



- Camporee Guide -

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- Event Information -

Anawannamon

With your patrol explore the Anawanna Region, catching incredible elemental creatures, “ranking” them up through challenges, and battling for mastery of fire, earth, wind, ice, and spirit. Every station is a new challenge, every resource earned brings your patrol closer to the next rank, and every choice shapes your adventure. Gear up, form your squad, and get ready to acquire them all - only at **Anawannamon!**

Schedule

Friday			
	Early Arrival & Check In	Campmaster's	6:00 PM – 9:00 PM
	SPL Meeting	Campmaster's	9:00 PM – 9:30 PM
	SM Meeting	Campmaster's	9:30 PM – 10:00 PM
	Staff Meeting	Campmaster's	9:30 PM – 10:00 PM
	Quiet Time		10:30 PM
Saturday			
	Arrival & Check In	Campmaster's	7:30 AM – 8:30 AM
	New SPL and SM Meeting for new arrivals	Campmaster's	9:00 AM – 9:30 AM
	Opening	Flag Poles	9:30 AM – 9:45 AM
	Exploration	Anawanna Region	9:45 AM – 12:00 PM
	Lunch	Troop Camp Sites	12:00 PM – 1:00 PM
	Exploration	Anawanna Region	1:00 PM – 5:00 PM
	Campfire & Scoring	TBA	5:00 PM
	Day only troop check out	Campmaster's	After Campfire
Sunday			
	Check Out	Campsites & Campmaster's	8:30 AM – 11:00 AM

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Admin

Buddy System

The buddy system will be used throughout the camporee and as detailed in the Youth Protection Guidelines.

Check-in

Units coming in Friday evening or Saturday morning will check in at the Campmaster's cabin by the parking lot.

Troop Check-in

The Scoutmaster will confirm registration and attendance roster.

Unit campsites will be assigned by camporee staff to the registration contact based on registration and estimated participants.

Individual Check In

Each youth and adult participant as well as staff are **not** required to turn in a copy of their Annual Health and Medical Record Parts AB, however the unit leader should have all these records available. Current versions of these forms can be found on the council site at <https://lhscouting.org/resources/> then click on council forms.

After check-in, the leader will receive a wrist band for each youth and adult participants. This band must be worn for the entire camporee.

Camp Sites and Buildings

Unit campsites will be assigned on a first come first served basis. Cabins and Adirondacks will be opened on the council reservation system on **12/9/2025** for troops to reserve themselves.

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Check out

A Scout leaves a place better than they found it. Each unit must inspect and pick up any litter in their assigned camping locations. Garbage is to be taken with the troop upon departure and thrown away at the dumpster near the bottom of the hill by the ranger's house.

Units must check out at the Campmaster's cabin. When the troop is ready, a representative of the troop will check out at the Campmaster's cabin.

Community Restrooms

The camp has 2 flush rest rooms available outside of the admin building. We will be setting up a schedule and asking for volunteers to "tidy" up /stock the restrooms throughout the weekend. As these are community restrooms room everybody in camp will be using them.

Early Departures

All early departures must check out at the Campmaster's cabin. A youth may only leave with an individual listed on their Annual Health and Medical Record Parts A. Camporee staff will verify the individual using a valid form of ID before permitting departure. An adult with the youth's unit must be present with the youth's medical record for validation.

Single Youth

Have a single youth that wants to attend for the day but the rest of the troop cannot? Let us know ahead of time and we can make arrangements to include him or her with an attending patrol.

Visitors

All visitors have to check in at the Campmaster's cabin. Visitors are required to sign in and provide a valid form of ID, for example a state issued driver's license.

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Wrist Bands

At check-in, each participant will receive a wrist band. These wrist bands must be worn the entire camporee until check out. If a participant loses their wrist band, they can get a new one at the Campmaster's cabin.

There are three colors of wrist bands, one for participants, one for camporee staff and one for visitors.

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Program

Scoutmasters Leaders/Adults

It is strongly recommended that the leaders/adults do not follow their youth unless they are all new youth. Leaders and adults are encouraged to volunteer to help the staff or explore and observe the activities.

Patrols

Every patrol will register in order to receive their scoring sheet. The optimal number in each patrol is around 8 youth.

Closing Campfire

Each troop will have the chance to perform a song or skit at the closing campfire. Each troop will be awarded 2 bonus points for turning in their skit or song by the end of lunch. The SPL can turn in their skit or song to somebody during one of the SPL meetings or to anybody at the campmaster's cabin before the end of lunch.

Program

Each patrol will be able to explore the [Anawanna Region](#) and attempt the challenges in each of the [five areas](#). Each area will have multiple challenges based around a specific Scouting skill. Patrols will be able to acquire [Elemental Shards](#) and [Badges](#) (needed to *rank up* their Anawannamon), [Master Medallions](#) (extra scores), and new [Anawannamon](#) (to collect and rank up). Other items may be obtained that can help the [Patrols](#) throughout their adventure. All items obtained will be used to calculate the [Patrol's](#) final point total for the day.

Challenge Level

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Each **challenge** with specific Scout-related skills may have an easier version for any new youth as well as a standard version. Only **Patrols** made up of entirely new youth should do the easier version.

Lunch Break

Troops will be responsible for their own lunches. An hour has been scheduled for lunch. During this time, Scouts are to remain out of any activity site.

Skills

Patrols should be prepared to use any Scouting skill up to and including First Class skills as well as Scout-related skills like problem solving and team work. Though challenges can be solved in many different ways, it is suggested that **Patrols** know these skills: Fire building, Lashing, Orienteering, Knot Tying, and Cold Weather First Aid.

Bonus Points

Patrols can gain bonus **Points** in one of the following ways:

- 1 **Point** (max of 2 **Points**) if the **Patrol** turns in a COMPLETED camporee or activity sheet (form is attached at the end) at the SPL meeting. These extra **Points** are assigned to only one **Patrol** even if there are multiple **Patrols** per troop.
- 2 **Points** if the **Patrol** has an adult that volunteers to help run a station at the camporee. If the troop has multiple **Patrols**, each will be awarded the **Points**.
- There might be other **secret** ways to earn bonus **Points** that **Patrol** can find.

What to Bring

It is helpful for each **Patrol** to have a sled to carry their gear. They should have the following gear with them. Sleds should be equipped with the following items:

- A Scouts BSA Handbook
- A compass
- Note pad and pencil / pen (note: many pens tend not to work in really cold weather)
- A personal/small first aid kit
- Patrol First Aid gear for splints, bandages and slings.

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- 8 Lashing / knots ropes
- 8 Staves
- Tarp (at least 5 ft x 5 ft)
- A blanket
- Wood /matches for two small fires
- Campfire Skit or Song
- Drinking water (per patrol member)
- Patrol Flag

Weather and Other Emergencies

Emergency Notification

- Three air horn blasts denote a camp wide emergency condition.
 - In this case, all units will return to their camp site. Once everybody from the unit is accounted for, the unit will send two youth to the Campmaster's cabin to check in and receive further instructions.
 - All staff will report to the Campmaster's cabin 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 common 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.

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Serious Illness or Accident

- The camporee medic will be notified immediately who will 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 will call 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.

Washington Health Systems Greene	Washington Hospital
350 Bonar Ave	155 Wilson Ave
Waynesburg, PA 15370	Washington, PA 15301
(724) 627-3101	(724) 225-7000

- The camporee medic, with help from the staff, will secure the injured person's medical paperwork to be sent to the hospital.
- The Scout Executive will notify the injured/ill person's parents or next of kin and explain the incident and the treatment provided.

Severe Weather

- Camporee staff will move units into the closest cabin taking into account unit size and cabin occupancy. Some units may be asked to go to a more distant cabin.

Unauthorized Persons on the Property

Unauthorized persons are considered anybody without a wrist band. It is up to all leaders and staff to be vigilant of who is on camp property.

It is the responsibility of all adults to:

- Recognize unauthorized persons.
- Ask the unauthorized person politely to check in at the Campmaster's cabin or leave the camp.
- Verify the unauthorized person goes to the Campmaster's cabin or leaves the camp.
- If the unauthorized person doesn't go to the Campmaster's cabin or leave, the adult should report the individual to the camporee admin staff for assistance.
- At the discretion of the camporee admin staff, the emergency notification procedure will be followed and 9-1-1 may be called.

Key Contact Information

Contacts and Locations

Chairs

Doug Schmitt
Douglas.Schmitt.Jr@gmail.com
(c) 724.747.3821

John Pavolko
jpavolko@gmail.com
(c) 716.499.3704

Council

Ken Smith
kenneth.smith@scouting.org
412.325.7966

Camporee Location:

Camp Anawanna
155 Plum Sock Rd
Amity, PA 15311

Nearest Emergency Care

Washington Health Systems Greene
350 Bonar Ave
Waynesburg, PA 15370
(724) 627-3101

Washington Hospital
155 Wilson Ave
Washington, PA 15301
(724) 225-7000

Directions to Emergency Care from Camp

Washington Health Systems Greene

1. Turn left onto Plum Sock Rd (1.3 mi)
2. Slight right onto Hachney Station Rd (0.9 mi)
3. Turn right onto US-19 S (5.1 mi)
4. Turn left onto the ramp to Waynesburg (0.3 mi)
5. Merge onto I-79 S (4.4 mi)
6. Take exit 14 to merge onto PA-21 W toward Waynesburg (0.2 mi)
7. Merge onto PA-21 W (0.9 mi)
8. Use the right 2 lanes to turn right onto E Hight St/Mt Morris Rd (0.6 mi)
9. Turn right onto Bonar Ave (0.3 mi)
10. Turn right onto 8th St (49 ft)
11. Turn right (315 ft)

Washington Hospital

1. Turn right onto Plum Sock Rd (2.8 mi)
2. Continue onto PA-221 N (217 ft)
3. Turn right onto PA-18 N/PA-221 N (1.1 mi)
4. Slight right onto PA-18 N (9.7 mi)
5. Turn left onto S Main St (0.2 mi)
6. Continue straight to stay on S Main St (1.0 mi)
7. Turn right onto Wilson Ave (0.1 mi)
8. Continue straight (154 ft)
9. Turn right (276 ft)

Camporee Forms

Annual Health and Medical Record Parts AB

Current versions can be found online at <https://lhcscouting.org/resources/> and click on council forms.

Blank Site/Activity Sheet

Turn in this completed form for extra points for your patrol.

Squad Registration

Each **Patrol** must turn in a registration form, multiple **Patrols** can use the same page.

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Blank Site / Activity Form

Site: _____

Challenge: _____

Skills: _____

Rules: _____

Scoring: 1 Point Scout Spirit

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Squad Registration Form

Squad's Name: _____

Number of Hylians (Youth): _____ Troop: _____ District: _____

Squad Leader (Patrol Leader): _____

Level:

- ☐ New Youth (Webelos, Arrow of Light Scout or Scouts having just crossed over)
☐ All Other Youth

Squad Registration Form

Squad's Name: _____

Number of Hylians (Youth): _____ Troop: _____ District: _____

Squad Leader (Patrol Leader): _____

Level:

- ☐ New Youth (Webelos, Arrow of Light Scout or Scouts having just crossed over)
☐ All Other Youth

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