

Rainbow Council and OA Waupecan Lodge 197, Aschewagon Chapter present

Spring Camporee 2018

April 27th-29th

Leader Guide

VIKING'S

Event Chairman / Chapter Chief Stephen Druse

Chapter Vice Chief Bryan Bingheim

Chapter Secretary Mik Kengis

Chapter Advisor Bill Lester 815-685-1071 wjl3@aol.com

2018 Spring Camporee Schedule

Friday April 27th

5:30pm – 7:30pm

Check-In

8pm

SPL and Leader Meeting

9:30pm

Opening Campfire Program @ Fire Ring

11pm

Lights Out, Quiet Time

Saturday April 28th

8:35am	Opening Flags and Program Announcements
9:00am – 12:05pm	Program
12:05pm – 1pm	Individual Unit Lunch in Camp Sites
1pm – 1:30pm	Siesta
1:30pm – 4pm	Program
4:10pm – 5pm	Final Archery Competition
5:15pm – 5:30pm	Closing Flags
5:pm – 6:30pm	Individual Unit Dinner in Camp Sites
6:30pm	Evening Flags
6:45pm – 8pm	Second Siesta
8pm – 9:30pm	Closing Campfire Program
9:30pm – 11pm	Hodag!
11:30pm	Lights Out, Quiet Time

Sunday April 29th

7:30am - 10:00am	Checkout
11:00am	All Units Out of Camp

This is a tentative schedule, but we hope it will help you plan your weekend. We will have additional copies of the Leader Guide at the SPL and Leader meeting Friday night.

Rainbow Council

Spring Camporee

2018 Patrol Roster

Patrol Name: _____ Troop/Crew _____

Patrol Leader: _____

4 (min) to 10 (max) youth per patrol, units can have more than 1 patrol.

Scouts Name	age	Rank

All information above is correct

Signature of Patrol Leader

date

Signature of Senior Patrol Leader

date

Signature of Unit Leader

date

Retain 1 copy for your Patrol, and 1 copy to be turned in at Check-in.

Important Information

First Aid

First Aid may be available with the weekend camp master at the Camp Office (yellow building located at south-west corner of parking lot). However, each unit is responsible to take care of most minor injuries. Serious injuries that require professional medical attention should be reported to the Staff and 911 called. The Scout Leader in charge should have current medical forms for each participant, as well as permission slips.

Check-In

Units must check-in with camporee staff upon arrival. The SPL and 1 unit leader are to check-in your unit, and provide a copy of their patrol roster. Camp site assignments and additional information will be provided at check-in. Conditions may permit one vehicle with trailer of group equipment to go to your site. You may bring wagons if needed. **To prevent crowding, do not leave vehicles at camp sites.** There's plenty of room available in the main and overflow parking lots. Late arrivals to your group should arrange to meet you at the parking lot at a certain time.

Uniforms

Scouts should be in Class A Uniform at Flag Ceremonies and Religious Services. Activity uniforms, Class B, are encouraged during the program activities.

Campfires

Campfires are welcome at RSR, but are to be kept in designated fire rings. No firewood is to be brought in. Practice Leave No Trace when burning, extinguishing, and disposing.

Camp Policies

The Camporee staff will be following the Scout Oath and Scout Law and expect all participants to follow them as well.

Please vigilant with the buddy system.

Please be courteous to your fellow campers during lights out, and keep it quiet.

Severe Weather Plan

There are many shelters throughout camp, please seek shelter in the case of inclement weather. In the event of extreme conditions, the Dining Hall and Brtva Training Center are the safest buildings.

Checkout

Units can begin the checkout process as early as 7:30am on Sunday. Each unit's camp site MUST be surveyed and approved by an OA Arrowman prior to departure. Spring Camporee patches will be distributed to your unit at that time.

What To Bring

Units are to supply their own meals

Scout Spirit

Each Patrol is responsible for their Patrol Roster

First Aid Kit

All Patrol Members to be dressed and prepared for the weather.
Activities will run rain or shine.

Class A and Class B uniform

Scout Handbook for reference

Thank you for registering your unit for our Viking Themed Camporee.

The Spring Camporee has been 100% created by, and is being 100% staffed by, the Order of the Arrow scout youth. Please be courteous and respectful.

We are excited to serve your Scouts in an exciting weekend of fun.

Please direct any questions to the OA staff, or to:

Aschewagon Chapter Advisor Bill Lester 815-685-1071 wjl3@aol.com

Main Events & Rules

The Spring Camporee has been 100% created by, and is being 100% staffed by, the Order of the Arrow scout youth. Please be courteous and respectful. Scout Oath and Scout Law are to be observed at all times. All scoring and ruling by the Camporee Staff is final.

Individual Patrols will compete against another at each event. Scouts will be informed of the final rules and point system before they start each event.

Adult Leader's will have the opportunity, and will be encouraged, to participate at every event.

Event Descriptions

Pillage the Village-

Teams will row across the main part of the waterfront, to the other shore. Once there, the team (1 per Troop, max. Of 3 participants) Will have 30 seconds to grab whatever they can. After that, they must row back to turn in their items and have their points recorded.

Items-

- Tennis Ball- 1 Point
- Cantaloupe- 2 Points
- Greased Apples- 3 Points
- Football- 4 Points
- Soccer Ball- 5 Points
- Water Balloons- 6 Points
- Greased Watermelon- 10 Points

Sink the Ship-

Teams Will stand on the dock, throwing water balloons (Biodegradable) to try and make them hit targets. There will be 4 targets: Two 5 Pt. targets, a 10 Pt. target, and a 20 Pt. target. It will be scored by a staff member standing on the dock with the team.

Caber Toss-

Troops will select their strongest member. That person will stand behind a line and try to throw (Two hand underhand throw) The PVC pipe filled with sand. The farthest throw wins.

Capture the Banner-

Each Troop must make a war banner prior to this activity (A designated area will be available for a max of two people to go down and use the canvas and paint provided to make a banner). The Troop will put their banner in front of their campsite. Each Troop can only have 4 members participating in this activity, two will be defending their own (Must be 20+ feet away from their banner until it is touched by the attacker), while the two others will be going out to take other banners. If tagged while holding a banner, you must give the banner back to the previous owner. Once back, you must set foot in your campsite before returning to the match. At the end of the 1 hour period, All members must go back to their campsite. The team with the most banners wins.

Archery Competition-

After proving themselves as their Troops best archer in the open archery competition, one representative from each Troop will get three shots at a standard competition target. Points will be scored regularly. The person with the most points wins.

Campfire Skits-

Every Patrol should be expected to perform at least 1 skit during the closing campfire program Saturday night. Costumes are encouraged, but not required.

SCORING-

	1st	2nd	3rd	Participation
Pillage Village	20	15	10	5
Sink the Ship	20	15	10	5
Caber Toss	20	15	10	5
Capture Banner	5 Points per Banner Captured			5
Archery Comp.	30	20	10	5