

PARENT AND LEADER GUIDE

Three Fires Council presents

BigTimber100 CampOree

Centennial Celebration

*A weekend of camping, fun activities,
memories and celebrating.*



September 25-27, 2026

Camp Big Timber
37W955 Big Timber Rd
Elgin, IL 60124



PARENT AND LEADER GUIDE

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Welcome

BigTimber100 CampOree celebrates 100 years of adventure at Camp Big Timber with a weekend built for Scouts BSA, Venturers, and Sea Scouts. Compete in exciting orienteering challenges, explore the camp's rich history, test your skills through hands-on activities, cook over an open fire, and celebrate around one unforgettable campfire.

Two ways to join in the fun!

- Come for the day with your Unit or family (no drop-offs, all scouts must have supervision) **OR**
- Unit camping on Friday and/or Saturday night (*Adults must be registered leaders to camp*)

Why You'll Love BigTimber100

This isn't your typical weekend campout. During one unforgettable weekend your Unit can...

- ✓ Compete in two exciting Orienteering competitions
- ✓ Explore the Big Timber History Trail
- ✓ Visit the Centennial Museum
- ✓ Test your patrol skills throughout camp
- ✓ Shoot pellet guns
- ✓ Enter the Golden Skillet Cooking Competition
- ✓ Cheer on your Troop at the evening campfire
- ✓ Celebrate 100 years of Camp Big Timber
- ✓ Celebrate Big Timber's centennial alongside hundreds of Scouts from across Three Fires Council

Whether you're attending your first CampOree or you're a CampOree veteran, you'll find new challenges, new adventures, and memories that will last long after the weekend ends.

Event Contacts

Andrea Welch BigTimber100 Chair andreawelch127@gmail.com 630-780-7891	Michael Niederman Field Director michael.niederman@scouting.org 630-797-4625
Deb Brown Registration Coordinator dirgb@comcast.net 630-263-9612	Dave Brennan – ubuckscouts@gmail.com Jerry Smith – rainsburgpa@gmail.com Orienteering Lead

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Registration & Eligibility

The BigTimber100 CampOree is an action-packed weekend created for Scouts BSA troops, Venturing crews, and Sea Scout ships. Throughout the weekend, youth ages 11–20 will challenge themselves with exciting outdoor adventures, hands-on activities, competitions, and special centennial experiences—all designed in accordance with Scouting America's age-appropriate program guidelines and the *Guide to Safe Scouting*.

Each youth registration includes a commemorative BigTimber100 event patch and access to all scheduled activities, exhibits, and participating vendors. Each adult registration helps support event operations and includes a commemorative event patch while supplies last. Parents are welcomed to register for the day and visit the Museum and observe the activities. **AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES** (adopted from the Guide to Safe Scouting)

<https://filestore.scouting.org/filestore/HealthSafety/pdf/680-685.pdf>

Cancellation Policy

The camper fee refund policy is established by the volunteer TFC Camping Committee.

*Refunds within 30 days of a camp session may be considered only in the case of an emergency such as an injury, illness, or death in the family.

*No refunds will be made if requested after the first day of the camp session.

Safeguarding Youth Protection Leadership & Training Requirements:

- Youth participants must camp with their registered unit and follow the Guide to Safe Scouting and all Scouting America youth protection policies.
- Units must provide qualified, registered adult leadership that meets Scouting America's current leadership requirements, including two registered adult leaders 21 years of age or older for all overnight activities.
- Adult leaders and youth are expected to camp in accordance with Scouting America's separate accommodations policies.
- At least one registered adult leader attending with the unit must have current Hazardous Weather Training. It is strongly recommended that all attending adult leaders complete this training every two years.
- All participants are expected to follow the Guide to Safe Scouting, including policies regarding camping, supervision, transportation, and youth protection.
- All adults camping **MUST** be registered in the unit as a leader.

BEFORE YOU ARRIVE

Preparing For Camp

- **MEDICAL FORM COPIES** - This is mandatory for everyone attending.
 - Collect a copy of your Annual BSA Medical Form **Parts A&B** completed for every camper (youth and adult).
 - Medical forms must include a photocopy (front and back side) of each camper's insurance card and attach it to the back of their medical form.
 - Make copies of each medical form. Keep the originals. **Copies will be shredded unless turned in as a clearly labeled binder or envelop.**
 - Medical forms template: https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf
 - Ensure all medicine is in its original container and clearly labeled with the patient's name, dosage, and expiration date.
 - Keep medications in an easily accessible area during the check-in process as the health officer may review and document them.

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What Meals To Bring

Units and Day participants are responsible for providing all of their own meals, snacks, and beverages throughout the weekend. Please plan accordingly and bring everything needed to prepare and enjoy your meals in your campsite.

- **Saturday** day participants are encouraged to bring meals and any additional snacks in a small daypack while enjoying activities around camp. Water refill stations are available throughout camp, so everyone should bring a reusable water bottle.

There are no meals included or meal vendors available to purchase from.

Camp Store

The camp store will have some additional beverages, snacks, candy, and souvenirs for purchase.

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Traveling To Camp

Camp Big Timber is located approximately 1 mile west of Randall Road off Big Timber Road. The map below shows directions from the intersection of Randall and Big Timber Roads to camp. Once you are driving on Big Timber Road heading west look for the left turn onto Tyrell Road. After entering camp follow the flow of traffic and park in the main parking lot to your left. All participants and staff are required to park in this lot.

Motor vehicles are to be parked in the areas provided - either the main parking lot or the overflow parking lot located just south of the main parking lot.

- The speed limit is **10 miles per hour**.
- Vehicles are not permitted in the camping areas.
- Carts are provided, wagons from home are encouraged.
- **We encourage unit carpooling.**

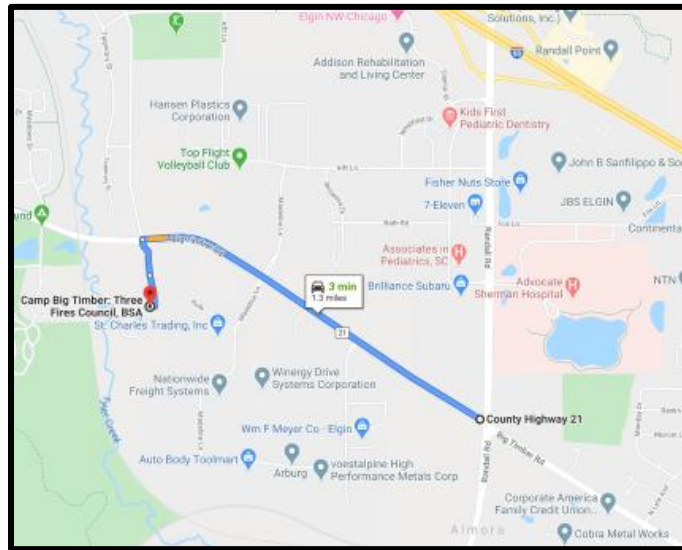
Camp Big Timber

37W955 Big Timber Rd
Elgin, IL 60124

GPS Coordinates (CBT Main Entrance)

42.071769 N, -88.353993 W

Google Maps users can simply search "*Camp Big Timber, Elgin.*"



Arrival & check-in

- **Friday Arrival** – Plan to arrive AFTER 6:00 pm.
- Upon arrival, the Unit Lead and SPL should report to the **Main Lodge** to check in, receive their event wristbands, and obtain their campsite assignment before proceeding to their campsite.
- **Each participant is required to turn in a copy of their Medical Form, parts A+B.** Upon checking in participants will receive their wristband, campsite assignment, and paperwork (map, schedule, etc.).
- **Saturday Arrival** - Check-in begins at 7:00 am in preparation for Opening Flags at 8:45 am.
 - Saturday campers can set up their campsites after 7 am check-in or during lunch. Check-in is at the Main Lodge.
 - Each participant will turn in a copy of their Medical Form, parts A+B. Upon checking in participants will receive their wristband and paperwork (map, schedule, etc.).

Gear Transport & Trailers

IMPORTANT: To help maintain a safe and pedestrian-friendly camp, no personal vehicles will be permitted in the main camp area unless parking their trailer and escorted by staff.

Trailer Parking

- Trailers must be parked Friday night and remain in place until Sunday morning.
- Units camping in the **Activity Field** must park trailers in the designated trailer parking area on the south side of the main parking lot.
- Units assigned to the **Barn Field, Tyler Creek, or Trail's End** campsites will be escorted by event staff to their campsite for trailer placement.
- Once positioned, towing vehicles must be unhitched and returned to the main parking lot.
- Camp Big Timber has a limited number of gear carts available. Units are **strongly encouraged to bring their own hand-pulled wagons, garden carts, or similar equipment** to make transporting gear easier.

Please be patient during the arrival process and follow the directions of event staff to help ensure a safe and efficient check-in for everyone.

Check-Out Process

Upon departure, leaders will check-out their unit at the Main Lodge where they will receive their event patches. Medical forms will be securely destroyed after the event unless a unit leader submits them together in a clearly labeled binder or envelope requesting their return. Label with Unit #, Unit Leader name, and city. If not picked up by Sunday they will be shredded.

DURING THE EVENT

Water

- All participants should bring a water bottle/Nalgene which can be refilled at camp.
- Water is readily available at pumps around camp for large coolers and in the Main Lodge for water bottles near the restrooms.

Restrooms

- Camp Big Timber has restrooms in the main lodge and more primitive facilities in different areas of camp.
- A Scout is Clean...We ask that everyone tidies the bathroom before leaving. This helps tremendously to keep our bathrooms cleaner throughout the event weekend.
- Notify Staff members when bathrooms need attention or refilling of paper supplies.

Fires And Firewood

- Campfires are permitted **only in designated metal fire rings or approved above-ground burn barrels.**
- Camp Big Timber has a limited number of burn barrels available for checkout on a first-come, first-served basis.
- Firewood is provided by Camp Big Timber. To help protect our property from invasive pests, please do not bring firewood from outside sources.
- Fires may be prohibited at any time due to weather conditions or elevated fire danger.
- Do not dig fire pits or create new burn locations.
- Per the Guide to Safe Scouting, liquid fuel fire starters are prohibited, and no open flames of any kind

are permitted inside tents.

- A bucket of water must be kept near every campfire, and all fires must be completely extinguished with water before being left unattended or before retiring for the night.
- Before departing camp, return burn barrels, and unused firewood to the designated wood pile or storage area to help protect camp equipment and simplify camp maintenance.
- Never leave a campfire unattended.
- An adult should supervise all fires until they are completely extinguished.

Lost & Found

A lost and found will be maintained at check-in/first aid. If you have found an item without an owner, bring it to the check-in. Any unclaimed items will be transported to the Norris Service Center (415 North 2nd Street, St. Charles, Illinois) and retained for 30 days.

EMERGENCY PROCEDURES

Emergency Phone Number

Camp Big Timber (CBT) does not have a monitored phone line during events. If you have an emergency, please contact a leader from your unit. If you are unable to contact a leader, you may reach out to anyone listed in the contact section above.

Emergency Procedures

The safety of all participants is our highest priority. Camp leadership has established emergency response procedures for situations such as severe weather, lost or missing persons, medical emergencies, or other incidents. If an emergency occurs, remain calm, follow staff instructions, and assist in keeping your unit together and accounted for.

Emergency Siren Signals

- **ONE LONG BLAST:** Gather behind the Main Lodge, wait for further instruction.
- **TWO LONG BLASTS:** **Seek immediate shelter** due to severe weather. Proceed quickly to the nearest designated shelter: **Ansel Lodge, DeMoon (T-Lodge), or Main Lodge.**

Lost or Missing persons: Unit leaders are responsible for maintaining accountability of their Scouts and adults at all times and reporting any missing individuals to event staff immediately. Please review these procedures with your unit before activities begin.

CAMP RULES & EXPECTATIONS

Conduct & Supervision

- The scout oath and scout law are the standards for behavior throughout the event.
- Parents and unit leaders are responsible for the supervision and conduct of their scouts at all times. Use the buddy system and take a headcount before and after moving your group.
- Discipline is the responsibility of unit leaders and parents. Camp staff are available to assist when necessary. Corporal punishment is not permitted.

Safety

- All participants (Scouts, leaders, and parents) must wear the event wristband issued during check-in.
- Closed-toe, closed-heel shoes with socks must be worn at all times, except while inside your tent.
- **Tent Location:** For your safety, do not set up your tent under the drip line of a tree. A good rule of thumb is: if you stand where your tent will be and see branches directly overhead, move your tent to a more open location.
- Open flames of any kind are prohibited inside tents. Battery-operated lanterns are permitted.
- Report all injuries immediately to Check-in/First Aid.
- Do not tamper with smoke detectors, fire extinguishers, or other emergency or lifesaving equipment.

Camp Property & Facilities

- Personal vehicles are not permitted on camp roads or in camping areas.
- Respect the privacy of others. Do not enter or pass through another unit's campsite or staff area without permission.
- Do not cut or damage any standing trees, living or dead, without approval from the Camp Ranger.
- Leave your campsite clean and free of litter before departing.
- Report any damage to camp facilities or equipment to camp staff as soon as possible.

Camp Policies

- Camp Big Timber is a smoke-free facility.
- Pets are not permitted. Service animals are welcome (please notify Check-in upon arrival).
- Everyone leaving camp during the event must sign out at Check-in and sign back in upon returning.

Prohibited Items

The following are not permitted on camp property:

- Alcoholic beverages
- Illegal drugs (including marijuana)
- Firearms
- Fireworks

Vandalism, theft, personal injury, or other illegal activity will not be tolerated. Local law enforcement may be contacted, and individuals may be held responsible for damages.

Food Storage

- Store food in animal-resistant containers and maintain safe food temperatures.
- Each Unit is responsible for the proper storage and handling of the food they bring to camp.
- Do not leave food or trash outside overnight.

PROGRAM

Overview

BigTimber100 CampOree will have Activity Stations where Scouts can move throughout the event freely on their own schedule and based on their interests.

Friday night

- Event Staff are focused on checking in participants and preparing for Saturday's full day.
- 9pm – Leader Meeting at the Main Lodge, please send your SPL, SM or Adult representative for more info on Saturday's plans.
- Plan your Friday evening accordingly.
 - Decorate your campsite and help create an atmosphere of celebration
 - **Optional:** Decorate your campsite for BigTimber100 or America250 Theme. Snap a photo and submit using the QR code given during registration.
 - On Your Own Open Game Night - bring your favorite game and find a space to play.

Saturday

Saturday begins with our Centennial Grand Opening Parade as Units march in with their flags and banners before hundreds of Scouts officially open BigTimber100. More information to come as we near the event.

- Units should bring their Unit Flags or create a banner.

Orienteering Competitions (see Appendix or excerpt for additional details)

Orienteering Challenge

The highlight of BigTimber100 CampOree is our two-part Orienteering Competition. Whether you've never held an orienteering map or you're an experienced navigator, there is a course designed for you.

Morning

- Traditional timed course
- Three difficulty levels
- Teams of two

Afternoon

- Massive troop SCORE event
- Patrol strategy
- Teamwork
- ****Highest troop score wins!**

***Team awards are based on average points per person on the team, giving troops of every size an equal opportunity to compete.*
See Appendix C for complete competition details.

Programs – Sample list of Activities

- Pellet guns
- Orienteering
- STEM
- Games
- Ham Radio, all day
- CBT History Trail Scavenger Hike
- CBT Museum & Patch Seek & Find

Passport *(optional for fun)*

Scouts will be issued a passport to be stamped at each station. Complete the requirements and turn it in at the campfire bowl just before the Saturday night campfire begins to be entered in a drawing.

SCOUT Golden Skillet Competition - *Special Cooking Competition to win the Golden Skillet*

This is a special cooking competition that will take place on Saturday evening. The first, second, and third place awards win the Golden Skillet, the Silver Skillet and the Bronze Skillet respectively.

To enter: Bring one large serving (which the judges will divide up into small samples) of the dish that you wish to enter to the designated area in the [Main Lodge between 5:30 PM and 6:30 PM](#).

To be eligible, the dish must be:

- Fully prepared in camp from very basic or raw ingredients (*acceptable to use previously cooked meat*)
- Part of your own menu for that evening
- Cooked by the Scouts.

The judges will ask the delivery person about the preparation details. Judging will be based on numerous factors including taste and degree of outdoor cooking skills represented.

LEADER Golden Spoon DESSERT Competition – *for Unit Leaders*

This is a special dessert competition that will occur Saturday during Lunch. The first, second, and third place awards win the Golden Spoon, the Silver Spoon, and the Bronze Spoon respectively.

To enter: Bring a large dessert serving (which the judges will divide up into small samples) to enter to the designated area in the [Main Lodge between 5:30 PM and 6:30 PM](#)

To be eligible, the dish must be:

- Fully prepared in camp from very basic or raw ingredients (*acceptable to use previously cooked meat*)

Judging will be based on numerous factors including taste and degree of outdoor cooking skills represented.

All winners announced at the Evening Campfire program!

Campfire

Evening campfire program at the main fire bowl, come with a skit, song or joke to share. **See the Campfire Song, Skit, or Yarn Submission Form.**

WEEKEND SCHEDULE (TENTATIVE)

Friday September 18	
6:00 pm	Check in and Camp Set Up
7:00 pm	BYOG – Bring Your Own Games
9:00 pm	Leader Meeting at the Main Lodge – SPL & SM or Adult Rep
10:00 pm	Quiet hours begin
Saturday September 19	
7:00 am	Registration continues for Saturday arrivals at Camp Office Breakfast by Units in their campsites
8:45 am	Morning Flag Ceremony at flagpoles Grand Opening Parade of Units (bring your Unit flags/banners)
9:00 am	Activity Stations – OPEN <i>9am Orienteering instruction</i> <i>10am Timed Orienteering begins</i>
12:00 pm	Activity Stations Closed <i>until 1:30 pm</i> Lunch on own in your campsite - All welcomed to picnic on amphitheater hillside (backside of Main Lodge) or under the grand oaks
1:30 pm	Activity Stations – OPEN <i>SCORE Orienteering begins (Formal start time announced at event)</i>
5:00 pm	Activity Stations end / Dinner in campsites on own
6:45 pm	Closing Flags - Hike from flags to Campfire or meet at the Fire bowl.
7:00 pm	Campfire begins (estimate)
11:00 pm	Quiet hours begin
Sunday, September 20	
7:30am	Breakfast in Campsites
8:00am	Sunday Service
10:15am	Break Camp

Safeguarding Youth Protection Policy

The safety of every Scout is our highest priority. BigTimber100 follows all Scouting America Youth Protection policies and the Barriers to Abuse. We ask every participant—youth, parents, volunteers, and leaders—to help us create a safe, respectful, and welcoming environment for everyone.

Youth Protection: Scouting's Barriers to Abuse

Scouting America has adopted the following policies for the safety and well-being of its members. These policies are in place to protect youth members and adult leaders. All parents and caregivers should understand that our leaders must abide by these safeguards. As part of its “Scouts First” approach to the protection and safety of youth, Scouting America has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk.

Scouts First Helpline 1-844-SCOUTS1 (1-844-726-8871)

If someone is at immediate risk of harm, always call 911. Use the helpline if you believe a youth has been harmed or their safety is at risk, you can't reach your Scout Executive or local council, or if bullying related to race, religion, sexual orientation, or disability isn't resolved locally.

Camp Safety Expectations

- One-on-one contact between adult leaders and youth members is prohibited.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another registered leader or parent.
- Discipline must be constructive and reflect Scouting's values - corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.
- Leaders must ensure all participating in Scouting activities abide by the Scout Oath and Scout Law.
- Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.
- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.
- All leaders are required to adhere to the Scouter Code of Conduct

Restrooms & Privacy Guidelines

- Separate restroom facilities will be provided for male and female adults as well as for male and female youth.
- Privacy of youth is respected.
- Adults and youth must respect each other's privacy, especially in situations such as changing clothes and using restroom facilities at camp.
- Adults and staff should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

Program Requirements

- The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.
- All aspects of the Scouting program are open to observation by parents and leaders.
- Scouting America does not recognize any secret organizations as part of its program.
- Hazing and initiations are prohibited and have no part during any Scouting activity.
- All persons participating in Scouting programs are mandated reporters of child abuse.
- Reports must be made to local law enforcement and child protective services. This reporting duty cannot be delegated to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our youth. Scout executives and Scouts First coordinate follow-up actions.
- All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.
- Inappropriate public displays of affection are prohibited.
- Sexual activity is prohibited.
- Appropriate attire is required for all activities.
- Serious Youth Protection policy violations or behaviors that put a youth's safety at risk must be reported to the Scout executive.

Additional Health And Safety

Before Arriving At Camp

- Have the **BSA Annual Health and Medical Record Parts A and B** completed for every camper (youth and adult). This is mandatory for everyone attending.
- Make a photocopy (front and back side) of each camper's insurance card and attach it to the back of their medical form. Make copies of each medical form. Keep the originals.
- Ensure all medicine is in its original container and clearly labeled with the patient's name, dosage, and expiration date. Keep these in an easily accessible area during the check-in process as the health officer will review and document them.
- Arrange for and pack the equipment that you will need at your campsite. For more information, refer to the suggested packing list in this guide.

Annual BSA Health And Medical Record (Parts A And B)

Every youth and adult attending camp **MUST** turn in a Medical Form upon check-in. Please turn in a copy and keep the original for your personal records. A photocopy of both sides of your insurance card **MUST** be attached to the medical form. Please use the most current version of the Scouting America Annual Health and Medical Record (form #680-001). This form can be downloaded here:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680001_AB.pdf

Medication

All medication prescribed to campers or adults should be taken while at camp. All medications brought to camp by a camper shall be in containers that are labeled to include their name, the name of the medication, dosage, frequency of administration, and route of administration.

Allergy kits, EpiPens, inhalers, and other instant self-administered life-saving medications should be carried by the individual prescribed to, including those under 18 years of age. Parents should be aware of the location of all life-saving medications.

Medical Information

Medical policies are set by the National Council of Scouting America and the State of Illinois. Compliance with the policies regarding the completion of the health forms is mandatory. Due to federal regulations (HIPAA), copies of these health forms should not be sent digitally prior to the event.

Alcohol, Tobacco, And Drug Use

Leaders should support the attitude that they, as well as youth, are better off without tobacco in any form and should not use these products at any Scouting activity. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. As outlined in the Scout Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting policies: alcoholic beverages or controlled substances, including marijuana. In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

Appendix A: What To Pack

PLEASE PACK EVERYTHING INTO ONE EASY TO CARRY PACK OR DUFFEL.

Be sure your name and unit number are clearly labeled on all your belongings! Plan and be prepared for the weather!

Personal Day Pack

- Water bottle
- Rain gear/hat
- Sunscreen
- Bug repellent
- Tissues
- Money for souvenirs
- Anything else you might need throughout the day

Each Person

- Scouting America Annual Health and Medical Record (form # 680-001, 2019 Printing) with insurance card photocopy
- Medications in original containers
- Wallet / Money /Identification
- Sleeping bag
- Sleeping pad
- Pillow
- Toiletry kit toothbrush/paste, etc.
- Flashlight – with extra batteries each family
- Clothes—weather appropriate
- Sweatshirt or jacket
- Extra socks
- Hat
- Pajamas or sleepwear
- Durable, closed-toe shoes
- Canteen or water bottle
- Watch or way to tell time while at program stations
- Camp chair(s)

Each Unit

- Tents, stakes, mallet
- Food
- Igloo cooler
- First Aid Kit
- Wagon or cart to transport gear to campsite

Do not bring

- Firewood
- Fire pits
- Alcohol
- Illegal drugs (including marijuana)
- Controlled substances, fireworks
- Pets
- Firearms
- Bows & Arrows
- Nerf guns
- Water guns

Appendix B: Campfire Song, Skit, Or Yarn Submission Form

Please use this form to let us know that you wish to perform at the Saturday evening campfire. If possible, **turn this form at the Camp Office by NOON**, so that the campfire plan can be set.

- Traditional skits/songs.
- Theme inspired **BigTimber100 and America250**
- Keep it Scout appropriate and make it fun!

Unit type: _____ Unit#: _____

The Unit Leader must certify that this song, skit, or yarn is suitable for young audiences.

Unit Leaders's name: _____

Unit Leaders's signature of approval: _____

Check one: _____ Song _____ Skit _____ Yarn/Poem

Song, Skit or Yarn name: _____

Description of song, skit or story: _____

This must be Scout appropriate for all levels of Scouting and must be approved and be added to the Campfire Program.

Turn this form in by Noon on September 26th.

Appendix C: Orienteering Details

See larger Training Material Packet on the Registration Site

What is Orienteering?

Orienteering is a cross-country navigation sport. All too often the First Class orienteering requirement is treated as a compass exercise, not a true orienteering course.

The Orienteering events offer Scouts a taste of sport Orienteering. The events are modeled after the New Jersey Scout Orienteering Championships and the Middle Atlantic Scout Orienteering Championships – events that have been challenging Scouts for over thirty years.

Event Format

There is a morning event and an afternoon event. As the CampOree approaches, registered leaders will be asked for team counts for these courses so an appropriate number of maps can be printed.

Morning Event – Timed Course

The morning event is a traditional timed course.

- Scouts compete in teams of two on one of three courses of varying levels of difficulty.
 - Course 1 for Scout / Tenderfoot / Apprentice Venturer / Apprentice Sea Scout
 - Course 2 for Second Class / First Class / Pathfinder Venturer / Ordinary Sea Scout
 - Course 3 for Star / Life / Eagle / experienced Venturer (Summit path) / Able–Quartermaster Sea Scout
- Scouts may choose to compete at a higher course level if their skill level allows, but they should not compete below the level associated with their rank.
- Leaders, especially Venturing and Sea Scouts, please use these levels as guidelines and adjust your Scouts to a proper Course Level based on skill development.
- Starts times are staggered so that participants cannot simply follow the prior team.

Afternoon Event – SCORE Orienteering

- One-hour mass start SCORE event where teams compete for highest Troop score.
- Teams earn points by locating as many controls as possible.
- Units compete for the highest overall score.

Understanding an Orienteering Map

Both events use an orienteering map. Orienteering maps are different than USGS maps that Scouts may be more familiar with.

Key differences include:

- Colors are different.
- Scale is metric. And the scale provides much more detail than a USGS map.
- Orienteering maps are oriented to magnetic north and include superimposed magnetic north lines for easy orientation on the move. Magnetic declination is not a factor.
- Feature symbols differ from USGS symbols.

Training & Preparation

Training will be offered Saturday morning during the event. Additional training materials will also be posted on the event registration page.

Leaders are encouraged to introduce Scouts to orienteering before arriving at CampOree. An orienteering course is different from a compass course (easier in some respects). For example, there is no need for numeric bearings. Placing a compass against the map with the direction of travel arrow along the desired path and the needle aligned with the magnetic north line sets your direction.

Practice Opportunities

Scouts wishing to practice before the event may visit:

- **Waterfall Glen Forest Preserve** – This preserve hosts several permanent orienteering courses at various ability levels. Their instructional PDF at <https://www.dupageforest.org/hubfs/DuPage2022/Things%20to%20Do/Recreational%20Activities/Wayfinding/Intro-to-Orienteering-and-Beginner-Course-Map.pdf> is an excellent training aid. Even if you don't visit the preserve, their training aid is worth a look.
- **Blackwell Forest Preserve** - a traditional compass course, not an orienteering course.

Additional Online Resources

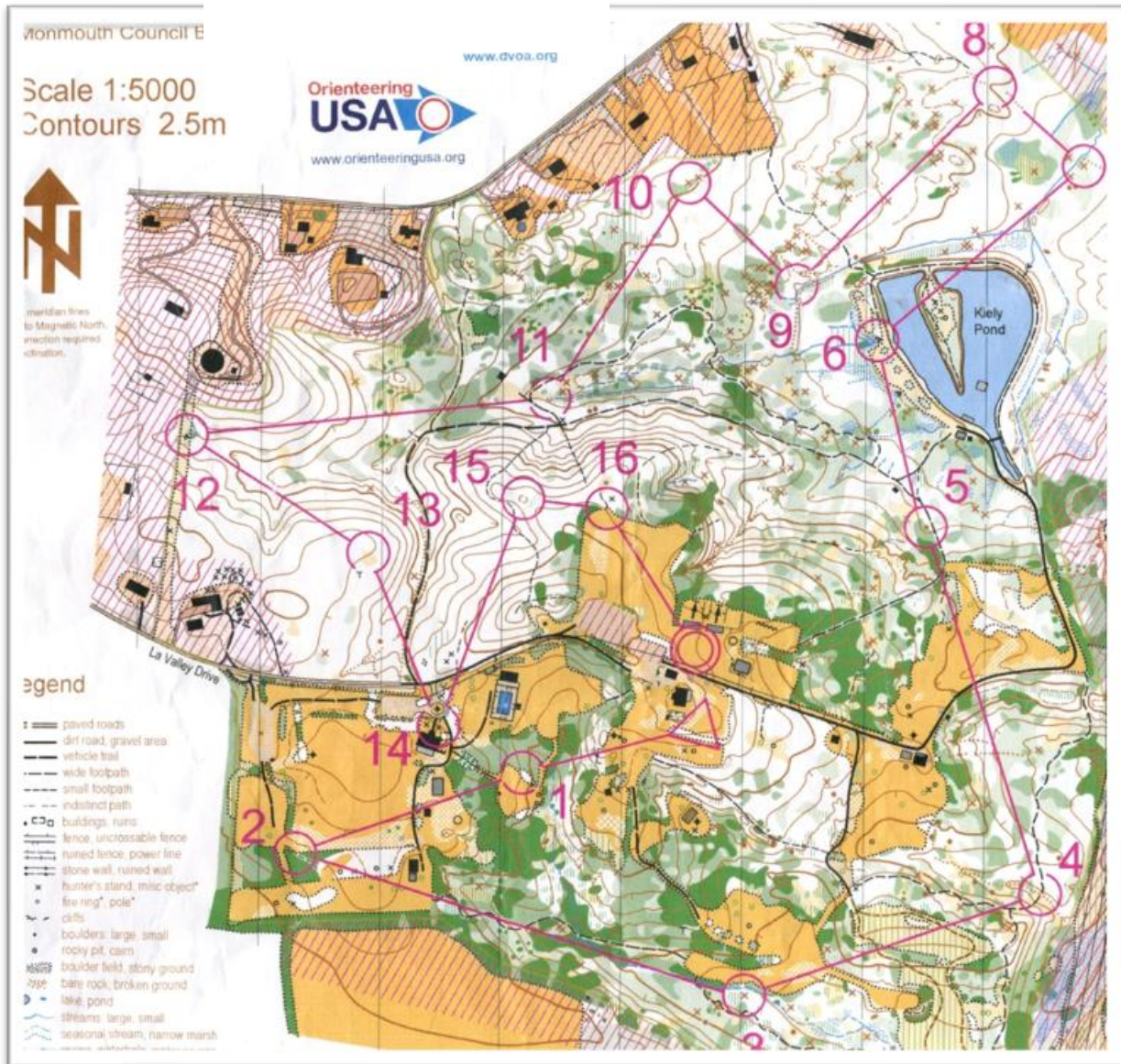
- Go Orienteering is a local Illinois resource for equipment. https://goorienteering.com/O_Gear.html A&E Orienteering is another reliable source. <https://aeorienteering.com/> [Site hosts background information on orienteering.]
- Chicago Area Orienteering Club hosts local events. <https://www.chicago-orienteering.org/> If you take Scouts to an event, please contact the club ahead of time so that they print have enough course maps for your Scouts.
- Learn Orienteering. <https://www.learnorienteering.com/AdlOfsymbols.html> Lots of good information and training materials, including reading symbols at the link above.

How the Course Works

The image below shows a traditional course (morning program) at Quail Hill Scout Reservation.

The course begins at the **start triangle** and ends at the **double circle**. Each numbered control is marked by an orange-and-white orienteering flag and contains a punch used to mark the team's scorecard to verify their visit. Upon arrival at a control, participants punch their scorecard. How the participants navigate between controls is up to them – there is no given route. Does one go over the hill or around it? Through the thicket or around it?

Figure 1: Level 3 Course Example: Star-Life-Eagle difficulty level course. Clue sheet on next page.



Clue Sheets

Participants on the morning courses receive a clue sheet with their map. The clue sheet provides information about each control, sample clue sheets below in Table 1.

- Clue sheets use international symbols.
- Clues will be written out for Course Levels 1 and 2 (below left).
- Participants on Course Level 3 will have to decode their clue sheet (below right).
- There is an IOF clue sheet explanation at <https://www.maprunner.co.uk/resources/Maprunner-IOF-control-descriptions-2024.pdf>

Table 1: Sample Clue Sheets by Course Level

Course 1 & 2

Clue sheet of type that will be used on courses for ranks Scout through First Class. Clues are written out.

NJSOC 2007		
WCSP 27/10/07		
Course 1	2400	45
▷		
1 401	⋈	⋈
2 402	⋈	⋈
3 403	⋈	⋈
4 404	⋈	⋈
5 405	⋈	⋈
6 406	⋈	⋈
7 407	⋈	⋈
8 408	⋈	⋈
9 409	⋈	⋈
10 410	⋈	⋈
11 411	⋈	⋈
12 GO	⋈	⋈
⋈	75	⋈

NJSOC 2007
WCSP 27/10/07
2400 m long, 45 m climb
start: path, junction
path-ditch crossing
stream, bend
bridge, S end
steep bank, E foot
thicket, E side
path-seasonal watercourse crossing
path-narrow marsh crossing
clearing, NE part
path, crossing
path, junction
narrow ride, junction
path, W end
unmarked route to finish, 75 m

Course 3

Clue sheet for map above.
Scouts on the course for Star-Life-Eagle must decode the clue sheet.

ORANGE		4.3k	10
Start	△		
1 54	⋈		⋈
2 46	⋈		⋈
3 47	⋈	1.2	⋈
4 35	⋈	⋈	⋈
5 67	⋈	⋈	⋈
6 78	⋈		
7 56	⋈	1.2	⋈
8 57	⋈		⋈
9 51	⋈		
10 61	⋈	1.2	⋈
11 42	⋈		
12 60	⋈		
13 73	⋈		⋈
14 53	⋈		⋈
15 74	⋈		
16 64	⋈	⋈	⋈

⋈

Afternoon SCORE Event Overview

The afternoon event is a **one-hour mass start** event.

Before the event begins, there is a **10-minute SPL meeting**. During this meeting:

- Each Senior Patrol Leader (SPL) receives:
 - One SCORE map (example below)
 - One clue sheet
 - One unmarked map per team in their troop

The SPL then has **20 minutes to plan and assign controls** among their teams.

Each control is assigned a point value:

- Closer or easier controls = lower point value
- More distant or difficult controls = higher point value

Scoring - The Troop's score is the sum of the points for visited controls (eliminating any duplicates) divided by the number of teams.

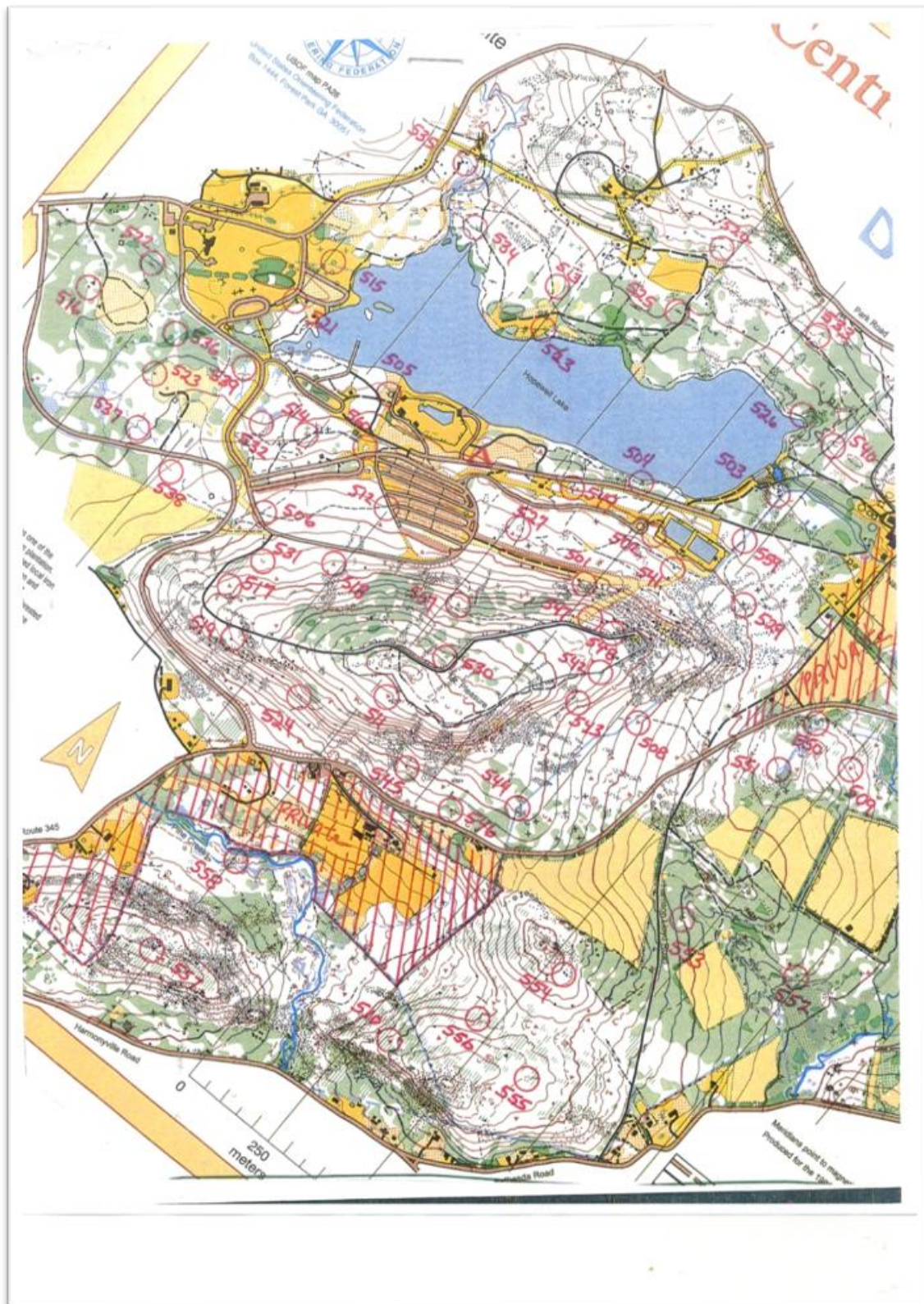
Afternoon SCORE Course Example

The images on the next two pages show:

- A SAMPLE SCORE course map (page 6)
- A corresponding clue sheet with punch boxes (page7)

Note: The example course shown covers a much larger area than Camp Big Timber.

Figure 2: A SAMPLE SCORE course map



501	502	552	553	554	555	507	508				
503	504	25 POINTS EACH				511	517				
505	506	Description of 25Pt controls 552 pit 553 pit 554 boulder 555 ditch				519	523				
512	513	TROOP NUMBER _____ BSA GSA _____				525	530				
514	515	Description of 5Pt controls 501 depression 502 fence 503 boulder 504 knoll 505 fence 506 trail end 512 trail end 513 clearing 514 root stock 515 distinct tree 518 platform 521 boulder 526 stony ground 527 ditch 529 man made object (fence) 531 shallow depression 532 narrow marsh 534 distinct tree 539 stream jct 540 shallow depression 541 boulder 549 boulder 559 platform 560 copse				Description of 10Pt controls 507 platform 508 platform 511 platform 517 platform 519 boulder 523 knoll 525 stone wall 530 distinct tree 533 reentrant 535 boulder 536 marsh 537 stream bend 542 fence bend 547 reentrant 548 boulder		533	535		
518	521	5 POINTS EACH				10 POINTS EACH		536	537		
526	527					542	547				
529	531							548			
532	534										
539	540	Description of 30 Pt controls 510 platform 556 reentrant				30 POINTS		510	556		
541	549	Description of 15Pt controls 516 knoll 520 boulder 522 earth bank 538 ditch 544 spur 545 depression 546 platform 550 rock pile				Description of 40+50Pt controls 558 knoll 557 cliff		40 POINTS 558			
559	560	15 POINTS EACH				50 POINTS		557			
516	520	522	538	544	545	546	550	Description of 20 Pt controls 509 platform 524 cliff 543 ditch 551 narrow marsh		509	524
								20 POINTS EACH		543	551