

CHALLENGER DISTRICT

2020
CAMPOREE



KARS PARK

MARCH 27 – MARCH 29

LEADER'S GUIDE



Prepared. For Life.®

Welcome!

Welcome to the 2020 ScoutsBSA Camporee – The HIGHLAND GAMES!

The goal of the weekend is to offer unique and fun activities while providing a venue for like minded scouts to interact with one another on a friendly field of competition.

A major change for this year is to relieve individual units from having to plan, organize, and host the games. This is so that all scouts can enjoy the activities together. To do this, the district has taken on the planning, organizing, and hosting activities, but to staff the event, we will rely on unit leaders oversee event activities and functions. We hope this also allows leaders to see other unit's patrols in action and maybe take a note or two home with you to compliment your unit's program.

The theme this year is The Highland Games with events and activities along the lines of traditional highland games with a touch of 18th century challenges. We've scoured the nation's camporee events and even attended local highland games to find challenging highland events that can be accomplished by all scouts. Some events are feats of strength, some scoutcraft skills, some patrol activities, and some of individual marksman skills.

The events will be run as CLANS (Patrols). BE PREPARED to make some fast clan decisions as all events will require the participation of every clan member and some quick organizing and thinking. Remember, clan spirit is a big factor this year!

At the conclusion of Saturdays events we will have Campfire. These are always a time of fun and laughter. Please encourage your scouts to have a skit or song prepared to join in on that fun.

If you have any questions or comments, let us know. We are here to help you.

MAY THE BEST CLAN WIN!!!!

Eugene Quintinita
Spring Camporee Event Director
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Brian Hammer
Spring Camporee Event Co-Director
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GENERAL INFORMATION:

- Location: KARS Park
E Hall Road
Merritt Island, FL 32953
- Date: March 27 – March 29, 2020
- Registration: Pre-registration must be completed using the council online registration system. Deadline for registration and updates to existing registrations is March 13th. Late registration and updates can be made March 14th through March 28th, but availability may be limited and will be subject to a late fee and patches may not be available.
- Fees/Cancellations: \$20 per participant (including leaders). \$25 per participant after March 13th. Once you have registered for an event we are counting on your attendance and we will be purchasing the needed items for the event. Due to this fact we cannot refund event and activities fees for any reason.
- 1 FREE LEADER per unit to help volunteer as event staff. Must identify volunteer Leader(s) at check-in.
- WEBELOS WOODS DISCOUNT: If your scout attended the 2019 Webelos Woods event as a Webelo and has since transitioned into your unit, they will receive a \$5 discount to this event!
- Check In: 5:00 p.m. until 8:00 p.m. on Friday, March 27th - Early Check-in is not allowed – You will not be able to access campsite prior to 5 pm. Troops must check-in at the registration tables. **Units must have medical forms ready for review.**
- Parking: One UNHITCHED trailer per unit is allowed in the camping area. No vehicles are allowed without a handicap permit.
- Low Impact Camping: Each unit is expected to abide by BSA low impact camping guidelines. Your campsite should be left as though no camping took place. Tread Lightly rules for use of our camp prohibit damaging or cutting vegetation in the area. Unit/individual campfires are **NOT PERMITTED.**

Food: Saturday lunch and dinner will be provided for staff volunteers. All other unit participants are responsible for providing their own meals. Please secure all food at night.

Utilities: KARS Park has potable water available. Please, no dish washing at spigots or in the bathrooms. Campsites do not have electricity. Camp staff has access to electricity for emergencies.

Garbage: Each unit needs to have its own bags for garbage. Each unit will take its garbage out of camp at checked out. Campsites will be inspected during checkout from the camporee.

Bathrooms: **The headquarters bathrooms are for Adult leaders only.** During the leaders meeting Friday night, Senior Clan Leaders will be asked to keep the portalets clean. (Cleaning supplies provided)

Health Forms: Each Unit is required to have Annual Health and Medical Records (Part A & B) for every participant (Scouts and Adults). These forms should be in the possession of the registered leader and available for inspection at any time.

Please have medical forms ready at check-in; we will be checking them this year. Adults and scouts who do not have a medical form will not be allowed in camp.

Off Limits Areas: All areas outside the campground are off limits, this means scouts and leaders do not go outside the fenced area, to the RVs, or to other areas of the park. Nobody is to visit any body of water. NO EXCEPTIONS

Adult YPT: All leaders/adults attending must have completed Youth Protection Training.

Special Needs: Any scouts or adults with special needs should contact the Camporee staff so we can plan how we can best accommodate your needs.

Directions

From the **NORTH** (Greater Titusville Area)

Find and Take 405 Southbound towards the Kennedy Space Center

Turn **RIGHT** onto Space Commerce way

Turn **RIGHT** onto SR3 Southbound

Turn **LEFT** onto E Hall Rd

Take E Hall Rd to the end (Enter the Park) and Turn **LEFT** onto Audobon Rd

Turn **LEFT** on the 7th drive on the left side

Follow the signs and scouts directing traffic.

From the **SOUTH** (South of SR528/Beach Line/Beeline)

Find and take SR3 North

Turn **RIGHT** onto E Hall Rd

Take E Hall Rd to the end (Enter the Park) and Turn **LEFT** onto Audobon Rd

Turn **LEFT** on the 7th drive on the left side




















Follow the signs and scouts directing traffic.

Check - In Procedures

- 1) Upon arrival check in with the registration team at the pavilion. Your adult volunteer(s) will be verified, you will receive your registration packet, and you will be assigned a campsite.
- 2) Proceed to camping site to unhitch trailer and set up camp.
- 3) Move ALL vehicles immediately to parking areas on map.
- 4) Adult leaders and Senior Clan Leaders (SPLs) attend the Friday night leader's meeting.

EVENT MAP



-  First Aid Station
-  Archery
-  Tomahawk Throw
-  Fire Activities
-  Sheaf Toss
-  Haggis Toss
-  Three Legged Compass
-  First Aid Activity
-  Ladder Lashing
-  Kettle Toss
-  Caber Toss
-  Inclement Weather
-  Camping Area
-  Parking
-  Information/Registration
-  Restrooms
-  Restrooms
-  Water
-  Parking

CAMPSITES



CAMPSITE AREA RULES:

- 1) No Vehicles (Except Handicapped Placarded)
- 2) No Open Fires (Grills, Elevated Dutch oven tables are Ok)
- 3) Respect other unit areas
 - a. Do not cut/shortcut through
 - b. Ask for permission to enter Campsites to visit
- 4) No throwing sports
- 5) Close toe shoes required (No flip flops)

Safety & Conduct

1. **“Safety First”** is the most important concern. All participants are asked to be mindful that excessive roughhousing and careless behavior can lead to accidents and even injury. Please have fun, but take care of yourselves and others. Prevent mishaps before they occur. Each leader and participant is asked to be observant for safety issues in the activity area surrounding them, and report or correct any concerns.
 2. Participants are reminded, to use the Scout Oath, the Scout Law, and the Outdoor Code to guide behavior at all times.
 3. **NO Alcoholic beverages** are to be consumed by anyone at any time during this event. Period. Offenders will be asked to leave.
 4. **Smoking (e-cigs included)** is permitted only in designated area (At the event entrance. No cigarette butts are to be left on the ground. There shall be no smoking or vaping in front of the scouts.
 5. **First Aid** will be located at the Headquarters Building, and BSA regulations require **ALL** accidents, injuries, illnesses must be reported there.
 6. 3 long blasts on the air horn will always mean seek shelter...under the HQ Pavilion.
 7. We are renting this facility, and as scouts, we are required to act in a scout-like manner.
 - a) Please clean up after yourself and do not leave debris on the ground in your camp site.
 - b) All campsites must be clean and well organized at all times.
 - c) Help keep our restrooms clean.
 - d) If you see any trash, pick it up and put it where it belongs, whether it's yours or not.
 8. **SPECIAL NOTE ON KILTS:**
 - a) In the spirit of the games, wearing of kilts is strongly encouraged. HOWEVER, the wearing of biking/spandex shorts or tights underneath **IS REQUIRED**.
 - b) Horseplay, teasing, or bullying of any kind for participation in a kilt is OUTLAWED
- A **ZERO TOLERANCE** policy is in effect for the above.

Emergency Procedures

Minor Injury

All injuries, regardless of extent must be reported.

1. Each troop/pack can apply first aid from their troop first aid kit.
2. Report the injury to camp management and they will log the injury.

Major Injury

All injuries, regardless of extent must be reported.

1. Determine if the area where the injured person is safe.
2. Do not move the injured person unless the area is unsafe either to the injured person or others.
3. Call 911.
4. Notify camp staff of the emergency.

Emergency Numbers

KARS Park:	321-867-3891	
Fire:	911	non-emergency 321-633-2056
Sheriff:	911	non-emergency 321-454-6652
Medical:	911	non-emergency 321-799-7111
		(Health First Cape Canaveral Hospital)
Poison Control:	800-222-1222	
Stephanie Govatos, Scouting District Executive		407-412-3467
Eugene Quintinita, Event Director		321-360-8318
Brian Hammer, Event Deputy Director		321-271-5297

Camporee Schedule

Friday March 27, 2020

- 5:00pm- 8:00pm Check-In/Registration
- 9:00pm Leader's Meeting / Cracker Barrel (Pavilion)
- 10:30pm TAPS

Saturday March 28, 2020

- 6:45am Reveille
- 7:15am Flag Ceremony (Field Uniform-Class A)
- 7:30am Breakfast at campsites (Begin Sat. Check-in/Registration)
- 8:45am Check-In Registration Closed
- 9:00am – 11:55 am Morning Highland Games Activities
- 11:55pm - 12:55pm Lunch at your campsite
- 1:00pm – 4:45 pm Afternoon Highland Games Activities
- 5:00pm - 5:30pm Flag Ceremony
- 5:30pm - 7:30pm Dinner at campsites
- 7:30pm Campfire Program
- 8:30pm – 10:00pm Tavern Night
- 10:30pm TAPS

Sunday March 29, 2020

- 6:45am Reveille
- 7:00am – 7:55am Breakfast at campsites
- 8:00am Flag Ceremony (Field Uniform-Class A)
- 8:15am Chapel Service
- 8:30am Awards
- 9:00am – 10:00am Check-Out

Special Activities

Cracker Barrel - Friday Night at leader's meeting

BALOO training will be in session all weekend in HQ pavilion

Tavern Night – Join your fellow scouts to enjoy some period music, tell tall tales, and regale in the days victories and triumphs. Light refreshments will be available **for purchase** at reasonable prices.

Event Description

- The event will consist of 10 event stations.
- Scouts will compete in clans of up to 10 scouts.
- The event will begin with a “Shotgun” start with each clan starting at the station number corresponding to their campsite assignment. Clans are encouraged to rotate through the stations in order as availability allows. (Skip a station if necessary, to come back later and avoid wait times)
- Clans must compete together in all events.
- We recognize scouts will have varying abilities to compete with other scouts in some events. A handicap system will be in place for these events as determined by the event directors.
- Where there are clans are of different numbers, the overall event score average will be used as additional ‘members’ to adjust for clan averages.
- Clans are competing for 1st, 2nd, and 3rd place for each event as well as for overall Highland Games Champions (1st), Highland Games Runners-Up (2nd) and Highland Games Contenders (3rd).



Station 1

First Aid

Your clan will be put to the test against a real life first aid scenarios. Be prepared, that final exam is quite the heart stopper! The Clan Leader will identify the stricken clansperson, draw a card and direct care using all resources available at the station. The clan must then transport the victim to safety.

SCORING: Timed event. Points awarded for each correct treatment administered; deducted for each improper treatment.



Station 2 Caber Toss

Clansfolk will lift, proceed forward for momentum, and toss the caber so that it turns end over end, falling away from the tosser. Ideally it should fall directly away from the tosser in the "12 o'clock" position.

SCORING: The straightest end-over-end toss scores highest. End over end tosses are scored according to the hours on a clock, with a 12:00 score being highest (falling directly away from the thrower) Cabers that fall back towards the tosser will be scored lower based on the highest angle achieved.



Station 3

Three Legged Compass

Each scout in the clan will use a compass to traverse a short course. The catch? They won't be able to see where they are going!

SCORING: The distances from the intended target for each scout will be summed, averaged, and assigned to the clan. Lowest average distance wins.



Station 4 Sheaf Toss

Up and over is the name of the game. Clansfolk will toss a sheaf (burlap sack of hay) over a high bar using a shovel.

SCORING: Each clan member's highest cleared toss will be averaged together for an overall clan score. Highest average height wins.



Station 5 Kettle Toss

Scouts will be given an opportunity to toss kettle bells for distance.

SCORING: Average distance for entire clan is the clan score. High score wins.



Station 6

Haggis Hurl

Scouts will form teams of 2. Each team will hurl a stuffed 'Haggis' back and forth at increasing distances until the haggis breaks revealing its.... contents. Longest distance tossed by each pair will be averaged for a clan average.

SCORING: Average of max distances for entire clan is score. High score wins.



Station 7 Archery

Archery challenge. Each scout will have 5 arrows to earn the most points for their clan. Targets will be placed at various distances and will be valued accordingly!

SCORING: Points awarded for 10 yard, 15 yard, and 20 yard target hits.



Station 8 Ladder Lashing

Does this thing look straight to you? Scouts will have to work as a clan to lash together a ladder and then each scout will climb the ladder to the second rung and recite the outdoor code while the rest of the clan holds it the ladder up.

SCORING: Timed event. Lowest time wins!



Station 9 **Fire Starting**

Your clan will attempt to conquer and command one of our 4 core elements to burn a string in the fastest time! Resources will be limited. Minor prep work (Axeyard) will be required. Fire build cannot be altered or added too once the first spark is struck. Quick planning and teamwork will rule the day! MUST have Totin' Chip **ON THEIR PERSON** to work axeyard. MUST have Firem'n Chit **ON THEIR PERSON** to strike sparks.

SCORING: Timed event. Lowest time wins! 5 second penalty for each match past 1 used. 30 Bonus seconds (Removed) if firesteel rod is used. 60 bonus seconds (Removed) for old fashioned flint (chert) and steel striker.



Station 10 Tomahawk Throw

Each scout will get three throws of a Tomahawk to earn points for their clan.

SCORING: Stick the hawk in the target backstep– 1 pts, Stick the hawk in the 3x5 card – 2 pts, Stick hawk across any 2 target circles – 3 pts. Stick hawk across all three target circles – 5 pts.





Scout Spirit

What's a competition without a little team spirit? Staffers will be authorized to award points to patrols who demonstrate true scouting spirit through extraordinary acts of sportsmanship, clan yells, Costume (Kilts, attire, face paint), and CHEERS!

SCORING: Point awarded by staffers as they witness exemplary acts of scouting spirit.



Dutch Oven Competition

Need some help with that score? Need an edge on that other clan giving you a run for your gold? While we will do our best to keep our volunteer leaders happy and fed, there isn't anything that says you couldn't bribe the staff with some good food! Help us to feed our volunteers through a dutch oven cookoff!

SCORING: Dutch ovens will receive points awarded by each staffer for their top three favs. Top summed scores win! Put your best coals forward!

Frequently asked Questions

All units are required to follow all the requirements to Youth Protection the Guide to Safe Scouting.

When do we register?

Registration is open now through March 28th.

What if only 1 or 2 scouts are coming from my Troop?

Even one scout is fine! Your scout will be paired up with another unit (Male or Female dependent) to form a clan for the weekend.

How much does it cost?

This year it will cost \$20 per attendee and \$25 after March 13th. These fees go to pay for the venue, patches, and event supplies. 2019 Webelos Woods Webelos receive \$5 off.

Are the Campsites assigned?

YES, you will receive your final campsite assignment at Check-In.

Are campfires allowed?

NO. A campfire program will be had Saturday. Dutch oven tables and grills are OK.

If you have any further questions, please contact:

Eugene Quintinita
Webelos Woods Event Director
esquintinita@gmail.com

Brian Hammer
Webelos Woods Event Deputy Director
scouter_naut@gmail.com

CAMPFIRE SKIT SUBMISSION FORM

Please Inform our campfire staff about the skit your patrol will be performing at Saturday's campfire program.
Remember:

1. A Scout is CLEAN (in language and actions)
2. Would Grandma Approve?
3. No hazing or exclusion
4. Camp Directors have final say

Are you Performing a **SKIT** or a **SONG** (CIRCLE ONE)

Patrol Name: _____

Unit Number: _____

Title: _____

Description:

2020 Camporee Survey

On a scales of 1 to 10 (1 is bad, 10 is Outstanding)

1) I am a (Circle One):

Scout

Leader

Parent

2) I thought the overall event was:

1 2 3 4 5 6 7 8 9 10

3) My favorite events were (Circle ALL that apply)

First Aid

Sheaf Toss

Tomahawks

Fire Building

Ladder Lashing

Stone Carry

Compass

Kettle Toss

Campfire

Archery

Caber Toss

Scout Spirit (Theme)

3) What event(s) or activities do you wish were available?

4) What event(s) or activities should we NOT INCLUDE or CHANGE UP in the future? (Please Explain)

With regards to your OVERALL Experience...

4) What should we start doing in the future?

5) What should we STOP doing in the future?

6) What should we continue to do in the future?

7) Any other thoughts? (Continue on back of sheet if needed)