapons beyond an approved scout knife with totem chit \*no fire starters or lighters may be used in fire challenge beyond those provided. Firem chit There will be opportunities to complete the wilderness survival merit badge at camp, along with chances to complete rank requirements through 1 st class, bring a blue card and books if you wish to be signed off Skills to practice before coming to camp Along with preparing for camp wide judging Skills to practice are Firem chit skills and fire building Knots needed for rank advancement What to do if you are lost in the woods Basic 1 st aid How to use a compass

Amazon shopping list

If you would like to donate supplies here is the amazon list of items, we still need.

<https://www.amazon.com/hz/wishlist/ls/3GMZOFQ25OLS3?ref_=wl_share>

Training Options

Adults, if you would like to help run a station, please let us know. WE Want to add in training stations run by adults during the 1st rotation of games so that if a patrol doesn’t know a skill they can get help before hand.

**The GAMES:**

Act quick:

The search for shelter:

Effie’s changing room relay:

Girl on fire: signaling:

Fox faces kitchen:

Katniss’s range:

Cloves corner:

Hunting with gale:

Peta’s gallery:

Covey’s Campfire

Parachute Drops

Hidden around camp will be parachute drop sites. At these sites there will be supplies to add to your 1st aid kit as well as hints from the capital. If you find a parachute, drop, you will take 1 package of supplies and 1 envelope from the box labeled with your name. **The envelope must be opened in front of a game master** Scavenger hunt 1st district patrol to finish their patrol 1st aid kit receives 1st place.

Tracker jackers

If adults from the unit are caught near the game zones helping scouts or doing anything but taking pictures of the scouts, points will be deducted, or time will be added from the final score of that game.

Reaping ceremony

Opening flag will end with the reaping ceremony, where 4 scouts from each troop are chosen at random to act as tributes in the race to the cornucopia. Each tribute will be marked with a colored arm band to identify their rank so skills tested will be at the correct level. We will allow 1 from each troop to act volunteer as tribute, only If the troop (unanimously agrees). Then they will then be given 10 minutes to change and gather their supplies for the day before the race begins.

Race to the Cornucopia

Randomly chosen tributes from each troop will compete in a relay race to show their basic scouting skills. Once back from camp the teams will be notified of the subjects of the challenges, and will have to choose who will preform at each station. Each team will start with a baton (an ice cream popsicle) to be passed on after each challenge. They will earn points per station Skills tested will be Basic 1 st aid, Knots, Physical fitness, Eating. The last person in the chain will need to eat the popsicle if there is any left if any group completes all stations, they will make it to the cornucopia to choose a bag. Inside the bag they will earn helps for the days games, along with a 1 st aid kit bag.

Spend the night

This is the last REQUIREMENT missing for the wilderness survival merit badge.

Improvise a natural shelter. For the purpose of this demonstration, use techniques that have little negative impact on the environment. Spend a night in your shelter. On Saturday night.   
We will provide bamboo to help the building of your shelters.

Meal Judging

Judging Criteria:

Our esteemed panel of judges will evaluate each dish based on creativity, flavor, presentation, a**nd adherence to your assigned**

**district.** We encourage you to express your culinary prowess while staying true to the roots of your district. This competition is not just about creating delicious meals but about telling a story through your culinary artistry. Best of luck to all participants, and may the ODDS be in your favor.

Troop Skills

There are many skills to help guide you in this Camp-O-Ree. You may use some and you may need all of them. Reviewing these skills will help your troop earn points.

Tenderfoot 4b Tenderfoot 3a Tenderfoot 3b Tenderfoot 3c Second Class 2f Second Class 2g Second class 6a Second Class 6b Second Class 6d Second Class 3a second Class 2c Second Class 4 First Class 5a First Class 3b. They will also need to read over all of wilderness survival merit badge.