

CAMPOREE PROGRAM OUTLINE

1.0 CAMPOREE OVERVIEW

1.1 Overview

Come join Lone Star District at Camp James Ray for our annual Camporee with all the troops and crews of the district. We'll have competitions and fun and culminate with a large campfire program and Order of the Arrow callout. We'll start check-in on Friday at 7 pm (paperwork and temperature checks) followed by a full day of activities on Saturday. Sunday they will have a Scout's own service.

Remember to use the MAIN ENTRANCE

1.2 Who participates

All members and guests of the Lonestar District Boy Scout program are invited to attend and participate in this camporee. Unit leaders should promote the Bring A Friend aspect to encourage non-scout friends of Scouts to sign up and attend.

1.3 When and Where

The 2021 Spring Camporee will take place from 7 pm Friday, 8 April through Sunday morning, 10 April at the Camp James Ray.

1.4 Registration.

We are charging \$15 per Scouts BSA youth, \$10 for adults, and encourage you to invite your non-Scout friends. The cost is \$5 for these non-Scouts and their parent(s) but they will need to be preregistered and follow the COVID guidelines like anyone else.

1.5 Planning

Camporee Staff / Scouts should meet at the April Roundtable to finalize stations, score sheets, and other details.

1.6 Camp Leadership

The following individuals are responsible for the Camporee program. If you have specific questions, please contact the individual responsible for the area, or for general questions contact the Camporee Director:

Camporee Director	Rob Taylor Rltaylor001@gmail.com 469.955.2864
Camp Programming	Dave Hennesy
Camp Director/Logistics	Mike Anderson
Camp Nurse	Katie Barber
Awards	TBD
Campfire	TBD
Activities Committee Chair	Rob Taylor Rltaylor001@gmail.com
District Commissioner	Toni Taylor toni@taylorinet.com
District Executive	Steven Palmer Steven.Palmer@scouting.org

2.0 PROGRAM INFORMATION

2.1 Patrol-level Competition

Each Unit will host a station designed to be a patrol-level Scout Competition to test the team-work, Scout skills, ingenuity, and creativity of the Scouts. The games should be fun, but challenging.

Unit	Activity	Location
123 B&G	Tomahawk Throw	Parade Field near Dining Hall
293	Orienteering Challenge	Parade Field near Dining Hall
303	Archery	Archery Range
310	Fire Challenge	Parade Field near Dining Hall
496	2 Man Saw	Parade Field near Dining Hall
531	Rock Throwing	Parade Field near Dining Hall
406 B	Lashing Relay	Parade Field near Dining Hall
406 G	Klondike Relay	Parade Field near Dining Hall
909	Dining Fly Relay	Parade Field near Dining Hall
231 B&G	Knot Challenge	Parade Field near Dining Hall

2.2 SCORING:

Each station will have at least 1 Scout who will record each patrol's final score. However, there will be opportunities for each patrol to win extra points at various stations. Study your Scout history. Study your Scout trivia, solidify your Scout Wisdom and you may increase your points through the power of KNOWLEDGE.

Complete your Station Schedule Worksheet (attached or [download](#))

Additionally, each patrol or Scout will be randomly asked the trivia questions, general Scout questions, and for examples of how they demonstrate the Scout law. **These are worth points and Scout Spirit.**

Each station is worth at least 5 points for participation and completion, but as much as 25 points for the best score (which may be the most iterations, the lowest time, or simply successfully completing the task).

A sample score sheet is attached.

NOTE: Bring a Compass and KNOW YOUR PACE COUNT.

Camporee Station Schedule Worksheet

UNIT _____

Activity _____

Work with your SPL or Scout in Charge of Camporee to complete this Station schedule to ensure that your Unit's station has adequate coverage during the Program periods and free up Scouts to enjoy the other stations.

At a minimum most stations will need at least 2 Scouts one to check in patrols, explain the game, record times to determine the winning patrol. It's always good to have at least 1 helper.

How will your Unit keep Score ?

How many Scouts are required to run your Station?

Leader / Scorekeeper	1
Helper	1
Total	

Schedule

Program Hours	Leader	Helpers
9:15 – 10:30		
10:30 – 11:30		
11:30 – 12:30		
BREAK		
2:00 – 3:00		
3:00 – 4:00		

2.3 CAMPSITE INSPECTIONS

Campsite inspections will be scored as a unit event for Best Overall Unit and will be 20% of the overall unit score. Each unit will be responsible for providing their own fire protection. Troops may share campsites; however, each should be clearly designated so judges can distinguish between different troops/campsites. Inspections will include youth and adult camping areas. Inspections will follow the attached criteria and will be conducted between 2 and 4 PM on Saturday.

CAMPSITE	Points Possible	Points Earned
Site Selection & Tent Arrangement	10	
Tents & Fly Setup Correctly	10	
Camp Gadgets <i>(2 different)</i>	10	
PATROL EQUIPMENT		
Duty Roster & Menu Posted	10	
Patrol Flag	10	
Patrol Gear <i>(stored correctly)</i>	10	
Water Jugs <i>(with lids on)</i>	10	
PATROL KITCHEN		
Cooking Area <i>(utensils & equipment clean)</i>	10	
Food Stored Properly	10	
Garbage Container <i>(available and in use)</i>	10	
PERSONAL EQUIPMENT		
Gear Stored Neatly	10	
Packs off ground	10	
TOTAL	120	

2.4 PATROL FLAG CONTEST

Patrol Flag Contest: Each patrol is encouraged to enter its flag, on a flagpole, in a contest to be recognized as the best Patrol flag at Camporee. This contest also DOES count toward your "Unit 100% Participation Award" and Scout Spirit. All flags are to be constructed entirely by scouts. The flagpole is also part of the entry and should be as creative as the flag. The patrol leader will need to turn in the flag at the Camp HQ no later than 1pm on Saturday. Patrol flags may be picked up after 5:00pm on Saturday. Scoring: See attached judging criteria.

Unit and patrol identity on the flag	5	
Flag and/or flagpole includes one or more Scouting elements, images, or logos (i.e. fleur-de-lis, Scout motto, program logos, etc.)	5	
Patrol flag is portable (easily carried) and is attached to a flagpole	5	
Patrol flag design... <ul style="list-style-type: none"> ▪ Meets the purpose – 5 points ▪ Is creative and is original – 10 points ▪ "Flies high above the rest", top 10% - 15 points 	5, 10, or 15	
Flagpole design... <ul style="list-style-type: none"> ▪ Meets the purpose – 5 points ▪ Exhibits good design and craftsmanship – 10 points ▪ Far exceeds flagpole expectations – 15 points 	5, 10, or 15	
Flag and flagpole construction <ul style="list-style-type: none"> ▪ All man-made/engineered** materials – 0 points ▪ Some man-made** and some natural materials – 5 points ▪ 90% or more natural materials – 10 points 	5 or 10	
Overall assembly appears to be durable; if applicable, proper knots and lashings are tied correctly	10	
Overall construction appears to be scout made	10	
Patrol members identified on the flag or flagpole	5	
If you consider this patrol flag to be in the top 10% of all entries, how would you rank this flag on a scale of 1-10 with 10 being the BEST patrol flag?	1-10	
BONUS: Patrol flag includes a flag stand	5	
SPIRIT BONUS: Patrol flag/flagpole displays patrol award/recognition ribbons	5	
Overall Score	Max 110	

** This includes: Nylon, polyester, metals (i.e. aluminum, steel, etc.), plastics (i.e. PVC, vinyl, etc.), adhesive tapes (duct tape, masking tape, etc.), and paper products. Naturally dyed, plain white, and muslin fabrics are considered natural.

2.5 DISTRICT OBSTACLE COURSE

The District Obstacle Course will be a highlight of Camporee! Each Unit will bring a component of the course and will identify in some way which Unit it belongs to.

The Obstacle course counts toward your "Unit 100% Participation Award" and Scout Spirit.

The location of the course "Outline" will be marked near HQ Tent – final location will be announced at the Scout Leader meeting Friday night.

Items on the course must be cleared prior to checkout

Units will vote for the "Best Section" during the Campfire Program



3.0 CAMPOREE ADMINISTRATION

3.1 Registration Requested by April 5

All units planning to attend should preregister online. This pre-registration information will be used to establish program plans and to assign campsite locations (based on unit size). There is no on-site registration available. All Camporee Registration must be done online, and payment must also be made through this portal. If your unit needs an exception to this, please contact the District Executive: Steven.Palmer@Scouting.org

3.2 Campsite Assignment

For units that pre-register, we hope to email a Camporee map, and other relevant Camporee information to you the weekend before the Camporee or at the Roundtable meeting prior to Camporee. If we don't assign camping sites in advance, we will be assigning camping sites at the CAMPOREE HEADQUARTERS. You will need to get your site assignment and a map before you enter the camping area.

3.3 Camporee Fees and Registration

The fee is \$15 per Scouts BSA youth, \$10 for adults, and encourage you to invite your non-Scout friends. The cost is \$5 for these non-Scouts and their parent(s) but they will need to be preregistered and follow the COVID guidelines like anyone else.

The fee includes; the camp fee, Scout insurance, a Camporee patch. This fee should be paid in advance. We will check the fees during the Friday night registration period and make any adjustments. Final registration will be between 1900 hrs and 2000 hrs Friday night and between 0700 -0845 Saturday morning at Camporee Headquarters.

Changes and Cancellations: Registration glitches, changes, and cancellations must be coordinated through Lonestar District Executive Steven.Palmer@Scouting.org

3.4 Required Documentation, Arrival / Check-in Procedures

Prior to Leaving for Camp

Prior to leaving to go to camp each family should make sure that they have the following documents COMPLETED for ALL people attending camp (regardless of age):

- Annual Health and Medical Record parts A, B1, & B2 [Download the latest version HERE](#)
- Circle 10 Council Arrival Checklist – [Download HERE](#)

VEHICLES MAY NOT BE LEFT AT THE CAMPSITE.

Upon entering Camp James Ray go your Troop Campsite location. Then you may drive along the road to the campsite to drop your trailer, then continue back onto the road-in the direction of travel- and back to the parking area.

You may leave your units equipment trailer at your campsite.

Troops are encouraged to carpool as much as possible and arrange to have as few cars as necessary remain at the Camporee parking site.

3.5 Locating Your Unit's Campsite

Unit	Campsite	Activity	Activity Location
123	Cherokee	Tomahawk	Waterfront
229	Geronimo	Blind Folded Maze	Waterfront
293	Cherokee	Orienteering	Waterfront
303	Geronimo	Dining Fly Relay	Waterfront
310	Apache	Fire Building	Waterfront
496	Apache	Two-Person Sawing	Waterfront
531	Sioux	Rock Throwing	Waterfront
406B	Lone Eagle	Knot Tying	Waterfront
406C	Lone Eagle	Ultimate Frisbee	Waterfront
406G	Navajo	Klondike Race	Waterfront
1167	Geronimo		

3.6 Check-In and Paying Fees

Everyone in camp must be registered. Upon arrival at the camporee, one adult leader from each unit (and the Senior Patrol Leader or his designate in the case of boy scout units) must check in at the registration tent / HQ. The adult unit representative must bring the following:

- Roster of scouts attending showing name and emergency contact info
- The names of Scouts (at least one per unit) who will be helping in the program area. Attached or ([Download Worksheet Here](#))
- Description of Obstacle Course Item

3.7 Leadership and Youth Protection: All units must ensure every adult attending the Camporee has a valid and current Youth Protection Certificate on file in the unit.

3.8 Emergency Contact: For emergency contact at this event, please refer to the Staffing Matrix on page 1.

3.9 Camping

Campsites will be assigned based on number of Scouts and Scouters pre-registered. Late registering units may be camping in overflow areas. See Section 5 for additional details about camping.

3.10 Late Arrival and Early Departure

If a unit is not going to arrive Friday night, please notify Camp Director by text @ 469.955.2864. If your unit is going to leave Saturday night, please notify Camp Director by text @ 469.955.2864. **NOTE:** Your campsite must be inspected by Camporee Staff prior to your unit's departure.

3.11 Check-Out Procedures

Each unit will receive a checkout and program evaluation form with the final mailing or at registration. Additional copies will be available from the Campsite HQ. After you have cleared your campsite of all unit and personal gear, policed the area and thoroughly extinguished any fires, send someone to notify Camporee Staff. When the Commissioner arrives, he/she will inspect your camp and then sign off on the check-out/evaluation form. After the Closing Ceremony Sunday morning, bring your signed form to the Camporee Headquarters. **All units should be out of camp by noon.**

3.12 Camporee Patches and Ribbons

The Camporee patches and ribbons will NOT be available until AFTER the Camporee. They will be distributed at the next District Roundtable.

3.14 Parental Authorization

In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission form signed by a parent or guardian are required. This form must be accessible to the adult leader/leaders at all times. If a Scout is brought to the First Aid Station for any type of treatment, his parental authorization form should be available for review by the Camporee staff. Every participating unit should have a current BSA Class I or II health form for every participant.

3.15 Religious Services

A Scout's Own Service is planned for Sunday morning after Flags, Unit Chaplains or alternates should be available. Interested Scouts please check with HQ for assignment

4.0 CAMPING GUIDELINES

4.1 The Campground: The campground we are using is actually a runway for the single engine plane stored in the hangar. The entire area must be left clean and free of any debris, especially items that might disrupt the smooth landing of aircraft (such as tent stakes, rocks, wood debris, etc.). **PLEASE BE SURE TO LEAVE NO TRACE.**

4.2 Ground Conditions

Where platforms are not available, camping will be in relatively flat grassy areas with some tree cover. There are low spots, so rains may make many of the sites muddy. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest.

NOTE: ALL BUILDINGS AND THE LAKE ARE STRICTLY OFF LIMITS

4.3 Natural Habitat

No trees, shrubs, or bushes will be cut within the campground or neighboring areas. Wood that has fallen from trees may be burned. Do not molest or interfere with the area's wildlife.

4.4 Ground Fires

It is recommended that units bring their own stoves, grills, and fuel for cooking. Charcoal and propane are recommended. Liquid charcoal lighters are not allowed. **LEAVE NO TRACE! This means that you should NOT be digging fire pits – all fires should be constructed above ground (e.g., in an existing firepit or on a platform).**

4.5 Trash

Every unit should bring a supply of plastic trash bags to securely bag their own trash. A dumpster is available in the parking lot. We are required to carry our trash out. Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage.

4.6 Lost & Found

Any items found should be turned in to the registration tent. Items may be claimed during the camporee or at the next district roundtable

5.0 HEALTH AND SAFETY PROCEDURES

5.1 First Aid

The First Aid Station will be set up near the HQ Tent and prominently marked. All injuries or illnesses, even minor ones treated in the campsite, must be brought to the First Aid station personnel for treatment and/or recording.

The closest medical facilities

Urgent Care Pottsboro. (10 miles)
557 W, FM 120, Pottsboro, TX 75076

[Hours:](#)

Monday	8:30AM–5:30PM
Tuesday	8:30AM–5:30PM
Wednesday	8:30AM–5:30PM
Thursday	8:30AM–5:30PM
Friday	8:30AM–5:30PM
Saturday	9AM–1PM
Sunday	Closed

Texoma Care Urgent Care (15 miles)
3126 FM 120, Denison, TX 75020

[Hours:](#)

Monday	8AM–7PM
Tuesday	8AM–7PM
Wednesday	8AM–7PM
Thursday	8AM–7PM
Friday	8AM–7PM
Saturday	9AM–3PM
Sunday	1–5PM

Texoma Medical Center (18 miles)
5016 US-75, Denison, TX 75020

24 hrs

5.2 Fire & Ambulance Service

In the unlikely event that fire or ambulance services are needed, send a runner to the Camporee Headquarters, so that an emergency call can be placed and the Camporee Director can be notified immediately. If the emergency call is placed from a cellular phone within your area, you still must send a runner to the Camporee Headquarters to notify the Camporee Director of the emergency and to arrange for the emergency equipment to be directed to the correct location.


5.3 Camp Emergencies

Only the Camp Director or the Camp Ranger can declare an emergency in camp. This could include, but is not limited to, thunderstorms, tornados, lost camper, or another camp-wide emergency. Medical and non-medical emergencies should be reported Unit and Camporee leaders. Camporee Leaders will report the emergency to the Camp Director / Ranger.

5.3 Severe Weather

In case of severe weather, a siren will sound from headquarters. Staff will also announce in campsites, program areas, etc. as needed. All participants will report to the east side of the dining. Leaders will then be given situation specific instructions.

Units should each have a minimum of one adult leader that has completed the Hazardous Weather online training



Hazardous Weather Training

Course

Total time: 31m

Last Completion: 05/23/2018

Description [^](#)

This module will cover hazardous weather conditions that Scouts need to plan ahead and steps to take to be prepared.

[Visit](#)

CAMPOREE RULES

6.1 Law of the Camporee

As in all Scouting activities, the Scout Oath and Law will be the Law of the Camporee. Any individual, who does not act, as he should, may be putting his unit's future Camporee privileges in jeopardy and jeopardizing future Camporee privileges of the Chain Bridge District. Unit Leaders are reminded that their **Scouts should have adult supervision at all times.** At least one adult must be present for every 10 youth members, but no fewer than two adults ("two deep leadership"). At least one adult must be a registered Scouter, 21 years of age or older. At least one adult must have completed Youth Protection Training (now available online) Units that do not comply with these rules will be asked to leave immediately.

6.2 Pick-up Trucks

The Boy Scouts of America regulations state that Scouts may not ride in the back of pickup trucks. This rule will be strictly enforced at the Camporee. It is the unit leaders' responsibility to assure that all Scouts are transported in safe vehicles with adequate seat belts.

6.3 No Flames in Tents

Cooking or lighting with OPEN FLAMES of any kind is not allowed in any tent. Electric battery lanterns and flashlights are recommended.

6.4 Proper Uniform

BSA Field Uniforms / Class A (Scout shirt and Scout pants or Scout shorts) should be worn for the Flag Ceremonies, Saturday night campfire, and for the Religious Services on Sunday Morning.

6.5 Discipline

Leaders will be responsible for the behavior of their Scouts at all times. Adult Leaders who are not helping in the events, should circulate through the events in which their Scouts are participating.

6.6 Quiet Hours

All units will be subject to quiet hours and lights out from **10:30 PM to 6:30 AM.** Leaders in each troop are responsible for enforcing quiet hours and lights out. Be attentive – do not make another unit's leader discipline your Scouts.

6.7 Knives

Sheath knives and knives with blades longer than 4 inches, except cooking knives, are not allowed at the Camporee. If any are found, a member of the Camporee staff will hold them for the remainder of the Camporee. Folding knives that are in a case or worn on a belt are permitted.

6.8 No pets or animals: Please do not bring any pets or animals to the camporee.

6.9 No electronic equipment (e.g., tape or CD players, televisions, electronic games, etc.)

We come to camp and enjoy the outdoors.

Schedule of Events

Time	Event	Location	Notes
Friday			
6:00 pm	Check-In Opens	Ranger shed near parking lot	Scoutmaster & SPL w/by-name roster
9:45 pm	Leaders Meeting / Cracker Barrel	Headquarters / Near Trading post	Scoutmasters & SPL, Schedule & Program Review, Q&A, Volunteers, Flags, Scouts Service, Skits, MC
10:30 pm	Lights Out		Quiet Hours
Saturday			
6:30 am	Reveille		
7:00 am	Breakfast		Station and Obstacle Course Setup
9:00 am	Flag Ceremony	Flags near Trading post	Morning Announcements & Program Review
9:30 am	Program Opens		Campsite Inspections Start
12:30 am	Program Closes		Campsite Inspections End
12:30 pm	Lunch		
2:00 pm	Program Opens		
4:30 pm	Program Closes		
5:00 pm	Dinner		
6:30	Open Stations	Free activities	
7:45 pm	Campfire Program		Class A Uniforms Awards Presentation OA Callout
10:30 pm	Lights Out		Quiet Hours
Sunday			
6:30 am	Reveille		
6:45 am	Breakfast		
8:30 am	Flag Ceremony	Flags near Trading post	
8:45 am	Scouts Own	Troop campsite	Performed by Troop
9:00am 11:00 am	Check out by 11:00		Campsites / Restrooms must be cleaned and inspected

CAMP JAMES

CIRCLE TEN CO



Apache

Lone Eagle

Navajo

Boating Activities Area

Gate

Outdoor Skills

TRADING POST

Flags

Chapel

Cherokee

Amphitheater

Handicraft

Activity Bldg

Ranger's Office

Geronimo

Dining Hall

Field Sports

Headquarters

Sioux

Fry Center

Nature Area

ord Center

Maintenance Yard

Comanche

First Aid

Parking

BMX Bike

Tepee