



Council Fall CAMP-O-REE

"LOG-CAMP-O-REE"

SEPT 6-8, 2024

Cary Camp, Sagamore Council

GENERAL INFO

Camporee Coordinator: Ryan Butram [rbutram@gmail.com or cell: 765-404-6294]

Staff Advisor: Sheryl Collins [sheryl.collins@scouting.org or cell: 765-480-4630]

WHEN: September 6-8, 2024

WHO: All Scouts BSA Troops. Webelos/AOLs may register as a den and participate for Saturday only. [Webelo/AOL Dens are not permitted to stay overnight at a camporee according to the Guide to Safe Scouting.]

COST: \$18.00 per Youth and Adult.

PLACE: 6286 State Road 26 East, Lafayette, IN 47905

LEADERS: Per BSA Guide to Safe Scouting, each Scouts BSA or Webelos/Arrow of Light unit must be accompanied by two appropriately trained and registered adult leaders over the age of 21. There must be a registered female adult leader 21 years of age or over in every unit serving female Scouts.

REGISTRATION: Is required and will be online via www.sagamorebsa.org.

CHECK-IN: Units may begin checking in at 7:00 PM Friday evening. Check-In procedures are provided later in this event guide.

GENERAL EVENT NOTES

- Troop campsites will be assigned upon arrival.
- Each troop furnishes its own tents, food, and equipment. Cabins are not available for troops.
- Please notify the camporee coordinator in advance of any of your scouts' special medical needs. We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.
- Every Scout and Leader must be registered with the Boy Scouts of America. There can be no exceptions. Every leader must have completed Youth Protection Training.
- Webelos and Arrow of Light Dens will be allowed to participate and will compete against other dens of similar age. Please register as a den with two registered leaders (one must be BALOO trained) and follow all camping guidelines as stated in the Guide to Safe Scouting. Webelos dens will be grouped into patrols and participate program rotations.
- Each troop/den is responsible for the Scouts in their unit.
- Each patrol is encouraged to have a patrol yell and flag.
- Leave NO fires unattended.

- Take nothing but pictures, leave nothing but footprints. Leave No Trace principles should be followed by everyone in attendance.
- It is strongly suggested that the Scout Handbook and Field Book be used as references at the event.
- Scout Oath and Law will govern all participants.

SAFETY PRECAUTIONS – Subject to change based on conditions at the time of event

- Medical Screening Process Prior to departing for camp:
 - All participants must check their temperature before departure and communicate to your unit and/or driver if your temperature is 100.4° or above.
- Campers should use an individual refillable water bottle.
- Teach and reinforce washing hands and covering coughs and sneezes among campers and staff.
- When possible, Scouts should carry hand sanitizer on their person for use when necessary.

EVENT DETAILS

Patrol/Team Specification

Each patrol/team will have a maximum of 10 scouts. All members of the team must be properly clothed for the weather. Some events may require teams with fewer than 10 people present to have one or more team members repeat a portion of the challenge. For example, if the event is a knot-tying event that requires 8 different knots to be tied, then a patrol with only 6 members may have to have 2 members tie two knots to complete the challenge.

Equipment for the Events

Patrols should read the event details for the items they need to supply for the events.

Patrol Yell

Event stations may opt to give points for a patrol yell especially if emitted in a cadence.

Patrol Skits

All patrols are requested to perform a skit or song at the Saturday campfire.

Camp Sites

Troops must camp together in their designated area which will be assigned at check-in. **One vehicle at a time per troop will be allowed in the camping area for loading and unloading only.** All vehicles must remain in the designated parking area throughout the event. Each troop is responsible for its own camping equipment.

Awards

Awards will be presented for first, second, and third place for Overall as well as individual events.

PATROL COMPETITION EVENTS

Axe Toss (Archery Range) (IF AVAILABILITY OF RANGEMASTER ALLOWS)

Each Patrol Member (10 total) will take turns throwing Paul Bunyan's Axe/Hatchet at a target. Each Scout will get one practice throw and one competition throw. The throws will be scored (5 Points for sticking inside the target circle, 3 Points for sticking on the target outside the circle, 0 points for a miss)

Blue Ox Log Wrangle(Flag Pole)

Each Patrol will tie a series of knots to keep Babe the Blue Ox and a freshly fallen tree from getting swept downstream. 8 lashings/knots must be used (clove hitch, bowline, two half-hitches, square knot, sheet bend, slip knot, fisherman's knot, taut-line hitch, timber hitch, sheep shank. The knots must be tied to also keep the log from touching the ground. Patrols must come prepared to this event with 12 lengths of rope. Stakes and the log to be saved will be the only equipment provided. This is a timed event and the knots will be evaluated (1 point will be awarded for each correctly tied knot and time will be used as a tie breaker)

Rope Burn (Camp Fire Ring)

Each Patrol will be given 5 mins to prepare and construct a fire in an attempt to burn a string placed 20" above the ground. The fire may not be more than 12 inches tall. No wood may be added after the fire is lit, so build accordingly. NO MATCHES OR ACCELLERANTS may be used. Time will start at the first sparks of the flint and steel. Patrols must come prepared with flint and steel, tinder, kindling, and fuel wood. Fires will be evaluated and scored on (1) burning the string; (2) quality fire construction; (3) and time taken to burn the string.

Logging Campsite Competition

Using the Outdoor Code and Leave No Trace Principles each patrol will be given 3 hours to 'pioneer' their campsite into a Logging Camp. A good logging camp requires a Gateway, Flagpole, Axe Yard, and camp gadget of the each patrols choosing. Each troop will provide their own materials for this event. At the end of the 3 hours a committee of Lumberjack Judges will inspect the Logging camp and award points for (1) Construction of all 4 required features; (2) Correct usage of knots and lashings; (3) Creativity **All Pioneered structures must be deconstructed prior to closing campfire**

Adult Leader Camp Gadget Competition

Scouts BSA Troop leaders are encouraged to participate and earn extra points for their Troop. The unit leader(s) are to pioneer their own camp gadget. The entry must be completed at a specific time on Saturday for judging. The entry will be evaluated on (1) knots used; (2) creativity; and (3) usefulness.

****Scout Spirit and Patrol Yell will be evaluated at each event for potential bonus points. Be Prepared!**

FOR PATROL LEADERS ONLY

This page has some basic hints and suggestions for Patrol Leaders.

1. Remember this is a competition event. Your Patrol scoring will be based on many variables, including being on time to meetings and events.
2. LEADERSHIP is a factor in scoring!
3. Patrol Spirit is a MAJOR factor in scoring. Do all your members participate? Are they encouraging the other members? Are they having fun!
4. We cannot emphasize enough.... DO NOT START THE COMPETITIONS WITH OUT YOUR PATROL ITEMS.
5. Be respectful of other Patrols. Encourage them just as you would your own patrol mates.
6. Patrols should take their Patrol Flags EVERYWHERE with them throughout the event!
7. Above all else ... HAVE FUN!!!!

TENTATIVE SCHEDULE – Updated schedule to be provided at check-in or via email before event begins

Friday

7:00pm Check-in begins
9:30pm SPL & SM Meeting
11:00 Lights Out

Saturday

6:30 to 8:30 Breakfast with your Troop
8:45 Flag Ceremony and Morning Notes
9:00 Morning Events Begin
12:00 to 1:15 Lunch with your Troop
1:15 Afternoon Events Begin
5:00 to 7:00 Clean-up, Dinner with your Troop
7:30 Campfire & Awards
11:00 Lights Out

Sunday

6:30 to 8:00 Breakfast with your Troop
8:00 to 9:00 Break camp and depart
10:00am All troops departed from Camp