

Avatar: The Great Campmaster



Design by Worth Gillentine

2023 Spring Camporee
May 5 - 7
Beaumont Scout Reservation - Shippey Field

Campmaster: Trey Maxwell
Campmaster Adviser: Bryan Ranney

Welcome Everyone!

My name is Trey Maxwell, I am from Troop 362 and I will be serving as your 2023 Spring Camporee Campmaster!

The theme I have chosen for this Camporee is based on the cartoon Avatar: The Last Airbender and will have regular Camporee activities as well as team building activities.

You will have a chance to earn more points by participating in afternoon events such as: flag & yell judging and skit judging for each patrol to participate in. The afternoon game will be The Great Bending Olympics.

We will also be holding a food drive, so please donate any canned goods that you can.

This year, we will start rewarding points for patrols who have staffers. If you are 14 years old, or at least a Star Scout and you want to join my staff, please contact me.

I will see you all there!

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Camporee Information

Registration

Registration for the 2023 Spring Camporee will take place **online only** at

<https://scoutingevent.com/312-2023PFSpringCamporee>

- Registration opens on **Tuesday, April 11** and will close at **11:59 pm on Sunday, April 23**. The cost to attend the Camporee is \$12.00 per person - Youth or Adult.
- **Late registration** will be available from **April 24 through 11:59 pm on Sunday, April 30**. The fee for late registration is \$17.00.

Be prepared to enter the quantity of Troop Youth and Troop Adults from your unit that are attending Camporee when you register.

******You must also register the Webelos/Arrow of Light Scouts, and the Adult Webelos Leaders who will be attending with the Pack you are hosting. ******

- Use the [Pathfinder Unit Directory](#) to identify and invite a Cub Pack to camp with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

Rosters

Every unit attending Camporee (both Troop and Pack) must turn in a roster on Friday night at check-in. Please provide all the information that the roster requests (name, address, phone, age, etc.). A printed sheet from Excel, Troopmaster, Scoutbook or some other similar format is acceptable.

Patrol Registration Form

Every unit that has patrols competing in the Camporee needs to turn in the patrol registration page when they turn in their rosters. The form is attached in the back of this manual.

Health Information

Be sure to have health information forms on all your participants (adults and scouts). This information should be readily accessible at your campsite. All leaders in camp, in case of an emergency, should know its location.

Participation

It should be noted that Camporee events are separated into two programs. The Scouts BSA and Webelos each have their own manual and participation is only for the intended group. However, we highly encourage that during non-event times the Scouts BSA should spend time with the Webelos scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & etc.)

Arrival and Check-In

Do **not** arrive earlier than 5:00 pm on Friday. After your vehicles are parked and while camp is being set up, please have an adult come to District Headquarters to check in with complete rosters, patrol registration forms, and final payments. Please check in between 7:00 and 9:00 pm.

SPL/Scoutmaster/Webelos Leader Meeting

This meeting is important, so Senior Patrol Leaders, Scoutmasters, and Webelos Leader should attend. It will be held on Friday night at 9:30pm at District Headquarters. This meeting will cover any last-minute changes to information pertaining to the Camporee program, as well as answer any questions you may have concerning the Camporee.

Religious Services

"A Scout is Reverent". We ask that all Scoutmasters encourage their Scouts to attend the religious service of their choice in **Field (Class A) uniforms**. Locations of religious services will be discussed at the SPL meeting on Friday evening. In addition, during the religious services those not attending religious services need to remain in their respective campsites and not be loud.

Campfire Program

Saturday night the staff will put on a campfire with help of skits from the Scouts BSA and Webelos Scouts. This is a camp wide activity and we encourage everyone to attend in **Field (Class A) uniforms**.

Camp Rules and Guidelines

Camp Code

The Scout Oath and Law is the camp code at all times. Violations to following the Scout Oath and Law may result in the individual, or their entire Troop, being asked to leave the event.

Parking

Parking is allowed only in parking areas designated by the staff. You are only allowed to park in front of your Troop's camping area. **Please do not park in front of another Troop's campsite.**

We have made it District policy to leave room for a walkway in the grass, between parked cars and each Troop's camping area. This is to allow Scouts to move from campsite to campsite without getting on the road. Please keep this grass easement open after your camp is completely set up.

Garbage

All trash must be put into trash bags and disposed of properly off of the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

Ground fires are allowed but should be placed in existing fire pits.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed, and must be operated by Scouts with proper training. Adult supervision must be trained. All fuel must be properly stored, and away from tents.

Alcohol

Alcohol and drugs are simply not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

Schedule

Friday	
5:00 PM	Arrival and setup. Please do not arrive before 5:00 p.m.
7:00 PM - 9:00 PM	Check-In @ HQ (turn in roster and den registration form)
9:30 PM	Scoutmaster/SPL/Webelos Leader meeting at HQ
11:00 PM	Lights out / all quiet
Saturday	
6:30 AM	Reveille, Breakfast at campsites
8:30 AM	Flag Raising/Opening Ceremony at HQ (Uniforms required)
9:00 AM – 12:00 PM	Morning Event Time
10:00 AM	Adult Leader Koffee Klatch ⁺⁺
12:00 PM	Lunch at campsites with Webelos/Arrow of Light Scouts
1:00 PM	Judging of Skit, Costumes, Flag and Yell, The Food Drive Collection
1:00 PM	Optional Leader Activity: Pressurized Fuel Training ⁺⁺
2:00 PM	Game
4:00 PM	Scorecard & Evaluation Form Turn-In at District HQ
5:00 PM	Dinner at campsites Adult Leader Cook-Off Turn In ⁺⁺
7:00 PM	Religious Services (Uniforms required) <i>- Those not attending services should stay quiet in their campsite</i>
8:30 PM	Campfire (Uniforms required) <i>*After Campfire Order of the Arrow Social (for members only)</i>
11:00 PM	Lights out / quiet time
Sunday	
6:30 AM	Reveille & Breakfast at campsites
8:30 AM	Closing and Award Ceremony at HQ (Uniform required)
9:00 AM	Break down camp (Your site must be inspected and approved by your hosting Troop prior to leaving Camp.)
11:00 AM	All Troops Must Leave the Camping Area

⁺⁺Adult Events Only

Point Breakdown

Morning Skills Events	720 points
Campsite Inspection	100 points
Campsite Gateway	85 points
Game	50 points
Game 1st place	15 bonus points
Food Drive (Donation)	50 points
Costume Competition	20 points
Top 3 Costumes	15 bonus points
Skit Competition	20 points
Top 3 Skits	15 bonus points
Flag and Yell	30 points
Evaluation	10 points
Staff Participation	20 points
Koffee Klatch	15 points
Roundtable Attendance	30 points
Hosting a Webelos Den	5 points
Total Points	1200 points

** The Top 3 scoring Patrols will receive award plaques in recognition of their performance at the closing ceremony on Sunday morning. **

Morning Events:

Secret Tunnel

Toph has been trapped in the Secret Tunnel! Luckily, she can use her earthbending powers to escape. You and your patrol members will find your way through the tunnel with one member giving instructions on how to do so.

Accomplish goal within time period up to 110 points
Patrol flag & yell: 10 points
Total for event: 120 points

Across the Swamp

While trekking through the Foggy Swamp, the Gaang comes to a muddy river. To cross it, they have platforms that can float on the water. The platforms must be in contact with one of the members or it will float away. All members must get to the other side to win. Can your patrol pull it off?

Accomplish goal within time period up to 110 points
Patrol flag & yell: 10 points
Total for event: 120 points

Wan Shi Tong's Knowledge test

While at the Library, Wan Shi Tong decides to test your knowledge of the world of Avatar. You will have to correctly answer his 5 questions plus one bonus question to get full points. Study up!

5 questions @ 20 points each up to 100 points
Bonus Question: 10 points
Patrol flag & yell: 10 points
Total for event: 120 points

Katara's Water Healing

While out Penguin Sledding, Sokka sustains some injuries. Your patrol will help Katara heal her brother using your first aid knowledge for 5 different scenarios plus a bonus first aid question that can be found in the handbook.

5 scenarios @ 20 points each: up to 100 points
Bonus Question: 10 points
Patrol flag & yell: 10 points
Total for event: 120 points

Zuko's Training

Zuko has a lot to learn about firebending. He asks you and your patrol to help teach him what he needs to know. Your patrol will need to burn a string tied to two stakes within the time limit of 10 minutes. There will be bonus points for using an alternative method than matches. No accelerants are allowed.

Accomplishing goal within time period up to: 100 points

Using alternative method: 10 points

Patrol flag & yell: 10 points

Total for event: 120 points

Appa and Momo get lost

While taking a quick adventure, Appa and Momo can't find their way back to the Southern Air temple. Use your orienteering skills to help them find their way back.

Accomplish goal with time period up to 100 points

Guess the correct themed word and receive 10 bonus points

Patrol flag & yell: 10 points

Total for event: 120 points

Other events

Campsite Inspection

On Saturday a member of staff will go around to each campsite for inspections. Your inspection will factor into your final score and points will be awarded as follows. If your Troop has more than one patrol, each patrol will be graded separately on the patrol evaluation.

Troop Evaluation:

Tents and flies are properly pitched and organized	Up to 20 points
Area is clean and free of trash	Up to 10 points
A full, non-expired fire extinguisher is placed in a common area	Up to 10 points
A properly equipped first aid kit is kept in a common area	Up to 10 points
Walkway is clear	Up to 10 points

Patrol Evaluation:

Menus and duty rosters are posted in cooking area in plain sight	Up to 10 points
Patrol box is neat, clean, and organized & stove is clean	Up to 10 points
Food is stored properly	Up to 10 points
Patrol site is clean and free of trash	Up to 10 points

Total Possible 100 points

The Lashed Chairbender

Sokka has made many inventions in the past. Now it's your turn to use your imagination and create a camp gateway. Each Troop will construct a camp gateway that consists of at least 3 lashings. You will be graded on correct tight lashings, usefulness, and complexity of your gateway. It will be judged Saturday afternoon.

Proper lashings and materials used 45 points
Incorporating the Camporee theme into the Gateway 20 points
Displaying your troop flag on your Gateway 20 points
Total: 85 points

Canned Food Drive

The scout slogan is "do a good turn daily"

Please fulfill this promise by bringing at least one non-perishable food item per patrol member. Please do not bring any glass items.

100%	50 points
75% - 99%	40 points
50% - 74%	30 points
25% - 49%	20 points
1% - 24%	10 points

Costume contest

Here is your chance to strut your stuff. Show the staff the best Avatar: The Last Airbender themed costume you have at 1:00pm at HQ. The top 3 costumes will get to show off their costumes at the campfire and earn bonus points.

To earn the extra points costumes will be judged on the following

- Creativity – How well does the costume show creativity and personality?
- Originality – Does the costume stand out from the rest?
- Complexity – Did the costume take time and effort?
- Theme/Authenticity – How accurate and thorough is the costume?
- Scout Appropriate – Is the costume appropriate for all ages of Scouts?

Participation: 20 points
Top 3: 15 bonus points

Flag & Yell

Here you and your Patrol will show off your flag and yell, at 1:00pm at headquarters. For the highest possible points, keep it theme related and scout appropriate. The flag is worth up to 15 points and the yell is also worth up to 15 points.

Flag

Patrol Flag	0 or 5 points
Theme Related	1 - 5 points
Overall Design	1 - 5 points

Yell

Patrol Yell	0 or 5 points
Theme Related	1 - 5 points
Enthusiasm & Originality	1 - 5 points

Total: 30 points

Skit

Prepare a skit for the staffers to judge after lunch. Bring your Patrol to HQ at 1:00pm. Your Patrol will receive 30 points for participating in the skit contest. The Top 3 Patrol's skits will receive 15 bonus points and will perform their skit at the campfire. Make sure that the skit is scout appropriate, well executed, and is related to the theme to earn the top 3 skit bonus points.

(Patrols must present the attached skit application form when performing their skit)

Participation: 30 points
Top 3 skits: 15 bonus points

The Great Bending Olympics

After the 100 years' war, the four nations decided to make the Great Bending Olympics. Your patrols have the chance to compete in them! It will be a relay race, requiring 9 scouts from a patrol. Scouts can do multiple activities if you do not have enough scouts. Each patrol will play once, and the top 4 patrols with the fastest times will play to be the winner.

- Airball: Score a goal with a soccer ball (1 scout)
- Powerdisc: Hit 3 poles with a frisbee (1 scout)
- Penguin Egg: Safely transfer an "egg" with a spoon (1 scout)
- Cabbage Sack Race: A potato sack race, but cabbages (1 scout)
- Waterbending Range: Knock over a small tower with a water gun (1 scout)
- Knot Tying: Tie three scout knots drawn at random (1 scout)
- First Aid carry: Carry a scout across a short distance using a proper technique (3 scouts)

Participation: 50 points
Top Patrol: 15 bonus points

Adult Opportunities

Koffee Klatch

This activity will be held on Saturday at 10:00 AM at Headquarters. This is an open-ended meeting, and is for adults in your Troop. This is the time to hear any new camping information from Council, discuss Scouting topics, and ask questions.

Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn each of your Patrols **15 points** towards their final score.

Pressurized Fuel Training

This activity will be held on Saturday at 1:00 pm at Troop 362 Campsite. Council pressurized fuel policies will be covered which pertain to how you properly operate and maintain pressurized fuel devices. You may become certified so you can train the Scouts in your Troop.

Adult Leader Cook-Off

Scoutmasters and Scouters registered as attending Camporee have the opportunity to earn "bragging' rights" by entering an **entrée** or **dessert** in the Adult Leader Cook-Off. The top entry in each category will receive a special award plaque at the closing ceremony. A troop may enter in both categories but should be a different leader for each.

All entries, whether they are an entrée or a dessert, will be judged on taste, presentation, and Camporee Theme. Entries will be judged by adults that are not associated with participating troops.

Other Opportunities

Staff Participation

In order for this camporee to run successfully, we need your Scouts to help Staff the events and activities. This is an opportunity for your scouts who are at least Star Scout or 14 or older to get to know other scouts within our district. If you ask any scout who has staff before they always say it is a fun experience. Each troop who sends at least one scout to staff will get **20 points***.

** If your troop is unable to provide a staff member due to the number of scouts within the troop, please bring this to Headquarters attention at check-in.*

Roundtable Attendance

Important information about the Camporee is given at the two Roundtables before the Camporee. This is also your opportunity to ask questions about the manual to the Campmaster. Your troop will earn **15 points** for each Roundtable that a leader in your troop attends for a total of **30 points**.

Webelos Hosting

If your troop hosts at least one Webelos den, you can earn **5 bonus points**. This is a great opportunity for you to show your troop off to prospective members of the troop. Most scouts who enter Scouts BSA come from a Webelos den.

Skit Application

This Form needs to be brought with you when you perform your Skit.

The Patrol skit judging contest will be at **1:00pm** at Headquarters.
Each Patrol that performs a skit will earn **points** just for participating.

The top 3 skits will be awarded **bonus points** towards their final score and will perform their skit at the closing campfire.

The scoring that will be used to determine the top 3 skits is at the bottom of the page

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: _____ Patrol Name: _____

Name of skit, song, cheer: _____

Brief description of skit: _____

Staff Notes: To decide top 3 skits

<u>ENJOYMENT</u> How well did you enjoy the skit?	1 - 10	Score _____
<u>ORIGINALITY</u> Did the skit look original or put a new spin on an old skit?	1 - 10	Score _____
<u>PREPARATION</u> Did the patrol look like they practiced and were prepared?	1 - 10	Score _____
<u>THEME</u> How well did the skit fit the theme?	1 - 10	Score _____
<u>SCOUT APPROPRIATE</u> Is the skit appropriate for scouts?	0 or 10	Score _____
TOTAL		Score _____

Patrol Registration Form

Troop # _____

Patrol 1 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 2 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 3 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____



Troop OA Information

OA Troop Rep: _____

Email: _____ Phone Number: _____

Adult OA Troop Advisor: _____

Email: _____ Phone Number: _____

TROOP CAMP ROSTER

Event _____

Dates: From _____ To _____

Unit # _____

District _____

<u>Name</u>	<u>Address</u>	<u>Phone</u>	<u>Rank</u>	<u>Age</u>
<u>1.</u>				
<u>2.</u>				
<u>3.</u>				
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<u>18.</u>				
<u>19.</u>				
<u>20.</u>				
<u>Adult Leaders (2 minimum)</u>	<u>Address</u>	<u>Phone</u>	<u>Position</u>	<u>Gender</u>