



**THE GALACTIC ADVENTURE AWAITS...** \_\_\_\_\_ 3

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# **OVERVIEW**

# **THE GALACTIC**

# **ADVENTURE AWAITS...**

Calling All Rebel Recruits! Scouts, the fate of the galaxy hangs in the balance! The evil Galactic Empire is tightening its grip, and our brave Rebel heroes need YOUR skills to survive!

Join us on May (the) 4th for an epic adventure of galactic proportions at Seph Mack Outpost for the Laurel Highlands Sector Camporee! Be prepared to assume the role of a Rebel Alliance Patrol and do your best to disrupt the Imperial War Machine! Your Patrol will travel to locations across the CSM galaxy and put your skills to the test.

## **EVENT SCHEDULE**

### **Friday**

Friday Arrival / Check In*	OA Pavilions	5:00 PM – 9:00 PM
All Vehicles must be out of camp	Parking Lot	8:55 PM
Scoutmaster and SPL Meeting	Dining Hall	9:00 PM
Camp Gate Closed and Locked		9:15 PM
Taps		10:00 PM
Lights Out		10:30 PM

### **Saturday**

Reveille	Camp	6:00 AM
<i>Sunrise</i>		<i>6:10 AM? 6:52?</i>
Saturday Arrival / Check In (if needed)	OA Pavilions	6:30 AM – 7:45 AM
Breakfast and Cleanup	Camp	6:00 AM – 7:45 AM
Morning Colors ( <i>All Camp Assembly</i> )	Parade Field	8:00 AM – 8:20 AM

#### **- Morning activities\*\***

Episode 1	TBD	8:30 AM – 9:15 AM
Episode 2	TBD	9:15 AM – 10:00 AM
Episode 3	TBD	10:00 AM – 10:45 AM
Episode 4	TBD	10:45 AM – 11:30 AM
Lunch & Clean Up	Campsites	11:30 AM – 1:00 PM

#### **- Afternoon activities\*\***

Feed Jabba! (adult Dutch oven results)	TBD	1:00 PM – 2:15 PM
Episode 5	TBD	1:00 PM – 1:45 PM
Episode 6	TBD	1:45 PM – 2:30 PM
Episode 7	TBD	2:30 PM – 3:15 PM
Episode 8	TBD	3:15 PM – 4:00 PM
Episode 9	TBD	4:00 PM – 4:45 PM
Tatooine Tattoo/ Jawa Traders	TBD	4:45 PM – 6:00 PM
Retreat	Parade Field	6:00 PM – 6:15 PM
Dinner & Clean Up	Campsites	6:00 PM – 8:00 PM

#### **- Evening activities**

Assemble at Amphitheater	Amphitheater	8:00 PM
<i>Sunset</i>		<i>8:16 PM 7:45?</i>
Interfaith Service ( <i>All Camp</i> )	Amphitheater	8:00 – 8:20 PM
Campfire and Awards Ceremony	Amphitheater	8:20 PM – 10:00 PM
Return to campsites	Campsites	10:00 PM

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	Taps		10:30 PM
	Lights Out		11:00 PM
<b>Sunday</b>			
	Reveille		7:00 AM
	Breakfast and Clean Up	Camp Sites	8:00 AM – 9:00 AM
	Break Camp / Check Out / Depart		9:45 AM

\* NOTE: If a later check in is necessary, it must be coordinated with the camporee chair.

\*\* Each Activity is 45 minutes long, including time for the explanation, completion of the activity, scoring, as well as time to move to the next Episode.

## ADMIN

### BUDDY SYSTEM

The buddy system is required throughout the camporee, and everyone must follow Youth Protection Guidelines.

### CHECK-IN

For units arriving Friday evening or Saturday morning, all participants (youth or adults) must check in at the OA pavilion by the parking lot.

#### Pavilion 1 – Unit Check-in

One Adult Leader for each unit will confirm registration and the unit's attendance roster.

The Patrol registration form (included in the forms section) will be turned in at this time.

Each Unit will be assigned a campsite and one driving pass will be issued to allow one vehicle to enter the camp for Friday evening only. If arriving Saturday morning and camping, all vehicles must arrive and be out of the camp by 8:00 AM.

\* If there is a medical need for a vehicle to remain in camp, a parking pass will be given to the driver to be placed on the vehicle's dashboard.

#### Pavilion 2 – Individual Check In

Each youth, adult participant, and all staff members are required to turn in a copy of their Annual Health and Medical Record Parts A & B at check-in. Current version of the medical form can be found on the council web site at

<https://lhscouting.org/resources/>.

After check-in is complete, each youth and adult participant will receive a wristband. Participants must wear the wristband for the entire camporee.

By attending this event participants give their consent that photographs taken during the event may be posted on the Council website and on social media.

### CHECK OUT

A Scout leaves any place better than they found it. Each unit must inspect and pick up any litter in their assigned campsites. Garbage bags are to be tied up and left at the garbage pickup location assigned for their campsite.

When the unit is ready, a representative of the unit will request a final inspection of their campsite. A logistics staff

## OVERVIEW

member will inspect the campsite and give approval. The unit's medical forms can be retrieved at the camp master's cabin as they are leaving camp.

## COMMAND CENTER

Administration chairs will be staying in Hopocan Lodge (former Camp Office) near the gate at the entrance to camp.

## COST

This event is **FREE** with registration! Registration deadline is Saturday, April 20<sup>th</sup>. We require all participants to register to get a count of how many scouts and adults will be expected.

## EARLY DEPARTURES

All early departures must check out at the Health Lodge. A youth may only leave with an individual listed on their Annual Health and Medical Record Parts A. Camporee staff must verify the individual using a valid form of ID before permitting departure.

## FOOD

**Meals will not be provided at the camporee.** Each unit will be responsible for bringing and cooking their own meals.

## LEADER Q&A SESSION

There will be an online Scoutmaster Q&A session on **Monday, April 29<sup>th</sup>, at 7:00 PM.** The link to the online meeting will be emailed out a few days beforehand. This is not a required meeting, but would be a good time to ask any final camporee questions to the chairs of the event. Questions can be sent by email any time before the event to the event chair.

## REGISTRATION

Registration is currently open on the LHC calendar or directly at this link: <https://scoutingevent.com/527-CouncilCamporee24>.

We are asking that any adult wishing to help run any aspect of the camporee register as staff. When registering as a staff member there is an option to register as a Youth or Adult Staff member. **Adult Staff ONLY** – If you wish to help as a staff member, please contact the event chair and he will provide you with a password to register as a staff member.

## REVENGE OF THE SEPH ACTIVITY PATCH

Each participant will receive a special Activity Patch. Any extra patches will be available for purchase at the event.

## TRADING POST

There will be a trading post available with select Scouting merchandise. Please let your scouts and adults know that they may want to have money with them for purchasing Scouting merchandise during the camporee.

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## **VISITORS**

All visitors must check-in at the Health Lodge. Visitors will be required to sign in and provide a valid form of ID such as a state issued driver's license. All visitors must wear a wristband while visiting the event.

## **WRISTBANDS**

Each participant will receive a wristband at check-in. Wristbands must be worn by everyone during the entire camporee until check-out. If a participant loses their wristband, they must return to the Health Lodge to verify registration and get a new wristband.

There will be three types of wristbands, one for participants, one for camporee staff, and one for visitors.

## **CAMPOREE ADMINISTRATION STAFF**

Camporee administration staff will assist with check-in and check-out as well as any business office functions.

## FIRST AID

### **MEDICS**

A medic will be available in the Health Lodge for the entire event. During the event there will be other medics around camp at the program locations.

## CAMPING

### **CAMPSITES**

Campsites will be assigned by the logistics staff at check-in based on group size and campsite availability.

### **CAMPFIRES**

All fires must be in a designated fire ring provided by the camp.

### **CUTTING OF TREES**

Scouts should never cut down standing trees. Sesh Mack is in a state park it is illegal to cut down trees, with fines starting at \$1,000.

## **DESTRUCTION OF PROPERTY**

Scouts leave places better than they find them. Sesh Mack is in a state park, destruction of property is a state offence.

### **GARBAGE**

Each campsite will have a designated spot to leave any garbage which will be picked up by the logistics staff. All garbage must be in a tied-up garbage bag. The garbage will be picked up after each meal on Saturday (8:00 AM, 1:00 PM, 8:30 PM) and after checking out on Sunday. Units must bring their own garbage bags. We encourage units to take home any recyclable items. Any oversized items are the responsibility of the unit to take home and dispose of as required.

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## TOILET AND SHOWER FACILITIES

The camp shower house will be available during the weekend. The shower house has male and female sides with individual shower stalls, and flush toilets. Port-o-johns will be placed throughout camps for additional needs. Showers will be open for adult use only between 9:30PM to 6:00AM, and open for youth 6:00AM to 9:30PM. The shower house and port-o-johns are shared resources, so all campers must make sure they are kept neat and tidy. If any supplies are needed for these facilities, please notify a member of the staff or go to the Dining Hall for supplies.

## VEHICLES/TRAILERS

Only one vehicle per unit is allowed at their campsite at a time. Trailers are allowed to be left at the campsites (they can stay hooked to a vehicle). All other vehicles must be parked in the parking lot unless there is a medical exemption. Medical exempt vehicles will be issued a permit to be placed on the vehicle's dashboard.

## LOGISTICS STAFF

Logistics staff will assist with check-in, check-out, parking, and site assignment. Direct any questions about the camp to the logistics staff. During the day, logistics staff will be removing garbage and supporting program activities. Logistics staff will need to inspect unit campsites prior to departure.

# PROGRAM

## PATROLS

We strongly encourage that each *Padawan Patrol* (or patrol) size be 6 to 8 youth. Padawan Patrols of 12 or more need to be divided into multiple smaller Patrols. At the discretion of the Camporee and Program Chairs, exceptionally large Padawan Patrols may be asked to split into smaller groups. Smaller patrols of 2-5 scouts maybe paired with another unit at the discretion of the Camporee and Program Chairs.

## EPIISODES

The *Padawan Patrols* will participate in nine episodes areas (stations) throughout the morning and afternoon. These areas will pit the patrols against other patrols in fun, Scout-related competitions, and challenges. To the best of the program staff's ability, *Padawan Patrols* will be grouped by age and skill levels to make the competition as fair as possible. Station staff will score *Padawan Patrol's* performance at each of the episodes. First, second and third place awards will be announced at the closing campfire.

Each site will have one or more activities that the *Padawan Patrol* will encounter and work to accomplish the task(s) needed to support the Rebellion and defeat the emperor.

Please embrace the theme wholeheartedly! Keep it in mind when preparing for troop and patrol challenges, costume contest and campfire program. You are also welcome and encouraged to design gateways, props, signs and decorations that depict the theme. Patrols will be visiting some of these stations listed here:

- 1. Staying Warm on the Ice Planet Hoth/ Free Han Solo:** Your patrol must build a fire tall and hot, then suspend a container and release Han Solo from his icy prison without damage.
- 2. Droid derby:** Similar to the legendary but now lost-to-time "Space derby", your patrol must build and decorate an aerial cargo drone to cross the distance and transport the needed part(s) to the team waiting on the other side.

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- 3. Hauling for the Hutt cartel/ Reactor Coolant Transport:** Your Patrol is also training to use the Force by moving simple objects. Build a tripod and suspend an item from it, then transport it to the destination and complete the task.
- 4. Asteroid Escape/ Shapeshifter:** Escape Imperial pursuit through the asteroid field! The odds of successfully navigating this field are 3,720 to 1! A Jedi Knight talks each blindfolded pilot through the asteroid field and helps them avoid being blown up. Upon completion, the Jedi then instructs the team in the next task utilizing their use of the Force.
- 5. Use the Force/ Destroy the Death Star:** Use giant slingshots to knock down wood blaster towers for extra points, but watch out for Darth Vader! Once you have knocked them down you are ready to take down TIE fighters. Taking turns from 5, 10 and 15 yards, see if you can land a portion of a frisbee in a 3' by 3' square.
- 6. Remember...:** Your memory will be tested as your patrol silently gazes upon wondrous items and must later record what they've seen, moving from location to location within a given timeframe.
- 7. Battle of Endor:** Create tripods, tie up logs and release them to smash an AT-AT walker on Endor.
- 8. Mos Sephus Open Mic night:** Each patrol brings and performs a song, skit, cheer at this station.
- 9. Hunting Womp Rats:** The brave Ewoks of Endor rely on their archery skills to hunt and defend their home. In this station, you'll test your own marksmanship and hone your skills with a bow and arrow, just like a young Ewok learning to hunt! Then put your skills to use when you encounter the HUGE Womp Rats inhabiting Tatooine! Protect yourself from these animals by using bow and arrows.
- 10. Rebel base construction:** The Rebel Alliance needs your help to establish a new hidden base on Yavin 4! In order to maintain secrecy from Imperial patrols, your team will need to work together under challenging conditions to set up the base in complete darkness. Only one set of night vision goggles is working...

### Other activities may include:

- **Feed Jabba - Dutch oven cooking for adults** (results ready by 1:00pm-2:15pm)
- **Star Wars/ BSA Trivia:** Your patrol needs to prove your knowledge of Star Wars lore and Boy Scout trivia during the various Episodes.
- **Mos Eisley Cantina Cosplay Contest (all day):** Proudly display your native costumes. All Scouts and leaders are encouraged to wear Star Wars /Alien Life form inspired outfits and accessories.
- **Tatooine Tattoo and Jawa Trader outpost:** (afternoon before dinner): allow Scouts to get temporary tattoos, swap water bottle stickers, Star Wars items, etc.
- **Yoda says, "Answer you must":** During your intergalactic travels, you may encounter Yoda, the Oldest and wisest Jedi. He will have many answers, and you must have the questions.
- **Chewbacca's Challenge:** As a Padawan you must always remember to "Be Prepared." If you should encounter "Chewie", he may tell you to continue on your journey, or he may even ask you to show him your critical items.

## BONUS POINTS

*Padawan Patrols* can earn bonus points for completing a Camporee / Activity Idea Sheet. This Idea Sheet is for scouts to provide input for future camporees or activities. The Idea Sheet must be turned into the Camporee Chair at the Friday night SPL meeting to receive the bonus points.

Industrious *Padawan Patrols* can gain bonus points:

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- if one or more leaders from the unit help staff the camporee. If the unit has multiple *Padawan patrols* each group will be awarded points.
- Bonus points given for Dutch oven cooking results.
- If a unit makes a gateway for their camp, bonus point(s) given to all patrols in that unit.

## ROTATION SCHEDULE

Each *Padawan Patrol* will be given a rotation schedule after Morning Colors at the Parade Field. The rotation schedule will show where the *Padawan Patrol* starts their rotation listing an Episode number. *Padawan Patrols* will rotate to the next Episode in numerical order (*Ex. Start at 4 go to 5, start at 9 go to 1*). A camp map with Episode numbers will be provided Friday evening. Signage will be placed at Episode sites too. An air horn will be used to signal when each patrol should rotate to the next Episode and start that activity as soon as all patrols arrive. Patrols are not to leave their Episode sites until the Staff at that site releases them.

## TATTOOINE TATTOO STATION & JAWA BARTERING

The Tattooine Tattoo Station and Jawa Bartering will be open at Lakefront Lodge after the final rotation. All *Patrols* must turn in their score sheets in at Lakefront Lodge before 5:45 PM.

## SKILLS

Scouts should be prepared to use their First Class skills including:

- Fire Building, Knot Tying, Lashing

Scouts should also be prepared to use other Scout related skills including:

- Communication, Problem Solving, Teamwork

## LUNCH BREAK

Units will be responsible for their own lunches. An hour and a half is scheduled to allow the units enough time to return to their campsites, make, eat and clean up lunch. The air horn will be blown at 12:45 pm to signal a 15-minute warning that the activities will be starting again and then another at 1:00 PM to signal the start of the afternoon rotation.

## UNIFORM

Activity (Class B) uniforms or Star Wars-inspired fashions can be worn for the activities throughout the day. Youth and adults are encouraged to wear their favorite **APPROPRIATE** Star Wars-inspired clothing. Extra short shorts, metallic swimsuits, extra tight outfits or any excessively revealing outfits are not appropriate for this event. Scoutmasters must review any outfit their youth plan on wearing before the event.

Field (Class A) uniforms or the Star-Wars inspired costumes can be worn for the Interfaith Service and the closing campfire.

## CLOSING CAMPFIRE

The closing campfire will be after dinner at the amphitheater. Each unit will need to turn in a skit and song or both to the campfire chair before 5:30 PM on Saturday. Skits and songs must be Scout appropriate and approved by the campfire chair. Units should be prepared to perform when called on during the campfire.

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# INTERFAITH WORSHIP

A camp-wide Interfaith Worship Service is scheduled for Saturday night at 8:00 at the amphitheater. Units are asked to arrive 5 minutes or more ahead of time to get seated prior to the service.

## PROGRAM STAFF

Program staff will run and be responsible for all the activities on Saturday and the Scouts Own Service.

## WHAT TO BRING

### PATROL GEAR

Each *Padawan Patrol* should have the following gear with them. (A day pack would be a convenient way to carry gear.)

- A Scouts BSA handbook
- Water bottle\*
- Sunscreen
- Rain gear if required
- Pen/pencil and paper
- Personal/small first aid kit
- Pot with handle that can be placed over fire
- 6-8 staves per patrol
- 6 feet of rope/ cord per Scout
- Pocketknife (with Totin Chip!)
- Neckerchief/ blindfold for each patrol member
- Song, skit, cheer.

\*Note Scouts will be able to fill water bottles from water jugs found at each Episode station.

# **WEATHER AND OTHER EMERGENCIES**

## **EMERGENCY NOTIFICATION**

Seph Mach has a siren that will be sounded in case the camp needs to be notified of an emergency.

- In case of an emergency, all units should return to their campsite. Once everybody from the unit is accounted for, the unit should send two “runners” to the Command Center (Hopocan Lodge) to check-in and receive further instructions.
- All staff will report to Command Center (Hopocan Lodge) for further instructions.

## **DANGEROUS ANIMAL**

The camporee staff will be informed immediately.

Depending on the location of the animal, the camporee staff will issue an announcement to evacuate the area in a calm manner.

Camporee staff will consider the circumstances and devise a remediation plan which may include calling 9-1-1.

## **LOST CAMPER**

Camporee staff will be informed immediately of a suspected lost camper. Staff and leaders will check the last known location in addition to any commonly used areas.

If the camporee staff decides a full search is necessary, the emergency notification procedure will be followed.

Should the need arise, the camporee staff will call for additional assistance from other camp staff and adult leaders.

Should the Scout remain missing after 30 minutes, the camporee staff will call 9-1-1.

## **SERIOUS ILLNESS OR ACCIDENT**

The camporee medic will be notified immediately and will then begin primary care of the injured or ill person.

The camporee medic will determine if transport to a hospital is necessary.

- The camporee medic will determine if the incident requires emergency transport and if so calls 9-1-1.
- If non-emergency transport is required, the camporee staff will coordinate the transport of the injured/ill person with a parent or another unit leader. Injured/ill staff members will be coordinated with a fellow staff member.

<b>IRMC - Indiana Regional Medical Center</b>
835 Hospital Road P.O. Box 788
Indiana, PA 15701-0788

## Camporee Regulations

The camporee medic, with help from the staff, will secure the injured person's medical paperwork. This will be sent by transport to the hospital.

The Scout Executive or LHC Staff Adviser will notify the injured/ill person's parent(s) or next of kin and explain the incident and the treatment provided.

## **SEVERE WEATHER**

Camporee staff will move units into the closest designated cabin or building. Due to occupancy limitations some units may be asked to go to a more distant building.

The following areas are designated as severe weathers shelters: Dining Hall, Shower House, Handicraft Pavilion, Sports Field Pavilion, OA Pavilions, Lakefront Lodge and Maintenance Building.

## **UNAUTHORIZED PERSONS ON THE PROPERTY**

Unauthorized persons are considered anybody without a wristband. It is up to all leaders and staff to be vigilant of who is on camp property. Keep in mind that non-Scouts are permitted to walk through camp, since Seph Mack is part of Yellow Creek State Park. It is up to everyone to be aware of anybody without a wristband.

# KEY CONTACT INFORMATION

## CONTACTS AND LOCATIONS

### CHAIRS

<b>Patrick Corr (Event Chair)</b>
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<a href="mailto:patrick.j.corr@outlook.com">patrick.j.corr@outlook.com</a>
--

(c) 412.874.8000
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<b>Will Drosendahl (Program Chair)</b>
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<a href="mailto:willwd.thehat@gmail.com">willwd.thehat@gmail.com</a>
--

(c) 412.298.6969
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### COUNCIL

<b>Bob Zelleznick</b>
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<a href="mailto:bob.zelleznick@scouting.org">bob.zelleznick@scouting.org</a>
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412.325.7973
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<b>Ken Smith</b>
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<a href="mailto:kenneth.smith@scouting.org">kenneth.smith@scouting.org</a>
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412-325-7966
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## CAMPOREE LOCATION

<b>Camp Seph Mack</b>
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1966 S Harmony Rd
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Penn Run, PA 15765
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### Nearest Emergency Care

<b>IRMC - Indiana Regional Medical Center</b>
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835 Hospital Road P.O. Box 788
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Indiana, PA 15701-0788
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<a href="tel:724.357.7000">724.357.7000</a>
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## DIRECTIONS TO EMERGENCY CARE FROM CAMP

### IRMC - INDIANA REGIONAL MEDICAL CENTER

1. Head east on S Harmony Rd toward College Lodge (1.8 mi)
2. Turn left onto US-422 W (7.0 mi)
3. Take the PA-954/Sixth St exit (0.4 mi)
4. Turn right onto PA-954 N (1.3 mi)
5. Turn left onto Indian Springs Rd/SR 4005 (1.0 mi)
6. Turn right onto Wayne Ave (0.4 mi)
7. Turn right onto Hospital Rd/SR 4017 (0.6 mi)

# CAMPOREE FORMS

## **ANNUAL HEALTH AND MEDICAL RECORD PARTS AB**

Current versions are online at <https://www.lhscouting.org/about-us/resources/forms>

## **FUTURE CAMPOREE OR ACTIVITY IDEA SHEET**

Turn in this completed form for bonus points for your *Padawan Patrol* Saturday before 5:30pm at Lakefront Lodge.

## **EPISODE ACTIVITY FORMS**

Turn in the completed forms for bonus points for your *Padawan Patrol* Saturday before 5:30pm at Lakefront Lodge.

## **PATROL REGISTRATION**

Each *Padawan Patrol* must turn in a registration form during check-in.



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# PATROL REGISTRATION FORM

**Patrol Name:** \_\_\_\_\_

**Unit:** \_\_\_\_\_ **District:** \_\_\_\_\_

Crew Member	First Name	Age	Rank
<i>Patrol Leader</i>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			
<b>7</b>			
<b>8</b>			
<b>9</b>			
<b>10</b>			
<b>11</b>			
<b>12</b>			

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