

2024 LAKE DISTRICT SPRING CAMPOREE

LEADER'S GUIDE



Hosted by Troop 4998
April 19-21, 2024
Camp La No Che
Paisley, FL 32767

Introduction

Camporee Theme: CLUE

While we will still have a traditional Camporee, with events, activities, and a series of tasks, all which will be scored for an overall winner, we will have a secondary competition like the board game, CLUE.

Camporees are a chance to join in on one of the oldest traditions in Scouts BSA history. District gatherings provide an opportunity to make friends, experience adventures, and match skills against other scouts within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year's Spring Camporee.

The Scout Oath and Scout Law will govern the behavior of ALL participants during the weekend. The Principle of Leave No Trace should be always practiced.

Campsite Logistics

The Camporee will be held at Camp LaNoChe. Due to scheduling restrictions, we will not know the location of our camping situation until a couple weeks before the camporee, so we have developed a **Plan A** and a **Plan B**. We will email all the registered troop leaders as soon as we can confirm our camping location.

Plan A

We will be camping at Main Camp. The host troop will be at Campsite 17. We will be sharing camp with the Cub Scouts for their Spring Camporee event. Camp Assignments will be given to leaders upon arrival. Linked troops will be camping in the same sites.

Plan B

We will be camping at Camp Rybolt. The host troop will be camping by the pavilion. The events and activities will be at Main Camp. Troop Leaders will be responsible for transporting scouts to and from the main camp for events and activities.

For more information:

Scoutmaster: Diane Marin
(201) 993-3571

Committee Chairperson: Scott Larson
(407) 506-5474

Schedule of Events

Friday

4-7 pm - Check in at Troop 4998's Campsite

8:30 pm – 9:15 pm - Opening Show (Main Camp Council Ring)

9:45 pm – Cracker Barrel / SPL Meeting (Troop 4998 camp)

11:00 pm - Lights out

Saturday

6:00-8:30 - Reveille / Breakfast

8:30 -8:50 - Opening Flag /Announcements (Plan A – Tipisa Lodge Flag Pole) (Plan B – Rybolt Pavilion)

9:00 - 12:00 - Events

12:00 - 1:00 - Lunch (Plan A – Campsite) (Plan B – Bring a Bagged Lunch to Main Camp)

1:00 - 4:00 - Events

4:00 - 6:00 - Dinner Prep / Cleanup

6:00 – 7:00 Dinner (Plan A – Williams Family Pavilion) (Plan B – Rybolt Pavilion)

8:00 - 9:00 - Campfire Program (Plan A – Council Ring) (Plan B – Middle of Rybolt)

9:00 - 10:30 - Freetime

11:00 pm – Taps - Lights Out

Sunday

7:30 - Reveille / Breakfast

8:30 - 10:00 Closing Ceremony/Awards/Scout's own Service (Plan A – Tipisa Lodge Flag Pole)
(Plan B – Rybolt Pavilion)

10:00 – 11:00 Camp Inspection and Check Out

Camporee Policies and Procedures

Anyone participating in this event will be expected to follow BSA National Guidelines as outlined in the Guide to Safe Scouting.

Medical Forms: Each registered Scout and Scouter must have a completed BSA Annual Medical Form Part A and Part B. All Forms will be kept in your troop's campsite in a safe location and readily available to camporee staff.

Emergency Medical Services: Camporee does not provide emergency medical staff for first aid situations. In the event someone needs medical attention beyond general first aid please call 911 and notify staff. Scout-specific medications will be handled within the troop. Each troop should be equipped with a campsite first aid kit that is readily accessible and centrally located.

Patrols: Baden Powell says that Scout Patrols should be between 6-8 scouts. Patrols for the competition must have at least 4 scouts and cannot exceed 8 Scouts. The SPL will be asked to turn in the Patrol Rooster at the SPL Meeting on Friday Night.

Uniforms: The BSA field uniform is required to be worn at the Opening Flag on Saturday morning, Campfire Program Saturday night, as well as Closing Ceremony/Scouts own Service/awards on Sunday Morning. The Class A uniform should be worn correctly. The troop can wear their unit activity shirt any other time of the weekend.

Campsites: Campsites will be assigned at check in. **(Plan B)** Troop campsites have no water, no tables, or other improvements, so troops should bring a water supply. There will be potable water available if needed. Scouts should be prepared to pack water as needed from the water supply for use.

Meals: Troops will be responsible for your own meals. Saturday Lunch will depend on our campsite location. **(Plan A)** If we are camping in the main camp, there will be time to go back to camp for lunch. **(Plan B)** If we are camping at RyBolt, plan ahead and have scouts take a bagged lunch with them to the events at main camp.

Flags: Each unit will be expected to have their unit flag as well as the American flag proudly displayed in their campsite. We strongly encourage your patrols to also bring their Patrol flags and fly them and carry them proudly all weekend.

Scout Law: Everyone is expected to abide by the Oath, Law, and Slogan.

Buddy System: The buddy system will be used all weekend. Pairs for safety. Adult/leaders should be notified before scouts leave the campsite.

Vehicles: There will be a designated parking area. No vehicles will be allowed to remain on your site unless it is hooked to your trailer. One trailer may remain on your campsite but if it is not connected to a vehicle, the tongue must be flagged for safety.

Smoking/Alcohol: Alcohol will not be tolerated at any scouting event. BSA guidelines require a smoke free environment for our scouts. If you must smoke please do so out of sight of our scouts. Clean up after yourself

Cleanup: Just remember to Leave No Trace when your unit is ready to depart camp.

Electronic Devices: Electronic Devices are discouraged. Please limit the use of cell phones to direct camporee or unit related tasks.

Lost and Found: Will be located at Troop 4998 campsite.

Saturday Night Skit: Each Troop / Patrol will be asked to provide a skit or song for the program. Please keep any performance scout worthy. Unit Scoutmasters must approve skits or songs. Troops / Patrols should be encouraged to try and make their own skit based around the Clue Board Game.

Closing Ceremonies: Closing ceremonies will consist of awards for the competitions as well as a Scout's own service.

BE PREPARED: Weather at this time of year is very unpredictable. BE PREPARED. Bring tents, rain gear, dining flies, and ground cloths. The camporee will not be called off because of rain.

Quiet Hours: Taps will be at 11:00 p.m. each evening at the camporee. Reveille will be at 6:00 a.m. Quiet hours are between those times. Activities such as cooking, setting up camp, and playing will not be permitted during quiet time. Units should plan to arrive at the camporee in ample time to have their campsites established by taps. Points will be deducted for any troop not adhering to these rules.

Visitors (other than registered participants) are welcome at the camporee. Visitors should sign in at the camporee headquarters. Visitors to a troop campsite must have the permission of an adult unit leader. Visitors are also welcome to attend the field events, and evening campfire.

Event Scoring - Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc. Each event will be scored separately. The Average Patrol Points from Each Event will be combined with Campsite Inspection, the Gateway competition, Camp Gadget, and the Potluck will be combined. The highest total points will help in determining Camporee winner.

No alcohol is permitted

Smoking is permitted in designated smoking areas only. There will be no smoking in view of scouts.

Council Camporee Patch: Central Florida Council provides a camporee patch at no charge. These will be distributed to every troop during the Camporee Checkout.

Camporee Patches: Camporee Patches are available as pre-order for \$3.50 per patch. Patches will be given to scouts at closing flag. If you would like to purchase a patch at the camporee, they will be available for \$4.00 at Troop 4998 campsite.

Camporee Patch



Events

Each Patrol will compete in the event camporee, and each scout MUST participate in each activity or risk disqualification from the event resulting in no points. Patrol scores for each event will be averaged together to form one score.

You must have 100% of your registered troop or patrol attend each activity together. You will receive a clue for each challenge you have full participation in and complete. Some events offer two clues based on performance. Many of the events can be repeated for a second clue. To do this, a troop or patrol must first complete every available event. Once completed, they can return to certain events and repeat them for an additional clue. Events are only scored for the camporee on their first attempt.

Events that can be repeated for a second clue are identified with: 🔍

Wrench 🔍

Test your mechanical ability! With this challenge, you will unlock your clue by determining which wrench turns the 4 locks to pop open the box, where inside you will find a clue. A Scout cannot open more than 1 lock, so teamwork and communication is key. The fastest patrol to accomplish this wins the event!

Rope

This is a timed event that will rely on teamwork and bravery. Scouts will assemble blocks with ropes and then scale them to win.

Knife 🔍

Scouts will have to sharpen their skills to get to the bottom of this mystery. Each scout will get 3 knives to throw at their target. All scouts participating will earn the patrol 1 clue.

Pipe 🔍

This is a timed event. Scout investigators will need to construct a water delivery system with pipes to unlock their clue. They will need 75% of the water returned or they will have to start over.

Gun

Scouts will go to the rifle and shoot 5 rounds into a target. The patrol with the highest combined score wins the event!

Candlestick

Scouts will have to bring their personal fire kits with them and collectively build a small fire. Once going, they will be given a candle to light and use the flame to decode a secret clue on a piece of paper.

Potluck

The Scouts who prepared the Potluck Dish **MUST** be the ones who bring it. They will be asked if any adults helped prepare or cook the dish. Only Youth Made dishes are eligible for the competition.

Scout Spirit Competition Considerations



Helpful Spirit, Positive Attitude, Encouraging Behavior, Sportsmanship and Cheerfulness



Troop and Patrol Chants



Costumes



Campsite Decorations



Potluck Choice (Does it match the Camporee Theme)



Campfire Skit (Does it match the Camporee Theme)



Gateway Competition

Troop: _____

This is a SCOUT BUILT Gateway without the assistance of Adult Leaders. If a troop needs help, they should seek out Scouts with Scout Spirit from other troops to help. All lashings and knots must be properly tied. Units must supply all their own materials, must be assembled at your campsite. No hammers, screws, or nails can be used. We suggest practicing your build before camporee.

Scoring Points

Original / Impressive Design	_____ / 10
US Flag is clearly displayed	_____ / 3
Troop identification sign	_____ / 1
Troop Flag is clearly displayed	_____ / 1
Knots & Lashings (tied properly, tight)	_____ / 5
Has a CLUE theme	_____ / 10
Poles (1 point per pole used, 20 point maximum)	_____ / 20
	_____ / 50

Final Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc.

Camporee Campground Inspection Form

Unit # _____

Campsites	Points possible	Points earned	Comments
Tents			
1. Neat and Orderly	5		
2. Stakes and ties marked if above ground	5		
3. Litter removed around tents	5		
Total	15		
Fire Protection			
1. Campfire area properly cleared & secured	5		
2. Fire tools properly stored	5		
3. Camp Stove properly set up and clean (all who are using it trained)	5		
Total	15		
Troop and Patrol Equipment			
1. Equipment Clean and Properly stored	5		
2. Duty roster posted and filled out	5		
3. Each Patrol has Organized Camping Area and Designated Kitchen.	5		
4. Troop and American Flag properly displayed	5		
5. Patrol Flags displayed	5		
Total	25		
Campsite/Heath/Safety			
1. Campsite neat & free of litter & debris	5		
2. Campsite boundaries and entrance well marked	5		
3. Drinking water provided	5		
4. Food is properly stored away	5		
4. First Aid Kit in camp and visible	5		
5. Vehicles properly parked	5		
6. Trailer Tongue Properly Roped Off	5		
Total	35		
Scout Spirit			
1. Camp Gadget	5		
2. Gateway Built	5		
Total	10		
Grand Total	100		

Inspector Signature _____

Notes:

Final Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc.

Camporee Gadget Inspection Form

Unit # _____

Campsites	No	Minimal Effort		Yes		Over The Top
Assembly						
1. Is clearly visible/marker as a campsite gadget	0	1	2	3	4	5
2. Has Movable Parts	0	1	2	3	4	5
3. Utilizes Knots and Lashings	0	1	2	3	4	5
4. Serves a Camp Function	0	1	2	3	4	5
5. Original / Unique Design	0	1	2	3	4	5
6. Has a Level of Complexity	0	1	2	3	4	5
7. Incorporates the Camporee Theme of Clue	0	1	2	3	4	5
Total						
Total						

Inspector Signature _____

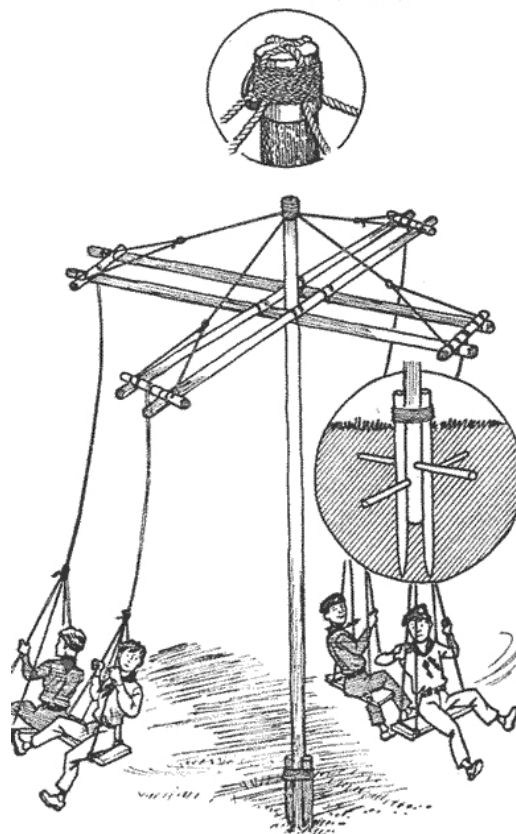
“My ideal camp is where everyone is cheery and busy, where the patrols are kept intact under all circumstances, and where every patrol leader and Scout takes a genuine pride in his camp and his gadgets.”

— Lord Baden-Powell

Pioneering is the art of using ropes and wooden spars joined by lashings and knots to create a structure. It is a BSA Tradition to use those skills to create gadgets in camp to teach practical skills, teamwork and problem solving. Scouts may construct functional items like tables, camp dressers and other gadgets.

We want to encourage scouts at this Spring Camporee to think outside of the box, get creative, and really showcase their capabilities. This is a YOUTH ONLY competition, so we ask adult leaders to step back and watch what the youth can come up with.

Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc.



Saturday Night Potluck

Which troop will win Best Camp Chef?

This MUST be planned, prepared, and cooked entirely by scouts without the help of adult leaders!

Each Troop will have an opportunity to cook a dish for dinner. Troops may enter more than one dish. Each troop will have one container for votes regardless how many dishes they serve (Troops with multiple dishes will be grouped together).

Rules:

1. At least one dish must contain both a protein and a vegetable (in the same dish).
2. Each Dish must be cooked and served in a Dutch Oven.

The SPL will receive 1 ticket per registered participant in their troop. The ticket will have their troop number written on it. **After dinner**, each scout will drop their ticket into the bucket next to their favorite dish **from another troop** (scouts / Scouters cannot vote for a dish from their own troop).

The Troop with the most tickets will win the competition. If there is a tie, the hosting troop will decide the winner.



Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc.

