

2025 CAMPOREE

Open to all Troops and Crews of Pacific Crest Council

Hosted by Doug Fir and Oregon Trail District

TOP CHEF!



Sept 12, 13, 14 2025

Camp Murnane

LEADER'S GUIDE

General Information and Procedures

Registration & Cost: A Camporee Registration Form can be completed online through the Pacific Crest Council website for \$20 per person. You must pre-register this way by August 31st. After August 31st, you may still register for Camporee for an additional \$10 fee per person until September 7th for a total of \$30 per person. **Any registration after the 7TH will be \$50 per person.**

Registration: <https://scoutingevent.com/697-100571>

Included in the fee are the event patch, awards, insurance, and other general camp expenses. Please prepay and register your troop online through the Oregon Trail Council website. Arrow of Light scouts may attend as guests of a sponsoring troop only. They will need an assigned buddy at all times from the troop. Wristbands will be required to be worn at all times while in camp. (they **MUST** be worn on your wrist)

Location: **Camp Murnane, 26733 Powell Rd Eugene, OR 97405.**

Vehicles: All vehicles (except designated staff) must park in the designated parking area. Only one vehicle per troop will be allowed to unload gear in camp. **THIS IS SUBJECT TO CHANGE AT ANY TIME.** Please follow all directions from staff as we will have more vehicles than in years past. We will only allow vehicles that are staying for the weekend to drive into camp. If your adult leaders are dropping youth off, they will do so at the main gate and we will provide transportation into camp.

Parking: All vehicles must be parked in the designated parking areas. **There will be no trailers, RV's or vehicles allowed in the campsites.** Ideally, every Scout should backpack their equipment into the Camporee site during check-in at the designated hike-in site.

ONE Vehicle per unit may be allowed to drive to campsite for loading/unloading camp gear. Only Staff vehicles will be allowed near the main field. THIS IS SUBJECT TO CHANGE AT ANY TIME. Please follow all directions from staff. We reserve the right to request those who don't follow the instructions of the staff to leave camp.

Check-In: All units must check in at the registration table located along the road near the camp when they arrive. Please have all paperwork ready for verification. There will be a registration table at the entrance to the camp. All Units registered still need to check in to confirm their attendance and turn in their unit roster. Units will hike from the second gate to their camp site. Judging **STARTS** now! (Adults bringing equipment in for their unit will be allowed to drive it into camp) Please be advised, driving **TO** your campsite will be subject to change and is a privilege not a right. We will determine this upon the start of camp.

Departures: Camporee will officially end on Sunday by 11:00 AM. You may stay and camp through Sunday morning. Regardless of when you leave, your campsite must be inspected by a member of the Camporee staff before your troop may depart.

Camping: All units must camp in the designated camping area. Adult leaders should be camping in the rear of the troop camping area, separated from the scouts.

Restricted Areas: The water areas are out of bounds. Beyond the designated cleared areas is out of bounds. Any Scouts and/or Units found in violation may immediately be asked to leave Camporee.

Policies: Pacific Crest Council, Scouting America camp policies will be in effect and followed during the event. **Camporee headquarters must be notified of any visitors. Scouts who leave during the event must check out with an adult leader.** Scouts, leaders, and staff are expected to follow the Scout Oath and Law for all activities and programs.

Restrooms: ***There will be portable latrines on site for scout use. They will be labeled for designated use.***

Cooking: Your troop is responsible for feeding itself during this event. Plan to bring propane stoves or charcoal briquettes with raised cooking devices to hold them. Patrols will be judged on camp kitchen etiquette, cleanliness, and use of scout skills with no adult assistance while cooking. **The ability to have a fire in campsites will be determined based on current local guidelines and fire danger. NO campfires on or in the ground. Cooking fires must be in self-contained pits above ground.**

Water: Units will be responsible for bringing their own water.

Health & Safety: A qualified medical professional will be on-site to handle injuries or medical concerns. Any injuries or accidents must be reported to Camporee headquarters immediately.

Music and games: Camporee is not the place for cell phones, radios, recording devices, electronic games, computers, and iPods. However, musical instruments are welcomed.

Low Impact: This Camporee event is a Leave No Trace event. Scouts are not allowed to dig holes or damage the ground. The only things allowed to be driven in the ground are: small tent stakes and site markers installed by staff members. Remember, take nothing but pictures. Leave nothing but a footprint.

Trash: Please separate all recyclables from non-recyclable materials. As Scouts are good citizens, we serve as a good example for good stewardship and remind those that watch to be conservation minded. Camp Murnane is PACK IT IN, PACK IT OUT. There will not be a dumpster available.

Please pack all of your food into heavy containers to discourage the forest creatures from pillaging food. Pack out all your trash. Don't leave any around – we don't want to find last year's trash this year just as we don't want to find this year's trash next year! Do not bury any trash or garbage. Plan to properly dispose of recyclable items you collect.

Uniforms: We're Scouts: We wear uniforms. Wear them proudly throughout the event, at flags, and at closing campfire. When Scouts are participating in the Saturday games, they may change into approved troop activity uniforms. Scouts should bring work gloves as well.

****Specifically for the inspections, units will be required to wear the standard Troop uniform and will be scored based on Unit's ability to be undeviating.****

Campfires: ***The ability to have a fire in campsites will be determined based on current local guidelines and fire danger. NO campfires on or in the ground. Cooking fires must be in self-contained pits above ground. Campfires will be allowed only in above ground fire pits. The pits must be high enough or insulated enough so the ground will not be scorched. The fire cannot be bon-fire sized. Units must provide their own firewood. No firewood can be taken from the surrounding area.***

Competition, Scoring, and Awards

From the time Scouts arrive on Friday through the time the unit departs, troops, patrols, and crews will be scored for awards in competition with the other units in camp. A variety of awards will be presented at the closing campfire, including the coveted **Best Troop and Patrol** awards.

Size doesn't matter. Strength doesn't matter. What matters is your Scout spirit, your drive to do your best, and a firm knowledge of Scout skills. It is not unheard of for a first-year patrol beating the most senior patrol at Camporee!

Troops, patrols, and crews will be scored based on the following items and events throughout the Camporee:

Scout Spirit (from Friday's march into camp until departure)

1. Attendance and active participation in specific events, including flags and activities
2. Preparedness and mastery of skills found in the Scout Handbook and Field book
3. Campsite cleanliness and organization (be creative, yet organized)
4. Camp cooking etiquette, skill, and organization (including duty roster and menu posted – judges will visit during meals to insure adults are not cooking for Scouts)
5. Campsite entrance and camp craft (lashings are expected – do something extravagant or exciting for bonus points!)
6. Extra points can be scored. Check with camp staff.

- **Arrow of light scouts may attend as part of a sponsoring troop only. They will need to be assigned a buddy at all times.**

DOES YOUR UNIT WANT TO PICK YOUR CAMPSITE?

Here's how you can do it. On September 7th, 2025, we will be having a Camp service day. Bring your Unit out to camp, help set up event sites, equipment and **YOUR CAMPSITE**. If you help the staff with camp set-up, we will let you pick your site, even prepare and set your equipment in your camp for your camp improvements a week in advance. Do you have a trailer with all your troop's equipment in it? Want to drop it off early? **THIS IS THE WAY TO MAKE IT HAPPEN.** We recommend that you bring a sack lunch as well. We do not want you to set up your site, simply get your equipment in your site.

2025 Camporee Schedule

Friday

5:00-8:00 PM	Check-in & Registration at the Pavilion, inspections in campsite
Upon Arrival	Receive Scavenger Hunt List for Protein ingredient
9:00 PM	Unit Leadership Meeting (1 Youth and 1 Adult Leader per unit)
10:30 PM	Lights Out/Quiet Hours

Saturday

6:00-7:30 AM	Reveille & Breakfast in campsites
7:00-8:00 AM	Last Minute Check-in & Registration
7:30 (Sharp)	Flags & Opening Ceremonies (in Field Uniform)
8:00	Stations Begin
12:00 PM	Lunch (patrols eat on the trail, staff & station masters eat at Pavilion)
12:00 PM	Scavenger Hunt Turn-in
12:30 PM	Stations Resume
1:30	Stations End – Station Leaders and Patrol Leaders turn in score cards right away
1:30	Patrol Leader or Patrol's Head Chef pick ingredients
3:00	Cooking Starts
3:20	Appetizers turn-in window opens (secret ingredients sent out)
4:00	Main Course turn-in window opens
4:30	Desert turn-in window opens
5:00	Turn-in window closed!!!!!!
4:30-5:00	Dutch Oven Competition Turn In
5:00-6:30	Dinner, in campsites
6:30	Evening Flags
8:00	Awards/ Campfire Program
11:00	Lights Out/Quiet Hours

Sunday

7:00 AM	Reveille & Breakfast in Campsites
9:00	Clean-up & Head Home - Safe Travels

Unit Leadership Meeting

Each unit will send their youth and adult leader for the weekend to this meeting. Friday night at 9:00 pm. At the meeting, Camporee staff will provide additional information about the weekend and review the schedule. If you have questions, this is the time to get them answered.

Flag Ceremonies

Flag ceremonies will be held at the parade grounds in front of the pavilion. Units should line up in patrol formation for all flag ceremonies. Uniforms, patrol flags, and troop flags should be utilized.

If a patrol or unit would like to participate in a flag ceremony, please sign up in the pavilion on Friday evening.

Campfire

The campfire program on Saturday night is a fun way to wrap up the weekend. Each patrol or troop is requested to participate in this event. Patrols and troops are asked to sign up for skits or songs in the pavilion with the title of the skit/song, unit #, and patrol or group name. There may be points available at the troop level for participation.

A sign-up sheet will be in the pavilion during the following times

Friday 5:00-9:00 PM

Saturday 7:00 AM - 5:00 PM

All skits and songs must meet the following guidelines and be screened by the OA:

Campfire Guidelines

- Must be scout appropriate: *A Scout is Clean*
- No throwing of objects, food, or water into the crowd: *A Scout is Courteous*
- No humiliation. No one should leave the stage feeling ridiculed, called a name or uncomfortable (even if they were in on the joke): *A Scout is Kind*
- All presentations must be approved. Scouts shall be prepared to present to their unit leader and OA representative the material before presenting it to the audience. The unit leader and OA representative will make sure that it is appropriate: *A Scout is Trustworthy*. Camporee staff have ultimate oversight.

Adults and individuals are welcome to participate on stage as well. Just sign up.

AOL

AOL Dens/Patrols may participate as a Patrol or as guests of a Troop. They may spend the weekend as governed by current GSS guidelines.

Patrol Cooking Competition

Overview

Each cooking patrol will be assigned a starting station for the competition, a score card, and a map. Patrols must go to each station in the order of their assigned station. Half the patrols will proceed in numeric order, the other half in reverse numeric order. Be careful to understand instructions.

Each station is up to 30 minutes long. Patrols are not to move on to the next station until the time is up, even if the station is complete. Patrols may use extra time to work on skits or other non-competitive activities.

The Stations are events that are a combination of classic Scout Skills and inspired by the Trail to 1st Class. Each patrol is graded individually based on the corresponding score. 1st place in that station grants the patrol 1st choice to the corresponding ingredient Prizes may be presented depending on sponsorships. If you would like to sponsor prizes, please let the chairman know.

These stations are TENTATIVE depending upon volunteers and sign-ups. Station updates will be emailed to registrants closer to the event. Station order in this guide does not reflect the order of stations on the map during Camporee. This section will change, so stay tuned. Practice makes perfect. Use Scout meetings in August and September to tune up your basic Scout Skills.

All stations will be founded in basic Scout skills.

Stations

Patrol Supply List:

Stations will be equipped with supplies for each activity. Patrols should not be afraid to ask for a missing resource or help on understanding a task or skill at a station. Using one's resources is a strength. Courage to ask for help is a strength.

Each patrol will need to be sure to have the following materials with them as they go around the stations.

- **5-6 foot stave (hiking staff/stick) for each Scout in the patrol as preferred by each scout.**
- Patrol Flag!

- Patrol Yell!
- Scout Books
- 10 essentials (each scout should have in their own day bag)
- Lunch to eat on the trail. Not judged. May be cold or hot. Do not return to camp, eat on trail.
- Clothing for the weather
- A trash bag to pick up after yourself
- Scout Spirit!

Station 1: Scavenger Hunt

Patrols will be given a list of things to find or take pictures of, at check-in on Friday and will have until noon on Saturday. There will be a variety of items some will be easy and some will be difficult to find. Some items are riddles that must be solved first.

Station 2: Kim's Game

Kim's Game is a game or exercise played by Scouts, the military, and other groups, in which a selection of objects must be memorized. The game develops a person's capacity to observe and remember details. The name is derived from Rudyard Kipling's 1901 novel Kim, in which the protagonist plays the game during his training as a spy.

Station 3: Atomic Pile

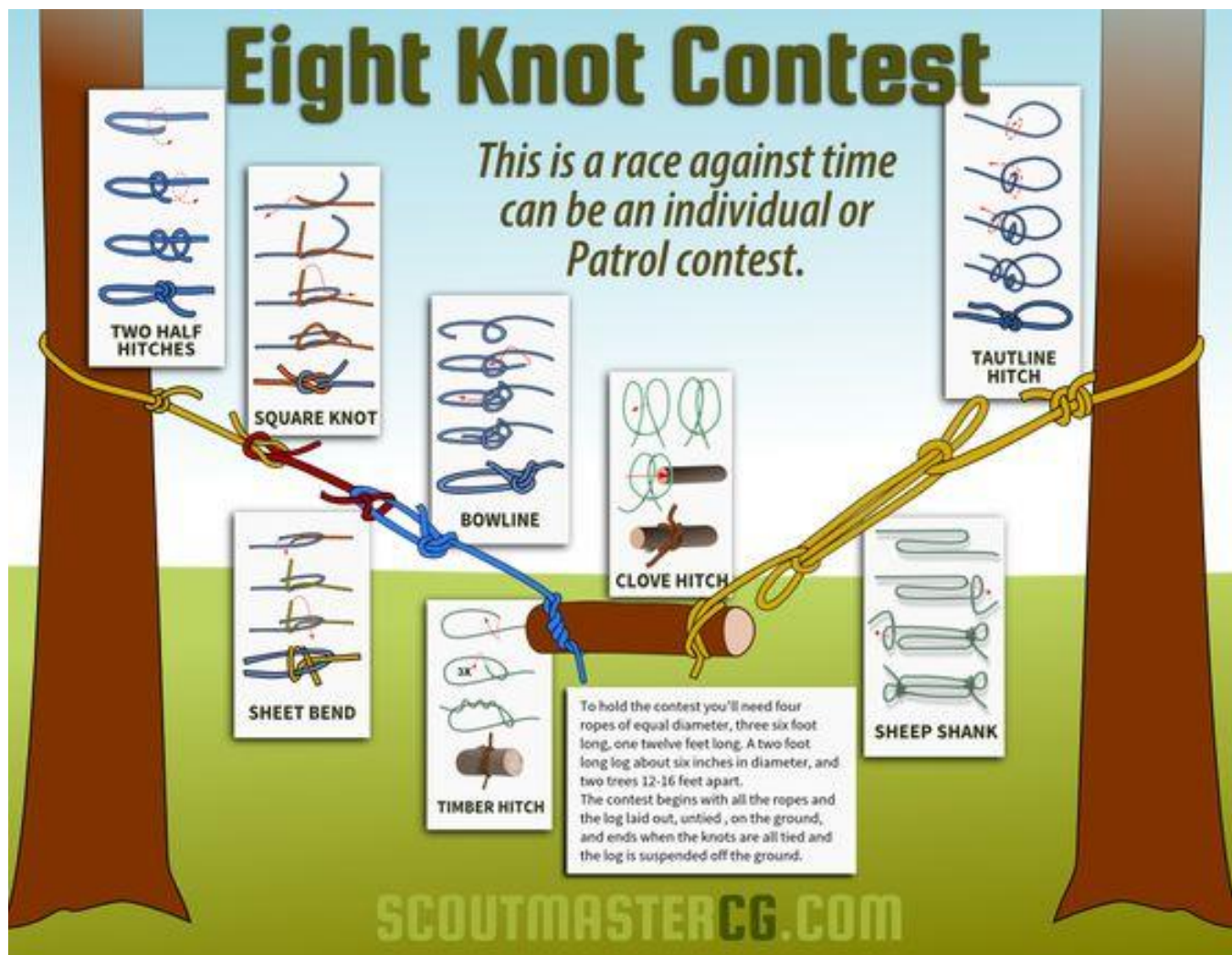
The best time is the patrol's standing.

Station 4: First Aid Station

Station 5: Knot Station

This station will test the knowledge of the 8 most common knots learned in Scouting.

- Clove hitch, Bowline, 2 half hitches, Square knot, Sheet bend, Sheep shank, Timber hitch, Taught line hitch
- At beginning for race, time will be allowed for practice and instruction where necessary.
- Event is timed
- Event is scored on skill, teamwork and leadership



Station 6: Sit-Ups/Push-Ups

The average number of sit-ups and push-ups (total number of patrol's sit-ups and push-ups divided by number of scouts in the patrol) completed by the patrol is the patrol's standing.

Station 7: Kybo 500

The best time is the patrol's standing.

Station 8: Lashing Station

Station 9: Describe the First-Class Scout badge

A relay Race

Scorecards

Scorecards will be kept at each station and turned into the pavillion at the conclusion of stations.

Scoring will be done electronically. There will be an award for the patrols scoring highest in the stations as well as awards for overall, dutch oven, and campsite awards

Cooking Competition

Overview

There will be a 2-hour window to complete the 3-courses (appetizer, Main Course and Dessert)

- After completion of the morning stations a representative from each patrol (Patrol Leader or Head Chef) will get to choose their ingredients, based on event placement (1st place gets 1st choice, 2nd place gets 2nd choice and so on)
- There will be a mass start.
- Appetizer may be turned in not earlier than Start +20 mins
- Secret ingredient will be chosen by representative that turns in the appetizer (1st turn in gets 1st choice, 2nd place 2nd choice and so)
- Main Course may not be turned in earlier than Start + 60 mins
- Dessert may not be turned in later than start +90 mins
- No turn-ins will be accepted after the start +120 mins.
- Adults may talk, but can't touch any items relating to the competition. (this is the youth's competition)

Staff-Approved Service Projects

There are several ways to earn points for participating in a service project while at Camporee. Some are simple while others more complicated. All projects must be approved by staff before initiating the project. They may be completed Friday night or Saturday. There may be points available at the troop level for these projects.

Projects include, but are not exclusive to:

- Delivering firewood to the campfire bowl
- Delivering water to the campfire bowl
- Helping set up or tear down a station or activity
- Clean and restock the restrooms
- Restock firewood boxes from designated firewood piles
- Other projects designated by Camporee staff

Volunteer at Camporee

This is for adults 18+ only. We need volunteers to make this happen.

Camporee Dutch Oven Cooking Contest Rules

THIS IS A SEPARATE COMPETITION FROM THE MAIN PROGRAM

Present your Dish to the judging station between 4:30 p.m. and 5:00 p.m.

1. All cooking for the contest must be done in accordance with the prevailing **Camporee Fire Safety Rules**. Cooking must be **Leave no trace** (use of a charcoal table or equivalent is recommended)
2. Youth Scouts or Patrols must prepare and enter a dessert
3. Adult Scouters must prepare and enter a main course meal item
4. All cooking must be done in Dutch ovens
5. Minimum Dutch oven size is 10-inch diameter
6. All food preparation must take place at Camporee on the day of the contest, Ingredients may not be precooked or prepared for cooking prior to Camporee
7. Present your Dutch oven entry to the judging station between 4:30-5:00 pm.
8. Contestants must clean up their cooking. **Leave no trace applies.**
9. Each entry to be judged must be delivered, by the cook or cooks, to the judging area in the Dutch oven in which it was cooked, with the lid on the Dutch oven. Stay in the area while your entry is being judged. As soon as your entry has been judged, you may take your entry back to your Unit site.

Dutch Oven Judges' Scoring:

A panel of judges will grade each entry based on:

1. **Overall appeal** (originality, creative ingredients, good recipe)
2. **Appearance & Presentation** (visual appeal, pleasing aroma, appropriate garnish)
3. **Execution of recipe** (cooked just right, not over or under done, color, volume, texture tender, moist, or crunchy as appropriate Taste (good flavor combination; appropriate seasoning: spices & herbs balanced for best flavor;)

CAMPOREE CHECK-IN FORMS

ROSTER & PATROL

UNIT: _____

Patrol Name	No. of Youth	Skill Level	Camping Style Practiced
		<input type="checkbox"/> Webelos <input type="checkbox"/> New Scout <input type="checkbox"/> Experienced Scout <input type="checkbox"/> Venturing	<input type="checkbox"/> Jamboree-style (patrol boxes & coolers allowed) <input type="checkbox"/> Backpacking style
		<input type="checkbox"/> Webelos <input type="checkbox"/> New Scout <input type="checkbox"/> Experienced Scout <input type="checkbox"/> Venturing	<input type="checkbox"/> Jamboree-style (patrol boxes & coolers allowed) <input type="checkbox"/> Backpacking style
		<input type="checkbox"/> Webelos <input type="checkbox"/> New Scout <input type="checkbox"/> Experienced Scout <input type="checkbox"/> Venturing	<input type="checkbox"/> Jamboree-style (patrol boxes & coolers allowed) <input type="checkbox"/> Backpacking style
		<input type="checkbox"/> Webelos <input type="checkbox"/> New Scout <input type="checkbox"/> Experienced Scout <input type="checkbox"/> Venturing	<input type="checkbox"/> Jamboree-style (patrol boxes & coolers allowed) <input type="checkbox"/> Backpacking style

You must also attach the “UNIT ROSTER” to this form

UNIT: _____

[illegible]



How to Find Camp Murnane:

Camp Murnane - Oregon Trail Council, BSA

Google maps has been updated to show the correct directions this year. so you can simply map search “Camp Murnane” and google maps is correct.

26733 Powell Rd. Eugene, OR

Camp Murnane

Emergency Procedures

This document contains information needed in the event an emergency should arise while in camp. The policies and procedures in this document should be closely and carefully followed to ensure the health and safety of every individual in camp.

This document should be studied before an emergency situation arises so that you are familiar with the policies, procedures, and actions to be taken. If you have any questions, contact the Oregon Trail Council at 800 -801-4430 Monday thru Friday 9am to 5pm for clarification.

The first thing to remember in an emergency situation or incident is to remain calm and use common sense. This helps to keep others calm and prevent future injury or illness. It is also important to only state facts concerning the incident.

In order to maintain the confidence and privacy of those involved, please keep your comments and statements about any incident to a minimum. ***Because no one person will have all the correct facts, no Scouter should make statements or comments to any media or news person. All media should be referred to the Oregon Trail Council without exceptions. Any incidents should be reported to the Oregon Trail Council Scout Executive. If pertinent the media will be given information as soon as all facts have been gathered and confirmed. If the media should contact you, it is ok to say "we have just learned that there may be a possible situation and are currently working to obtain more information".*** Give them the Pacific Crest Council (PCC) phone number and take their phone number so that the PCC Scout Executive can call them back. Do not just give them the answer of "no comment".

We never plan on an accident or illness to occur, but should one happen, following these policies and guidelines will help the incident be resolved quickly and without future incident.

Eligibility

Any registered Scout or Scouter of Boy Scouts of America is covered by this procedure. All guests must comply with the *Guide to Safe Scouting* while present at Camp Murnane.

Scout-to-Scouter ratios must also comply with the *Guide to Safe Scouting*, keeping in mind there are specific requirements for Cubs Scouts, Scouts BSA, Sea Scouts, and Venturers that differ between the programs.

Emergency Signal

If at an OTC district event such as camporee the camporee director will use a loud horn or whistle, if at a Scout troop event the Scout leader should have at least a whistle that can be used to sound an emergency while in camp.

When you hear this signal, secure your area and report immediately to the flagpole/pavilion.

Emergency Communications

There is no phone in camp, please have a charged cell phone. Cell service is limited.

Severe Storm or Natural Disaster

In the event of an impending storm, the following procedures will be followed:

1. The Scouter in charge of his or her unit will sound the camp wide emergency signal to gather all campers and adults at the assembly area.
2. At an OTC district event such as camporee, the camporee director will begin accounting for all campers with the assistance of the adult leaders of each unit.
3. Everyone should be moved to a protected facility designed by the camporee director or unit leader. Facilities for severe thunderstorms would be the pavilion or Adirondacks.
4. Everyone should remain in the designated area until the all-clear signal is given.
5. Forecasts will be monitored by the camporee director or unit leader using cell phone technology or radio

Blood and Body Fluids

In the event of an emergency where contact with body fluids is possible, the following procedures will be used:

1. In emergencies where contact with body fluids of a victim is possible, standard precautions must be utilized.
2. Always protect yourself from contact with blood and body fluids of accident victims. Treat all blood as if it were contaminated with bloodborne viruses.
3. At a camporee the health officer is the designated person who should deal with these types of emergencies. At a unit event the unit leader is the designated person who should deal with these types of emergencies.
4. In the case where body fluids are involved in an accident, use the latex gloves and eye protection that should be available in a properly outfitted first aid kit. Do not use bare hands to stop bleeding; always use a protective barrier.
5. Surfaces and equipment contaminated with blood/body fluids should be washed with detergent and water. The surface should then be washed with a freshly-made solution of 1:10 household bleach and water. Gloves should be worn. Paper towels should be used rather than reusable sponges.
6. Always wash the exposed skin area with hot water and soap immediately after treating the victim.
7. You should have the accident victim hold direct pressure on the affected area if he or she is able; this will prevent you from being in contact.
8. If you become exposed to possible bloodborne pathogens, a confidential medical evaluation should be conducted.
9. In case where CPR or respiratory assistance is needed, use the one way valve masks should be located in a properly outfitted first aid kit
10. Any one that responds to an emergency should take any items that touch blood to the pavilion so that they can be disposed of per the medical procedures.
11. All units should have an adult leader present trained in "Wilderness First Aid" or "first aid"

Suspected Child Abuse

In the event of suspected child abuse, the following procedure will be used:

1. Suspected child abuse – whether physical, mental, emotional or sexual – should be reported to the Oregon Trail Council Scout Executive.

2. Do not speak of this subject with anyone else. It is only suspected child abuse.
3. Always maintain two deep leadership when directly communicating with a scout.
4. At some point, a youth in your care may disclose that he or she has been abused.
 - a. Don't panic or over react to the information disclosed by the child.
 - b. Don't criticize the child.
 - c. Do respect the child's privacy.
 - d. Do make sure the child feels that they are not to blame.
 - e. Do let them know that you must report this to the Camp Director.
5. The Oregon Trail Council Scout Executive will complete all state requirements for reporting.

Fire in Camp

The most important item is to get everyone out safely. Property damage is secondary to the safety of Scouts, leaders and staff. In the event there is a fire in camp, the following procedure will be followed:

1. Forest or Structure Fire
 - a. Immediately notify everyone in the area of danger.
 - b. The camporee director or unit leader will notify the fire department.
 - c. The camporee director or unit leader will sound the emergency signal, account for all campers at the flagpole, and await instructions from the camporee director or unit leader.
 - d. If at an OTC district event, the health officer will report to the flag pole also.
 - e. Only incipient stage fires should be fought by the Scouters on site, in no case should a Scout be involved or put at risk.
 - g. If evacuation of the camp is required, leaders will use their vehicles in the parking lot to transport people. The camporee director or unit leader will be responsible for tracking the people as they leave to insure that all people are accounted for.

h. The camporee director or unit leader will determine when all is clear

2. Campsite Fire

a. Each troop will post a Unit Fireguard Plan sheet in the campsite. It is the responsibility of the unit leader to train Scouts in the use of the fire plan, fire prevention, fire detection, reporting and fire control. All burnable material should be cleared 6 to 10 feet away from any fire source. No flames are to be in tents and all fuel is to be stored away from tents and fire sources. Refer to the Fireguard Plan for more details.

b. The Fireguard Plan must be completed on the first day of camp.

c. If a small fire breaks out, the person discovering it should take immediate action, whether or not they are on the fire patrol for the day. They should sound the alarm by yelling "Fire".

d. Immediately send someone to seek assistance. The scout should contact the first Scouter they see. The Scout or Scouter will contact the camporee director.

e. If the fire is small and measures can be taken without risk of injury, the following actions can be taken.

i. Douse the fire with water or sand, remember a shovel and "B4" bucket of sand and water is required before lighting any campfires (only the vault toilet between the Coquille and Umpqua Adirondacks is equipped with running water).

ii. Smother fire with a lid or other item.

iii. In the event of a tent fire (canvas only) kick out the end poles if it can be done safely.

f. The camporee director or unit leader will direct Scouters in fighting the fire and determine if the fire department is to be activated.

g. If the fire department is to be activated, the camporee director or unit leader will assemble everyone in the designated area.

h. The camporee director or unit leader will determine when all is clear.

Missing Person

In the event there is a missing person, the following procedure will be used:

1. Send a runner immediately to the missing person's campsite to see if they have returned.
2. Notify the camporee director or unit leader immediately.
3. After talking to the unit leaders, the camporee director or unit leader will call for a camp-wide assembly after an appropriate amount of time if the person is still missing.
4. The camporee director or unit leader will direct a search and will order notification of proper authorities as needed.
5. Establish the last place the person was seen, search the Scout's tent for missing items and with the unit leader ensure that the person is not in the campsite.
6. The health officer will remain in the pavilion to provide medical assistance and provide a communications center.
7. The camporee director or unit leader will instruct the Scouters in searching areas where the missing Scout was last seen and other logical areas.
8. If the area is unknown or the person is not found, Scouters will search their assigned areas according to the camporee director or unit leader assignments
9. The camporee director or unit leader will make the decision on how to continue the search.

Fatal or Serious Injury or Illness

In the case of a fatal accident or illness, the following procedure will be followed:

1. A serious injury or illness includes:
 - a. Any period of unconsciousness.
 - b. Any hospital inpatient admission.
 - c. Any surgical intervention including other than suturing of the skin or setting of simple fractures.
2. In the case of a serious injury or illness, the camporee director or unit leader should do everything possible to provide first aid. At OTC district events a first aid kit will be at the pavilion, at unit events each unit should provide their own first aid kit. At an OTC district event the health officer should be contacted to bring additional first aid

equipment to the location. EMS should be contacted by the camporee director or unit leader as soon as it is determined that additional assistance is needed.

3. The camporee director or unit leader should be contacted immediately.
4. The camporee director or unit leader will gather basic facts and call the Council Scout Executive. The camporee director or unit leader and Council Scout Executive are to read and review the BSA Report of Fatal or Serious Injury or Illness.
5. The camporee director or unit leader and Council Scout Executive will follow the steps as outlined in the BSA Report of Fatal or Serious Injury or Illness.

Unauthorized Person Entering Camp

In the case that an authorized person is seen in camp, the following procedure will be followed:

1. At OTC district events, all authorized adult campers will wear colored wrist bands. Parents and other family members visiting camp must check in at the pavilion, sign in and receive a wristband. The colors may change from event to event to insure that unauthorized persons cannot copy the color.

At unit events the unit leaders should be aware of who belongs in camp and who does not.

2. If any camper or Scouter observes an unauthorized person entering camp, they are not to approach the person under any circumstances.
3. The camper or Scouter should immediately alert the camporee director or unit leader to the location of the unauthorized person. This should be done directly!
4. Once the camporee director or unit leader is alerted, they will take the necessary action. The camporee director or unit leader will take no less than two other Scouters and proceed to the last location the person was seen. If the unauthorized person is one that is to be escorted off the camp property with additional assistance (police, county sheriff), the camporee director or unit leader will contact the necessary authorities.
5. The camporee director or unit leader will speak to the unauthorized person to determine the identity of the person and why they are in camp.
 - a. If it is determined that the person would be approved to be in camp (parent, troop leader), the camporee director or unit leader will check the person's driver's

license and confirm with the troop scoutmaster. The person will be taken to the pavilion to be formally authorized to be in camp.

b. If the camporee director or unit leader decides the threat level of the authorized entrant is high, then the camporee director or unit leader will call the proper authorities. While authorities are en route, the staff will do what they can to keep the authorized person at the location.

6. If the unauthorized person is confirmed but cannot be located, the camporee director or unit leader will call for a full camp assembly. The camporee director or unit leader will account for all campers and staff in camp.

Safety around Animals in Camp

Marion Mooney Scout Ranch is also the home of many wild animals. To insure the safety of campers and staff, all should follow the following general wildlife stewardship steps:

1. Hike on designated trails only.
2. Keep a clean campsite.
3. Keep food and other aromatic scents out of your tent.
4. At night, hang food and other aromatic scents in bear bags or locked in trailers.
5. Never approach or follow wild animals.
6. Do not feed wild animals.
7. Don't mistake a passive animal as a sign of safety.
8. Never tease or attempt to pick up wildlife.
9. Leave young animals alone; a protective mother is usually nearby.
10. Stay away from dead animals and berry patches which are important food sources for some wildlife.
11. Avoid aggressive behavior.
 - a. Direct eye contact, even though a camera.
 - b. Walking directly towards an animal.

- c. Following an animal that has chosen to leave.
- d. Circling or standing around an animal

12. In the case that you see a dead animal or you see an animal acting in a strange manner, leave the area and notify the camporee director or unit leader. The camp caretaker will take appropriate actions to remove the animal. Do not approach the animal.

Hazard Chemical Spills

1. At an OTC district event, all bulk chemical fuels are to only be stored in the storage shed under the control of the camporee director. At a unit event the unit leader should have these items stored under lock and key in their vehicle or designated lockbox.
2. If a spill is observed, all people are to leave the area and report it to the camporee director or unit leader.
3. All chemicals are to be stored in their original container. If chemicals are required to be placed in a different style container for use, the container must be clearly labeled as to the contents.

Safe Operation of Facilities and Equipment

1. The camp caretaker or designee and Camp Murnane property committee members are responsible for the maintenance of camp equipment and facilities. They are also the people to train the camporee director or unit leader on the safe operation of equipment.
2. The camp caretaker or designee will train the camporee director or unit leader in the operation of equipment in the camp. The campers can then use equipment under the direction of the camporee director or unit leader.
3. If any equipment is not functioning properly, it is to be turned off and reported to the camporee director or unit leader.
4. Repairs are only to be made under the direction of the camp caretaker or designee. Campers and staff are not to make repairs or adjustments to equipment without the camp caretaker or designee present.
5. Camp equipment is only to be used as it was intended to be used.

Noise Exposure and Hearing Conservation

1. Campers and staff are to wear ear protection at all events with exposure to loud noise. Camp will have ear protection for all merit badge classes with noise exposure.
2. Ear protection should also be worn at locations where prolonged exposure would be over average of 85 decibels.
3. Regardless of the level of noise, everyone who works in the rifle range, shotgun range, or blackpowder range are required to wear hearing protection (earplugs, inserts or muffs).