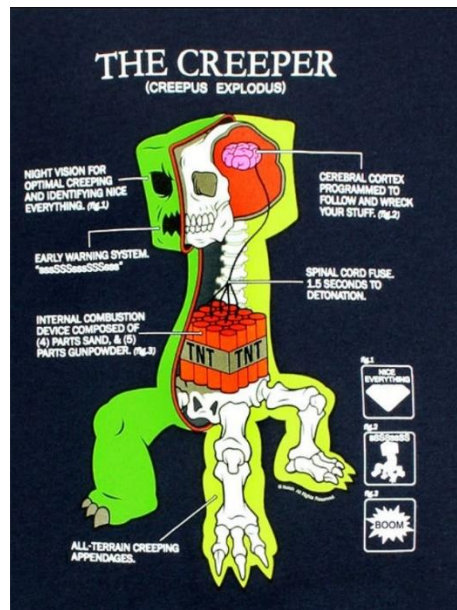




# OSAGE NATION SPRING CAMPOREE



This Guide is provided to help Patrol Leaders and Adult Advisors prepare for our annual Osage Nation District Camporee Registration must be completed online.

***Be Prepared!***

**Yours in Service and Scouting**

**The Nation Camporee Staff**



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### SCHEDULE OF EVENTS

Subject to Change

<b>Fri, May 13</b>	5:00 PM	Registration and check-in opens.
	9:00 PM	Registration closes
	9:00 PM	SPL and adult leader meeting
	11:00 PM	Taps (All quiet in camp)
<b>Sat, May 14</b>	6:00 AM	Reveille and Breakfast
	7:00 AM	Finish breakfast
	8:00 AM	Opening Flags
	8:30 AM – 9:00 AM	<b><i>Mandatory shooting sports orientation</i></b>
	9:00 AM	Patrol competition begins.
	12:00 PM	<b>Lunch</b>
	1:30 PM	Camp wide games
	4:30 PM	Afternoon ends
	7:00 PM	Youth and adult Dutch oven competition ends
	7:30 PM	Evening colors (main flagpole area)
8:00 PM	Campfire, awards, and OA callout	
	11:00 PM	Taps (All quiet in camp)
<b>Sun, May 15</b>	6:00 AM	Reveille
	8:00 AM	Scouts Own





## INTRODUCTION / OVERVIEW

### **The theme of this year’s Camporee is “Minecraft.”**

Camporee allows scouts to participate in one of the oldest traditions in the history of Scouting, an opportunity to match skills against other patrols and troops. There is fun, friendship, competitions and of course the annual Dutch Oven Cook-Off for both youth and adults. In addition, the Kansa Lodge Chapter of the OA (Order of the Arrow) The Nation District, will call out its new candidates at the Saturday campfire.

This Guidebook provides details on events and logistics that unit leadership (SPL and its staff) needs to know to ensure a fantastic experience. This guidebook is also useful for adult leadership. Remember, Camporee is a youth run event. Adults are to enjoy themselves and should attempt to disconnect themselves from their scouts as a means to help them learn leadership along with developing social skills and participating in outdoor activities without adult assistance.

Each event is hosted and scored by volunteers (adult leaders of each unit). Some games listed in this Guide may not be held due to the number of units attending and staffing, such as insufficient troops attending (fewer games), or additional events added that may not be listed in this Guide should a higher turnout occur. These games will not be announced ahead of time and will provide suspense on what games may or may not occur. Stay alert for updates and check out The Nation District Facebook page.

### **Be Prepared for unexpected changes.**

At Parsons Lake we have wonderful facilities and lots of room for campers and parking, plus a large activity area. Please ensure you are familiar with the map provided at the end of this Leaders’ Guide if this is your first time attending.

Registration information is available at the district monthly Roundtable meetings and Council Service Center Pre-registration Fee is \$25 per person. nonparticipant Fees are \$15. A non-participant is a scout that just watches. Registrations after April 12 will be \$35 per person. The registration fee includes program materials and a patch for all participants. Last day to register online April 19, 2024.

#### **1. Check-In**

Units begin check-in from 5:00 to 9:00 p.m. on Friday evening at the front gate.

**NOTE: All VEHICLES will be parked outside the barbwire after unloading.** We strongly encourage unloading the cars and moving these to the parking lot to give the unit the most amount of camping space possible.

**Each vehicle, wherever parked, must be identified by a Unit Number and Driver’s Name on the dashboard visible in case the car needs to be moved for any reason.** A dashboard placard will be given to the unit leader (Scoutmaster) upon check-in to distribute to all unit drivers.

#### **2. Mandatory Leader Meeting and Cracker Barrel Friday Night – shelter**

After check-in, each unit sets up their campsite. At 9:00 p.m. there will be a mandatory leader



meeting (SPL, Scoutmasters and/or alternate Adult Leader). At this time, the SPL will receive unit registration cards for each patrol and will be told critical information for the weekend's events. In addition, score sheets folders for each event will be given out and game list finalized. Special bulletins regarding changes to the program or schedule will also be given. If additional staffing is required, units may be asked to provide volunteers. Staff will also be asking for service patrols to help clean the sanitary facilities and host events. Following the meeting, there will be a Cracker Barrel for attendees. **NOTE: All Scouts and Adult Leaders are asked to bring their own cups, mugs, Nalgene's, etc. to the Cracker Barrel and for use during the weekend. Our goal is to limit all use of paper and disposable products. No Styrofoam products are allowed in Camp at any time!**

### 3. Scheduling Note

All competition events are held on Saturday concluding with awards given at the Campfire as well as an Order of the Arrow callout. All units check out Sunday morning following Scout's Own which everyone must attend at the flagpole. We will need volunteers for Scout's Own. Additional awards and recognitions may be given out which were not presented at the awards campfire. The road into/out of camp will be temporarily closed during this time. No movement of vehicles will be permitted until after completion of Scout's Own. Having the unit request check out before Scouts Own will not be permitted.

No unit may depart until after their campsite has been inspected and cleared for cleanliness by a Camporee staff member and given authorization for departure. It is at this time only when patches are given to the unit leader, upon approval by the staff member who visited the campsite is certified as clean including trash packed out. Unit leaders will also be given a bag of trash generated by the staff to dispose of when they arrive home! Unit leaders will also thank the staff for the opportunity to depart with trash, and hopefully have the scouting spirit by saying "May I have another bag"!

### 4. Camporee Staff

The Camporee staff is completely volunteer, we need all the help we can get.

Part-time staff members are those that might not compete in the day's events. They pay regular registration fees, camp, and eat with their home unit. They assist with setting up and help judge competition events or other program areas as required. If any units have extra scouts looking to help out, please send them to the Camporee chairman. Please be prepared at the Friday night meeting to volunteer cheerful service to Camporee, especially existing OA members.

We appreciate your support in putting on Camporee. The senior staff will have radios. Any of these staff members may be flagged down with questions, concerns, or medical emergencies.

Our goal is to make Camporee as much fun as possible. Your understanding and cooperation are appreciated when it becomes necessary for a youth staff member to take action or make a decision. Under extreme conditions, the adult staff/advisors (Event and/or Program Director) may have to make a command decision. Any command decision made is not negotiable and will be enforced.

### 5. Emergency Information

In the event of any emergency that endangers the camp we will blow three (3) blasts on a marine foghorn. Upon hearing this warning sound, drop everything "immediately" and gather your unit by the flagpole. Take a head count and ensure nobody is missing. Just as with any emergency, please



maintain your walking speed and keep a cool head.

We will blow the horn once, and only once, to mark the beginning of the competitions. If you hear the emergency signal of three blasts you need to assume it is a real emergency.

## 6. Rules of Conduct

The Scout Law, Oath and Outdoor Code are the guiding rules for all Camporee activities. All participants, both Scouts and Adults, are expected to follow the Oath and Law at all times. All events, with the exception of the Dutch Oven Cook-off should be done as a Patrol, except for adult leaders that participate in activities exclusive to them.

### 7. Criteria for Success When Participating in any Event

- Spirit, teamwork, and participation
- Patrol yell and flag
- Troop number and flag clearly posted in the campsite
- Duty roster and patrol menus posted in the campsite
- Proper food storage to prevent harm or access to wildlife
- Camp neatness and cleanliness, personal equipment storage
- Low impact camping

## 8. Patrol Registration Cards

Each patrol will be issued a registration card at the Friday night meeting. This registration card must be turned into the Program Director on Saturday morning before the competition begins, immediately after opening flags.

The first duty of a Patrol leader is to fill in all identifying information on the card given to them at the leaders' meeting on Friday night. This information includes unit number, patrol name and name of each scout, their age and current rank. This card will be the participation record for each patrol required for computerized scoring. Without this registration card turned in, or failure to put both Troop number and patrol name on the card, this patrol cannot win any ribbon and is considered to not exist. This card will also be rejected if not turned in at this specific time period, no exceptions.

The scores for all events are calculated by a sophisticated computer program to determine how well each patrol did. Winners for each event are announced at the Saturday night campfire. Each patrol should participate in as many events as possible to maximize chances of winning a ribbon.

### 9. Special Note – Webelos Scouts

In accordance with National Camping Guidelines, 2nd Year Webelos Scouts will be invited to Camporee. They should come as guests of a Troop and may participate with Patrols in games and events or as an autonomous Den. The Den and Troop leaders should work with their parents on providing proper gear that may be required if they are being hosted by a Troop. Basic needs are to



keep dry, warm and be well fed. The scouts need to bring a parent or guardian in accordance with Youth Protection. For more information on Webelos participating in Camporee contact your Unit Commissioner or attend Roundtable for additional details.

### 10. Campmaster Award

In addition to all games, each Troop has a chance to win a ribbon in the Campmasters' competition. This award is earned for proficiency in general camping skills. Scores are determined and recorded continuously by the Camporee Adult Staff/District Commissioners as they wander about Camp during the day. This includes Scout Spirit of everyone (such as improper language that may be overheard), how campsites are set up, camping skills, menus posted and cleanliness as examples. Ribbons will be awarded to the top three Troops for outstanding campsite inspection.

### 11. Campfire Performance and Entertainment

One highlight of Scouting is having skits, songs, and similar performances at the campfire. Each Patrol is urged to participate during a tryout session conducted Saturday afternoon while other youth participate in camp wide games. Performance may include the entire Patrol or individual. All skits and performances will take place during the campfire on Saturday night. Skit tryouts will be evaluated based on overall quality, uniqueness, entertainment value and in accordance with the Guide to Safe Scouting; no demonstration of violence, throwing projectiles, etc. Appropriate language during the presentation and clothing will be mandatory for acceptance and be pre-approved by the youth staff.

### 12. Campfire

The campfire will take place starting promptly at 8:00 PM Saturday night. All Scouts and Adult Leaders are asked to be in the Campfire area prior to this start time. The campfire includes issuance of ribbons and awards, skits and performances, an OA (Order of the Arrow) callout ceremony and concludes with a Flag Retirement. After the Campfire everyone returns to their campsite. Lights out is at 11:00 PM.

### 13. Special Events

There is one special event scheduled for Saturday Afternoon along with other possible events to be determined. The first is an Mindcraft theme Dutch Oven Cook-off for both youth and adult. Special activities for adult leaders only may be held, Camporee style, to give leaders the opportunity for fun and to attempt some of the events played by the youth.

### 14. Dutch Oven Cook-Off

Bring your Dutch Oven and everything needed to make a fantastic main dish or dessert to satisfy Mindcraft players. The hard-working staff with tired fingers banging on a keyboard will be very hungry, just like a Scoutmaster waiting to be served a feast cooked by scouts working on their cooking merit badge. (Well maybe not, the Scoutmaster may have to cook his own gourmet feast).

You must provide your own supplies (charcoal and starter fluid) and all ingredients. Cook at your campsite. All entrees must be brought to the shelter between 5:00 and 6:30 p.m. Saturday evening. Please be creative with regard to the theme of Camporee in your recipe.

Prizes will be awarded based on "taste" and "plating" that is most appealing to hungry youth and



sometimes adult staff who are the judges. Youth and adult entrees will be judged separately for both main dish and dessert. There will be a prize for first place in each category and a ribbon for second place. There is no third-place award.

## 15. Event Scoring

Patrol scores are determined on a combination of time to completion, teamwork, skill, and effort with certain percentages allocated to how the patrol functions as a unit. This makes scoring fair and balances for everyone. How each game is scored is detailed in the games section. Different scoring criteria exist for each event. Time for completion is only one variable in calculating total score. Participation also plays a significant role in the total score as another variable in the calculation.

To ensure all patrols have an opportunity to win an event, and that not all ribbons go to patrols with older youths with more experience in Camporee games there are two divisions, older and younger. Based on information provided on the patrol registration card, depending on the average age of all patrol members, awards will be issued for both divisions. This means there will be two winners for each event: older patrol and younger patrol.

Upon completion of an event by a patrol, they may be told how they did, timewise or the number of points they acquired, if appropriate, and nothing else! It is “improper and unethical” for the adult or judge running and scoring the event to provide information about any other patrol’s results. Also, with computerized scoring, a unit with the fastest time may not win based on other variables associated with the scoring algorithm.

The reason for not giving out any other information is to minimize disappointment when a patrol is told they are in first place or had the fastest time and learn later they did not win a ribbon. Sometimes, the combined teamwork aspects of the score (yell, flag, spirit, participation) may be significantly higher along with a slightly slower time such as 1 second. Combining these tangible aspects in addition to performance may in fact give a higher ranking to a slightly slower performing patrol than a patrol with poor teamwork and spirit having a slightly faster time.

Scout spirit is judged at each event. Be sure to have your patrol flag and **BE PREPARED** to give your patrol yell when both beginning the event and before leaving “without” being asked to give it. Remember, each event is designed to challenge the Patrol in some manner. Every game is open to all patrols regardless of age or skill level. Enthusiasm and teamwork play a significant part of the total score. Be advised: Due to computerized scoring the fastest time may not win! Points are also given for scout spirit, yell, flag, etc., which is a factor in calculating the total score.



## MINDCRAFT EVENTS

The following events are expected to be held, subject to change depending on the number of units attending. Additional events may be added unexpectedly (for excitement) or not be held at all.

### Purpose and Intent of the Games Related to the Theme

The following games were chosen by the youth staff based on a fun and unique theme. Changing games from the past creates a new and exciting activity instead of repeating the same events every year. All games have an intended purpose of ensuring teamwork and participation. This includes how patrols conduct themselves. A significant portion of their total score is based on these criteria and not just time to completion or skill level. Patrols must act in a Scout like manner and be focused on positive elements that mountain men have in addition to scouting skills learned during rank advancement, merit badges and previous camping experience.

Camporee is a Scouting event. Keep in mind that everything needs to be in line with the Scout Oath and Law. All events are in accordance with the “Guide to Safe Scouting.”

- 1. Keeping healthy with a full belly (Fire Building) Description:** Food is essential to survive the Mindcraft environment. If you do not eat food, you will probably starve and die, which may be a good thing for other players. Keep your hunger bar high and cook fresh, or rotten food, iron chef style, which is your choice. If you decide to cook meat, make sure it is not another Mindcraft player as they will scream too much and not stay on the spit.



Overall concept: The patrol must make a fire using flint and steel, not matches, to burn a sting running two feet across a firepit in order to create a campfire noticeable to not only the space station in orbit but also small enough to roast marshmallows or any other food in your inventory.

Procedure: Two metal rods are stuck in the ground about two feet apart, one foot deep. Twine is stretched across the rods 12” above ground. Material to burn will be provided that may include wood planks, logs, tinder, and kindling. This material may be dry and easy to ignite, hopefully creating a bonfire, else you starve to death. At a signal of “GO,” participants will create a wood structure using flint and steel to ignite the bonfire. Once the fire is started, imagine cooking your fellow Mindcraft player. Please do not stuff rabbit inside the main entrée’s mouth as some do not like having hare in their meal. Time stops when twine burns through, or the meat is cooked. You can only use the material provided. Matches or any other fire starters are not allowed. Each participant needs to “bring their own knife” or other helpful items to chop wood, make tinder and create kindling as appropriate. Use of an axe is not permitted, except when slicing up dinner. For this event, each participant should be pre-trained and certified with Tote-N-Chip first.

Solution: Make it right the first time. Before lighting, start with a teepee or log cabin of tinder and some small kindling. Ensure there is a lot of fuel before lighting the fire with flint and steel. Feed it slowly at first, adding additional fuel carefully one piece at a time to make a bigger fire. Create the structure as high as possible or physically next to the twine to burn it quickly.

Scoring: This event is based on time to completion and teamwork.



## **2. Saving a Minecraft Player from “You Die”, or the Blue Screen of Death (First Aid)**

Description: Sometimes Minecraft participants build their homes from resources provided by a programmer who thinks they know what you need. Accidents do occur when a player fails to select proper building material in their effort to create a paper house for survival. When accidents occur such as cutting off one’s arm with paper scissors and calling it a flesh wound will result in requiring first aid. There will be several Minecraft players standing around pointing their mouse cursor at you and laughing their heads off at your blunder.

Solution: Figure out what needs to be done. There may be multiple virtual injuries. Be creative in providing appropriate first aid considering the resources available to treat injuries. The injuries will not be typical of what is taught in the Scout handbook.

Scoring: This event is based on skill level and accuracy of medical assistance provided, not time to completion.

## **3. Crossing a Pixlated Minefield (Mousetrap)**

Details: In order to travel through the world of Minecraft, mazes may exist. Needless to say, there may be special items on the ground to avoid, such as pastures where cows are known to roam leave their calling cards, or snakes curled up ready to strike if disturbed. One must maneuver through this maze successfully. If injured, tokens will be required to rebuild your body, providing you are smart enough to build up a bank account of crypto currency to buy tokens.



One scout (heavily blindfolded) must be led across a treacherous path without stepping on undesirable items. This person will be guided by 3-4 scouts in their patrol from beginning to end. However, these guides must do so without “physically touching or talking” to the blindfolded scout using only ropes affixed to that person. These guides must pull on the rope(s) to guide the blind.

1. Procedure: An area is laid out with obstacles. One participant is heavily blindfolded. The guides (4 max) must tie a rope to the person using any BSA knot somehow to the body, arm, neck (no tourniquet), whatever. The only knot not permitted and will disqualify the patrol is a WMCI knot (a.k.a. “whicha-may-call-it knot, a fascinating creation that keeps parent and adult leaders entertained for hours trying to figure out how to untie it). This is a timed event. Putting on the blindfold is done prior to starting the clock. When the word “Go” is given, the ropes must then be tied onto the person and then all walk across the mindfield to the green Exit sign that does not exist on the wall. Stepping on an obstacle will add 5 seconds to total time for each item stepped on, which includes both the blindfolded person and those leading the blind.

Scoring: This event is based on time to completion and teamwork.

## **4. Protecting Yourself from Another Minecraft player (Tomahawk)**

Objective: To achieve the highest score possible by throwing your sword or other weapon you create into the end of a log. This may be required within Minecraft if one is to survive a hostile environment created by another player, and you revenge virtually.

Procedure: Each patrol member



gets three throws of a tomahawk. On the end of



a log is a target 10-feet away looking similar to that used in archery, with circles and points assigned for each circle.

Scoring: The total number of points scored by all members of the patrol divided by the total number of patrol members for an average score (skill level basis only).

### **5. Finding Your Way through a Creative Path Written by Programmers (Geocache)**

Objective: This event will involve a combination of Orienteering Skills and use of a GPS device to locate missing Minecraft player lost in the ether of the Internet. Familiarity with the operation of a handheld GPS unit is helpful. All participants will be given a challenge that will be solved by the use of geocaching skills. A review of the Geocaching Merit Badge booklet is highly recommended or use on-line resources to learn how to geocache. Details of the challenge will be provided to all patrols when they begin the event.

Scoring: This event is based on time to completion, skill, and teamwork.

### **6. Living in a House Made of Glass (Sling Shot)**



Details: Minecraft players create structure and houses in a very creative manner, many worthy of being mentioned in Microsoft's Home and Garden Magazine edition of Minecraft. If your house is not the same quality as another, make it better by being the only house in the game.

Solution: All members in a patrol will be given a sling shot and three pebbles of rock per person. Unfortunately, hand grenades are not allowed in scouting to be used with a slingshot. These projectiles will be shot at tin cans (target) located a distance away. Total point score is the total of shots made by the entire patrol divided by the number of participants to come up with an average number.

Scoring: This event is based on skill (number of times the can is hit).

### **7. Building a Creative Structure in a Virtual World (Wood Cutting)**

Objective: Creating structures in the Minecraft world may require use of wood found somewhere in the game and tools either purchased, built, or dug up. A bow saw is one viable item in your inventory to use if attempting to create a log cabin wooden ship, or glass house with wood. Two Minecraft players must work together to maximize efficiency (hint-push/pull works best when using a bow saw).

Solution: Two participants will be given a bowsaw. A 4-inch round garden pole is over the edge of a table with several inches hanging off the end. Other patrol members hold the far end of the pole down to keep it from bouncing up and down while being cut.

Scoring: This event is based on time to completion and teamwork.



### **8. Forgetting What You Were Supposed to Remember (Memory Game)**

Objective: After hours of on-line activity without food, water, or bathroom



break, you are reminded that it is time for homework or household chores, which you conveniently forgot to do on-purpose. To help you remember what you need to do by nagging your parent, this activity should enhance your gaming skills by remembering what or what not to do.

Game setup: On the ground will be many, and we mean many items sitting on top of a blanket. Another blanket covers all items. The smartest person in the patrol, or the winner chosen by the process of rock-paper-scissors plays the game without help from anyone. With the word “Go,” the top blanket is removed. This person is then given 30 seconds to look at everything before being covered up. This person must then identify all items seen.

Scoring: This event is based on the number of items identified correctly (skill).

## 9. Virtual Communication in a Computerized World (Telephone Line)



Objective: Most of the time, Minecraft players work solo. There may be times when communication must occur with a partner or nemesis. Typing messages can be challenging especially for those who are keyboard challenged. In addition, the player will never use their phone to talk since all it takes is to text message someone sitting next to you (Hint-it’s OK to talk to the person next to you). After hours of work (playing) one tends to get things confused in conversation. This event tests your ability to communicate with others.

Process: All members of the patrol are spaced out along a line. Input on aspects of the game is given to the first player who must then run to the next member and pass along the order. After receiving the message, this person will be required to do something bizarre such as spin in a circle 5 times, do jumping jacks or anything the judge tells them to do (all patrol will do the exact same exercise to be fair). After doing this exercise, this person will pass the message to the next one who has to do something silly. The process continues until the text message is received.

Scoring: This event is based on skill only, not time. Each word given in the “correct order” within will be given points. Note-the sentence may consist of a tongue twister, or not. It could also be 10 or 100 words long!

Selection of past games, not all inclusive in my inventory.

## 10. Advising the Blind on How to Build a Perfect Virtual World (Blind Shapes)



Each member of the patrol is blindfolded without the ability to peak. One scout becomes the leader without a blindfold. The Adult supervisor in charge will call out a particular geometric shape (circle, square, triangle). The youth leader must instruct the patrol on creating this shape using a rope held by all members. Scoring is based on how well the shape is created as well as the time to completion when the youth leader says

Done! Not saying the word “Done” means no score.

Procedure: A rope is placed on the ground at the feet of each patrol member. Upon the word GO they pick up the rope and create a shape, blindfolded. Time stops with the leader says “Done” or when time is up.

Note: Due to the time period that may be required to create the shape and number of patrols wishing to participate, a maximum of five (5) minutes will be allocated per patrol. At the 5

minute mark, the adult supervisor will call “Stop” and the patrol will be issued a 5-minute time score, unless the shape is completed ahead of time.

### 11. Saving your Friend from Being Virtually Killed-Off (Emergency Rope Throw)

**Objective:** Each member of the group throws a rope to a fellow player in an effort to pull them out of a messy situation they created for themselves.

**Procedure:** Select a victim and place him 20' from the throwing line. One at a time, each member of the group throws the rope to the victim, coils the rope and hands it to the next participant. They should attempt to do this as quickly as possible.

**Rules:** Each person throws and coils once. Bonus points are awarded for each throw that is within reach of the victim.

### 12. Determining the Weather Outside the Virtual World (Weather Rock)

**Details:** It is important for Minecraft players to predict the weather in order to survive a virtual world instead of spending time asking Alexa or Siri what the weather is outside the gaming room. This event tests scout skills using a rope and lashings to solve the mystery of the outdoors.

*Details on how to understand how a weather rock predicts the weather is found below.*



**Procedure:** On the ground are three poles and a long rope along with a bucket full for dirt to add weight simulating a large rock. Only “one” person chosen by the patrol becomes the weather man. On the word “Go,” the person must lash a tripod with one end of the rope and then, with the other end of the rope secure it to a heavy bucket. The moment when his hands go up indicates he is finished, and the clock stops. If the tripod tips or falls within a 10 second period after the hands go up there is no score for time.

**Scoring:** This event is based on *skill* and *time* to completion and describing the weather at that specific point of time. (One extra point if you can tell what the weather is when reading the rock)

Instructions for "predicting" weather with a weather rock.

- If the rock is wet it's raining.
- If the rock is swinging the wind is blowing.
- If the rock casts a shadow the sun is shining.
- If the rock does not cast a shadow and is not wet, the sky is cloudy.
- If the rock is difficult to see it is foggy.
- If the rock is white it is snowing.
- If the rock is coated with ice there is frost.
- If the ice is thick, it's a heavy frost.
- If the rock is bouncing there is an earthquake.
- If the rock is under water there is a flood.
- If the rock is warm, it is sunny.
- If the rock is missing there was a tornado.
- If the rock is wet and swinging violently there is a hurricane.
- If the rock can be felt but not seen it is nighttime.
- If the rock has white splats on it watch out for birds.

Please do not disturb the weather rock, it is a finely tuned, precision instrument!

### 13. Climbing the Virtual World with Friends (Bowline Lasso)

**Objective:** When climbing a pixelated or self-made mountain, or wall, it could become difficult to climb. A rope may be used to scale this wall with a group of virtual friends to look over it.

**Procedure:** All patrol members must have a bowline tied around *their waist* with the loose end of the rope tied onto a belt loop of the person directly in front of him, except the lead person. If no belt loop exists, then tie the rope surrounding your waist to the person in front using any knot desired provided you have enough rope



length left over to tie a bowline around your waist. Once everyone is tied into a safety chain be ready to scale the man-made wall for 20 feet and go for it!

**Scoring:** This event is based on *time* to completion, *skill level* and *teamwork*.

#### 14. **Setting Up Camp and Doing Your Job, What Ever It May Be (Knots Relay)**

Details: This is an event that tests skills of survival in a virtual world. Everyone lines up at least 10 feet from ropes lying on the ground or draped over a pole. The first person who remembers what a rope looks like runs up to the hitching rack and is told what knot to tie. As soon as he runs back to his patrol, he tags another person who then ties another knot until all requested knots are tied. Once completed, someone in the patrol must then tie all the knots previously made into “one long line,” which would be a pretty impressive feat. Required knots are square, two half hitches, taut line, clove hitch, sheet bend, sheep shank and bowline. If a patrol has less than 7 members some may end up tying a second knot.

Process: The knots will be given in order of difficulty. Send lower ranking scouts or those less sure of their tying skills first. They are, for the most part, the knots learned in Webelos (Boy Scout joining requirements), Tenderfoot and First Class so review the Handbook before attempting the event. Tying these seven knots into one long chain will be a challenge but can be done if one is creative in thinking about how to do it ahead of time.

Scoring: This event is based on time to completion, skill or accuracy and teamwork. Extra credit is given for tying a fancy knot and “correctly identifying it.” If tying all knots into one long chain is performed correctly, including the fancy knot, your score will double!

#### 15. **Camp Wide Games – Human Foosball (Afternoon Activity)**

Camp wide games will be held after lunch up to 4:30 PM. Details on how the event is to be played, as well as scoring will be provided at time of the game.

All patrols, both upper and lower division will randomly be placed in a bracket similar to sports playoff ranking; one patrol against another. For the first round, patrols will play against a patrol from the same unit but may compete against each other in round two. The brackets will eventually end up having a single winner.

Failure to follow the rules of the game, or show poor sportsman like conduct, will disqualify the patrol. This behavior includes use of unacceptable language, deliberate physical contact with another person with the intent to cause harm, interference with player during the game, etc.

#### 16. **MYSTERY EVENT**

This event may or may not occur, and if it does, one will not be told if the event was solved when the scout or a patrol does whatever they need to do. Those who do the mystery event will be recognized at the campfire with great accolade. The key to success is to remember all aspects of the “Scout Law” and put them into practice.

Objective: To have fun.

Rules: What rules?

Scoring: Does it matter besides bragging right!



## 17. NON-SCORING EVENT/ACTIVITY

### Archery (If a Rangemaster is available)

This event will be open to participants during the day. Only 5 arrows will be permitted per youth, no more. This is an activity and will not be scored for ribbons or awards.

### BB Gun (If a Rangemaster is available)

The BB gun range will be open. This is an activity and will not be scored for ribbons or awards.

A signed parent/guardian Shooting Sports Authorization Form is mandatory for the youth to participate in this event. If the form is not presented to the Rangemaster, the shooter will not be able to participate. Download this form before showing up at Camporee:

## 18. ADULT GAMES FOR SCOUTMASTERS AND ADULT LEADERS

There may, or may not, be an event for adult leaders to participate in such as figuring out what the heck the game of Minecraft is by trying it out on-line, with no Internet access in camp. Field sports (archery and BB Gun) may be available for adult leaders). Token ribbons may be awarded to those participating, recognized at the campfire with great accolade and bragging right. After all, adult leaders need to have some fun time after spending all morning judging events if not entering the Dutch oven contest.

Adult activities, if held, will begin after lunch during camp wide games and last until 4:00 PM or so.

## **CAMPOREE CAMPSITE INSPECTION CRITERIA**

An organized and safe campsite is a key element in outdoor activities. Troop campsites will be judged on the following criteria. The Camp Master ribbon award will be issued to units with the best campsite inspection score.

### Campsite Identification

- A. American flag properly displayed.
- B. Unit and patrol flag(s) properly displayed.

### Campsite and sleeping arrangements.

- A. Tents pitched or organized by patrol.
- B. Fire warnings stencil or on an attached tag secured onto each tent.
- C. Campsite neat and orderly
- D. Gateway provided identifying unit.

### Health, safety, and sanitation

- A. Wood tools properly stored (axe, shovel and rake)
- B. Garbage picked up and sealed in a plastic trash bag(s)
- C. Dishes washed and put away.
- D. Cooking area clean
- E. First aid kit easily seen.
- F. Fire attended or out, cold to touch.
- G. Fire located in designated fire ring only with a full water container or a full fire extinguisher within 10 feet of the fire pit.



- H. Fuels properly stored.
- I. Food properly stored.
- J. Latrines clean from litter and paper.

Menu planning, duty roster

- A. Menu for all meals posted per patrol.
- B. Duty roster posted per patrol.

### OTHER ACTIVITIES/PROGRAM INFORMATION

**Order of the Arrow:** There will be a callout ceremony to recognize Scouts (youth and adults) that were elected by their troop into the Order of the Arrow. All current OA members are requested to wear their sashes to the Saturday night campfire and assist in the callout ceremony as support personnel. See the Chapter Chief or Chapter Advisor to fulfill your “cheerful service.” All Scouts (youth and adults) are required to be at the campfire as those elected were done in secret and should not know who was chosen. Only the Chapter Chief and the “Voice of the Wilderness” knows the names of those chosen to be revealed that night. Adults may also be tapped out by surprise.

Members of the Order of the Arrow that are not required to be with their unit during the day, or on staff, are expected to volunteer and assist in running the “Trading Post.” Arrowmen/women are also requested to volunteer and assist in running events or help out in other program areas.

**Open Fires:** Ground fires are not allowed unless in an area where a previous fire has been located. While in camp, campfires will be allowed at the discretion of the Event Director. Fires must also be under the supervision of an adult leader at all times. Each unit must follow all fire safety rules and are responsible for providing their own safety equipment (water buckets, shovels, etc. if none are already provided on the site). If there is a Red Flag Alert from the National Forest Service, under no condition will an open fire be permitted at the campsite. Collection of wood is permitted and encouraged, but only if already on the ground.

**First Aid:** First aid treatment is available at Camporee headquarters. There will also be qualified medical personnel covering the competition areas on Saturday. Units are expected to treat their members with any minor first aid treatment. Many full-time staffers will have radios available for use during emergencies. All injuries and illnesses must be reported to the first aid station and the Event Director no matter how minor they appear. They must be entered into a first aid log for insurance purposes.

### Warnings

**Poison ivy:** Some areas of the Camporee site are infested with poison ivy. All attendees should be shown how to identify this plant immediately upon arrival. Especially important is that you **DO NOT** burn poison ivy! Anyone who gets into poison ivy should follow the normal procedure of washing immediately with soap and water and seek treatment.

**Rattlesnakes:** There is no reason to kill rattlesnakes. The Camporee site and surrounding area is known to have rattlesnakes. Therefore, everyone should avoid the natural habitat of snakes (rock piles and logs). If a snake is found, leave it alone despite what some Scoutmasters or other self-proclaimed experts think!

**Ticks:** All participants should be aware of the existence of ticks. Scouts should stay out of tall





grass and brush to avoid these pests. Wearing long pants is advisable to prevent contact with ticks.

**Knives and Axes:** No sheath knives are allowed! Boy Scouts may use axes only if an ax yard is set up and marked off by the troop. Webelos are not allowed to use axes, hatches, or knives.

**Lanterns and Stoves:** Scouts may use liquid fuel lanterns and stoves but only under the supervision of an adult leader. No lamps, candles or other heat or flame sources are allowed in tents at any time.

**Cooking:** Scouts do all the cooking by the patrol method just as they would on normal campout in their campsite. It is up to the individual units to bring their own stoves, pots and pans, utensils, cleaning supplies and most importantly food! It is strongly suggested that due to the time constraints of the Camporee schedule, menu selection should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for the sake of the number of activities that must take place. It is recommended that a quick, non-cooked lunch be chosen for Saturday.

**Water:** Water is available however each unit is requested to bring water containers and facilities for washing dishes. You may be required to transport water from a faucet to your campsite if necessary, depending on where your campsite is located. Care should be taken to preserve this most precious resource. Wash your dishes at your campsite, not at the water faucets.

**TENTS:** Remember low impact camping techniques. Please make sure that tents are codified with the mandatory “No fire allowed in tent” signage. Tent ditching or trenching is not allowed.

**TAPS:** A Scout is Courteous. After the taps at night, every Scout is expected to be in his 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.

**SCOUT’S OWN:** A SCOUT IS REVERENT. We will have a non-denominational Scout’s Own for all Scouts and Leaders on Sunday morning (see schedule). **We need a troop or person to volunteer to put on the service.**

**UNIFORMS:** All scouts and adult leaders must wear uniforms while traveling to and from the Camporee and for check-in. Activity uniforms are permitted for the competition events on Saturday. Scouts are expected to be in full Class A (full uniform) for opening/closing flags and Scout’s Own.

**FLAGS:** All units should display their patrol flags during daylight hours. The American flag will be flown at the Flag area at both opening and closing ceremonies, per the schedule. Patrols must carry their own Patrol flags during the competition events if they wish to receive a high score.

**LOST AND FOUND:** A SCOUT IS TRUSTWORTHY. There will be a lost and found area at Camporee headquarters. If your belongings are properly marked, they are easily returned.

**FORBIDDEN ITEMS:** As with any Scout outing, and for reasons of courtesy and safety as well as in accordance with Park Rules and Procedures, the following are forbidden from being brought to Camporee:

Radios, Guns and Ammunition, Sheath Knives, Tape Players, Fireworks



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Bows and Arrows, Electronic Games

Water Balloons, Sling Shots

CD, MP3, iPod Players



## MINDCRAFT EVENTS score sheet

Event	Time	Volunteers
1. Keeping healthy with a full belly (Fire Building)		
2. Saving a Minecraft Player from “You Die”, or the Blue Screen of Death (First Aid)		
3. Crossing a Pixlated Minefield (Mousetrap)		
4. Protecting Yourself from Another Minecraft player (Tomahawk)		
5. Finding Your Way through a Creative Path Written by Programmers (Geocache).		
6. Living in a House Made of Glass (Sling Shot)		
7. Building a Creative Structure in a Virtual World (Wood Cutting)		
8. Forgetting What You Were Supposed to Remember (Memory Game)		
9. Virtual Communication in a Computerized World (Telephone Line)		
10. Advising the Blind on How to Build a Perfect Virtual World (Blind Shapes)		
11. Saving your Friend from Being Virtually Killed-Off (Emergency Rope Throw)		
12. Determining the Weather Outside the Virtual World (Weather Rock)		
13. Climbing the Virtual World with Friends (Bowline Lasso)		
14. Setting Up Camp and Doing Your Job, What Ever It May Be (Knots Relay)		
15. Camp Wide Games – Human Foosball (Afternoon Activity)		
16. MYSTERY EVENT		
17. NON-SCORING EVENT/ACTIVITY		