

# 2023 Council Camporee



BOY SCOUTS OF AMERICA®  
HEART OF VIRGINIA COUNCIL



# 2023 Council Camporee

Passport  
to  
Fun!



April 21 - 23, 2023  
Goochland Reservation

## Participant Guide

(Published November 28, 2022)

For All Districts:  
Arrohattoc, Battlefield, Capitol, Cardinal, Crater,  
Huguenot Trail, & Rivers

# 2023 Council Camporee

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## Welcome to the 2023 Council Camporee

The HOVC Camporee aims to bring together Scouts from all over the Council for a weekend of fun after disruption due to the pandemic. It also happens to be the 110<sup>th</sup> anniversary of the Heart of Virginia Council.

The Camporee is organized as a miniature Jamboree. Scouts will camp and cook as a unit but have the opportunity to interact with many other Scouts during Saturday's program. The featured activities provide opportunities for Scouts to challenge themselves as individuals and to work as a team. A few of the activities will be age-restricted, but most will be open to any Scout.

Scouts will be given a passport booklet to collect stamps after participating in activities. If they complete a required number of activities, Scouts will receive something special.

World and National Scout Jamborees reveal the diversity of Scouting. As part of this Camporee experience, we are encouraging units to play up their uniqueness or culture at times during the weekend. More details about that will be covered later in this Participant Guide.

We're looking forward to a great event and hope to see you at the Goochland reservation on April 21-23, 2023! It'll be your "Passport to Fun".



# 2023 Council Camporee

## Schedule and Program

### **FRIDAY**

5:30 – 8:00 PM	Check-in and campsite set-up. Required paperwork: <ul style="list-style-type: none"><li>• <i>BSA Medical Forms Parts A&amp;B with front/back of insurance card</i></li><li>• <i>Official BSA Activity Consent Form – youth only</i></li><li>• <i>Full Unit Roster</i></li></ul>
8:30 – 9:00 PM	Unit Leadership Meeting (CM, SM, or Advisor + Senior youth leader)
10:30 PM	All Scouts in Unit Campsites
11:00 PM	Lights Out – Fires Out – All Quiet!

### **SATURDAY**

7:00 AM	Reveille
7:00 – 8:30 AM	Breakfast in campsites
9:00 – 11:55 AM	Activities open (both sides of camp)
12:00 – 1:30 PM	Lunch in campsites
1:30 – 4:00 PM	Activities open
1:30 PM	Last chance to submit a campfire song/skit
4:00 – 5:00 PM	Cultural Exchange between units at campsites
5:00 – 6:30 PM	Dinner in Campsites (cooking competition)
6:30 – 7:30 PM	Optional Catholic Mass
7:45 PM	Line up for Campfire on road by pavilion
8:00 PM	Campfire (at TBS amphitheater)
10:30 PM	All Scouts in unit campsites
11:00 PM	Lights Out – Fires Out – All Quiet!

### **SUNDAY**

7:00 AM	Reveille
7:00 – 8:30 AM	Breakfast and break down camp
8:45 - 9:15 AM	Devotion at amphitheater(s)
9:15 – 10:00 AM	All Units finish breakdown and depart

\*\* Please respect others during Lights Out. Scouts are not allowed out of their camping area after lights out with the exception of to and from the latrine with a buddy.

\*\* Be sure to check the Lost and Found prior to departure.

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## Special Camporee Features

### **Activity Midway**

There will be areas on both sides of camp where all passport activities and challenges originate. On the TBS side, the midway will be the area between the OA Pavilion and Admin. On the CAC side, the midway area stretches from shooting sports to the area around the dining hall. A map to locate all activities will be provided at check-in.

Activities will be open most of the day; some will have age limits based on Safe Scouting rules, but Scouts are encouraged to try as many as possible during the day. A "passport" will be issued to each Scout – to collect stamps for each activity attempted. Scouts who complete the required activities will receive an emblem for their Camporee patch.

### **Cultural Exchange Between Units**

Between 4:00-5:00 PM on Saturday, units are encouraged to share something about their unit with other campers in their area. This could be a sample of food they prepared, a game, or display. This is a popular feature at World Jamborees and encourages Scouts to interact with other youth.

Another popular feature found at World Jamborees is when units share their evening meal with a neighboring pack, troop, or crew. They may cook separately but eat their meal together.

### **Make a Special Unit Flag**

A pre-Camporee activity to prepare Scouts is to design and create a special 3' x 5' flag for their unit. This can be displayed at their campsite entrance along with the US flag and unit flag. Units are encouraged to bring this flag to the Saturday night campfire.

### **International Exchange**

Scouting is active in nearly every country on earth. One of the activities on the passport is to have a short conversation with someone from another country. While they don't have Scouting backgrounds, several local international students will be at the Midway to share something about their country and culture – and to learn about ours.

### **Food**

Units are expected to bring food and prepare their meals during the weekend. Staff who are not camping with a unit can purchase a meal plan prepared by the HOVC food service team. A food truck may be available during the middle part of the day.

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## Activities Planned for Saturday

### **Open for All**

Trading Post  
Patch Trade Area  
OA Museum  
International Friends Area  
BSA and Local Agency Exhibits

### **Cub Scout Activities**

Shooting Sports (Archery, Hand Rockets, & BB guns)  
Fishing  
Pinewood Derby Track  
Balloon Popping Contest  
Rain-gutter Regatta  
Cornhole  
Seed Spitting Contest  
Rock Throwing Range  
Marbles  
Gaga Pit  
Soap Carving  
Egg Drop Challenge (from Fort balcony)  
Paper Airplane Building and Toss  
Tower Building Challenge (with marshmallows and toothpicks)  
Water Rocket Building & Launching  
Bandaging & Stretcher Carry

### **Older Scout Activities**

Shooting Sports (Archery, Rifle, Shotgun)  
Boating on the lake  
Climbing Tower  
Gaga Ball  
Orienteering Challenge  
Slack line  
Rescue Rope Throw  
Scavenger Trail Challenge  
Pioneering Challenge  
Sloppy Camp  
Paracord Knot Challenge  
Archeology  
Balance Challenge  
Tent Pitch Race  
Fire Starting  
Obstacle Course  
Fireman Carry Relay  
Baseball/Football/Golf Challenges

\*\*\* All planned events are subject to recruitment of qualified staff

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## Passport

Scouts will each receive a passport and map at Check In. This passport will be stamped at each activity and exhibit area on Saturday – becoming a record of their travels through the activities. If a Scout collects a designated number of stamps including two from the general interest area, their journey is complete and will receive a special rocker or pin to accompany the Camporee patch.

The unit leaders are to report the number of Scouts completing their passport during Check Out; rockers will be distributed at that time. Scouts should keep the passport.

## Cultural Opportunities

Units are requested to add a cultural component to their preparation for this Camporee and find ways to connect with other Scout units. Sharing the special character of your unit is part of the experience of a Scout Jamboree. You may find it a great addition to your Camporee.

Here is how you could participate in that as a unit:

- Use this as an opportunity for your Scouts to discuss what is unique and special about their Scout unit in the month before the Camporee.
- Prepare a display, food item, or game on Saturday after lunch. Invite other Scouts to your campsite to demonstrate
- Scout should design, create, and bring a 36"x 60" max flag that represents their unit's special qualities. Display it at your campsite during the weekend and bring it to the Campfire.
- Have your Scouts interact with the international guests in the International Friends area.
- Invite units near your campsite to eat together as a larger group during dinner.

## Campfire

On Saturday night, units are to be lined up by 7:45 PM at the TBS amphitheater for a classic campfire program. We encourage units to prepare a short skit or song. They should be fun, clean, and appropriate for all ages. Please submit skits for approval to one of the Camporee leaders before arriving at camp or no later than 1:30 PM on the Saturday afternoon while at camp.

## Sunday Morning Devotion

A Scout is Reverent. There will be a short devotion appropriate for Scouts of all faiths. This will include a few readings, a song, and a short story. A devotion of this nature is a model for what can happen on any outdoor Scouting experience.

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## General Event Information

### ADULT LEADERS

All units must ensure that they meet the BSA two-deep leadership requirement in camp at all times. BSA policy requires at least two adult registered leaders be in camp at all times; both must be 21 years of age or older. Units serving female youth must have at least one registered female adult, age 21 or older, in camp at all times. See the Guide to Safe Scouting for clarification.

### CAMPSITES

Units are encouraged to set up their campsite with their unit number, an American Flag, unit flag, and patrol flags. Units are welcome to bring temporary canopies as long as they are staked and/or weighted to secure them to the ground. Areas will be assigned based on registration date and unit size.

### CHECK-IN

Unit check-in will be conducted from 5:00 PM till 8:00 PM on Friday evening. Do not arrive early, there will be no one to check you in, you may NOT enter the event area prior to check-in.

Before entering the event, we may ask all participants and drivers (even those just dropping off) to be temperature-checked and have their temperature recorded on the BSA COVID-19 Health Screening Checklist. After each vehicle is cleared, it will proceed to the parking lot where all passengers will remain until the unit leader-in-charge has checked in.

Only the unit leader-in-charge will proceed to the check-in tent. All other unit participants will remain in the parking area. The unit leader-in-charge will present the following:

- Full unit roster of all youth and adult participants – two copies are required
- Current, Official BSA Medical Forms Parts A&B for all youth and adult participants including a copy of the front and back of the insurance card – these will be checked but will stay with the unit
- List of individual medical concerns to discuss with the health officer – if necessary
- Official BSA Activity Consent Form for each youth participant – these will be checked but will stay with the unit

**No participant, youth or adult, will be permitted to stay on event property without a current BSA Medical Part A&B Form, a copy of the front and back of the insurance card, and the Official BSA Activity Consent Form signed by the parent/guardian (youth only).**



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All event participants will be issued a wrist band that must be worn for the duration of the event. Visitors and guests will be given a different color wrist band when they check in. Once check-in is complete, the unit will be directed to the event grounds. Scouts and non-drivers should walk to the unit camping area. For the safety of all participants, only ten vehicles at a time will be permitted into the camping area. No vehicle will be allowed to enter without a pass. Only vehicles pulling unit trailers or transporting gear are allowed into the camping area. Unit trailers must be unhooked and parked adjacent to your campsite. No trailers are to be parked blocking the designated vehicle path. Tow-vehicles may not remain in the camping area. They are to be unloaded and moved to the parking lot. Units should unpack vehicles and immediately move them to the parking area **BEFORE** setting up camp so other vehicles may enter the grounds. **No vehicles may remain in the event area during the event.** All parking passes must be turned in at the SPL/SM Leader meeting Friday evening.

## CHECK-OUT

Unit check-out will be on Sunday between 9:00 AM and 10:00 AM with an event staff member. Please ensure that your camping area is left better than you found it (Leave No Trace). **ONLY AFTER 9:00 AM** on Sunday will vehicles be allowed into the camping area. This includes the tow vehicle for trailers. Units should pack all gear **BEFORE** bringing vehicles into the camping area to load up. For the safety of all participants, any vehicles entering the camping area must stay in the previously designated vehicle path with the exception of the trailer tow vehicle if necessary to hook up to the unit trailer. Units leaving Saturday night must notify the staff in advance for check-out procedures.

## EVENT RULES

- The Scout Oath and Law
- The Guide to Safe Scouting
- Outdoor Ethics
- NO fireworks, pets, firearms, electronic games, radios, walkie-talkies, TV's and CD/DVD/MP3/iPod players
- Scouts are not permitted to roam through another unit's camping area
- Scouts are not permitted to leave the boundaries of the event location

## MEALS

Units must bring all food, appropriate food storage, cooking equipment, clean-up supplies, and waste removal bags. Units are encouraged to use biodegradable soap like "Campsuds" brand. All meals will be prepared and consumed within the designated unit camping area.

Scouters pre-registered as staff will be offered breakfast, lunch, and dinner on Saturday.

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## ORDER OF THE ARROW

The new short-term-camp standards encourage the OA to have a presence at all events. OA members are invited to wear their sash to the Saturday evening campfire. If your unit wishes to hold an Order of the Arrow call-out event, please contact Mark Larson at marklarson.hovc@gmail.com prior to April 7, 2023.

## STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in weekend events is expected to provide some form of contribution to the success of that event. Staff positions are available for direct program support as well as logistical support. Please inform the event chairman, or other contacts listed in this guide, of the names and contact information for those volunteers in your unit who may help contribute to the event's success.

## UNIFORM

Units are encouraged to wear the official field uniform, often referred to as a "Class A" uniform, during check-in, check-out, and campfire programs. At all other times participants may wear an activity uniform, referred to as "Class B", consisting of a troop or camp t-shirt/sweatshirt with Scout pants or shorts. Leaders must monitor their units to ensure that clothing reflects good taste and Scouting standards. Females must also wear similarly appropriate Scout attire – no leggings or other tight-fitting attire is permitted.

## VISITORS & GUESTS

Visitors and guests MUST check-in with the event staff upon arrival and receive a visitor/guest wrist band which must be worn for the duration of their stay. They are welcomed and encouraged to attend and watch the daytime activities and campfire. The individual unit leaders-in-charge at the event are responsible for the behavior of all guests visiting their unit or its members. The unit leader-in-charge is also responsible for ensuring that his/her unit's visitors and guests are aware of the camp's health and safety rules and procedures, and that they are followed. Visitors and guests are NOT permitted to spend the night. All must wear closed toe shoes at all times. No pets are permitted at the event. Service animals must wear identifying insignia.

During COVID-19, everyone entering the event property for any reason will be temperature checked and must complete the BSA COVID-19 Health Screening Checklist. This includes adults just dropping off participants.

## WATER & TOILET FACILITIES

Drinking water is available at the bathroom buildings. Units are encouraged to bring 2–5-gallon containers for transporting water to their camping area.

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Enclosed flush toilets and sinks are available for both males and females at various locations around camp. Port-a-potties may also be available at certain locations.

Units are encouraged to have hand sanitizer and hand-washing stations at their campsite.

## YOUTH PARTICIPANTS

All youth campers must be registered members of the BSA. This is NOT an event for Provisional Scouts.

## MEDICAL MATTERS

### COVID-19 SCREENING & OTHER PROCEDURES

- **Temperature Checks** – Anyone entering the event area whether as a participant or a drop-off driver/extra passenger will be temperature checked before the vehicle is permitted into the main event area. Anyone in the vehicle with a temperature over 100.4 F will cause the **ENTIRE VEHICLE** to be turned away from the event. It is highly recommended units perform temperature checks when they rally and/or have families perform them at home instead of waiting until they arrive at the event.
- **High Risk Population** – Individuals at high risk or with family members who are at high risk are strongly discouraged from attending.
- **Masks** – Being an outdoor event, mask wearing will be left to the discretion of individuals and unit leaders.

### MEDICAL FORMS & INSURANCE CARDS

According to BSA policy, all Scouts and leaders must complete an Annual Health and Medical Record Form (Parts A&B only) for all Scouting activities and have a copy of the front and back of their current insurance card on file with the unit. Part A&B is just the health history form (excluding the physician's portion). It is the responsibility of the unit to obtain and maintain copies of these forms for members of their unit for all activities they conduct. Medical forms and insurance cards will be checked but NOT collected at check-in. Units must keep all medical records in a secure location, and they must be available to the event health and safety officer.

### MEDICAL NEEDS

As part of the check-in process for short-term camps, the unit leader-in-charge must inform the camp health officer or designee of campers with limitations, special needs, or life-threatening circumstances.

### MEDICAL TREATMENT

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All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report any injury beyond Scout-rendered basic first aid. Qualified medical personnel will be on duty. If necessary, the event staff will contact emergency medical services and ambulance services using 911. Unit leaders are expected to control all medications within their units.

## MEDICATIONS

All prescription drugs are to be kept and administered by the unit. They must be kept in a secured location out of the reach of youth. **No Refrigeration** for medicine is available. Provide a list of medication, dosage (Medical Part B) and to whom you are administering medication when you check in with the health officer. By law, medications must be in a container with a typed label from the pharmacy. Medications shall be given only in accordance with the label. Handwritten changes will not be accepted.

Over the counter medications should be administered in accordance with the original label, except as otherwise provided by the council's health supervisor, a prescribing health care provider's direction, or a parent/guardian's signed summary thereof.

In addition, the Scouter Code of Conduct specifies that if you, as an adult, are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

## SLEEP DISORDERS

Visitors with sleeping disorders requiring a CPAP machine are encouraged to bring it with them to the event to maintain proper health. Please be advised that there may not be electricity available so you must have a battery powered machine. Portable gas-powered generators are not permitted on event property.

## EMERGENCY PROCEDURES

The Heart of Virginia Council maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist – their life, your life, or someone else's life could depend on it. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member. In the event that an emergency arises, an alarm will sound. When this alarm is heard, all units and participants are required to assemble in the opening ceremony area and await further instruction.

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## GENERAL POLICIES

### ALCOHOLIC BEVERAGES & DRUGS

Alcohol and illegal drugs are prohibited. All prescription drugs are kept and administered by an adult within the unit. (See the Medications section above.)

### BUDDY SYSTEM

Scouts are expected to use the buddy system at all times during the event and especially for night-time bathroom use.

### CELL PHONE POLICY

Use of cell phones during scouting activities is inconsiderate to other participants and, in some cases, can be extremely dangerous.

### ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. Do not bring them to the event. If you permit them during travel to and from camp, please leave them in the car during your stay at the event. Youth campers are not permitted to have two-way radios, pagers, laser pointers, or drones as these have proven to be highly disruptive.

### FIRES, STOVES, TENTS & OPEN FLAMES

Fires will be authorized depending on the status of state/local fire prohibitions in effect for the weekend of the event. All fires are only permitted in above ground fire pits. Ground fires of any kind are prohibited except in existing fire rings. The staff will update units on the current fire policy at check-in. Units must have water buckets or a fire extinguisher in the fire area. The cutting of live trees, shrubs, or vegetation is prohibited. Units may gather deadfall from the surrounding woods. Only pre-packaged and therefore sterile firewood is permitted to be brought to the event. All gathered firewood not burned must be scattered before your unit leaves on Sunday.

For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires must be extinguished so that they are cold to the touch.

### INITIATIONS, HAZING & MILITARY TRAINING

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the BSA.

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## LIQUID FUELS

Adult leaders only may use stoves and lanterns requiring liquid fuel. Extra fuel must be turned over to the Quartermaster for safekeeping in locked storage.

## MONEY & VALUABLES

Each family must decide how much money a Scout should take to an event. There will be a trading post during part of the day Saturday. Each Scout is responsible for the safeguarding of his/her money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. All items regardless of value should be clearly marked with the youth's name and unit number.

## PETS

No pets are allowed at the event. Please ensure that anyone planning to visit your troop during the weekend is also aware of this rule. Service animals must wear identifying insignia.

## RESTRICTED AREAS

Once scouts are checked in to the event and vehicles are unloaded, they may not return to the parking lot. The parking lot is not a congregation place for youth. Event participants should not be at the dog park, on the Capitol Trail, or anywhere near the lake.

## SMOKING & VAPING

In accordance with Virginia Commonwealth Law, anyone under 21 years old is prohibited from using tobacco in any form while at the event. Those over 21 who smoke must do so out of sight. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle.

An important way adult leaders can model healthy living is by following the BSA policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

## TAPS/LIGHTS OUT

A Scout is courteous. All Scouts should be in their designated camping areas at 10:30 PM to wind-down the day's activities. Lights out is at 11:00 PM sharp. Unit leaders must ensure that fires and lanterns are out and that all their youth have retreated to their tents and are quiet. We ask unit leaders to set the example and remain quiet after 11:00 PM.

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## TRAILERS

Trailers must be unhooked from the vehicle and properly secured with wheel blocks. No vehicles may remain in the camping area. Depending on the weather and attendance, trailers might not be allowed to be parked at the unit camp site.

## TRASH DISPOSAL

Participants should practice outdoor ethics principles to the maximum extent possible. If you packed it in – you pack it out. All units are expected to police their camping area and remove all trash. All trash is the responsibility of the unit and must be removed from the property for proper disposal. There is very limited trash disposal on site. Trash must be stored in a trailer or vehicle. No trash should be left out overnight as you do not want to attract animals to your camping area.

## VEHICLES

Safety is our number one priority and drivers must exercise **EXTREME** caution when operating motor vehicles on reservation property. The speed limit is 15 MPH. **NO ONE** is allowed to ride in the back of pickup trucks or trailers.

Vehicles are not permitted into the event camping area unless authorized by the event staff for unit gear drop off/pick-up. Any vehicle that is authorized to drive into the event camping area must remain on the designated vehicle path. Units should unpack the vehicle and immediately move it to the parking lot **BEFORE** setting up camp. Vehicles are required to park in the designated parking lot only as all roads must remain open for emergency vehicles at all times. As you leave the event area, please return the parking pass to an event staff member so another vehicle may enter.

If the need arises for a vehicle to be in camp, approval **MUST** first be obtained from the event chair or designee. Special arrangements will be available for special needs visitors, Scouts, and Scouters as requested. Disabled parking is in the parking lot in the designated spaces. You must have a state issued handicapped placard or plate.

At check-out, units should pack all gear **BEFORE** bringing any vehicles into the camping area to load up.

## WEAPONS, KNIVES, FIREWORKS, & FIREARMS

Personal firearms, ammunition, bows and arrows are not permitted at the event. Also, no water guns or Nerf style guns are permitted at the event. Fireworks of any kind are prohibited at the event.

Pocketknives may be carried by adult leaders and any Scout who has earned Totin' Chip.