



March 29-31, 2019
Camp Rybolt

Register today!

<https://scoutingevent.com/083-LakeDistrictSpringCamporee2019>

\$18 youth / \$12 adults

Registration Closes March 27 at 11:59.59 PM

Bring a compass, you are boy scouts!!!!

Potluck dinner Saturday night will have a secret ingredient involved and will be judged based on if we can taste it or not. You will also be judged on taste.

RULES:

These rules are the general framework around which this camporee will be operated. At the camporee, as always, everyone's conduct is expected to be in accordance with the Scout Oath, the Scout Law, and the Outdoor Code. Troops or individuals that do not conform to this spirit may be asked to leave.

1. Troops should arrive and depart in uniform. The Scout uniform is to be worn at campfire program and Sunday service.
2. Campsites will be assigned at check in. 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.
3. The entrance gate will not be open before 4:00 p.m., Friday. Troops should not arrive before then. Campsites will already be assigned; therefore, it is not necessary to arrive early to "save a space." A map of the camp area will be available.
4. There will be an assigned, designated parking area. Vehicles are not allowed in the campsites. Troop gear may be dropped off. Troop trailers, however, may still be parked in each site.
5. Troops must plan to remove all garbage from the camporee area. Please bring an adequate supply of trash bags. Do not bury trash.
6. Safety and fire protection are the responsibility of everyone at the camporee. Be very careful with fires, have fire buckets and firefighting tools available. Disposing of ashes and partially burned wood must be carried out. The camp is not going to allow dumping of such materials on their grounds.

7. DO NOT CUT or otherwise injure live trees while at the camporee.
8. 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 (hurricanes, tornados, and global thermonuclear war are a different story).
9. Taps will be at **10:00 p.m.** each evening at the camporee. Reveille will be at 7:00 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.
10. 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.
11. Webelos (second year) may attend the fall camporee and may camp overnight as the guest of a troop. A parent or guardian must accompany each Webelos Scout while at the camporee.
12. The Saturday night campfire is intended to be fun and entertaining. Each troop and den are expected to have their skit or song reviewed at the Senior Patrol Leader meeting Saturday afternoon. All skits must conform to scouting standards and must be in good taste. Every effort will be made to include all troops in the campfire program.
- 13. No alcohol or illegal drugs are permitted.**
14. Smoking is permitted in designated smoking areas only. There will be **no** smoking in view of scouts.
15. Troops or individuals causing damage to the grounds or property of camp will be responsible for paying for such damages.
16. Patrol rosters must contain Patrol Leader and Assistant Patrol Leaders.

Spring Camporee Schedule

Friday-

- Check in 4-7 p.m.
- SPL scoutmaster meeting 8:30
- Lights out 10:00

Saturday

- Reveille 7:00
- Breakfast 8:00
- Opening flag 9:00
- Events start 10:00
- Lunch 1:00
- Afternoon events 2:30
- Events end 4:45
- Retreat 5:00
- Meal prep 5:30-7:00
- Potluck dinner 7:00-8:00
- Campfire 8:45
- #1
- #2

Sunday

- Reveille 6:30
- Breakfast 7:00
- Closing ceremony 8:30 / Scouts Own Service

Contact

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Events

Clear the room- The objective of this challenge is to knockdown all the water bottles in the enclosed area with a bean bag as fast as you can. There is no limit on the number of scouts that can go into the area at once (though it is one patrol at a time), but each team will only be administered a total of 6 bean bags. This is a timed event and time will stop only when all the water bottles have been knocked down by a bean bag and the proctor says this is so. There is a clue to the night time activities in this event.

Steal the bacon- A blindfolded person sits in the middle of objects strewn around on the ground, meanwhile the rest of the patrol attempts to sneak up and steal the objects. If the blindfolded person hears you and points at you, you're out. Once you're out you simply must restart, points are based on the amount of times a person is caught.

Code breaker- You will get a coded message and a cypher at check in and if you bring it to flag decrypted then you will receive a clue to the mystery activities.

Laser maze- The patrol will make their way through a maze of lasers, this is a timed event and the times will be averaged, score is based on times.

Obstacle course- What it sounds like, lowest patrol time average wins.

Blind escape- The patrol must lead a member out of a maze of obstacles without knocking anything over, using voice commands.

Land Navigation- Use a GPS to reach the goal and get a compass which will lead you to a clue to the night time activities.

Spot the difference- There will be two rooms set up almost exactly alike, the patrol will enter one room and look around. Then they will enter the second room and tell the proctor what the differences are, the patrol can send one person to go back and forth a maximum of five times.

Fire building challenge- Yep we're doing this one, with the string and two poles.

Chained up- You and your team have escaped jail, but you couldn't find a way to get your chains off, so you must make it away with your legs 'chained together'.