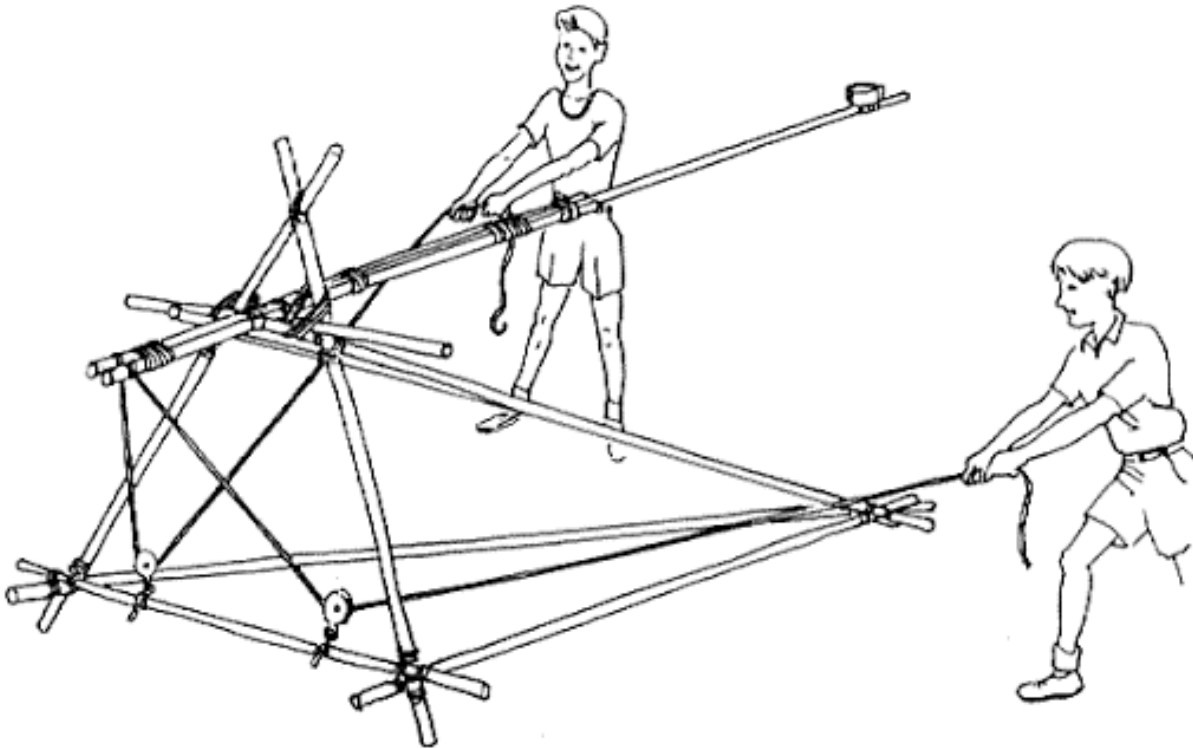


# Greater Tampa Bay Area council presents: The Ultimate Pioneering Competition



**April 16<sup>th</sup> – 18<sup>th</sup>**

## **Sand Hill Scout Reservation**

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Brooksville, Florida 34609

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## **INTRODUCTION**

This Leaders Guide contains the information your Troop will require to have a successful and fun time at this event. Be sure to read all the information carefully as we expect all participants to act in accordance with the best of our Scouting traditions. If we need to make any changes, the listed troop leader will be notified in advance of any changes.

## **TROOP LEADER**

Registration will be available on the council website. There will also be a link posted on the district website and Facebook page. If this option is not available, please contact Will Adams at 352-220-7564. Please ensure an e-mail address is included on the roster so the assigned Troop contact can get all necessary information.

## **NOTE**

Refunds will follow Greater Tampa Bay Area Council guidelines and policies.

## **PERMISSION AND MEDICAL FORMS**

The permission form is integrated with the required medical forms for any BSA event. Please have these forms readily available if needed. Each unit is REQUIRED to have a medical form with sections A, B and photo release form signed and dated for each individual adult and child attending the event. This form can also be located on the National Council website- [http://www.scouting.org/filestore/HealthSafety/pdf/parts\\_ab.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/parts_ab.pdf). You can find the needed COVID forms [here](#).

## **CHECK IN:**

Check-in will start Friday evening at 5:30 p.m. at the Ranges. If you arrive prior to 5:30 p.m. on Friday, you will be asked to wait outside the gate. At check in you will need the "COVID-19 "At-Risk" Camp Participant Form" for every attendee otherwise you will not be able to get in. You can find these forms [here](#). You WILL need to have them at check in, please print them out and bring them with you. Temperature checks will be done by camp staff, if anyone in the vehicle is not able to pass the temperature screening no one in the vehicle will be permitted to continue into camp and will be asked to leave.

**NOTE: SCOUTS WILL NOT BE ALLOWED TO CONTINUE TO THEIR ASSIGNED CAMPSITE UNIT THE UNIT LEADER HAS ARRIVED AT CAMP.**

## **NO VEHICLES LEFT IN CAMP**

Vehicles are not to be left in camping area. The safety of our members is top priority, and any violation of safety rules will not be tolerated.

**TROOP TRAILERS WILL BE ALLOWED IN CAMPSITES.**

## **CAMPSITE PROCEDURE**

You will get your camp site information when your unit leader arrives and checks in at camp, this information will not be available before the unit leader arrives.

### **Camp Meals**

Saturday breakfast and lunch are provided with your registration, troops will need to bring their own food for the remainder of the weekend. Scouts are advised to bring their own food if camp food does not meet the nutritional needs of the scout or the scout has food allergies. If you have any questions as to food allergies, please contact Will Adams.

**Breakfast-** Oatmeal and Grit Bar/juice/milk/coffee – served in dining hall.

**Lunch-** Hot Dog, chips and water - Delivered to campsites.

### **FIRST AID**

All staff will have instructions on how to handle an emergency. If you have an emergency, you can contact the camp medic or find the nearest staff member. Minor emergencies should be handled at the campsite if possible.

### **CAMP MEDIC: BRITNI ADAMS 352-601-1186**

### **WHAT TO WEAR**

Field uniform is required for opening/closing ceremonies and Interfaith, Troop T-shirts for daytime events. CLOSED TOE SHOES ARE REQUIRED FOR EVERYONE AT ALL TIMES, THIS INCLUDES ADULTS.

### **Safety Notice**

Scouts and adults will need to bring leather gloves for working with rope, spars, and timbers at the Camporee.

**WE WILL NOT BE PROVIDING ANY HAND PROTECTION; YOU WILL NEED TO BRING YOUR OWN.**

### **CHECK-OUT:**

Make sure the entire area has been policed and all trash picked up. You are responsible for bringing your trash to the dumpster at the dining hall or shooting range. Scouts should make every effort to leave an area better than they found it. Latrine areas should be checked and cleaned up by everyone throughout the weekend. Fire needs to be completely extinguished. You should be able to place your hand in the area where the fire was located and feel no heat.

# Competitions

## STATIONS

### Tomahawk Throw

Each scout will be taught how to throw a tomahawk and given a chance to practice throwing it.

After practice, scout will throw 3 tomahawks at the target for a score.

The distance from the throw line to the target is approximately 15 feet.

Stepping over the line results in a penalty

### Stretcher Relay

This will be a timed group event. Participants must assemble a simple stretcher and carry a victim of their choice around a cone and back. If the stretcher falls apart or the victim falls off the team must start all over again from the starting point.

### Tee Pee

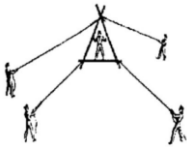
Each Patrol will lash three poles together using round lashings and make them all equal length. Once 3 poles are made, they will be lashed together using a tripod lash. Once the teepee poles are lashed together it must be stood upright and free standing. This is a timed event that all members must participate in. The event will start on the judge's signal and end when the teepee is upright, and the patrol leader signals to stop the stopwatch. When the event has been scored the patrol must take everything apart and lay the supplies out as they found them.

### A Frame Walk

Patrols will construct an A-Frame and walk it over a set course.

Lashings/Knots used: Square lashing, clove hitch, two-half hitches.

Allowed supplies: 3 poles, 3 lashing ropes, 4 guide ropes.



### Flagpole Raising

Patrols will work as a team to construct and raise a flagpole to fly their patrol flag. Lashings/Knots used: Round lashing, clove hitch, taut-line hitch, two half hitches.

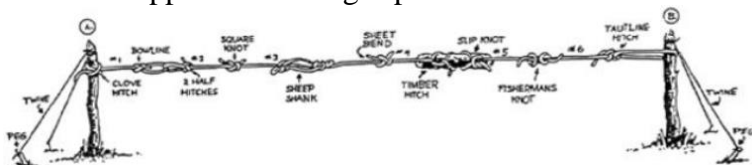
Allowed supplies: 3 poles, 4 lashing ropes, 2-3 lashing ropes to hoist flag, 3 guide ropes, 1 small pulley or eye bolt, patrol flag, 3 stakes, hammer.



### Save the log.

Lashings/Knots used: clove hitch, bowline, two-half hitches, square knot, sheet bend, timber hitch, slip knot, fisherman's knot, taut-line hitch, sheep shank.

Allowed supplies: 8 lashing ropes.



### String Burn

Using the materials provided, Patrols must build a fire and burn through a string suspended 16 inches above the ground. Fire to be lit using the provided magnesium fire starter. Patrols will be given 2 minutes to plan their strategy. Official timing begins when the patrol is handed the fire starter and ends when the string is burned through, or when 15 minutes has elapsed.



### Patch Making

Brand your patch and stamp it to make your own unique patch.

## OTHER

### Catapult.

Each unit will be building your own design.

You will have to supply all your materials to build your catapult.

You will be launching a 5-pound sandbag. Sandbags will be provided.

### Campsite Gateway.

Each unit will be building your own design.

You will have to supply all your materials.

### Scout Dutch Oven dinner cook off Saturday night.

Each unit will cook your signature Dutch Oven dish.

You will have to supply all your materials.

### Scoutmaster Dutch Oven desserts cook off Saturday night.

Each unit's Scoutmaster's will cook your signature Dutch Oven dessert.

You will have to supply all your materials.

# Schedule

## Friday

5:30- 9:00 p.m. Check - In & Campsite Assignment (Check in at Ranges)

9:30 p.m. SPL / SM Meeting /Cracker-barrel (Dining Hall)

## Saturday

7:00 a.m. Breakfast, (Dining Hall)

8:00 a.m. Flag Raising in Class A (Parade Field)

8:15 a.m. – 12:00 p.m. Competitions

\*\*\*\*\*9:00 a.m. – 10:30 Scout Master Shoot (Rifle Range)\*\*\*\*\*

12:00 p.m. - 12:45 p.m. Lunch (Delivered to your campsite)

1:00 p.m. – 4:30 p.m. Competitions

4:30 p.m. – 5:00 p.m. Catapult Launch Time (At the old Admin Building)

5:00 p.m. – 7:00 p.m. Supper

6:00 p.m. Dutch Oven Judging – (Judges will travel to each campsite).

7:30 p.m. Campfire (Council ring)

## Sunday

8:30 a.m. Flag (Parade Field)

8:45 a.m. Scouts Own (Council Ring)

10:00 a.m. Campsite Inspection, Check-out

# SAND HILL SCOUT RESERVATION MAIN AREA MAP

## STRUCTURES

- A - Archery Range
- B - Shows Arena
- C - Hagerly Shelter
- D - Chapel
- E - Staff Center
- F - Dining Hall
- G - Pool
- H - Maintenance Compound
- I - Outdoor Skills Pavilion
- J - Health Lodge/Trading Post
- K - Shotgun Range
- L - Rifle Range
- M - Administration Building
- N - Nature Pavilion
- O - Barn
- P - Rappelling Tower
- Q - Climbing Wall
- R - Ranger's Residence
- S - Sertoma House
- T - Pathfinder's Area
- U - Basketball Courts
- V - Volleyball Court
- W - Waterfront
- X - Houses
- Y - Primitive Campsite
- Z - High COPE Course
- a - Dance Arbor
- b - Low COPE Course
- d - Staff Cabins

## CAMPSITES

- 0 - Outpost Camp
- 1 - Live Oak Rise
- 2 - Lookout Point
- 3 - Black Bear Ridge
- 4 - Toad Hollow
- 5 - Possum Hollow
- 6 - Raccoon Run
- 7 - Horsefly Hill
- 8 - Quail Hollow

## CAMPSITES

- 9 - Wild Cherry Meadow
- 10 - Fox Squirrel Trail
- 11 - Ivy Grove
- 12 - Pine Meadow

