



Orienteering Camporee



May 9-11, 2025
Frontier Culture Museum
Mountain Valley District

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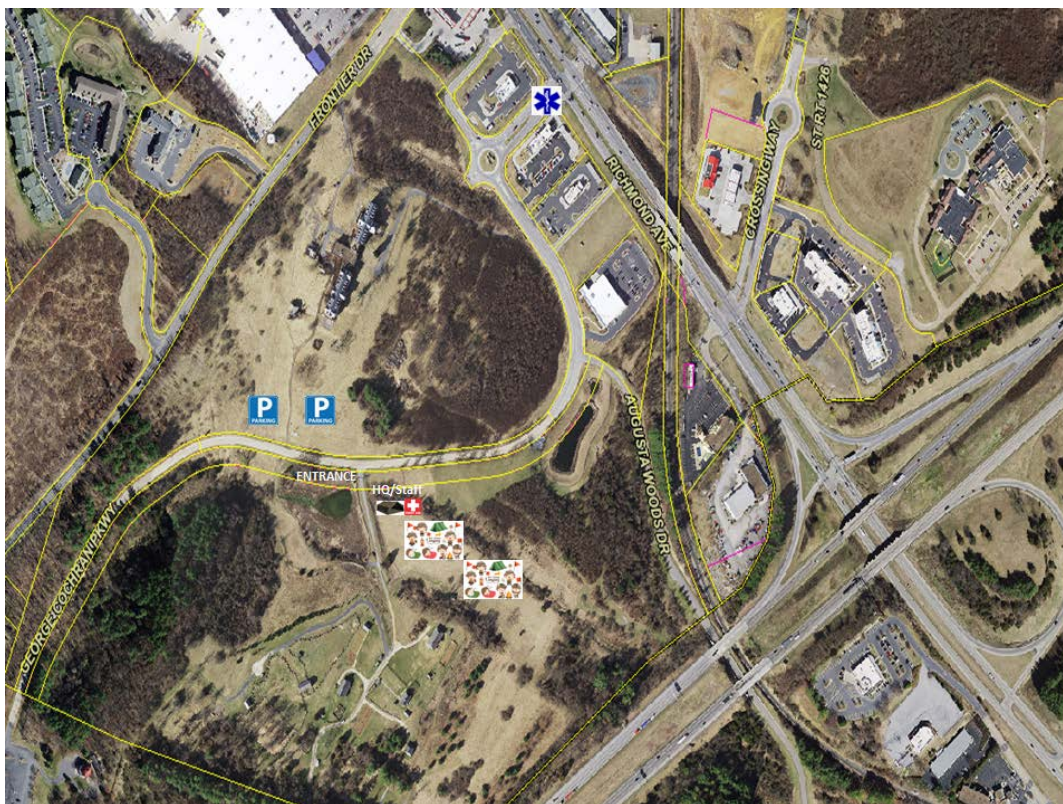
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Directions to Frontier Culture Museum



From Richmond

1. Take I-64 West towards Charlottesville/Staunton.
2. Take exit 87 to I-81 North (stay in right lane).
3. Immediately take exit 222.
4. Bear right onto Route 250 West, Richmond Road.
5. Entrance to the Museum is 1/2 mile on left (turn at the Chick-fil-A).
6. Go through the circle and follow Cochran Pkwy 1/4 mile to directional signs.

From Harrisonburg

1. I-81 South to exit 222.
2. Right at bottom of ramp onto Route 250 West, Richmond Road.
3. Entrance to Museum is 1/2 mile on left (turn at the Chick-fil-A).
4. Go through the circle and follow Cochran Pkwy 1/4 mile to directional signs.

Welcome

Welcome to the Orienteering Camporee hosted by the Mountain Valley District. This booklet contains all the information your Unit will require to have a successful and fun time at this event. Be sure to read all the information carefully, all participants will be responsible to see that the rules are followed. There will be fun for all. The events are written to be readable and easy to follow, but if you have any questions about them, please feel free to talk to anyone on the committee.

The event will be held at the Frontier Culture Museum, Staunton, VA. Directions are included in this document as well as a schedule of events. We will follow these as closely as possible.

Short-Term NCAP

This event is run under the guidance of a Nationally accredited Short-Term BSA Camping Administrator. The National Camp Accreditation Program is the set of safety requirements that govern our day and resident programs.

Registration

Preregistration is required for each Scout and Leader attending the event. The participation fee for this Camporee is \$25.00 per person (youth or adult). For registrations after May 2, 2025, a late fee of \$5 per person will be charged.

Register online at:

www.wnyscouting.org/orienteering

If you have trouble registering online, or have any other questions, please contact either Dennis Camp or Robert Clemmer:

Camporee Chair:

Dennis Camp,
Camporee Chair
757-478-7027 (cell)
7bczoo@gmail.com

Staff Advisor:

Robert Clemmer, District
Director
540-292-2391 (cell)
Robert.clemmer@scouting.org

Refund Policy

Scouts or adults unable to attend an event due to an accident, illness or death in the immediate family, family relocation or summer school related issue may request an “in full” refund. All refunds for any other reason than stated above will be handled on an individual basis and may involve only partial reimbursement.

All refund requests are to follow these procedures:

1. All refund requests must be submitted in writing to the Virginia Headwaters Council, 617 Greenville Avenue, Staunton, VA 24401 no later than two weeks after the conclusion of the event. Refund requests submitted prior to an event will be handled on a case-by-case basis and may not be available until after the event.
2. To be included in the refund request: Name and date of the event, name of the participant for which the refund is sought, refund amount requested, the receipt number if available, the Unit number and name and address of the Unit leader.
3. Refunds will be issued due to accident, illness, death in the immediate family; family relocation or summer school related issue with proper notification.
4. Refunds or transfers will not be granted for those that register for an event and choose to not attend, arrive late, and/or depart early.
5. In the event a Unit wrote one check for multiple participants all refunds will be sent to the Unit leader for appropriate distribution.
6. Cancellation of Council events at the Virginia Headwaters Council due to unforeseen circumstances such as severe weather will be based on a variety of related factors such as the recommendation of the local Emergency Management Authority, onsite storm shelter availability and the event leadership, both volunteer and professional. If an activity is cancelled or postponed and the participant cannot attend on the alternate date, the full fee will be refunded.

Cancellation

1. In advance of a storm or other weather event, the event director will assess available forecasts from the National Weather Service and provide an initial report to professional staff advisor.
2. If it appears that cancellation of the event may be needed, the professional staff advisor will establish a possible effective time and alert the Scout Executive.
3. If conditions warrant, the event director and professional staff advisor will make a joint recommendation to cancel the event. Efforts will be made to give participants and staff as

much advance warning as possible, ideally the evening before a morning storm, or the morning of a late afternoon or evening storm. Except in a rare emergency that requires immediate suspension, the minimum notice for canceling events.

4. The professional staff advisor will make the final decision to cancel the event. Once made, the decision and message will be communicated immediately to the event director for distribution to the participants and staff.

Visitors

All camp visitors must sign in at the headquarters. Paper wrist bands will be issued to all and they must be worn for the entire weekend.

General Information

Health Forms

Upon arrival, each leader of a unit must have for each camper and adult leader an up-to-date BSA Annual Health and Medical Record form. Staff members, adult volunteers, and youth not attending with a unit must present to the camp health officer or designee an up-to-date BSA Annual Health and Medical Record form. Parts A and B are required for short-term camps.

Check In

Check in will be from 6:00 PM to 8:00 PM Friday and at 8:00 AM to 8:30 AM Saturday (for units that are not camping) at the Camporee Headquarters. A unit roster must be provided to the Camporee Staff at check-in. The Unit Roster and map can be found at the end of this guide.

Check Out

Unit leaders are to inform headquarters that their site is cleared for checkout. Latest checkout 11:00 am Sunday. Patches and participation ribbons will be given to the unit upon checkout.

First Aid

All injuries must be reported to the event staff. First Aid will be at the headquarters tent.

Adult Leadership

Each unit must always have two-deep leadership on the grounds. These leaders are responsible for the proper conduct of his/her unit. Girl units must have a least one registered female leader. All Adult leaders must be current with their Youth Protection Training.

Campsite Assignment

Each unit will be assigned a 90'x90' campsite. If the unit is large, a second adjacent site will be assigned. Early registration is key to ensure proper campsite size. The sites will be marked with the unit number and a map will be available.

Equipment Drop Off

Each unit will be allowed to park an equipment trailer at their site, but all vehicles must be kept in the designated parking area.

Parking

Trailers may stay in campsite, weather permitting. All cars must be parked in field opposite of the entrance to the camporee.

Fires

Campsites must use an above ground fire pit. Your unit will need to bring an above ground fire pit if you wish to have a campfire. Units are also required to bring their own wood. All these sources of flame should be clearly marked and away from tent areas.

Leader Meeting Friday Night

Eat 9:00 pm there will be a leader meeting for Scoutmasters/Advisors and Senior Patrol Leaders/Presidents at the HQ/Staff area. At this time, units will receive pertinent information for the weekend's events. Special bulletins regarding changes to the program or schedule will be provided. The Order of the Arrow will also be discussing the call-out ceremony procedures.

Restrooms

zPorta-Potties will be provided and located near the troop campsites. A handwashing station will be provided adjacent to the Porta-Potties..

Potable Water

Potable water is available. However, we strongly encourage Units to bring adequate water as needed for their purposes during the weekend. Plan on 1 gallon of water per person per day. Each person should carry a water bottle or hydration pack with them throughout the day. Please make sure that everyone stays hydrated. *No washing, etc. is to be done at the water source!*

Gray Water

Gray water must be strained and food particles thrown into the trash. The water should be spread out a proper distance from the campsite of camporee field.

Cooking/Meals

It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event.

Food Storage

Each Troop is responsible for supplying their own secure food storage containers.

Trash

Each unit will be responsible for removal of all their trash at the end of the camporee. Consider reducing packaging prior to leaving home.

Campfire Program

There will be a campfire program on Saturday evening. Patrols are welcome to perform a skit, song, or story at the campfire. The skit, song, or story must follow the BSA campfire regulations and is required to be approved by the camporee staff. Please see this document for campfire regulations:

<https://www.scouting.org/wp-content/uploads/2021/04/NCS-Ceremonies-and-Campfire-Guidance.pdf>. There will also be an OA callout at the campfire as well. Camp chairs will be required. The campfire will be held at the Dod Amphitheatre.

Lost and Found

The lost and found should be turned into HQ/Staff area. Announcement of any items will be done at the campfire.. Be sure that Scouts mark their belongings with name and unit to facilitate return.

Electrical Service

There is no electrical power available at the Camporee site. If you use a CPAP or other device requiring electrical power, you need to bring battery power as needed to operate your device.

Smoking

Scouting AMerica guidelines require a smoke-free environment for our Scouts. If you must smoke, please do so out of sight of youth participants. Please "field dress" your butts and dispose of them properly, remembering the ever-present danger of forest fires.

Drugs and Alcohol

NO ALCOHOLIC BEVERAGES, ILLICIT DRUGS, OR OTHER CONTROLLED SUBSTANCES ARE ALLOWED.

Personal Firearms and Fireworks

Personal firearms, archery equipment, and fireworks are not allowed at any time.

Buddy System

Scouts must utilize the buddy system while at the Camporee.

Religious Services

All are encouraged to attend the religious service offered on Sunday morning.

Emergencies and Severe Weather

The 1820 and 1850 barns will be used as the emergency shelter in most emergencies and in severe weather. In any emergency, unit leaders should call roll and report any missing persons to staff. In the event of an emergency, as a general rule, designated staff (or the senior person present) should be the only person making phone calls.

Awards & Recognition

All youth and adult participants will receive a Camporee patch. The top three finisher teams will receive a special recognition item.

Service Projects

Frontier Culture Museum has service projects available. If your unit would like to do on contact Dennis Camp. He can work with the Frontier Culture Museum staff to help you set up a project, based on the amount of people and time you have available.

Merit Badge Requirements

Some of the Orienteering Merit Badge Requirements can be completed at the Camporee. There will be registered Merit Badge Counselors on site that can sign off for the completed requirements.

Outdoor Ethics

The Camporee has set a goal to be a zero-impact event. Units will be encouraged to follow Leave No Trace guidelines. Please plan your weekend to help minimize our impact. *No tent stakes left behind!*

Inclement Weather:

Units need to plan for and provide shelter from rain or other inclement weather in their camp site. Be prepared for different weather conditions. Participants need to have rain gear and appropriate footwear.

Medications:

All medications are to be kept by the Unit Leader or assignee. Medications must be stored securely, either in a locking bag or lock box. The storage box or bag is to be under the control of an adult. Prescription medication needs to be in the original container with the person's name on the container. The person for whom the medication is intended needs to ask the adult in charge of the medications for their medication. The unit needs to keep a medication log of dispensed prescription medications.

Scouts and Adults must carry fast acting medications such as EpiPen and Inhalers on their person during this event.

Over the counter medications can only be dispensed to youth if their parent /guardian has checked off on the medical form, Part B, giving permission to do so.

Medical Care:

Per NCAP Standard SQ-405, Camp Health Officer, we will have an individual who is American Red Cross Standard First Aid and CPR/AED for Professional Rescuers and Health Care Providers, or equivalents.

Minor Injury: Each unit must have a first aid kit on site. For minor injuries, each unit can apply first aid from their unit's first aid kit.

All injuries, illnesses, and incidents requiring the intervention of a medical provider beyond basic Scout-rendered first aid be logged by the Medic and reported promptly following BSA guidelines. (If a Scout cuts themselves with a pocketknife and puts a bandage on it and goes on with their day, that isn't a reportable event. If a Scout cuts themselves and goes to see the camp medic because they can't make the bleeding stop, that's a reportable event).

Major Injury or Medical Emergency: All injuries, regardless of extent must be reported to the medic.

- Determine if the area where the injured person is safe.
- Do not move the injured person unless the area is unsafe to the injured person or others.
- Notify camp staff of the emergency. The medic will come to you.

If it is determined that 911 needs to be contacted, staff will call 911.

Once EMS arrives, they will take over and determine the course of action. If EMS determines that the injured party needs to be transported by ambulance or

Life Flight, that decision is theirs and the Scouts have no financial responsibility for that decision.

Lost Person:

In the event of a missing person at Camporee:

- First, recount all personnel, then identify specifically who is missing.
- Determine last known location.
- Send two runners to the Headquarters to notify Staff.
- Keep remaining personnel in camp until further notification.
- Let the Camporee Staff coordinate search and rescue operations.
- Staff may enlist adults from your unit to assist in the operation.

Evacuation:

In case of the chance that we need to evacuate the Camporee site, please refer to the following procedures:

- Make Staff aware of the situation.
- Please let the Staff be the ones who contact the Frontier Culture Museum Security.
- Unit Leaders should check and ensure that the unit roster on file at HQ is accurate and inclusive.
- Account for all unit personnel.
- Move the unit to the HQ/Staff location. Confirm that all drivers have their vehicle keys on their person.
- Recount for all personnel upon arrival at the HQ/Staff location.
- Inform Staff of any missing personnel.
- Wait for instructions for the evacuation.

Master Schedule of Events

Friday, May 9, 2025

5:00 – 9:00 PM	Unit Registration & Setup
9:00 PM	SM/SPL Meeting & Crackerbarrel <i>Turn in rosters for Orienteering</i>
11:00 PM	Taps

Saturday, May 10, 2025

7:00 AM	Reveille & Unit In-Site Breakfast				
8:45 AM	Opening Ceremony				
9:00 AM – 12:00 PM	Camporee Orienteering Stations				
	<u>9:10 AM</u>	<u>9:45 AM</u>	<u>10:20 AM</u>	<u>10:55 AM</u>	<u>11:30 AM</u>
1. Compass Skills	Yellow	Red	Green	Orange	Blue
2. Pace Counting	Blue	Yellow	Red	Green	Orange
3. Guided Map Hike	Orange	Blue	Yellow	Red	Green
4. Contours	Green	Orange	Blue	Yellow	Red
5. Map Reading & Symbols	Red	Green	Orange	Blue	Yellow
12:00 – 1:00 PM	Lunch on own in campsites				
1:00 – 5:00 PM	Orienteering courses open				
5:00 PM	Turn in course time sheets				
5:00 – 8:00 PM	Dinner on own in campsites				
8:00 PM	Campfire				
11:00 PM	Taps				

Sunday, May 11, 2025

7:00 AM	Reveille & Unit In-Site Breakfast
9:00 AM	Scouts Own Service
11:00 AM	Campsites cleared

COURSE DESCRIPTIONS

WHITE COURSE: 2.5 km (1.5 mi.) routes are all on trails or use “handrails” such as fences, powerlines, and streams. Route choices are simple and are designed to teach how to keep the map oriented to the north and which way to turn at an intersection. This is a good course for first timers, new Scouts and Tenderfoots. Clue sheets will have words and symbols.

YELLOW COURSE: 3 km (1.9 mi.) routes are again on trails or “handrails,” but control markers are placed slightly off the beaten path. Route choices are still simple, but require that the orienteer figure out where to look into the woods to find each marker. This is a good course for those with map reading experience, Second and First Class Scouts. Clue sheet will have words and symbols.

ORANGE COURSE: 4 – 5 km (2.5 – 3 mi.) routes. At this level, the orienteer begins to have the choice between easy, but long routes and shorter crosscountry routes. Compass use becomes necessary as routes become more complicated. Intermediate skill level is required, or having completed the two previous courses. This course is good for Star, Life and Eagle Scouts. Clue sheets will have symbols only. Scouts may request a clue decoder sheet.

BUDDY SYSTEM

Orienteering is generally an individual sport. To comply with the BSA Buddy System guidelines, two-person competition teams are being used at this event. A Scout team is exactly 2 participants who compete together on the same color course (only exception made is if the troop has an odd number of Scouts, then one team may be made up of 3 Scouts).

Both participants will receive a map. Each Scout will take a turn leading the navigation to the next control. The Scout whose last name is lowest on the alphabet will lead the navigation to the odd number controls (1, 3, 5, 7, etc.). The other Scout will lead the navigation to the even number controls (2, 4, 6, 8, etc.).

EQUIPMENT

Each Orienteering participant will need:

- The Scout 10 Essentials
- Compass
- Watch
- Pen or pencil
- Water bottle or canteen
- Small backpack/rucksack recommended
- Long pants
- Rain gear

COMPASSES

There are lots of different types of compasses out there. Some are much better suited for orienteering than others.

CLEAR BASE COMPASS: This is the *preferred and recommended compass* to use for map work and orienteering. They are clear and allow the map to be seen when the compass is over top. The other key requirement is the straight edges on the sides. This compass can be found at outdoors stores as well as the Scout Shop, Quest Outdoors, REI, Dicks Sporting Goods and Walmart in the camping section. They are typically under \$20.00 and with proper care, last a lifetime.



MILITARY COMPASS: A lot of Scouts may have these as they have been passed down from a parent or perhaps received it from an army surplus store. While not as good for this style of orienteering, they “*will work*” for what the Scout needs to do as it has straight edges on the sides. But the clear base compass above is still highly preferred for orienteering and map and compass land navigation.



LENSATIC & OTHER COMPASSES: Since these compasses don't have a straight edge on the sides, **they are not usable for orienteering**. Orienteering Louisville has a small number of loaner compasses. We would prefer to save these for Scouts who may have trouble affording a compass and would otherwise not participate in this event.

We ask that troop leaders encourage their Scouts to acquire a clear baseplate compass for this event. If your troop owns a compass set, we ask that you bring them.



RANK ADVANCEMENT & MERIT BADGE

Camporee staff will cover the following rank or merit badge requirements. Scouts will either be able to complete requirements, or gain the knowledge to explain, show or demonstrate to a merit badge counselor or leader what is required for completion. **The troop's leaders will have to sign off completion for rank advancement and a registered Merit Badge Counselor will have to sign of requirements for the Orienteering Merit Badge.**

SECOND CLASS RANK



3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

FIRST CLASS RANK



4a. Using a map and compass, complete an orienteering course that covers at least one mile. *(Note we will not be doing the second part of this requirement requiring measuring height or width. This should be a troop activity and can be done at our event. We suggest measuring the flag pole's height.)*

ORIENTEERING MERIT BADGE



2. Explain what orienteering is.
3. Do the following:
 - a. Explain how a compass works. Describe the features of an orienteering compass.
 - b. In the field, show how to take a compass bearing and follow it.
4. Do the following:
 - a. Explain how a topographic map shows terrain features. Point out and name five terrain features on a map and in the field.
 - b. Point out and name 10 symbols on a topographic map.
 - c. Explain the meaning of *declination*. Tell why you must consider declination when using map and compass together.

- d. Show a topographic map with magnetic north-south lines.
 - e. Show how to measure distances on a map using an orienteering compass.
 - f. Show how to orient a map using a compass.
5. Set up a 100-meter pace course. Determine your walking and running pace for 100 meters. Tell why it is important to pace-count.

Please note – the orienteering merit badge cannot be completed in one day.

Scouts will have the opportunity to complete some of the requirements. The most practical way to complete the rest of the requirements is to participate in future Orienteering events. Of course, scouts and troops can also complete the requirements on their own.

