



Fall Camporee

Attempt 2

Scout Skills

February 18th-20th

Perkins Scout Reservation

Hosted by Troop 22 & Troop 2

How to Register:



BlackPug Link:

QR Code
Coming Soon

\$20/attendee Early Registration
Deadline: February 9th

\$30/attendee Regular Registration
Deadline: February 16th
(you may not get a shirt)

Fee covers the cost of registration, patches, dinner entree on Saturday, insurance and program materials. Every registered scout will receive a commemorative Patch.

For more information please contact:

Jessica Mitchell
940-733-2481
Jmitchell@wfsd.net

Robert Richardson
940-642-6648

Megan Sila
940-235-697
Mega.Sila@Scouting.org



Arriving to Camp Perkins

Check in starts at 4pm Friday, please no earlier.

Check in Procedures:

- Please check in at the dining hall office
- You will need:
 - Roster of scouts that made it to camp
 - Med form parts A and B for each person
- You will be assigned to your campsite
- You will be provided with bracelets for each person in your troop. They must be worn all weekend to cover YPT requirements.
- Please take your trailer directly to your campsite and drop it. We need all cars out of your site before you start to set up.

Cracker Barrel: 6:30 pm in the dining hall.
Make sure to bring adult and youth leaders.

Event Schedule:



Friday

4:00 pm - Check-in and set-up begins (Jessie Mitchell)

8:30 pm - Leader and SPL meeting, cracker barrel (Robert Richardson)

10:00 pm - Lights out

Saturday - All events start at Large Pavillion

8:00 am - Flags

8:15am - Class periods (Jessie Mitchell)/Advanced Scouts and Leaders Run Course (Robert Richardson)

12:00 - Lunch (In Campsite)

1:00 pm - Scout Olympics (Robert Richardson)

5:00 pm - Shooting/Archery

6:00 pm - Dinner (Family Style)

8:00 pm - Campfire/Turn in Desserts/Awards (Mike Mitchell)

10:00 pm - Lights out

Sunday

9:00 am - Devotional service

11:00 am - Camp cleanup and check out complete (Ranger Ray)



Events:

Scout Olympics will have events based on basic scout skills: Map and Compass, First Aid, Shelter Building, Fire-Starting, and Knot Skills. The scouts will also assemble kits to help them on the course.

In the morning, new scouts will attend refresher classes in the above events. During the afternoon, Patrols will take part in a competition involving the completion of specific tasks using these basic skills, with the first patrol that completes all the tasks to be declared the winner. While the new scouts are in refresher classes the more advanced scouts and Scoutmasters will be able to run the course so they will not hinder the new scouts from using the skills. There will be two sets of winners: advanced scouts, and new scouts.

We are asking that scoutmaster recommend one or two scouts from each patrol that can be observers for the afternoon groups. They need to be advanced scouts that can make sure the new scouts do not get into too much trouble. They will not be working with their own troop.

Each patrol will have a Patrol Guide who will take no part in the actual tasks but will be there only to observe and pass along instructions to the Patrols. Each patrol will have an identically prepared backpack containing certain items (detailed later) to be used in each task.

Please see the schedule for more information on events.



Pack Requirements:



Each patrol (max 8 scouts) participating will need to have **ONE** backpack with the following items:

- duct tape
- 4 tent stakes
- Compass
- trekking poles
- hiking shoes
- tent poles (the old wood ones are best)
- heavy jacket
- bandana
- patrol level first aid kit (The larger Walmart one)
- 1 small coil of rope (non-nylon is best)
- sleeping bag
- 1 tarp 8x10 (or close to it)
- fire starting kit (no liquid accelerant or anything that produces an open flame)

These items should be expendable, nothing fancy.

If you need help with some of the supplies please let Jessie Mitchell or Robert Richardson know at least one week before the event.



Unit Packing List:

SUGGESTED PERSONAL GEAR

Shelter: tent, ground cloth, rain cover, hammer, and stakes

Sleeping gear: sleeping bag, blanket, cot, foam pad

Eating Gear: mess kit with utensils and cup

Personal Gear:

- weather appropriate clothing,
- close toed shoes
- rain protection
- hat
- first aid kit
- water bottle
- compass
- fire starting
- flashlight or headlamp w/extra batteries
- toiletries
- sunscreen
- bug protection
- 1 small coil of paracord
- camp chair pack

We are not judging campsites so you can set up your site as you normally would.

Meals:



Friday:

Your unit is responsible for itself.

Saturday:

- Breakfast and lunch are the unit's responsibility,
- Dinner: Pork Tenderloin will be provided, you will need to make sides
- We are going to share the sides at a family style dinner where all troops eat together.
 - The Big Pavillion if the weather is good or the Dining Hall if it is bad

DESERT COMPETITION RULES:

A dutch oven dessert or dessert cooked over an open fire.
(There's a trophy for the winner!)

Sunday:

Breakfast is the unit's responsibility.





Checking Out:

Please stay for the Sunday morning non-denominational service to participate in your Duty to God.

Check out will be no later than 11:00 am Sunday. This will allow for our staff to finish cleanups and return home earlier.

Please leave your campsite in LEAVE-NO-TRACE Condition! Trash must be taken up the hill and deposited in the dumpster past the dining hall. Fire rings must be returned to their designated site. Please return all gathered firewood to the designated area as well

An adult leader from each Troop must pick up the unit's medical forms at the medic office prior to leaving camp.

Camp patches will be distributed to Unit Leaders upon check out.

All the Other Details:



WEATHER

Camporee will not be cancelled unless the weather is expected to be severe. We will try to keep all informed as timely a manner as possible via the Council web site, and emails. Please be prepared for normal weather conditions and keep an eye on the forecasted weather. Camp leaders will maintain contact with the National Weather Service if severe weather threatens camp and appropriate steps will be taken to ensure everyone's safety. A briefing on Severe Weather Procedures will be given during the Leaders Meeting on Friday night.

REFUNDS

There will be no refunds made for bad weather. Your registration will automatically roll-over to the next Camporee. Refunds are only made for severe illness and a family death.

FIRE

PLEASE DO NOT DIG HOLES FOR YOUR CAMPFIRE! Please use a fire ring. Also DO NOT cut any standing wood. Use only that wood that you can pick up. Also make sure to have water available in buckets just in case. NEVER leave a fire unattended.

SATURDAY EVENING CAMPFIRE

All units are asked to do a song or skit. Please have these turned in to the Camp Director by 5 pm Saturday. Also please make sure that these are Scout appropriate.

MEDICATIONS

Any prescription medications must be kept at the Medic's office. All such medications must be in the original container and be plainly labeled with name and Troop number. Please remember to pick up on Sunday before you leave.