

# Circle Ten TRJ Camporee #2

## Camping Is Intense!

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### Unit Leader Guide

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Friday April 14 - Sunday April 16 2023  
Trevor Rees-Jones Scout Camp

**Join Chisholm Trail, Soaring Eagle, Southern Star, Tejas Caddo, Northern Trail, Duck Creek, Elm Fork Districts for a weekend of Scouting fun! This year's theme is **Camping Is Intense!****

All units should be ready for all the Camporee fun including patrol competitions, campfire, call outs and brotherhood walks. We even have some great adult activities planned.

**Scout skills are going to be emphasized at this event. Patrols should make sure they have their Patrol Flags, 10 Essentials, and a great scouting attitude!**

## **General Information**

### Registration

Units must register all adult and youth Scouts on the council website:

<https://scoutingevent.com/571-2022TRJSpringCamporee2>

**Registration closes April 10th at 11:00 PM.**

For any questions, comments, or concerns about Camporee, email our registrar, Kyle Hair, at [hairkyahoo@gmail.com](mailto:hairkyahoo@gmail.com)

### Fees

Scouts: **\$20.00**

Scouters: **\$10.00**

Staff: **\$10.00**

Order of the Arrow Brotherhood: **\$20.00 (payable at the event - cash or check made out to Circle Ten Council or cash)**

### Campsite

Once a troop is registered, a campsite will be assigned on Friday night based on availability, the size of the troop, and the size of the campsite. Campsites will be pre-assigned.

### Meals

Each troop is responsible for providing meals for their Scouts.

### First Aid

Minor injuries, such as cuts, scrapes, scratches, bruises, and minor burns, may be treated with proper first aid by the unit.

If the injury is more serious or suspected to be more serious, every Scout and Scouter may make use of the Camporee First Aid Station. If necessary, send for help. If a Camporee staff member with a radio can be found quickly, ask the staff member to radio for help.

# Check-in and Registration

## Forms required for arrival

All Units must present a completed Circle Ten Council Arrival Checklist available at this link:

<https://www.dropbox.com/s/k8f5z7facg4wg8r/Circle%20Ten%20Council%20Arrival%20Checklist.pdf?dl=0>

Medical Forms (Part A&B) are required for all participants and must be turned in by the unit at check in. Forms for each participant must be fully complete including signatures and copy of the insurance card

[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)

## Check in Process

Once arriving at the parking lot, a Scoutmaster or a Troop Representative should come in the Headquarters building with the following items:

1. **Circle Ten Council Arrival Checklist**
2. **Proof of Advanced Registration.** (Print out your registration form, with the number of Scouts and number of Scouters present)
3. **Cash or check to pay final registration fees** for all registrants; make check payable to **Circle 10 Council**
4. **Medical Form A & B** for each participant
5. Notify registration of the number of patrols and type (TRF or First Class to Eagle) competing in the Saturday events.
  - a. You will receive your competition schedule at check in

## Vehicles and Campsite Setup

On Friday night, vehicles will be allowed at the campsite to make the campsite setup easier. If a troop has a trailer, the trailer may stay at the campsite through the duration of Camporee, however, **after Friday night, NO VEHICLES ARE PERMITTED IN CAMPSITES, unless you have a handicap pass (See Handicap Procedure below).**

**Driving around camp is strictly prohibited except for handicapped Scouts and Scouters, Camporee service crew, and Camp Rangers.**

**Handicap Procedure:** If a Scout or Scouter is handicapped and must use a vehicle during Camporee, they MUST bring and present a VALID handicap-parking tag to receive a Camporee approved handicap parking pass. All handicap passes will be distributed at the CAMP HEADQUARTERS.

# Events

Camporee features a program consisting of patrol events in the morning and afternoon. **Please divide your troop into patrols of 6 to 10 scouts with 8 being the target number per patrol.** The use of putting together a “Super Patrol” is discouraged to keep it a friendly competition for all. We will have a set of competitions for Trail to First Class patrols and a second set for First Class to Eagle patrols. Competition areas will be checking on youth carrying their 10 essential items - highly recommend you encourage all your scouts to bring them for the competitions.

**Shooting sports will have limited spaces - plan on 2 participants per patrol for each activity!** Scouts should select their competitors and the rest of the patrol can hang out in the sports field with our fun games.

**Canoe races will need valid swim tests for each paddler!** Bring your swim test (completed within the last 12 months) with you to the competition so you can compete. Non-swimmers can cheer on their patrol mates.

## Troop Patrol Competition - Trail to First Class

EVENT	DESCRIPTION
Fire Building	Patrols will be timed on building a small fire.
Rifle	Rifle accuracy for points - choose your best shots in your patrol as spaces are limited!
Lashings	Patrols will construct an apparatus using lashings
First Aid	Challenges focused on first aid knowledge.
Canoe Time Trial	Each patrol will canoe out and back in a timed competition
Orienteering	Course focusing on basic orienteering skills and knowledge
Archery	Archery accuracy for points - choose your best shots in your patrol as spaces are limited!
Pancake Toss	Timed cooking, flipping, catching and eating.
Lawn games	Lawn games will be available to enjoy while your patrol members participate in the shooting sports competitions.

## Troop Patrol Competition - First Class to Eagle

EVENT	DESCRIPTION
Fire Building	Patrols will be timed on building a small fire.
Shotgun	Shotgun accuracy for points - choose your best shots in your patrol as spaces are limited!
Lashings	Patrols will construct an apparatus using lashings
Tomahawk	Tomahawk accuracy for points - choose your best shots in your patrol as spaces are limited!
Canoe Time Trial	Each patrol will canoe out and back in a timed competition
Pancake Toss	Timed cooking, flipping, catching and eating.
Archery	Archery accuracy for points - choose your best shots in your patrol as spaces are limited!
Climbing Tower	Timed climbing challenges
Lawn games	Lawn games will be available to enjoy while your patrol members participate in the shooting sports competitions.

## 10 Outdoor Essentials

1. Pocketknife
2. First Aid Kit
3. Extra Clothing
4. Rain gear
5. Water bottle (filled)
6. Flashlight
7. Trail food
8. Matches and fire starters
9. Sun protection
10. Map and compass

## Awards

Awards will be presented at the campfire on Saturday night. There will be many categories to win, including best patrols from the morning events, winners of the contests, campsite inspections, and more.

**Note: Patrols will want to keep their 10 essentials items with them during the competitions as this will be scored at various stations.**

Troops are asked to have skit or song prepared for the campfire. All material will need to be preapproved and can be submitted at the SPL and SM meetings.

## Schedule

NOTE: Final schedule will be provided at check in. Some locations may change. We will announce any changes during Camporee. **The Admin team will be based in the Dining Hall on Saturday.**

Day	Time	Activity	Location
Friday	6:30 – 9:30 PM	Registration and Check-In	Headquarters
	10:00 – 10:25 PM	SPL/ SM Meeting (Q & A)	Dining Hall
	Immediately after SM/SPL Meeting	Key Staff meeting	Dining Hall
	11:00 PM	Lights Out/Quiet Time	Everywhere
Saturday	7:00 – 8. 00 AM	Breakfast	Campsites
	8:30 – 8:45 AM	Flags Ceremony/Announcements	Flagpoles by Dining Hall
	9:00 – 12:00 PM	<b>Morning Events</b> - Patrols are dismissed from flags to compete in the morning round robin events. Schedules and instructions will be provided to the patrols at check in.	See map
	11:00 AM - 1:00 PM	<b>Brotherhood sign up</b> for eligible members of the Order of the Arrow (prepay or bring cash/check \$20)	Dining Hall
	12:00 – 1:15 PM	Lunch	Campsites
	1:30 - 4:30 PM	<b>Afternoon Events</b> Competitions resume. Follow the patrol schedule provided at check in.	
	1:00 - 1:50 PM	Scoutmaster Meeting about Order of the Arrow callout - logistics and locations will be provided for the call outs.	Dining Hall
	3:00 – 5:00 PM	Order of the Arrow Brotherhood Walk	Flagpoles by Dining Hall
	4:45 – 5:00 PM	Flag Ceremony/Announcements	Flagpoles by Dining Hall
	5:00 - 5:15 PM	Scoutmaster / SPL Meeting	Dining Hall
	5:00 – 6:30 PM	Dinner	Campsites
	7:30 – 8:30 PM	Campfire Skits/ Awards	Dining Hall
8:30 – 9:00 PM	Order of the Arrow Call-Out Ceremony	Leaving from Campfire	
	11:00 PM	Lights Out/Quiet Time	Everywhere

Sunday	7:30 – 8:30 AM	Breakfast	Campsites
	8:45 – 9:00 AM	Flag Ceremony/ Announcements	Flag Poles
	9:15 – 9:45 AM	Scouts Own Service	Chapel
	9:15 – 11:30 AM	Campsite Inspections/ Troop Checkout	Campsites, Headquarters

## **Friday**

### **Check-in and Registration (6:30 – 9:30 PM)**

Troops will arrive, verify registration, get campsite assignments, and pay any outstanding balance.

### **SPL, Scoutmaster Meeting (10:00-10:25)**

Senior Patrol Leaders and Scoutmasters will gather at the Dining Hall with Adult and Youth Staff lead for a brief review of Camporee events.

### **Lights Out/Quiet Time (11:00 PM)**

All Scouts and Scouters are to be in their tents, lights out, and are to refrain from loud noises that would disturb others.

## **Saturday**

### **Opening Flag Ceremony (8:30 AM)**

For this flag ceremony only, field uniforms (Class A) are **not required**. Patrols should be ready to depart from flags to begin the competitions. **Scouts should wear activity uniforms (Class B) or fully embrace the “In Tents” theme. Bring patrol flags!**

### **Morning Competition Begins (9:00 AM – 12:00 PM)**

Patrols will compete at each activity. Instructions and schedules will be provided at check in.

### **Lunch (12:00 – 1:15 PM)**

All troops provide their own lunch.

### **Order of the Arrow Brotherhood Check-In (11:00 AM – 1:00 PM)**

Register for Brotherhood at the dining hall. Brotherhood fees are \$20 cash or check made out to Circle Ten. Must be current on Mikanakawa Lodge dues to participate (annual dues can be paid at miki.org).

### **OA Callout Meeting for Scoutmasters (1:00-1:50 PM)**

A Scoutmaster or an adult troop representative for all troops participating in the Order of the Arrow Callout should attend this meeting for instructions and locations for the evening callouts after campfire.

### **Afternoon Events (1:30 PM – 4:30 PM)**

Afternoon events and competitions resume. Follow schedules provided at check in.

### **Order of the Arrow Brotherhood Walk and Ceremony (3:00 PM – 5:00 PM)**

Brotherhood candidates will meet in front of the dining hall 15 minutes prior to the 3:30 walk to seal their membership in the Order of the Arrow. This walk is for those who are candidates or are already brotherhood honor.

### **Flag Ceremony (4:45 PM – 5:00 PM)**

“Day is done, gone the sun...” All Camporee attendees, wearing field uniforms (Class A), will gather at the Flag Poles.

### **SPL, Scoutmaster Meeting (5:00 PM)**

Senior Patrol Leaders and Scoutmasters will gather at the Dining Hall with Adult and Youth Staff lead for a brief review



of the day's competition, and a look ahead to remaining activities, including the evening's campfire, OA ceremonies, and check-out procedures.

Units must inform and gain approval for the skits or songs their unit will perform at the Campfire.

**Dinner (5:00 PM – 6:30 PM)**

All troops are to provide their own dinner.

**Campfire and Awards (7:30 PM – 8:30 PM)**

Camporee participants will gather for an evening of awards, skits, songs and other entertainment. At the Campfire winning patrols and troops will be awarded for their teamwork.

**Order of the Arrow Call-out Ceremony (8:30 – 9:00 PM)**

At the conclusion of the Camporee campfire, troops participating in the Order of the Arrow Call-Out will be led from the Campfire area to a ceremonial fire by Arrowmen. There will be multiple call out ceremonies troops will be coordinated by district to attend the ceremony. Instructions to be given at the SPL/Scoutmaster meeting.

## **Sunday**

**Flag Ceremony (8:45 AM – 9:00 AM)**

Scouts, Scouters, and staff will gather at the Flag Poles. A field uniform is required.

**Scouts Own Service (9:15 AM – 9:45 AM)**

**Inspections and Check-out (9:15 AM – 11:30 AM)**

Camporee Staff will inspect each campsite, expecting it to be in better shape than it was before Camporee. Once the campsite passes a check-out inspection, the unit's leader will be given the Camporee patches and any other checkout materials.

# Camp Rules

1. OBEY:
  - a. Scout Oath
  - b. Scout Law
  - c. Outdoor Code
  - d. All warning signs, including any and all off-limits markings
  - e. Buddy system at all times
  
2. DRESS:
  - a. Flag ceremonies (except Saturday morning's flag-raising), campfire, and OA ceremonies – BSA Field Uniform (Class A shirts and Scout or Scout-approved pants or shorts.)
  - b. Competitive events and other non-ceremonial day activities – Scout or troop t-shirts and Scout or Scout-approved pants or shorts
  
3. NO FIREARMS, except those which may be provided by the Camporee staff for an activity or event.
  
4. NO ALCOHOL, NO ILLEGAL DRUGS.
  
5. Youth Protection Training rules must be respected and followed at all times.
  
6. Electronic Device usage is according to each troop policy.
  
7. Lights out by 11:00pm.
  
8. VEHICLES and TRAILERS:
  - a. Upon arrival at camp Friday, all vehicles will be parked in the camp's main parking lot according to the instructions of the parking crew.
  - b. Temporary passes will be issued to vehicles towing trailers so that the trailers may be parked in, or near, the troop's campsite.
  - c. Handicapped Scouts, Scouters, or Staff may receive a Camp Handicapped Tag following the procedures on page 3.
  - d. Only one (1) vehicle pass will be issued per troop.
  - e. Scouts must walk around camp through the duration of Camporee.
  
9. CONSEQUENCES:
  - a. If a Scout disrupts Camporee by failing to follow one or more of the above Camp Rules, he or she may be instructed to call a parent/guardian to request to be taken home from camp as soon as possible. If a parent/guardian is unable to come to camp to take the Scout home, the Scout's Scoutmaster will be responsible for removing the Scout from camp.

DO YOUR BEST to have good, clean fun while displaying scouting spirit.

# Order of the Arrow Ceremonies

## Call Out

A Scoutmaster or adult troop representative needs to attend the Callout information meeting at 1:00 to receive instructions and locations.

**Please bring a list of elected candidates who will be called out that evening with you to the 1:00 meeting.**

## Brotherhood

Ordeal Members who completed their Ordeal more than 6 months ago are eligible to seal their membership in the Order of the Arrow by becoming a Brotherhood Member.

Please encourage Scout and Scouter who are eligible to complete their membership by:

- Come to the Dining Hall between 11:00 and 1:00 on Saturday to:
  - Verify eligibility
  - Confirm Mikanakawa Lodge dues are paid for 2023 or pay (2023 dues are \$25)
  - Fill out a Brotherhood registration card and pay their \$20.00 fee (cash or check) if not prepaid for the OA Brotherhood sash
  - Receive instructions on their Letter of Rededication to service in the OA and the Brotherhood Walk requirements

You will also need to meet in front of the dining hall at 3:00 PM sharp, where the Brotherhood Walk will commence and will be followed by the Brotherhood Ceremony. The Brotherhood Ceremony is one of the most meaningful experiences available to members of the Boy Scouts of America. Those participating in it should be prepared to do their best to live a life of cheerful service to others.

# Program Map (subject to change)

