

# 75<sup>th</sup> Annual BAY JAMMER



## **PROGRAM GUIDE**

# **July 14-16, 2023**

Bay Jammer is one of the nation's oldest and most premier summer events for Scouts BSA, Venturing, Explorers, Sea Scouts, Senior Girl Scouts of the USA and Mariner Ships. For years, Scouts have traveled from all over the Midwest to compete on the shores of Green Bay in Menominee, Michigan.

For those of you unfamiliar with this event, Bay Jammer is a weekend series of competitions that build on the values of Scouting, encourages teamwork among youth, tests one's Scouting knowledge and perseverance, and brings friends of all ages together. Bay Jammer weekend is open to Scouts BSA Troops, Venture Crews, Explorer Posts, Sea Scout Ships, Mariner Ships, and Senior GSUSA Troops. Youth participants must have completed 8<sup>th</sup> grade and be at least 13 years of age to participate.

For those scouts who have attended Bay Jammer in the past, I don't need to explain the traditions and excitement that go along with this event. For those who have never been to Bay Jammer I encourage you to consider making it part of your summer calendar, as this event will not disappoint. Scouts who have attended Bay Jammer always talk about the friends they made and the thrill of the competition for years.

Please review the information provided in this Program guide. Note that all participants must use the forms provided/referred to in this guide as part of the registration process. I encourage you to check out our website for updated information. Inside you will find:



**\*PLEASE NOTE THIS PROGRAM GUIDE IS SUBJECT TO CHANGE\***

## **Bay Jammer Committee**

Telly Villas is Chairmen of this year's event. Those with questions about the event are welcome to contact him at 715-587-3282 or via email at [tellyjvillas@gmail.com](mailto:tellyjvillas@gmail.com) .

Bay Jammer relies on a dedicated core group of volunteers to facilitate the successful operation of this event. Many of whom are not involved in Scouting, but enjoy assisting year after year. If anyone is interested in help with Bay Jammer, please contact us.

## **Bay Jammer Webpage**

Please check the webpage for program information and to register for Bay Jammer.

[www.baylakesbsa.org/bayjammer](http://www.baylakesbsa.org/bayjammer)

## **Facebook**

Look for updates, photos and other information about Bay Jammer on Facebook.

[www.facebook.com/bayjammers](http://www.facebook.com/bayjammers)

## **Museum**

The BLC Scout Museum address is: [www.blcscoutmuseum.org](http://www.blcscoutmuseum.org)

You can view Bay Jammer Items the Museum has on their website.

### Contact information:

Dale Opgenorth

BLC Scout Museum Chairperson

Cell: 920-627-3253

E-mail: [opgenorthdale@gmail.com](mailto:opgenorthdale@gmail.com)

## History of Bay Jammer

The M&M Bay Jammer began in an old log cabin in Marinette, Wisconsin on the south shores of the Menominee River in January of 1948. At that time Bay Jammer would begin as an event of the former Nicolet Area Council of the Boy Scouts of America. Sitting around an old pot-bellied stove at the first organizational meeting were Leo Promen and Lloyd Schaefer, both of Fond du Lac; Bill Fisk, Cletus Weber, Jack Doering, and Art Lindren of Green Bay; and John Turner, Ernie Stromer, Howard Klumb, and Ray Pawlowski of the Menominee area. The event name was proposed by Bill Fisk and was later ratified by the committee.

The three-day event was to be geared toward mostly water related events with competition in sailing (large and small sail boats), sealed orders contest for inboard power boats, swimming, pulling boat races, canoe races, canoe tilting, log rolling, and drilling and maneuvering.

Highlights of the first Bay Jammer included a Saturday morning "demonstration" period along with invitational cruises sponsored by the local M&M Yacht Club and local Scout Ships. Saturday afternoon featured a Bay Jammer Cup Race for larger sailboats. The 50-mile race covered a triangular course across the bay of Green Bay towards Chambers Island, to Green Island, and then back to the Menominee Marina. While the cup race was in progress, other competitive events took place. A Saturday evening banquet was followed by a formal ball, which was held at the Marinette Catholic Central High School gymnasium. The Bay Jammer Ball featured a Bridge of Honor and the awarding of the Bay Jammer Cup and other trophies.

Approximately 250 young men and women attended the first Bay Jammer and was lead by the late John Turner. Little did he or any of the other founders realize that this event would flourish and continue to this very day. Bay Jammer eventually reached its peak of attendance in the mid-sixties with over 1,100 Scouts and Scouters from around the Midwest attending.

In 2020 for the first time Bay Jammer was not held in Menominee. Due to a worldwide pandemic Bay Jammer found a home at Bear Paw Scout Camp in Mountain, WI. Because of the hospitality of BPSC we were able to keep the tradition alive.

Over the years, the Bay Jammer experience has changed and evolved with the times. Now Bay Jammer has more of an even mix of both water related events and land-based events. The boat races, which at the time were very popular, have declined progressively as the number of Sea Scout units has declined as well. Bay Jammer began as an event for Sea Scouts, then progressed to an event for both Explorers and Senior Girl Scouts of USA, and is now the premier event for all of the above, but is the flagship event of the Bay-Lakes Council's Venturing Program. The original intent of Bay Jammer was to provide a fun-filled and competitive event for Scouts in a seafaring community. It is fair to say that Bay Jammer has fulfilled those expectations.

As we partake in another Bay Jammer, which began on that cold January day in 1948, let us remember those who came before us and founded this great event. Let us also remember the good times we have had and the lasting memories and friendships that we are creating together once again this year.

**Disclaimer: PLEASE READ**

**Water Events**

Waterfront events will be held on the bay of Green Bay (Lake Michigan), as well as an area community pool. Depths of water can vary. Any person in any watercraft must be able to swim to shore, or tread water until help can arrive in the event that someone were to fall into the water. All those using any watercraft are required to wear a personal floatation device (PFD). Overall safety is number one and anyone entering the water **MUST** show documentation of successfully passing a BSA swim test conducted by certified waterfront personnel.

**Land Events**

Land events will be held at the Parks located in the Menominee Historic Downtown. We will be sharing the parks with other events going on this year and locations of events are subject to change.

## Schedule of Events

### Friday

5:00 – 7:00 pm	Registration of Units Tug-of-War Weigh-In Period
7:45 pm	Meeting for all King and Queen Candidates
8:15 pm	Opening Ceremony - Conducted by last years' Earl Nelson Winners
8:30 pm	◆Lip-Jam – Talent Competition King \ Queen Group Interview - following lip jam Street dance \ Mingle - following lip jam
11:30 pm	

### Saturday Morning

8:00 – 9:00	◆Swimming Competition – TBD
9:00 – 10:00	◆Log Rolling practice
9:00 - 12:00	◆Marlin Spike ◆Compass Relay ◆ Log Sawing ◆ Mini-Olympics ◆Bucket Brigade
10:00 – 12:00	◆Log Rolling

### Saturday Afternoon

12:00 – 1:00 pm	Lunch Break - On Your Own
1:00 – 3:45 pm	◆Ring Buoy Toss ◆ First Aid ◆ Canoe Race ◆ Pulling Boat
3:30 – 5:00 pm	◆ Sand Sculpting

### Saturday Evening

5:30 – 6:30	◆ Drilling and Maneuvering
6:30 – 7:45	Prayer – lead by last year's Spirit Award Winner Dinner – Please wear your uniform Polls open for King and Queen Voting
8:30 – 11:45	Dance – Saint Thomas Aquinas Academy
10:15 pm	King and Queen Candidates Assemble
10:30 pm	Announcement of the Bay Jammer King and Queen (Approximately)
11:45 pm	All units should leave the dance no later than midnight.

## Sunday

9:00 am	◆Volleyball Competition
10:00 am	◆Tug-of-War Competition
11:00 pm	Awards Ceremony
12:00 pm	Closing Ceremony - Conducted by this years' John Turner Award Winners

### Notice regarding schedule of events

Please note that all event times and locations are subject to change in the event of inclement weather and, or any other circumstances. Units will be notified of any changes as soon as possible. Please be listening to our public address system for updates throughout the weekend. Please text bayjammer to 84483 to receive updates throughout the weekend. (See description on page 4)

Please also note that it is very possible that the schedule will be running either ahead of schedule or behind schedule. This depends on the number of units registered. Please be patient with the event staff if circumstances like this arise. Thank you for your cooperation and understanding!

### Awards

Each summer the Bay Jammer gives out a number of awards. Those include participation patches for all participants, participation ribbons for all units, ribbons for all first, second, and third place units per event, traveling trophies, and keepsake plaques for units earning the highest point totals. Some of the traveling trophies awarded include the following:

- Jack Sorenson Award - King and Queen Recipients
- Fred Rein Award - Lipjam
- Ernie Stromer Award - Swimming
- Howard Bandy Award - Marlin Spike
- Dennis Tuma Award - Log Rolling
- Gregg Kitkowski Award - Mini-Olympics
- City of Menominee Award - Drilling and Maneuvering
- Pawlowski/Payton Spirit Award
- John Turner Award - Top Overall Unit
  
- Traveling Trophies (Awarded units are responsible for engraving & returning the trophies for the next year's event)
  
- Frank Tremmel Service to Youth Award – This award plaque is given to an adult who has shown a commitment to Scouting development for youth members by contributing to the values of Bay Jammer Program. This is not an annual award.

## Description of Events

### King and Queen Competition

Location: Everywhere

\*\*\* King & Queen Application Form is at the end of this program guide\*\*\*

Only one candidate per unit may enter the King and Queen Competition. \* An informational meeting is scheduled on Friday. This meeting will outline the candidates' involvement throughout the weekend. See the attached application at the end of this packet for more information.

All candidates must fill out the attached application and turn it in at the Friday meeting. It is advised candidates type and fill out the application before arriving at Bay Jammer.

Candidates for King and Queen will be asked a question (or more) after their unit's LipJam performance. Questions will range from "silly" to "serious" in nature. The participant will be judged on their response and manner on stage.

Friday night after lip jam the candidates will be interviewed in a group setting. Questions will be asked to help the staff determine how the candidates exemplify the values of Scouting.

On Saturday staff members will be out and about, once again evaluating the candidate's interaction with all Bay Jammer participants and event staff.

During the late-afternoon through the end of dinner, each unit will have the opportunity to vote for their King and Queen choice.

The winning candidates, as well as runner ups, will be called on stage for the coronation ceremony and ceremonial dance at 10:30 pm at the Saturday dance.

\*As stated only one candidate per unit may enter the competition. Co-ed units may decide to enter a King OR Queen candidate, not one for each category.



Each unit will have the opportunity to take the stage and provide entertainment to the crowd. Units are encouraged to use props and costumes to enhance their performance. The more recent lip jam idea is still available if you wish.

Units are strongly cautioned to use good judgment when picking a song. Units with songs that are not in good taste will not be allowed to take part (determination will be made by the Event Chairman - All rulings will be final). Unit leaders are required to make sure that all songs and performances are in good taste and with a rating of no greater than PG.

A minimum of five (5) members per unit must participate in some way (if you have less than 5 registered youth at bay jammer, and everyone participates; you will not lose any points for that criteria.). We will also allow one (1) adult leader to participate as one of the minimum required. This adult leader may NOT play the lead role, however he or she could play an accompanying role if desired by the unit membership. Unit leaders are reminded that this is an event for youth participants. Please encourage them to arrange their performance the way they would like, in good taste of course.

A unit's performance must meet a minimum of three (3) minutes to qualify for participation points, but must not exceed six (6) minutes. Important - Units must be ready to set-up for their act using a MAXIMUM of three (3) minutes.

The use of a sound system will be provided and will be operated by one of the event staff. One cordless microphone will be available during your performance.

Units will be selected to perform at random by one of the event staff.

Judging for Talent Night will be based on creativity, uniqueness, use of props, technique, number of participants, and time used. If you have any questions, please do not hesitate to contact our event chairman prior to Bay Jammer weekend.

### **Scoring used for Talent Night**

- Maximum of three (3) minutes used for set-up
- Minimum of three (3) minutes - Under six (6) minutes
- Minimum of five (5) participants (Only one adult leader)
- Technique associated with talent
- Use of Props/Costumes
- Creativity/Uniqueness
- Was the performance enjoyable to the judge

### **40 points possible**

- (Unit receives either 0 or 5 points)
- (Unit receives either 0 or 5 points)
- (Unit receives either 0 or 5 points)
- (Unit can receive between 0 and 10 points)
- (Unit can receive between 0 and 10 points)
- (Unit can receive between 0 and 10 points)
- (Unit can receive between 0 and 10 points)

**If you need music played over the PA During your performance, Please bring it, in mp3 format on a “clean” thumb drive**

## Swimming Competition

Location: Civic Center

The swimming competition is held at a local pool.

This competition consists of three (3) separate races, which include:

Freestyle Race - One (1) person per unit must swim one (1) length of the pool using a style of their choosing.

Swimming Relay - This relay will consist of a four (4) member team. Each team member will swim one leg of the relay. The first two legs will be breaststroke, the second two will be freestyle. A penalty can be assessed for not using the correct stroke, in the first two legs.

Inner Tube Race - This relay will consist of a four (4) member team. Each person will swim one (1) length of the pool while lying on top of a car-size inner tube.

The Swimming Competition is a timed event.

## Marlin Spike

Location: PARK GROUNDS

The Marlin Spike event consists of a four (4) member team per unit. This competition consists of one (1) member putting an eye splice in one of the lines provided. A second member must put a common whip on the other end. The remaining two (2) members must tie three (3) lines together using square knots. The new line will then be used and heaved over an "H" frame structure. A timber hitch will be used on a log, which will be hoisted up to the top of the frame. Using a clove hitch, the opposite end of the line will be secured to a post. Points will be awarded to the unit for both time and accuracy. Those with questions about the Marlin Spike may contact Sid Kientiz, event judge, at (715) 923-6563.

## Compass Relay

Location: PARK GROUNDS

The Compass Relay event consists of a four (4) member team. This is a timed event using the sixteen (16) points of a compass. The compass "rose" will be a 14' diameter circle with pegs of equal height. The first member of the team will run from the starting point to the middle of the circle. He or she will select a marker with a compass direction on it, turn it to the appropriate peg, and will place the marker face down. Once completed, contestant one (1) will return to the starting line. The process continues using each member of the team until all sixteen (16) points of the compass have been marked. Incorrectly placed markers will be assessed with a 5 second penalty. The time limit will be ten (10) minutes maximum. Mistakes for leaving the starting point early will draw a thirty (10) second penalty.

## Log Sawing

Location: PARK GROUNDS

The Log Sawing event will consist of a two (2) member team. Only one (1) team per unit will be allowed to participate. The team will step back in time like the lumberjacks/jills of yesteryear and use a two-person saw to cut through a log with a diameter of approximately 9". This is a timed event.

## Mini Olympics

Location: PARK GROUNDS

For the Mini-Olympics, four (4) people per unit should participate. Several exciting and challenging events are combined and will have units running against the clock. Each of the four (4) contestants will run the course

separately. The judge will then take the combined time of all four entrants and use that to determine a unit's overall score.

### **Bucket Brigade**

**Location: PARK GROUNDS**

The Bucket Brigade consists of a maximum of three (3) contestants. The objective is for each contestant to enter the water to fill a pail of water. The pail must then be carried back to shore over the contestants' head with the objective of filling a container. Only two (2) warnings will be given if the contestants are not carrying the pail over their heads. After two (2) warnings, one inch will be deducted for each offense. The unit with the most water in the container after three (3) minutes will be considered the winner. The contestants may opt to level the container prior to beginning the event. In the event that the container is full before three (3) minutes, the judge will stop the clock, measure its contents, and allow the contestants to begin again after the container is empty. The contents of both will then be added together. Only one contestant, who has the bucket, is allowed at the container. Remaining contestants must wait on the sidelines until the pail is passed to them to begin their turn. No backsplashes allowed, human or otherwise.

### **Log Rolling**

**Location: PARK GROUNDS**

Have you ever watched professional log rolling on television? Whether you have or haven't, unit contestants will have an opportunity to defy gravity while staying on top of a slippery floating log. Each unit may have two (2) total entries. The entrants must be barefoot and stand crosswise on the log. Each entrant will be given up to three (3) opportunities. The team member with the longest time will determine the top score per unit.

### **Pulling Boat**

**Location: MARINA**

The Pulling Boat Race consists of a three (3) member team. Only one (1) team per unit will be allowed to participate. Two (2) of the contestants will row the boat while the third member will act as a coxswain to steer the boat. The unit's objective is to row over a designated course from the start to finish. All participants must wear life jackets, which will be provided. This is a timed event.

### **Canoe Race**

**Location: MARINA**

The Canoe Race consists of a two (2) person team. Only one (1) team per unit will be allowed to participate. The unit's objective is to paddle through a designated course. Life jackets will be provided and must be worn. Participants must use the paddles provided to them. This is a timed event.

### **Ring Buoy Toss**

**Location: MARINA**

This event will measure the throwing accuracy in a simulated lifesaving situation. A team of two (2) from each unit will participate. The object is to get two (2) successful throws to a victim in the water at a distance of 10-15 yards. A successful throw is one that goes beyond the victim, without hitting the victim. For the first throw to count, the ring buoy must be thrown successfully and then be pulled within reaching distance of the victim. For the second throw to count, the buoy must be thrown successfully and then pulled so it touches the victim, at which point the clock will stop. The two (2) teammates combined time will be used for the unit overall time.

### **First Aid Event**

**Location: MARINA**

The First Aid event consists of a two (2) member team. The contestants will select a card with a cause for first aid written. They will then be given exactly one (1) minute to form a plan of care. The contestants will then have a maximum of two (2) minutes to state in chronological order how they plan to treat the patient. Points will be awarded on both accuracy and the chronology of treatment.

### **Sand Sculpting**

**Location: MARINA**

We are bringing this one back, but it is still dependent on beach conditions. Sculptures can take on any design or shape. They must fit into a limited space no Larger than 4 x 4. Units may use buckets, shovels, rakes, and other tools to create their sculpture. Units may also opt to use any natural items that exist on the beach to enhance their creation, such as driftwood, feathers, rocks, etc. Man-made articles will not be allowed as part of the sculpture.

### **Drilling and Maneuvering**

**Location: PARK GROUNDS**

To participate in Drilling and Maneuvering, units should have a minimum of five (5) members. A formal uniform inspection will be conducted prior to maneuvers. Judging for Drilling and Maneuvering will be based on precision, originality, appearance, time, and accuracy. Movements must include the following: attention, parade rest, at ease, hand salute, dress right, left and right face, about face, left and right flank, column right and left, forward march, to the rear march, and halt. Scoring will also include marching, maneuvering, spacing, distance, file rank, and keeping in step. Time will start when the first command is given. There is a three (3) minute minimum and four (4) minute maximum time frame. Points will be deducted if units are not within the time frame. The person giving the commands may march with the unit or may remain stationary. Grid size is 75' x 75'.

### **Saturday Night Semi-Formal Dance**

**Location: St. Thomas**

Let loose and have some fun at the Bay Jammer dance. During the dance the Bay Jammer King and Queen will be announced. Please be aware that the dress code will be enforced this year.

Unit leaders are responsible for the appropriate conduct of the youth.

### **Volleyball**

**Location: PARK GROUNDS**

The Volleyball Tournament consists of a six (6) member team (minimum of four members). This is a single elimination event. Rally scoring will be used. A coin flip will determine which unit will serve first. All rulings by the officials are final. A captains meeting will be held at the beginning of the event to discuss basic rules.

### **Tug-O-War**

**Location: PARK GROUNDS**

For the Tug-of-War event, there will be 850 lb. weight limit for each team participating. Units must weigh-in on Friday during the above mentioned time, to determine what members will make up their "tug team". No substitutions to the "tug team" can be made after weighing in, without just cause, and permission from the event judge and program director. Cleats or foot-holes will be allowed. The last person of each team may NOT wrap or tie the rope around his or her waist.

**Scout Spirit** is an ideal attitude that Scouts around the world are supposed to show, based on adherence to the Scout Law and Scout Oath. This award will be given to the unit that best exemplifies these ideas throughout the weekend. After the last event the committee will meet and based on comments from judges, staff, unit leaders, participants, the committee will choose the unit that best exemplifies Scout spirit. The winner will be announced during the award ceremony.

## **Event Scoring**

The scores for each event are tracked on a judging sheet, which is later tallied into the final event results. In order to keep events as fair as possible, the judges are asked to not share any scores with participants. If a participant feels there is a discrepancy in the final event results, they are asked to bring it to the attention of the program director, who will investigate the discrepancy and determine if there is indeed a change needed to the final results.

Scoring for all of the Bay Jammer events will be based on the following point values:

All units will receive five (5) participation points per event that they participate in.

Units earning a first in any event will receive a total of 20 points.

Units earning a second in any event will receive a total of 15 points.

Units earning a third in any event will receive a total of 10 points.

All points will be tallied by the official scorer, who will determine the winning units. Final scores may or may not be shared with unit leaders at the conclusion of the Bay Jammer (time permitting).

## **Participant Participation Rules**

Participants must be registered in their respective Organization, This includes the Boy Scouts of America or Girl Scouts of the USA. Participants must meet the age requirement of being a member of the Venturing program. That is 14 to 20 (or 13 and completed the 8<sup>th</sup> grade)

## **Unit Participation Rules**

All units will participate in the same division this year. The decision has been made to go back to the original scoring, where all units will compete against each other. For clarification there will be no Co-ed or Female division.

Units with low membership may combine into one. We may be of assistance, so please ask if you have a numbers problem. Any combination of units must be approved by the event chairman. Units will have to determine how to divide any awards won. **Units with large membership may seek permission from the event chair to be split into smaller groups, to improve participant involvement.**

## Dress Code

The following includes a listing of the official Bay Jammer dress code requirements. Please be sure to adhere to these requirements. The Bay Jammer committee reserves the right not to allow a unit to participate in any event if they do not meet the requirements listed below.

Throughout the Weekend - Official unit uniforms are strongly encouraged but are not required attire for all activities and events. Unit leaders are asked to see to it that their youth members are appropriately dressed throughout the weekend. During water events, swimsuits are most appropriate; however, we ask that all young men and young women wear something to cover up their swimsuits at all other times. It is suggested that units consider wearing a unit t-shirt.

Drilling & Maneuvering - Official unit uniform or other matching neat and professional attire is absolutely required.

The dress code for the Saturday night dance is *semi-formal*. Please keep clothing appropriate as it is a reflection of your unit, your city, and you. We ask for no hats, jeans, t-shirts, casual tank tops or extremely short skirts/dresses.

Adult Leaders - The same policies imposed upon the youth also apply to adult leaders/chaperones as well. Please be sure to set a good example for your youth members.

## General Expectations

- Adult leaders are responsible for the conduct of their unit while at Bay Jammer. Infractions of these rules may result in disqualification. All rules and regulations are in accordance with the guidelines from the "Guide to Safe Scouting & Safety wise."
- Proper unit leadership must be present with their respective unit at all times. A minimum of two (2) registered leaders, with both being at least 21 years of age must be present.
- Participants must be registered in their respective Organization, This includes the Boy Scouts of America or Girl Scouts of the USA. Participants must meet the age requirement of being a member of the Venturing program. That is 14 to 20 (or 13 and completed the 8<sup>th</sup> grade)
- Male and female participants/leaders must have separate sleeping accommodations.
- All injuries must be reported to the Bay Jammer headquarters.
- Bay Jammer will not tolerate any substance abuse. This includes drugs and alcohol. Any participants caught will be sent home immediately.
- Smoking is not permitted! If adults must smoke, we ask that they do so off site and away from youth.
- The curfew for the weekend is 1:00 am. All youth and adult members must be in their respective sleeping quarters no later than 1:00 am.
- Swimming shall be conducted based on the guidelines of either the Boy Scouts of America or the Girl Scouts of the USA.
- Lifeguards are on duty for Bay Jammer events. Your unit must provide its own lifeguards for activities not a part of Bay Jammer. (Example: pier jumping or swimming outside of competition are NOT sanctioned by Bay Jammer or the Bay Lakes Council.)
- In order to participate in any Bay Jammer event, each member must be registered, paid, and listed on the unit's event roster.
- All youth members must have a Bay Jammer Agreement Form on file (see enclosed).
- Units must adhere to all dress code requirements throughout the weekend. Participants may not be allowed to participate if the dress code is not followed. Unit leaders are encouraged to do bag checks before departing.
- Rulings by the event staff are final. While some decisions may be controversial, the event staff will always try to make the best possible decision in all circumstances.

## **Accommodations**

Camping is an affordable option that units may want to consider when attending Bay Jammer. Camping is allowed for a nominal fee at Menominee River Park, which is cleverly hidden behind the M&M Plaza in Menominee. For more information, please contact the park office at (906) 863-5101 or call Menominee City Hall and ask for the Recreation Department at (906) 863-2656. Call early because River Park books up very early in the season. Another camping option is located at City Park in Marinette. Contact the Marinette City Hall at (715) 732-5140.

## **Schools \ Churches**

There is a very limited number of schools \ churches that have made their facilities available. Units must provide all sleeping materials. These locations are not set up for sleeping, so please pack accordingly. There are ample accommodations, but they are assigned on a first-come, first-served basis. If we receive many requests, some units may be asked to share a location.

## **Tourist Park**

Camping is also available at Tourist Park in Menominee off of First Street, however there are no electric or water hookups. Bathroom facilities at Tourist Park are also not geared for campers but are suitable. Camping at Tourist Park fills fast, so register early.

## **Hotels**

There are many great lodging establishments in the greater Menominee area. Keep in mind that many book up very early. Please be sure to inform the event staff of the lodging location at registration in case of an emergency.

## **Emergency contact / Severe Weather**

For Law Enforcement, Fire, or Emergency Medical Services CALL 911. Then contact a Bay Jammer staff member.



## Registration Information

Units can register on-line by filling out the on-line registration on the Bay-Lakes Council Bay Jammer Webpage ([www.baylakesbsa.org/bayjammer](http://www.baylakesbsa.org/bayjammer)).

### Registration Fees:

\$35.00 per youth participant

\$25.00 per adult \ Camp Staff \ Alumni

Registration will close 7 days before the event: July 7, 2023

Upon Arrival at Bay Jammer

Units will provide the following:

1. A unit roster.
2. A participant agreement for everyone registered for the event.
3. **Health Form: All participants (youth & adult) are required fill out the annual BSA health and medical record, sections A and B. This form is available from the Bay Jammer Webpage.**

At registration, units will receive a packet of materials, competition number, and camping or housing information. This is also a perfect time to sign up for the various events.

Registration costs include participation in all Bay Jammer events, dance, Saturday dinner, all certificates, ribbons, plaques, and commemorative patches.

## Camp Staff Registration

Camp staff from the Bay Lakes Council are invited to spend their weekend down time with us if they choose. Staff members will pay \$25.00 for registration that includes Patch, Dinner, & Dance. Please inform the Event chairman as soon as possible if you are attending this year's event.

**THIS FORM IS REQUIRED FOR ALL YOUTH AND ADULTS ATTENDING BAY JAMMER.**

**Participation Agreement**

I have reviewed the Bay Jammer program guide and understand all the rules for the weekend. I also have read the requirements for participation in all events and will comply with such.

Signature of Participant Date

Signature of Parent/Guardian if under 18 Date

**Participation Agreement**

I have reviewed the Bay Jammer program guide and understand all the rules for the weekend. I also have read the requirements for participation in all events and will comply with such.

Signature of Participant Date

Signature of Parent/Guardian if under 18 Date

**Participation Agreement**

I have reviewed the Bay Jammer program guide and understand all the rules for the weekend. I also have read the requirements for participation in all events and will comply with such.

Signature of Participant Date

Signature of Parent/Guardian if under 18 Date

# Bay Jammer King \ Queen

## Application Form

**Name:**

**Age:**

**Unit:**

**City:**

**Comp #:**

**Description:**

**Attach Photo Here**

The Bay Jammer King and Queen represent the spirit of Bay Jammer. Each unit is allowed one candidate, so coed units must choose to submit either a King or a Queen candidate, but not both. During Registration, all candidates will pick up an application and sign up for the competition. There will be a short mandatory meeting before Lip Jam (see schedule) so the candidates will know what is expected of them throughout the weekend. During Lip Jam, the candidates will be called up on stage to answer an impromptu question(s). Applications need to be turned in during the Friday night interviews.

### Judging Criteria:

- Talent show Question(s) 15 points possible
- Application 30 points possible
- Group Interview 20 points possible
- Saturday Observations 20 points possible
- Popular Vote 10 points possible
- Comments from Bay Jammer Event Staff points added/deducted for each Positive / Negative comment

### Application Questions:

Please answer the following questions on a separate sheet of paper and turn it in with this cover sheet by the start of the interviews Friday night. These answers will be judged and scored by a panel of judges. They will also be displayed so the Bay Jammer participants can review to help them vote on Saturday. Keep in mind that others will be reading this, so please print legibly, or you may type your answers out at home. If you have any questions, please do not hesitate to ask. Prior to Bay Jammer weekend, questions may be directed to the Program Director

1. How does Scouting influence you in everyday life?
2. What is the biggest thing you will take from scouting and how will it play out in your future?
3. What can a positive Scouting experience do for a person?
4. What is a Scout's greatest asset or tool and how do you use it outside of your unit?
5. Is there anything else you would like to share with us?