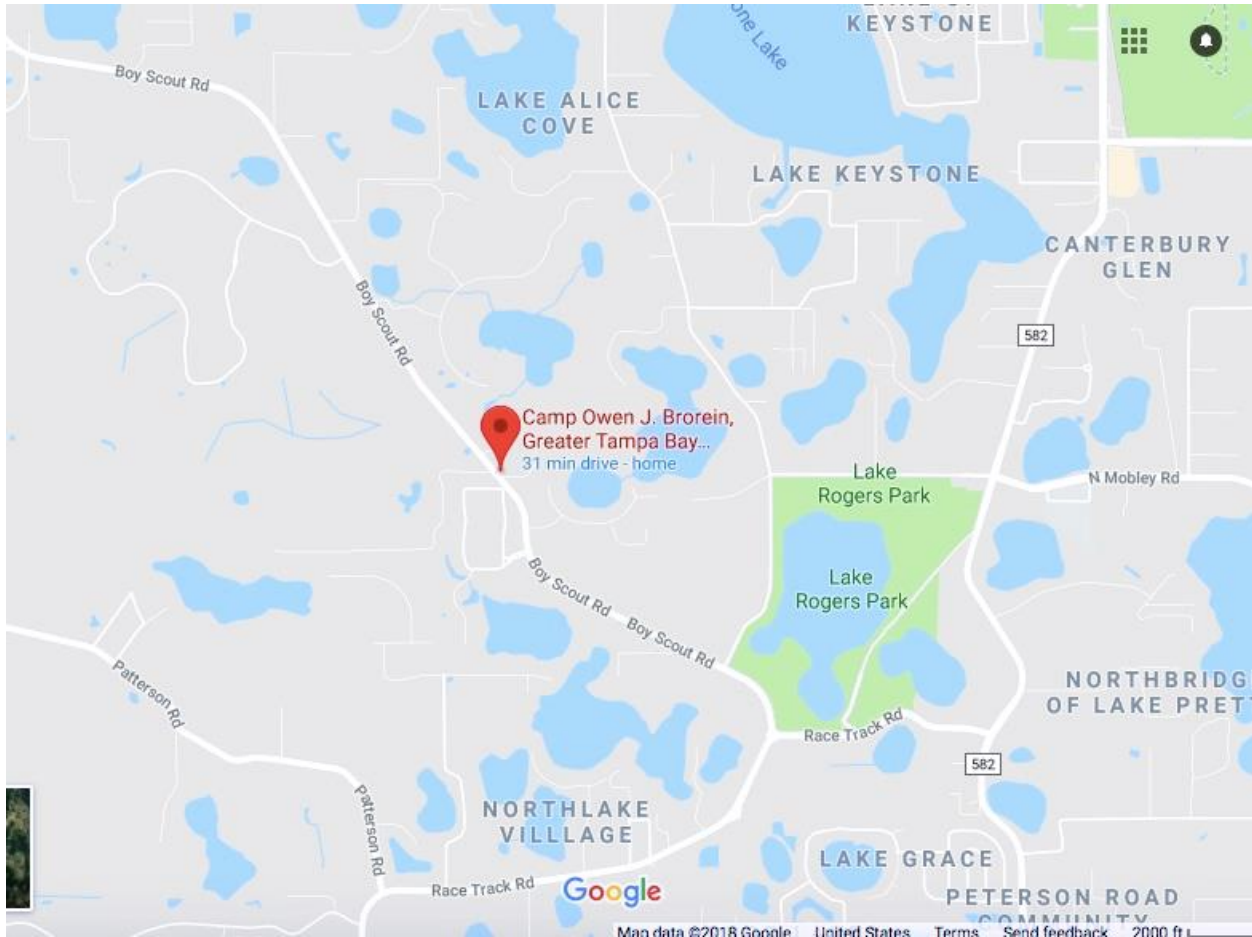




LEADERS GUIDE, REGISTRATION, & GENERAL
INFORMATION

FORT BROOKE DISTRICT
SCOUTING ADVENTURE CAMPOREE
NOVEMBER 16 – 18, 2018

LEADERS GUIDE, REGISTRATION, & GENERAL INFORMATION



[Google Map Link](#)

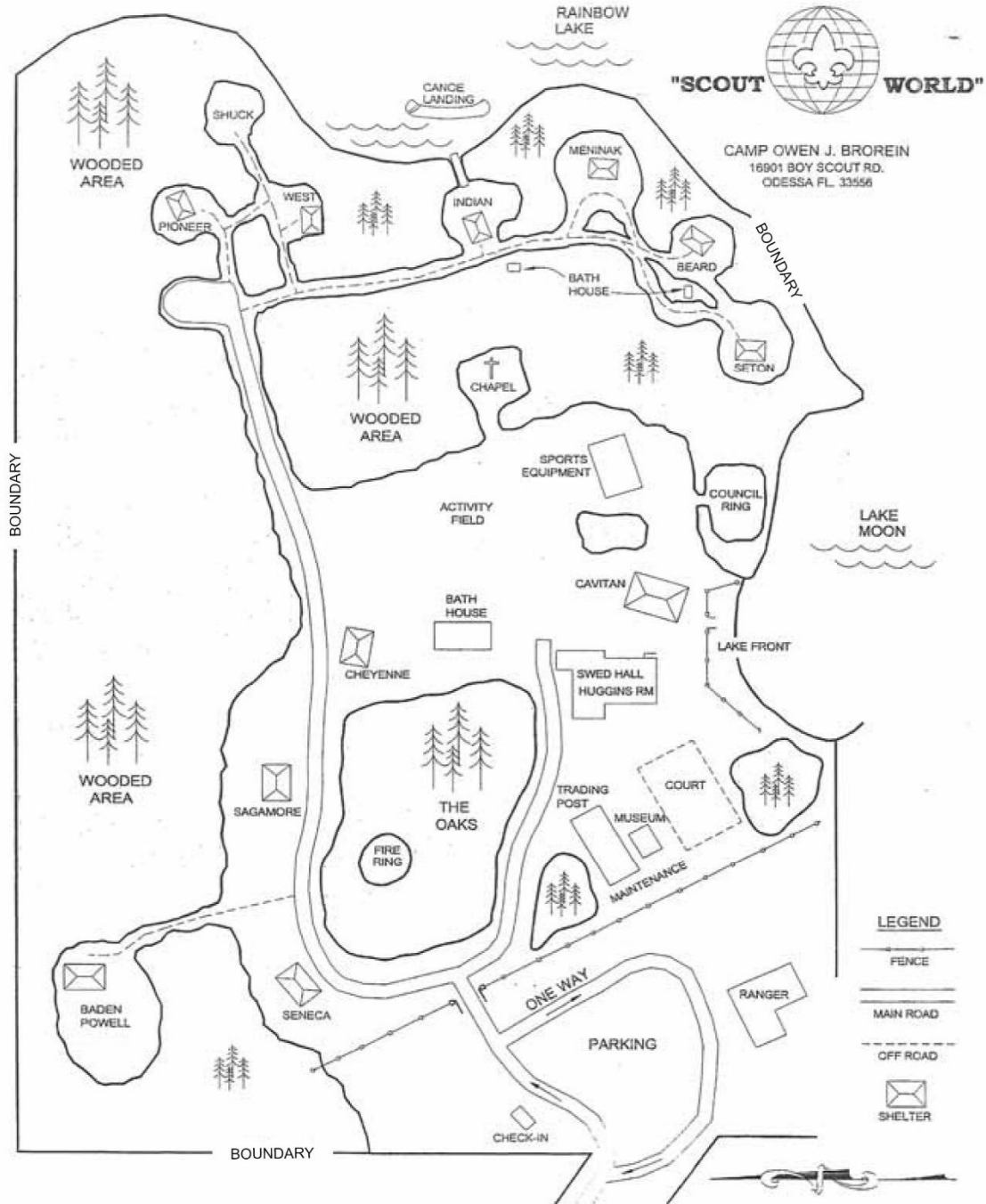
16901 Boy Scout Road, Odessa, FL 33556

Take North Dale Mabry Highway to Van Dyke Road, Turn Left on Van Dyke
Take West Van Dyke Road to Gunn Highway, Turn Left
Take South Gunn Highway to Race Track Road, Turn Right
Take Race Track Road to the Round-About, bear Right to get on Boy Scout Road About 2.5 miles on the right, Turn Right at Camp Sign

From Veterans Expressway/589:

Veterans Express Way to Ehrlich Road
Turn Left on Ehrlich Road, which turns into Gunn Highway
At Intersection of Gunn Highway and Sheldon Road, Turn Right Take Gunn Highway to Race Track Road, Turn Left
At the Round-About, bear Right to get on Boy Scout Road About 2.5 miles on the right, Turn Right at Camp Sign

MAP OF CAMP OWEN J BROREIN



INTRODUCTION

Leader's Guide provides information to address questions about this event. The guide includes information on:

- Theme
- Location
- Logistics
- Registration & Cost
- Campsite
- Health & Safety
- Events - Competition and Just for Fun

When updates are made, we will specify what sections have corrections, additions, and deletions so that you do not have to read through the entire packet each and every time there is an update to find out what was changed.

We are always looking for volunteers to help make the camporee run smoothly and for units to sponsor events. Without these individual and unit volunteers, the Camporee could not happen.

If you are interested in helping to serve in any capacity at all, please send an email to

Mark Kriz, MWK.SCOUTS@GMAIL.COM

Glynnis Butler, bkbeardog@aol.com

Matt Cordani, mcordani@tampabay.rr.com

CHANGES OR REVISIONS TO THE GUIDE

- Will be with the Amendment Page, the last page of this guide.

EMERGENCY CONTACT INFORMATION

ALL CAMPER'S VEHICLES MUST FILL-OUT THIS FORM BEFORE SETTING UP CAMP. THIS IS IN CASE YOUR VEHICLE NEEDS TO BE MOVED OR YOU LEFT YOUR LIGHTS ON.

FILL OUT AND PLACE ON YOUR VEHICLE'S DASH

NAME	
PHONE	
VEHICLE MAKE	
VEHICLE MODEL	

OTHER CONTACTS	
OTHER PHONE	

GENERAL INFORMATION

Introduction

The SCOUTING ADVENTURE CAMPOREE focuses on classic camporee events and activities that emphasize teamwork, orienteering, basic Scout and camping skills, and the patrol method. Units should prepare for the Camporee by practicing Scouting fundamentals – knots and lashings, first aid, proper camping techniques, and skills that a Scout learns on the Trail to First Class. There are a series of events planned to test your patrol's scout skills and teamwork. Some will be scored and some will be just for fun.

NOTE: In February 2019, the Boy Scouts will welcome youth girls into our program at this time this Camporee is only open to youth boys.

Definitions

Scout(s) – For this event we use Scout(s) in general terms to cover the following types of scouts that are welcome to attend. Boy Scouting, Venturing, Sea Scouting and Exploring.

Theme

This year's theme, Scouting Adventures - adventures throughout the world. We encourage all participants to adopt this theme and do some research on how you can incorporate the theme into your activities. The competitions are a mixture of activities that give different options at each station that scouts would have to navigate. We hope that everyone enjoys themselves and has a great time while at the camporee this year.

Location

Centrally located in the Hillsborough County community of Odessa, Camp Brorein is the Council's oldest camping facility. The camp has been dedicated to the advancement of Scouting from its founding in 1923. The camp has a long, rich history of serving Scouts and youth in the surrounding area.

Situated on more than 80 acres of land, surrounded by two lakes and blessed by the shade of many Live Oak trees, Camp Brorein provides the ideal camping experience for all. With newly-built bouldering, climbing and rappelling walls, the Camp also has an indoor dining area, classroom and training space, new canoes and kayaks, plus a shooting sports range for BBs, slingshots, and archery. There's even a playground for younger children to explore.

The waterfront includes both canoes and kayaks, which can be launched from the pier on Lake Moon. Fishing is also available in our lakes. The property includes many open areas for arts, crafts, and games. There is ample room to just run and play. Other amenities include

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permanent tents in some campsites, a new bathhouse facility, stage area with flagpole, a fire ring and an open-air chapel.

Time Chart for Weekend

2018	Sunrise/Sunset		Daylength		Astronomical Twilight		Nautical Twilight		Civil Twilight		Solar Noon	
	Sunrise	Sunset	Length	Difference	Start	End	Start	End	Start	End	Time	Mil. mi
▼ 17	6:45 am ↗(115°)	4:36 pm ↙(245°)	9:51:17	-1:56	5:10 am	6:11 pm	5:42 am	5:39 pm	6:15 am	5:05 pm	11:41 am (30.2°)	91.900
▼ 18	6:46 am ↗(115°)	4:35 pm ↙(245°)	9:49:23	-1:53	5:11 am	6:11 pm	5:43 am	5:38 pm	6:16 am	5:05 pm	11:41 am (30.0°)	91.879
▼ 19	6:47 am ↗(115°)	4:35 pm ↙(245°)	9:47:31	-1:51	5:12 am	6:10 pm	5:44 am	5:37 pm	6:17 am	5:04 pm	11:41 am (29.8°)	91.860

Schedule for Weekend

➤ Friday, November 16

- 3:00 p.m. Gates open
 - Sites will be pre-assigned
 - Each vehicle will have an Emergency Sheet with the owner and phone
- 10:00 p.m. Leaders Meeting and Cracker Barrel (compliments of your staff)
 - Bring a cup, utensils, and bowl.
- 11:00 p.m. Quiet time in camp

➤ Saturday, November 17

- 7:00 a.m. Reveille – Camp Flag raised at parade grounds or your site
- 7:30 a.m. Breakfast
- 9:00 a.m. Event 1 – Fire building
- 10:00 a.m. Event 2 – Knots
- 11:00 a.m. Event 3 – Lashing
- 12:00 p.m. Event 4 – Map & Compass
- Lunch 12:00 p.m. – 1:30 p.m.
- 1:30 p.m. Event 5 – First Aid
- 2:30 p.m. Event 6 – Scout Knowledge
- 3:30 p.m. Event 7- Cooking
- 4:30 p.m. Camp Flag Lowered at parade grounds or your site - All events paused.
- 4:45 p.m. Event 8 – Axe Yard Skills
- 5:45 p.m. Dinner with your Unit
- 8:00 p.m. Campfire
- 10:00 p.m. Cracker Barrel
- 11:00 p.m. Quiet time in camp

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➤ **Sunday, November 18**

- 7:00 a.m. Reveille – Camp Flag raised at parade grounds or your site
- 7:30 a.m. Breakfast
- 8:30 a.m. Interfaith worship service at your site or the Chapel
- 9:00 a.m. Awards ceremony at Swed Hall and staff inspects camps while your receiving an award.
- Break Camp and Leave No Trace by taking out your trash to dumpster.
- Be Safe Going Home.

The Camporee is open to all registered Scouts and their leaders. Siblings of Scouts and other Scout-aged youth who are not BSA members may not attend this event.

If a Scout youth accompanies a unit, they will be asked to fill out a youth BSA application upon check-in.

There are no restrictions on visiting adults, so long as troops follow all youth protection policies regarding adult supervision, and they check-in and register with Camporee Headquarters.

Registration and Costs

Registration information is available on the Fort Brooke District Website located on the Council website.

All registration and payments will be handled online.

The registration fee covers the cost of patches, food for leader cracker barrel, awards, insurance, facility fees, and program materials. The individual registration fees are as follows:

Registered by midnight NOVEMBER 4, 2018

\$15 per youth

\$10 per adult

Registered by midnight NOVEMBER 13, 2018

\$20 per youth

\$15 per adult

Register on-site on NOVEMBER 16, 2018 for an additional fee, Patches will be optional if available.

\$25 per youth

\$20 per adult

Leave No Trace

The Camporee will follow the seven principles of the Leave No Trace code. These principles are:

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

Apply these principles as you enjoy the Camporee – pack out what you carry in, stay on trails, use only established fire pits, and respect others around you and in camp.

Parking

Parking will be allowed in designated areas only. Unit trailers will be assigned a location by camp staff. **NO EXCEPTIONS**

No RV's (motorhomes, trailers, or campers) are allowed. Please carpool to conserve parking.

Campsites

Campsites will be pre-assigned by the staff based on pre-registration numbers. 50 foot by 50-foot slots will be given to units for every fraction of 15 people (youth and adults) you have pre-registered.

For 1-15 people you will have one slot, for 16-30 you will have two slots, for 31-45 you will have three slots, and so on and so forth. Each patrol area must be easily identifiable, as this will be a portion of the campsite inspection. Remember that other units will be camping next to or near your site, so please be sure to respect their space and please keep in mind the designated quiet hours. Maps of the campsites will be handed out upon check-in.

Schedule Notes

Units should plan to arrive between 3:00 p.m. and 7:00 p.m. on Friday, November 16.

Competition events are held on Saturday morning and patrol building fun events on Saturday afternoon. Saturday will conclude with all unit Campfire.

Units will check-out on Sunday morning following the interfaith service and awards ceremony. No units may depart until after their campsite has been inspected and cleared to leave. Units who need to leave on Saturday night should advise Camporee staff at check-in and have their campsite ready for inspection immediately following dinner.

Unscheduled Arrivals and Departures

Anyone arriving at or departing from Camporee, at any time during the course of the weekend, must sign in and out at Camporee HQ. We need to be aware of any changes in attendance for all adults and youth at Camporee in the event of an emergency.

Visitors

Many parents like to come and watch the call-out ceremony performed Saturday night. That is perfectly fine just remember to check in and out of with Camporee HQ.

Leader Meeting Friday Night

Not mandatory, but the food is GREAT. After check-in, each unit will be expected to set up their campsite. At 9:00 PM there will be a leaders meeting for Scoutmasters, Advisors and Senior Patrol Leaders at the Camporee HQ. Cracker Barrel will be provided for the leaders at the meeting. Staff will answer questions

Note: All youth and adult leaders are asked to bring their own cup, plate, spoon, etc. to the Cracker Barrel. Our goal is to limit all unnecessary use of paper/Styrofoam products.

Camporee Evaluations

Each unit is asked to turn in a completed youth evaluation and a completed adult evaluation form upon check-out on Sunday. These evaluations are essential for us to create an ever-improving event for the units year after year. If you feel some major changes need to be made to the camporee or if you want to praise a specific staff member, please include it in your evaluation. There is no prize except the one that you did well.

Cracker Barrel

Friday night cracker barrel is in conjunction with the leader meetings, all are welcome.

Camporee Staff

The District Camporee is staffed by district volunteers primarily from the District Commissioner's Corps. Some of the staff is youth and the camporee is a leadership and learning opportunity for them.

Please be considerate and cooperate when it is necessary for a staff member to take action or make a decision. It is for your safety.

Our goal is to make the camporee as much fun as possible for all participants. If there are any youth or adults who would like to assist with the planning and staffing for either this or future District Camporees, please contact us, as fresh ideas are always welcome for these events. Call or email anyone on the District Committee to share your ideas, time, or talent.

Camporee Patches

Participants registered will receive patches. Patches will be given to units upon check-in on Friday. Any extra patches will be sold on Saturday.

Trading Post

The Trading Post will be open to purchase beverages and snacks. Additional camporee patches will also be available for purchase.

Camporee HQ (Swed Hall)

Staff city and Headquarters (HQ) will be located at Swed Hall. Headquarters will be staffed around the clock. If you need to find a staff member, go to the Camporee HQ for assistance.

Changes & Event Cancellation Policy

In the event this event must be canceled ahead of time, an email notification will go out to all persons who made an online reservation, it will be rescheduled. Refunds will only be given for people who cannot make the re-scheduled date.

Refund Policy: All refund requests must be in writing, with a date, and sent to the Service Center. A full refund will be issued if the written request is received at the Council Service Center 14 days prior to the event. Refunds will not be issued for requests received less than 14 days prior to the event or after the opening date of the event.

Lost and Found

Items found are to be turned in at Camporee HQ. Lost items may be claimed at the Camporee HQ. Items not claimed by the conclusion of Camporee on Sunday will be sent to the Council Scout Office. (**Hint: Label your belongings!**)

Uniform and Dress Code

All youth and adults should be in field uniform upon arrival at the Interfaith Service, at Flag Ceremonies, and during the Campfire Program. During the day on Saturday, youth and adults may dress in an activity uniform. Patrols should dress uniformly. Theme attire is highly encouraged during Saturday activities and events.

Tents

Remember low impact camping techniques. Tent ditching or trenching is not allowed.

Flags

Unit Flags are to remain as part of your campsite entrance, except during morning and evening flag ceremonies when you are to bring your unit flag with you. Patrols are to bring their patrol flags with them to each event and then to drop them off at Camporee HQ by 1:00 pm on Saturday for judging.

Special Accommodations

Arrangement for individuals with special needs must be made with the Camporee Chairman prior to Camporee. We will do our best to plan if you “just show up” though we can not make any promises.

Camporee Management

Principal Camporee Staff members are listed on the following page. You can reach them during evening hours. Please remember when contacting these individuals that they are all volunteers [except the District Director and Camp Ranger].

Position	Name	Phone	Email
Camporee Chair	MARK KRIZ	813-419-7855	MWK.SCOUTS@GMAIL.COM
Camporee Station Guy	MATT CORDANI	727-238-9759	mcordani@tampabay.rr.com
Camporee Fun Bee	GLYNNIS BUTLER		bkbeardog@aol.com
District Director	JASON BORTON	813-624-9764	Jason.Borton@scouting.org
District Chairman	JON SMITH	813-361-9670	jrsmith0717@icloud.com
District Commissioner	DR. TORRES	813-786-5196	drgtorres@verizon.net
Camp Ranger	WAYNE TEPPER		Wayne.Tepper@scouting.org

HEALTH & SAFETY

Emergency Information

In the event of any emergency that endangers the camp, we will blow 3 blasts on an air horn. Upon hearing this warning sound, drop everything “immediately” and gather your unit at the Flag Pole area. Take headcount and ensure nobody is missing. Just as with any emergency, please maintain a walking speed and keep a cool head.

First Aid & Medical Facilities

MEDICAL FACILITY WILL AT SWED HALL

Report any acute medical conditions to the medical staff upon arrival. Those persons with diabetes or allergies to bee stings must provide their own emergency kits. Anyone with allergies should be prepared with the proper medication.

Minor first aid needs are the responsibility of the unit. All accidents must be reported to senior staff or the camp medic regardless of severity. Arrangements have been made for emergency evacuations if needed.

Our medic will also want to know if there are any doctors in your group.

Medical Forms & Medications

Units must bring copies of BSA medical form Part A & B for every youth and adult attending Camporee. Leaders need to provide the medical forms for inspection at check-in. Once reviewed the medical forms will be returned to the unit in case of emergency.

Medications **MUST** be kept in a securely locked box or in a unit leader's car. If your unit does not have a lock box or does not wish to store the medications in their car, please give them to the camp medic to administer. This is to ensure the right people are the only ones using the medications brought to Camporee. Medications will be returned at the end of camp. Also, any medications requiring refrigeration (e.g., Insulin) are the responsibility of the individual units.

Weather

Remember the Scout Motto: **Be Prepared**. Both youth and adults should pack and prepare to come and participate at Camporee, rain or shine.

Weather can be very unpredictable with temperatures ranging from warm to very cold over the course of the weekend. Bring tents, ponchos, pack covers, dining flies, ground cloths, and necessary clothing to be comfortable at both extremes. The Camporee will not be canceled because of rain or even snow (however unlikely), since all units are expected to have inclement weather training.

Safety

Safety of all Scouts, Scouters, and parents is the first objective of this Camporee. All Scouters and Junior Leaders are expected to stop and refrain from unsafe activities and horseplay. Violence will result in being asked to leave the event and/or police will be called. The following rules are to be strictly observed:

- Scout Leaders are expected to provide all supervision of the scouts in their unit. The Buddy System is required at all times.
- While the games are in progress, no Scouts will be allowed in the campsite areas unless for a medical reason. Scouts found in the campsites without proper adult supervision will be asked to be closely supervised by the leader(s) for their remaining time at Camporee.
- No liquid fuel lanterns will be allowed outside the campsite. Scouts should carry a flashlight rather than a Coleman (or like) lantern. No flames inside tents. Campfires must be raised at least 6 inches off of the ground or use an established fire ring.
- Display some common sense

If you are unsure of specific policies and guidelines for safety in Scouting, please refer to the *Guide to Safe Scouting* and the *Sweet Sixteen of BSA Safety*.

Discipline & Use of Electronics

Leaders will be responsible for the supervision of their units at all times and will be held accountable for their behavior. Adult leaders, who are not helping in the events or watching unit sites, should observe from a distance when watching their youth participating in the events; coaching and guiding is not allowed during competitions.

Scouts and Venturers should leave all cellphone, radios, television, portable game devices, walkmans, Discmans, MP3 players, iPods, and other electronics at home. Electronic or GPS devices, even if incorporated into watches, cell phones, iPods, or any other such electronics is not permitted on the competition field, or at the Adult competitions. Loss or Damage of property is the sole responsibility of the person who brought it.

Quiet Hours

All activities will be subject to quiet hours and lights out from 11:00 p.m. till noted Revielle each day. Leaders in each unit are responsible for enforcing these hours. A Scout is Courteous. After taps, every Scout is expected to be in his/her tent and quiet at that time. If you must move about in your own area after taps, do it quietly so that others are not disturbed. Roaming about the campgrounds or other campsites will not be tolerated. Night Games are strictly prohibited.

Respecting Other Units' Sites

Everyone should respect other units' campsites. Please do not cross through another unit's site, instead go around. Show others the level of courtesy you would like shown to you.

Sanitation and Bathrooms

The shower house and restrooms will be open for use. All units share in the responsibility of keeping the facilities clean and in working order. Units will be expected to provide one scout to help clean the shower house Sunday morning before we can leave.

It is a good idea to bring a few spare rolls of toilet paper with your unit and have campers take one with them to the toilets, just in case. The bath house and showers will be open

Cooking

Liquid fuel and propane stoves may be used in accordance with BSA policy with propane being the preferred fuel. Scoutmasters and Advisors are to follow BSA liquid fuel storage and stove lighting policies.

Scouts should do their own patrol cooking in their campsite. It is up to the individual units to bring their own cooking and cleaning equipment. It is strongly suggested that Camporee schedule time constraints should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for patrols to participate in all the activities. Consider having a quick, no-cook lunch on Saturday.

Fires

The Camp Ranger will post on the incoming welcome board information on campfire use in camp. There will be no exception to his rule.

If, campfires are allowed in camp, then campfires provide that there is at least 6 inches of clearance between the bottom of the fire pan and the ground. Each unit will be responsible for supplying their own wood. Do not cut any live trees, plants, etc... All traces of your fire must be removed according to Leave No Trace standards, including the removal of ashes and charcoal (these must be packed out with your unit).

There will also be a camporee (real or not) wide campfire on Saturday night, including the general campfire.

Open flames of any kind are not allowed in any tent. Electric battery lanterns and flashlights are recommended.

Water

Drinking water will be available at several locations throughout the camp and games area. Containers will be needed to carry water to the campsites. The map received on arrival has water points noted. No dishwashing and no bathing or hand washing will be allowed at the faucets. Please do not waste water. Each Scout should come to Camporee with a canteen and carry it to the Saturday games.

Gray Water

Gray water should be disposed of appropriately at the designated gray water disposal station. Please remember that only biodegradable soap is permitted.

Trash

Pack it in – pack it out! Please bring sealable garbage bags for disposal of your trash and garbage. All units must remove their own trash on Sunday and drop off at the really-large trash container outside of the entrance gate. Please be considerate of our scout property and leave your area cleaner than when you arrived.

A large dumpster is located at the camp entrance please take your camp garbage to this dumpster.

Knives & Axes

Sheath knives are not prohibited by the BSA, however, the camporee committee has set in its camp "rules" that sheath knives and knives with blades longer than 3 1/2 inches are not allowed at the Camporee. If any are found, they will be held for the remainder of the Camporee by a member of the Camporee Staff. Axes may be used only if an ax yard is set up and marked off properly by the unit.

Alcohol, Drugs, and Profanity

The Camporee Committee fully supports the policy of the Boy Scouts of America concerning the use of Alcoholic Beverages, Drugs, or other Mind-Altering Substances. It is, therefore, the policy of the Camporee Committee that there shall be no Alcoholic Beverages (except those used for religious sacrament), Drugs or other Controlled Substances (including smoking) present at or consumed during the Camporee. Non-compliance with this Policy will result in the individuals and their Unit being asked to leave the Camporee. Likewise, profane language or gestures by youth or adults will not be tolerated.

THE CAMP RANGER IS GIVEN AUTHORITY TO DISMISS ANY CAMPER IN CAMP AND ASK THEM TO LEAVE THE PROPERTY AT WILL OR UNDER THE GUIDANCE OF THE HILLSBOROUGH COUNTY SHERIFFS DEPARTMENT.

Firearms

For safety reasons, unsanctioned weapons in the Guide to Safe Scouting will be observed.

Fireworks

Absolutely no fireworks are permitted.

Check-In & Check-out procedures

Confirm registration for all participants - Please make your camporee payments at the Council Service Center or online.

Complete Unit Roster - The roster will help us account for youth and adults alike in case of an emergency. The roster form is attached to this leader guide.

Verify Health and medical records for each Youth & Adult - BSA Activity Consent Forms are Part A of the Annual Health and Medical record and should be available. Part B medical forms must be on-site and available for inspection at check-in. All Health and Medical Records will be kept by unit leaders'. If medically necessary, the camporee medical staff may request forms from the unit leader.

Time – Check-out will begin after Sunday morning activities.

Evaluation Forms – Complete both youth and adult forms to ensure Camporee can be improved upon year after year.

Final Campsite Inspection – Send your scout to Camporee HQ with completed camporee evaluation forms to request campsite inspection.

Camporee Patches – Upon completion of check-in, your unit will receive patches for all registered participants (youth and adults).

Camporee Events and Fun

This Activities packet is for units and unit leaders to understand what to expect from this year's camporee. The camporee staff and planning committee have been thinking of new ideas and also considering what has worked well in the past and what has not. This guide is going to provide a brief description of each activity and how we believe the scoring will be.

So, if we decide to change it at a "whim" which we will update will be made here under the version section so you don't have to go searching for it. The camporee staff and committee reserve the right to change the scoring or how the activity will run.

During the camporee troops will compete against each other in a series of events based on scout skills. Each event will be scored and at the end of the day the top three troops will be announced.

How it Works

Scoring for the events is two-fold there is a time element and a point element. At each event the troop will be given a choice between an easier task worth less points or a more difficult task worth more points. Tasks may also have point modifiers for those wanting an added challenge. Each task will be timed and bonuses will be given to the three fastest teams. The troop will have to choose a path and balance time vs. skill.

Event 1 – Fire building

Choose your path:

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1. Build a quick fire to burn a string 18 inches from the ground: 10 points
2. Build a fire hot enough to boil water: 30 points

Point Modifiers

- Start the fire with matches (up to 3): 0 points
- Start the fire with more than 3 matches: -1 point per match
- Start the fire with Flint and Steel: +5 point
- Start the fire with steel wool: +1 points

Event 2 – Knots

Choose your path

1. Tie knots by name: 1 point for each knot
2. Tie knots by usage: 3 points for each knot

Point Modifiers

- Tie the knots behind your back: +1 point for each knot
- Tie the knots blindfolded: +1 point for each knot
- Tie bonus knots: 2 points each

Event 3 – Lashing

Choose your path

1. Demonstrate 3 types of lashing: 10 points
2. Lash a catapult and successfully launch a ball: 30 points

Event 4 – Map & Compass

Choose your path

1. Correctly find bearing and distance for 5 locations: 2 points each
2. Complete an orienteering course & find the end of course token: 30 points

Point Modifiers

- Correctly orient a map: 5 points
- Explain declination and give the declination for the camp: 5 points
- Correctly Identify common map symbols: 2 points each

Event 5 – First Aid

Complete both tasks

1. Answer basic first aid questions: 2 points each
2. Demonstrate first aid skills: 5 points each

Point Modifiers

- Show you have a first aid kit: 10 points

Event 6 – Scout Knowledge

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Complete both tasks

1. Answer basic scout knowledge questions: 2 points each
2. Answer advanced scout knowledge: 5 points each

Event 7- Cooking

Compete is a “chopped” competition using a surprise box of ingredients and serve your dish to a panel of judges.

1. First Place: 30 points
2. Second Place: 20 points
3. Third Place: 10 Points

Event 8 – Axe Yard Skills

Complete each task

1. Using the proper technique bring a log into the axe yard: 5 points
2. Using an axe split one piece of wood: 10 points
3. Using a bowsaw cut one piece of wood: 10 points

Point Modifiers

- Show a tote n’chit card: 5 points
- Any violation of proper safety rules: -3 points each

Points for the fastest times:

1. First Place: 30 points
2. Second Place: 20 points
3. Third Place: 10 Points

Determining Patrol Rank

There will be four patrol ranks for competition determined as follows:

Ranks

Scout Tenderfoot Second Class First Class Star
Life
Eagle

Rank Value

1 2 3 4 5 6 7

Patrol Average Divisions Rank

Patrols will remain the same throughout Camporee. Patrols may choose to compete in any higher division. No changes will be allowed without scoring Official approval.

Uniform and 10 Essentials Inspection

Uniform Inspection will be conducted immediately after the flag ceremony on Saturday morning for all patrols. Each Scout and Venturer must be in complete field uniform (previously known as Class A) for the inspection. After the uniform inspection is complete, patrols can choose to change to other appropriate scout attire.

Junior Division

Intermediate Division

Senior Division

Crew

Each uniform item will be scored separately and details for the method and points are below. All item points will be totaled to one final score.

1. Scouting handbook (15 points)
 - a. All members can produce
2. BSA membership card (5 points)
 - a. More than half the patrol members can produce Current BSA membership. Cards can be printed from MyScouting Account
3. General Appearance (10 points, 2 for each) ~~(uh-oh)~~
 1. Good posture
 2. Clean face and hands
 3. Combed hair
 4. Neatly dressed
 5. Clean fingernails
4. Headgear (5 points)
 - a. All patrol members wearing the same patrol headgear which can be none.
5. Shirt and Neckwear (10 points)
 1. Official BSA field uniform shirt with top button open.
 2. If neckerchief is worn, all patrol members must wear the same one and top button open.

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6. Pants/Shorts (10 points)
 1. All patrol members wearing Official BSA pants or shorts - 10 points
 2. All patrol members look the same (all jeans, all khakis, etc.) but not Official BSA pants - 5 points.
 3. All Venturers wearing BSA or other charcoal gray pants – 10 points
7. Belt (5 points)
 - a. All patrol members wearing Official BSA or international Scouting belt.
8. Socks (5 points)
 1. All patrol members wearing Official BSA socks - 5 points.
 2. All patrol members wearing the same socks (all white, all black) but not Official BSA - 3 points.
9. Shoes (5 points)
 - a. Activity appropriate footwear must be worn, no open toes shoes
10. Shoulder Epaulets (5 points)
 - a. Red for Boy Scouts
 - b. Blaze Orange for Varsity Scouts, Emerald Green for Venturers
11. Right Sleeve (5 points)
 - a. All Patrol members have patches attached correctly.
 - i. US flag emblem centered directly below shoulder seam
 - ii. Only one Journey to Excellence patch can be worn
 - iii. Patrol emblem patch
 - iv. Venturers do not have patrol patch but may choose to wear the Venturing emblem
12. Left Sleeve (5 points)
 - a. All patrol members have patches attached correctly.

Council shoulder emblem centered directly below shoulder seam Unit Numbers centered and touching below council shoulder emblem Badge of office centered and touching below unit number. If pocket the badge of office should be centered on pocket Trained emblem centered and touching below badge of office. Den Chief Cord is worn over the left shoulder, under the epaulet.

(5 points)

- a. All patrol members have patches attached correctly.

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i. Jamboree insignia worn above BSA and interpreter strip. Only national patches can be worn above the right pocket on BSA uniform shirt.

ii. Order of the Arrow lodge insignia worn on pocket flap

iii. Temporary patch worn centered on the pocket or hung from the button iv.

Varsity or Venture strip is worn above the BSA strip or above the interpreter strip.

v. Nameplate is centered above the BSA strip

13. Left pocket (5 points)

a. All patrol members have patches attached correctly.

i. Service stars are centered above the pocket

ii. Embroidered square knots are worn centered above the pocket in rows of three

iii. Not more than five medals may be worn, pinned centered immediately above the pocket (extending over knots if both are worn)

iv. Badges of Rank are worn centered on the pocket above the Arrow of Light Award

v. World Crest emblem and Messengers of Peace ring are worn centered horizontally over the left pockets and vertically between the left shoulder seam and the top of the pocket.

Each Scout and Venturer must come prepared with their 10 essentials to camporee. As part of the uniform inspection process, patrols will also have their ten essentials inspected. Points will be awarded if the patrol can produce each of the 10 essential items.

1. Pocket knife (10 points)

a) Pocket Knife – basic or multi-tool – 5 points

b) Totin' Chip card – 5 points

2. First Aid Kit (10 points)

3. Extra Clothing (10 points)

4. Rain Gear (10 points) – jacket, parka, poncho or even a garbage bag can be used to protect from the elements.

5. Flashlight (10 points) – should be in working order

6. Trail Food (10 points)

7. Water Bottle (10 points)

Fire Starter (10 points)

1. Matches, lighter, or other fire starters – 5 points

2. Firem'n Chit – 5 points

Map and Compass (10 points)

1. Map of the area – 5 points

2. Compass – 5 points

TROOP COMPETITION

Campsite Inspection

All troops will earn points toward the Top Unit award based on results from their campsite inspection. Campsites will be judged with an average score from the identifiable patrol areas including all adult areas. Scoring will begin with each troop at maximum points with point deduction as follows.

1. Tents
 1. Doors not all same direction and random placement (5 points)
 2. Not able to identify individual patrol areas (5 points)
 3. No guy line markings in high traffic areas (5 points)
 4. Lanterns, candles, stoves in or near tents (5 points)
2. Campsite
 1. No American flag displayed on right side of campsite entry looking from inside the campsite (5 points)
 2. No Unit flag displayed (5 points)
 3. Trash found on the ground (5 points each)
3. Health and Safety
 1. First Aid kit visible in the camp site (5 points)
 2. Missing fire buckets if fire pit is present (10 points)
 3. Missing or improper ax yard if fire pit is present (5 points)
4. Food and Cooking Area
 1. Food not stored in containers (5 points)
 2. Coolers missing ice (5 points)
 3. Messy trash bags (5 points)
 4. Dining area with food not cleaned up (5 points)
 5. Unclean stoves or cooking area (5 points)
 6. Dining fly messy or guy lines not marked (5 points)

Pioneering Gadget or Gateway

All troops can earn points toward the Top Unit award by producing a pioneering project using no more than (8) 8' poles, (4) 6' poles and (8) 4' poles. The project can be a gateway or a gadget. Units will need to provide their own materials for this competition. Scoring will be awarded as follows:

1. Knots and Lashing Properly Done – 20+ points total

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1. Tied correctly and for the right reason – 2 points deducted every incorrect or improper used knot or lash
2. Contains two different lashings which are labeled (5 points)
3. Contains two types of knots which are labeled (5 points)

Additional points will be awarded for each type of correctly used lashing beyond the first two (2+ points)

- i. Square lashing – binding poles at right angle
- ii. Shear lashing – binding 2 poles to make A frame
- iii. Diagonal Lashing – binding poles at other than right angle
- iv. Tripod Lashing – binding 3 or more poles to make tri-pod
- v. Round Lashing – binding 2 poles side by side to make longer pole
- vi. Floor Lashing – making deck or walkway
- vii. Japanese Mark II Lashing – binding poles at right angle
- viii. All other lashing must be labelled and used correctly to be assigned points.

Additional points will be awarded for each type of correctly used knot beyond the first two. (2+ points)

1 Working parts – (20 points)

1. Moving part present (8 points)
2. Operates smoothly and safely (12 points)
3. Camporee theme clearly evident in design – (20 points)
4. Stability and Safety – (20 points)
 1. Free standing (5 points)
 2. Project can be used or passed through as intended (10 points)
 3. Project is sturdy (5 points)
5. Constructed by Youth (10 points)
 1. All elements built on site excluding signs and non-pioneering decorations
 2. Building process directed by youth and not adults

Automatic disqualifications include:

- Using pre-built material
- Adult involvement in building other than for safety reasons, including but not limited to:

Instruction (verbal or visual), demonstration, building, fixing details, etc.
- Project work being done after 11pm on Friday night.
- Use of power tools

Campfire Skit Competition

SUBMISSION OF SKITS TO THE CAMP CHAIR STATION GUY AND CAMP CHAIR FUN BEE ARE REQUIRED.

All troops can earn points toward the Top Unit award by presenting a skit for the Saturday night campfire. Each unit can submit 1 entry of no more than 5 minutes. A panel of adults from several different units will review the skits during Saturday afternoon activities and will select the top 6 entries to compete at the Saturday night campfire.

Points will be awarded: 100 pts–presenting a skit, 100 pts–performing in the Saturday night campfire, 100 pts–winning the campfire competition

Scoutmaster Cook-off

Scoutmasters can earn points toward the Top Unit award by participating in a Dutch Oven cook-off. The winner will also be honored with special recognition at the awards ceremony.

Contestant Rules:

1. Only one dish will be judged for each unit.
2. Contestant will provide all ingredients.
3. A copy of recipe and cooking method will be provided to aid judging.
4. Meals will be fully prepared at and cooked at Camporee. No pre-prepping and bringing from home.
5. Cooking will be done in a box or dutch oven.
6. Start time for Scoutmaster Cook-off is 12:30pm and entries must be submitted to judge's table at Camporee HQ no later than 6:00pm.
7. Each contestant will be assigned a number when they register at check-in to prevent judging bias. The contestant will deliver one plate tagged with their assigned number.
8. Contestants will be judged on:
 - a. Flavor
 - b. Texture
 - c. Presentation
9. Judges will rate each category 1-10 and score will be the total. In the event of a tie, the prize will be awarded to the dish with the highest degree of difficulty.

AMENDMENTS-

Any changes to this guide will be here.

- END OF LEADERS GUIDE -