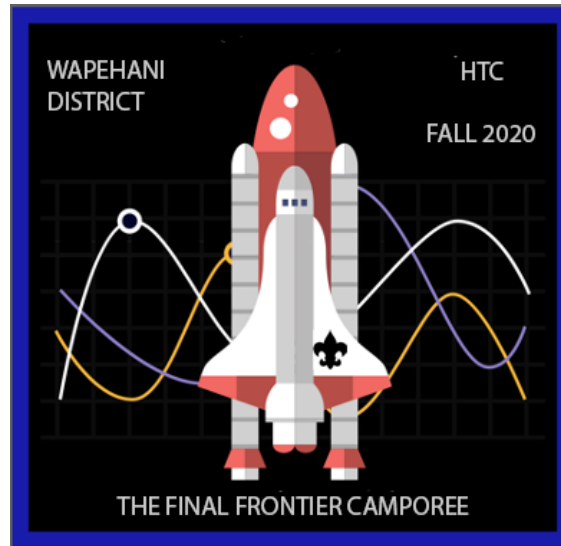


Where No Scout Has Gone Before Camporee



Friday:

5:30-9:00 p.m.

Check in: At registration staff will check in each scout, check temperatures, and issue a wristband that is to be work for the whole event. Following check in, units will be allowed to go to their campsites.

**** Time on the telescopes will be weather dependent and may adjust at that time ****

7:30-9p

Weather Permitting - Observations for Cubs/Families @ waterfront

9:00 p.m

Weather permitting – Astronomy merit badge observations @ waterfront

9:30 p.m.

SPL and Scoutmasters Meeting: Mandatory for all units. Any additional or substitution information will be provided here for the weekend activities.

Saturday:

8:00 a.m.

Reveille

9:00 - 9:30

Breakfast at your site

9:30-9:45

Troops will perform their own opening flag ceremony in their campsite

10:00-12

Space Derby Track Setup

10:00-12

Astronomy and Space Exploration MB Classes

12:00- 1

Lunch / Cub Scout Registration for Space Derby

1-4

Space Derby and Cub games

2-4

Astronomy and Space Exploration MB Classes

4-5

Rocket Launches

5-7p

Dinner, Relax for evening events, Cubs/Webelos prepare their camps with troops

7p-7:15

Best Alien Costume Contest

7:30-9p

Weather Permitting - Observations for Cubs/Families @ waterfront

9:00 pm

Weather permitting – Astronomy merit badge observations @ waterfront

Sunday:

8:00 a.m.

Reveille

8-9am:

Breakfast

9:30-10:30

Closing Flag Formation and awards given @ waterfront, Chapel Service

10:30

Break Camp

12:00

Camp Closed

COVID Precautions:

There will be no walk-up registrations due to the current COVID stipulations limiting gatherings of more than 250 people. Please register everyone planning on attending. Each scout and scouter must be present during registration to be take temperature. If the scout/scouter/cub/cub-parent has a fever that person will need to be turned away to keep risks of transmission low. One person per tent, unless they are family. Masks are required when you cannot maintain a 6' distance. **Masks are required at all times while down at waterfront while observing.**

Hand sanitizer will be at each station. Telescopes will be wiped down before each use. No buildings will be open.

It is recommended that units have dedicated cook teams to prep, cook and serve to limit the amount of people touching serving utensils.

Only family members can share tents.

Please also have plenty of sanitizer on hand. **Water will not be on at the campsites and you will need to be prepared to clean latrines periodically.** There will be water available at the outdoor spigots located by the OA shelter and at Campmaster.

Scout leaders: Please ensure your units are monitoring their temps 2 weeks prior. **Prior to leaving we recommend to take everyone's temp to make sure everyone is good to go so you won't have surprises because anyone with a fever will not be permitted to stay and you must provide the transportation to get that scout back home.**

SPL / Scoutmaster Meeting:

We will give the final/amended program and discuss safety at the SPL/Scoutmaster meeting. All unit representatives need to be present.

Event Highlights:

- Space Derby and Games for Cubs
- Best Alien Costume Award
- Rocket Launches
- Merit Badge Opportunities: Scouts will need to choose 1 or the other as there are classes which need to be completed. Please list that down in the registration form.

Merit Badges:

Astronomy MB: At this Fall Camporee, if scouts are pursuing the Astronomy Merit Badge, there are a number of requirements that cannot be done at camp. They must be completed prior to the Camp-O-Ree or completed after, in addition to participating in all the Astronomy activities to receive the merit badge. Those requirements that cannot be done at camp are:

- 4.(c), and 6.(b). Requirements 4.(a) and 4. (b) will require you to go out and practice your identification of constellations and bright stars. If you are able to identify these to an astronomer during the observing session, it will count towards the badge.

We would also ask that each scoutmaster track who is participating and make sure they attend all the required sessions. We will provide you with a list at the SPL meeting of requirements we expect to complete at camp and those that will need done before or after.

Space Exploration MB: This merit badge should be able to be completed during this weekend. An email will be sent to unit leaders on what materials each scout will need to be brought to camp to complete the badge.

Cub Units Camping:

Cub units are able to camp both Friday and Saturday evenings with a host troop or they can camp as an entire pack. Cubs must be camping with parents. If your unit den or pack doesn't have a host troop going you can contact Tony Mitchel (p121tm@yahoo.com) or Tony Zizak (tzizak@gmail.com) and they will help coordinate with a troop that is going.

Space Derby Details:

1st Annual Space Derby! This will be our first ever district Space Derby! We are excited! You can purchase your Space Derby Rocket at the Scout Shop, build it and race it at this weekend event. The staff at the Scout Shop is ready for you. We will be getting the track ready in the morning and will open up registration at noon Saturday. We will race rockets until we are done.

Cub Games:

We got some cool games to make this weekend event even more fun! Once you are finished racing, you and your pack can run through some games we will have set up for you that are space themed.

Alien Costume Content:

We dare you to bring out those wild and crazy space alien costumes for our costume competition! Everyone has dressed up as an alien at least once and if you haven't, now is your chance. 😊 We will be taking a break in the action so everyone can gather to watch the parade of aliens that have invaded Maumee for the weekend. Join in and our panel of judges will be handing out some awards on Sunday from this competition.