**NORTH AREA SPRING CAMPOREE 2025**

**SCOUT LEADER PACKET**

**Event Location:**

Scouting America Camp Oh Da Ko Ta

3363 Dyer Lake Road, Burlington, WI 53105

Operated by Three Harbors Council

**Check-in Times: Friday, April 11th**

6:30 PM Check in opens for all Units at the Welcome Pavilion (see Map on last page).

8:45 AM – Opening Flag Ceremony at Flagpole (Behind Main Lodge)

**Check-in Procedures:**

* Check in with Camporee Staff at the Welcome Pavilion before going to your campsite.
* Turn in Unit Roster.
* Please have completed Health Form A & B for EVERYONE!
* All scouts must be pre-registered.
* Do not change sites.

**Parking:**

Only your unit’s trailer and tow vehicle are permitted to drive on the grass and stay in your campsite. Tow vehicles are expected to remain at the site until Sunday. Once a tow vehicle leaves, it must park in the parking lot. All other vehicles must park in the parking lot. For the safety of the Scouts and Scouters, the speed limit on all camp roads is 10 mph. Please try to carpool and limit duplicate equipment by planning with other unit attendees.

**Program Rotations**

Scouters, we have had a large influx of campers sign up over the past few days. As a result, we have a few logistical items to work out. What follows is a general idea of the program rotations, but it is NOT the final version. You will receive a finalized version of the Round Robin times, events, and locations at Friday night’s Senior Patrol Leader and Unit Leader Meeting (SPL Meeting). At the SPL meeting we will be looking for adult leaders to help with running the stations.

Program will consist of 8 Round Robin style rotations. Each session lasts 45 minutes. You will be assigned a group at the SPL Meeting. Please stay with your group and observe the time schedule so that we can provide everyone adequate time and attention.

Rotations are split between two major areas: Raccoon Valley and Upper Staplekamp.

Before noon, four patrols, A, B, C, and D, will complete their rotations in the Raccoon Valley sites: Kiwanis, Cody Right, Cody Left, and Thompson.

At the same time, four other patrols, E, F, G, and H, will complete their rotations in the Staplekamp area sites Upper Staplekamp 1, Upper Staplekamp 2, Upper Staplekamp 4, and Staplekamp Field.

At Noon, all units will go to their campsites for lunch.

At 1:00 PM, all units will report back to Staplekamp Field for the Bucket Brigade.

At 1:30 PM, rotations resume with A, B, C, and D patrols in the Staplekamp area sites of Upper Staplekamp 1, Upper Staplekamp 2, Upper Staplekamp 4, and Staplekamp Field.

Patrols E, F, G, and H will resume their rotations in the Raccoon Valley sites Kiwanis, Cody Right, Cody Left, and Thompson.

In the table below, US 1, US 2, US 4, and Field refer to Upper Staplekamp.

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| **Rotations** | | | | | | | | |
| **Location** | | | | | | | | |
|  | Kiwanis | Cody Right | Cody Left | Thompson | US 1 | US 2 | US 4 | Field |
| **Station** | | | | | | | | |
| **Time (All Times in CDT)** | **Compass Course** | **Tall Tales** | **Tinder Boxes** | **Game** | **Giant Spiders** | **Wood Carving** | **Cord Craft** | **Fast Flint & Steel** |
| 9:00-9:45 AM | A | B | C | D | E | F | G | H |
| 9:45-10:30 AM | B | C | D | A | F | G | H | E |
| 10:30-11:15 AM | C | D | A | B | G | H | E | F |
| 11:15 - NOON | D | A | B | C | H | E | F | G |
| 1:00-1:30 PM | Bucket Brigade at Staplekamp Field | | | | | | | |
| 1:30 -2:15 PM | E | F | G | H | A | B | C | D |
| 2:15 - 3:00 PM | F | G | H | E | B | C | D | A |
| 3:00 - 3:45 PM | G | H | E | F | C | D | A | B |
| 3:45 - 4:30 PM | H | E | F | G | D | A | B | C |

**Compass Course**

Scouts will need to bring their compasses (at least 1 per patrol) and their best navigation skills to find their way around Camp Oh-Da-Ko-Ta.

**Tall Tales**

Mountain Men who attended the Rocky Mountain Rendezvous of old were known for their storytelling, and had competitions to see who could tell the Tallest Tales. Scouts who wish to earn Communication Merit Badge Requirement #5 should arrive with a written 5-minute speech, preferably in the form of a “Tall Tale”, a story that features legendary, larger than life characters and humorously exaggerated situations. Those who present the speech during their rotation will receive a signed letter that they can give to their Communication merit badge counselor. Scouts will have the option to present their Tall Tale at the evening campfire after the rotations for the entertainment of the crowd. Tall Tales must be Scouting appropriate and in the spirit of good fun.

**Tinder Boxes**

Scouts will construct a tinder box that holds flint, a striker, and some tinder to make a roaring campfire in the style of the old Mountain Men, in the days when matches were expensive and not self-lighting.

**Game**

Scouts will learn and play a Native American game that they can take back and teach to their home Troop, which could count toward requirement 4c of the Indian Lore merit badge.

**Giant Spiders**

See if you can navigate your way out of the tangled web!

**Wood Carving**

Scouts should have their pocketknives sharpened and their Totin’ Chips ready for some wood carving - Scouts will make a whistle that sounds like one of those newfangled steam engines.

**Cord Craft**

There’s knot a moment to lose when Scouts put their skills to the test to craft with paracord!

**Fast Flint & Steel & Flapjack**

Scouts will need all of their ingenuity, a pan, a flipper, and a Patrol Leader with an appetite! Patrols will compete to be the fastest to build a fire, use the fire and their pan to cook a flapjack. The clock stops when the Patrol Leader finishes eating the flapjack. Batter will be supplied. Leaders, please advise if there are food allergies.

**PATROL METHOD**

The ideal patrol should consist of 6-8 Scouts including a patrol leader. The patrol members will communicate within the patrol but the patrol leader will be the patrol spokesperson.

Once the patrol has completed a challenge, the judges may review the scoring methods as well as the patrol’s effectiveness with the patrol leader, who will then inform the patrol members.

Scout Spirit will be noted

Each patrol should have a patrol flag and a patrol call/yell

**EQUIPMENT REQUIRED**

Every Scout must have:

Scout Handbook

Neckerchief

Closed Toe Shoes

Filled canteen or water bottle

One (1) folding pocket knife

Tall Tale Speech

Every patrol must have:

At least two Boy Scout type compasses

Paper and pen

One metal pan

One metal pot for making pancake batter

A metal spoon to stir pancake mix

Kitchen matches or flint striker for fire building

Patrol Flag

**Schedule:**

Friday April 11, 2025

6:30 PM - Check-in opens at Welcome Pavilion

6:30 PM – 9:30 PM Campsite Setup

9:30 PM – 10:00 PM - SPL and Unit Leader Meeting at Welcome Pavilion

Saturday April 12, 2025

8:45 AM – Opening Flag Ceremony (Location will be given at SPL Meeting)

8 Round Robin Rotations of Program Areas:

#1 – 9:00 AM – 9:45 AM

#2 – 9:45 AM – 10:30 AM

#3 – 10:30 AM – 11:15 AM

#4 – 11:15 AM – NOON

Noon to 1 PM - Lunch in Unit Campsites

1:00 PM to 1:30 PM - Bucket Brigade in Staplekamp Field

#5 – 1:30 PM – 2:15 PM

#6 – 2:15 PM – 3:00 PM

#7 – 3:00 PM – 3:45 PM

#8 – 3:45 PM – 4:30 PM

4:30 PM – Trading Post at Welcome Pavilion

5:15 PM – Dinner in your campsite, Preparation for Frontier Cook-off

7:00 PM – Evening Campfire at Ridge Field. Please have a song, story, or skit planned for presentation, and please bring your Frontier Cook-off entry for judging. Scouts who delivered the best Tall Tales presentations will be given the opportunity to give an encore at the Evening Campfire.

8:30 PM – Order of the Arrow Call-out Ceremony

After the Order of the Arrow Call-out Ceremony, we ask that units quietly return to their sites for their own campfires, snacks, and games.

**Quiet Time** 11pm

We ask that Scouts are quiet and in their tents by 11:00pm

We also ask for adults to please help to keep individual sites quiet.

Sunday September 18, 2022

Breakfast in your campsite

Scout’s Own Services to be run by units in unit campsites

Pack up/Clean up campsites

10:00 AM – Close camp

**EQUIPMENT LIST** (Dress for the weather - ALL activities are outside)

**What TO Bring:** • Tent • Ground cloth for under the tent • Sleeping bag or blankets and foam pad to sleep on • Personal eating kit (plate, cup and utensils) • Camp chair • Toiletries (soap, towel, toothbrush, toothpaste) • Toilet paper • Wet wipes • Insect repellent/Sunscreen • Water bottle • Flashlight • Change of clothes / Uniform shirt for flag ceremony, campfire program and religious service • Rain Gear • Walking shoes • Jacket and Hat

**What NOT to bring:** • Pets • Entertainment systems: (stereos, video games, DVD/movie players etc.) •Equipment such as air compressors or any other appliance requiring an electrical outlet. Medical equipment must be self-powered.

**Unit shared gear:** • Dining Fly (or canopy) • Matches • Camp stove and fuel • Charcoal/Charcoal Chimney (NO lighter fluid or other accelerants) • Garbage bags • Lantern • Paper towels • Dishwashing liquid • Dish pans • Bucket • Frying pan, Kettle, Dutch oven • Water jugs (refillable) • Portable table (small table or box) • Existing campsite tables must be shared. • First Aid Kit • Portable Fire Pit • Gear wagon (or cart)

**First Aid**

* Basic First Aid will be available at the Health Lodge.
* Units should bring their own First Aid kits to manage minor injuries.
* Please alert Camporee leadership with anything greater than a minor injury.
* For Major Emergency – call 911.

**Meals** Campers are responsible for their own meals. Scout units will need to plan for a breakfast, a lunch, and a dinner meal on Saturday, and a breakfast meal on Sunday morning. Meals are prepared in your camp area. Camp stoves are allowed in your camps. Fire rings must be shared. NO OUTSIDE FIREWOOD MAY BE BROUGHT TO CAMP OH-DA-KO-TA. Firewood is available east of the parking lot by the dining hall (see map). Please remember, practice Leave No Trace.

**Potable Water** There are several sites for drinking water at camp.

On the North side of camp in Raccoon Valley near the Kiwanis and Gifford Right campsites.

On the West side of camp in Staplekamp Field and near the Upper Staplecamp campsites.

On the East side of camp near the Blowhorn Hill campsite.

In the Central part of camp near the Sleepy Hollow campsite and Ridge Cabin..

**Inclement Weather**

See – BSA Hazardous Weather Training. For an alternative shelter we will use the Dining Hall (see map).

**Camping**

* Friday and Saturday night will be at designated sites.
* Your site will be assigned to your unit at check-in.
* Multiple units will likely be in each site based on registrations.

**Camp Fires** Campsite fire ring must be used. For sites without a fire ring, the unit will need to provide their own portable off-ground fire pit so please be prepared and bring one ‘just in case’. NO GROUND FIRES IN THE CAMPSITES!

**Firewood** Units are prohibited from bringing firewood into camp because it can harbor invasive pests and diseases harmful to area trees. Wood for the bonfire and campsite fire will be provided. Please remember no ground fires.

**Cleaning of Campsites**

* Leave No Trace policies apply to all campsite upkeep.
* Make sure any campfires are out completely before leaving, and that the fire ring has been cleaned out for the next unit.
* Each Unit is responsible for its own trash and cleaning up their campsite Sunday Morning.

**Trash and Garbage**

* Each unit will provide their own trash bags and remove all refuse from their campsite.
* Dumpsters are at the north end of the parking lot. Please place all garbage and recycling in the dumpsters by the parking lot.
* Remember: Trash In – Trash Out

**Cleaning of Bathrooms/latrines**

* Latrines (that your unit used) should be swept prior to departure.  Be respectful of the building and toiletry supplies you have been provided.

**Check-Out Procedure**

* Check-Out with the Camp master.
* Ensure your camp site is clean and neat. All garbage must be taken to the dumpster in the parking lot.
* Check-out time is 10 AM

**General Camp Rules**

* Every unit or group must always have two-deep leadership. At least one leader must be 21 years of age. The other must be at least 18 years of age.
  + Unit leadership is responsible for their youth at all times.
  + If any camper leaves early, the unit must be able to provide when asked – the name of the scout, time they left, who they left with, and what that person’s relation is to that scout.
  + Anything more than a minor injury MUST be reported to camp staff.
  + All BSA rules and regulation concerning camping, transportation, youth protection, etc. will apply
* Discipline of each group is the responsibility of the adult leader in charge. Individuals should respect the camping areas of others and only enter with permission.
  + Scouts will remain in their unit area between Lights Out and Breakfast unless accompanied by an adult to/from the campsite.
  + The Buddy System is to be enforced, especially during nighttime KYBO visits.
  + Scouts are expected to conduct themselves in a manner that will bring credit to their unit, and the BSA, and are to follow the Scout Law and Scout Oath.
* BSA Guidelines for coed camping must be followed.
* Support the principles of “Leave No Trace”.
* Cooking fires and campfires are only permitted in established fire rings and fire scars; do not create your own fire pit or fire ring
* Outdoor fires must be supervised by an adult until extinguished.
* Please be respectful of all visitors by keeping all restrooms clean, even if the restroom is not in your campsite
* Fires must be reasonable (safe height) and be “dead” out at time of departure.
* At least one adult must be present during check-out.
* All vehicles are to be parked in the designated parking area. Staff vehicles are to be parked in the staff parking area unless being used to conduct staff duties.

**Prohibited Behaviors and Items**

* Firearms, fireworks or large hunting knives may not be brought to camp. A knife must fold.
* No chain saws in camp.
* Alcohol is prohibited in camp. Violation of this policy will result in your group/unit being asked to leave camp and forfeit all fees.
* No smoking in ANY camp building or in view of any youth.
* No tampering with smoke detectors, exit signs, fire extinguishers, carbon monoxide alarms or any other life safety device.
* Swimming is not permitted..
* No motorcycles, ATV’s
* Pets are not allowed in camp.
* Cutting of trees is not permitted.
* No gambling permitted

For a complete list of camp rules see last page.



