



Camp Guidebook

May 3-5, 2019

This guide is for senior patrol leaders/crew leaders and adult advisors to help them prepare for STEM Wars Camp held at our Michigan Crossroads Council STEM Camp located at Camp Teetonkah in Jackson, MI

For STEM Wars Registration go to <https://scoutingevent.com/272-STEMWars>

Please note that some events are being finalized. Keep an open mind and ***Be Prepared!***

Yours in Service and Scouting Camp Teetonkah Staff and Volunteers

Table of Contents

SCHEDULE OF EVENTS	3
INTRODUCTION / OVERVIEW	3
Check-In	4
Parking	4
Mandatory Leader Meeting & Cracker Barrel Friday Night	4
Scheduling Note	5
STEM Wars Staff	5
Emergency Information	5
General Rules	5
STEM Wars Passport	5
Special Note – Webelos Scouts.....	6
Event Scoring.....	6
STAR WARS THEME COMPETITION EVENTS	7
MYSTERY EVENT	8
CAMP TEETONKAH CAMPSITE INSPECTION CRITERIA.....	9
OTHER ACTIVITIES AND PROGRAM INFORMATION.....	10
Warnings.....	11

SCHEDULE OF EVENTS

Friday, May 3	4:00 PM	Registration and check-in opens
	9:00 PM	Registration closes
	9:00 PM	SPL and adult leader meeting at Lodge
	11:00 PM	Taps (All quiet in camp)
Saturday, May 4	6:00 AM	Reveille
	8:00 AM	Finish breakfast
	9:00 AM	STEM Wars begins
	12:00 PM	Lunch
	1:30 PM	STEM Wars continues Scoutmaster challenges/events
	4:30 PM	STEM Wars Closing Ceremony
	5:30 PM	Unit time at campsites/dinner on your own
	6:30 PM	Twilight Activities
	7:30 PM	Movie
	9:00 PM	SPL and adult leader meeting at Lodge
	9:30 PM	Units to Campsites
11:00 PM	Taps (All quiet in camp)	
Sunday, May 5	6:00 AM	Reveille
	8:30 AM	Morning colors and bulletins (flagpole area)
	9:30 AM	STEMWars Patches/Awards/Checkout

INTRODUCTION / OVERVIEW

Camp allows scouts to participate in one of the oldest traditions in the history of Scouting, an opportunity to match skills against others. There is fun, friendship and competitions for both youth and adults. **The theme of this year's Camp is STEM Wars! Scouts are encouraged to join either the Republic or Federation.**

This Guidebook provides details on events and logistics that unit leadership needs to know to ensure a fantastic experience for their Scouts.

Each event is hosted by volunteers (adult leaders of each unit and others). Some games listed in this Guide may change due to the number of units attending and staffing, such as insufficient troops attending to host, or additional events added that may not be listed in this Guide should a higher expected turnout occur. Stay alert for updates and check out the STEM Wars Facebook Page, and *Be Prepared* for unexpected changes.

At Camp Teetonkah, we have wonderful STEM facilities and opportunities for exciting activities such as the Life Lab, Fabrication Lab and Outdoor STEM Adventures. There are also logistical challenges

such as limited parking. Please ensure you are familiar with Camp Teetonkah Rules and Procedures provided at the end of this Leaders' Guide.

Registration information is available at www.michiganscouting.org/STEM.

The cost is \$25 per person (both adult and youth) during pre-registration up through April 22, 2019, and **\$30** after that date up to the event and on-site. All registration and payments are processed by our online registration system at <https://scoutingevent.com/272-STEMWars>.

The registration fee covers the cost of patches, food for cracker barrel for leaders, prizes, awards, insurance and program materials.

If you are camping, **go to** <https://campreservation.com/272/Camps/668> to reserve your campsite.

Check-In

Units begin check-in from 4:00 to 9:00 p.m. on Friday evening at the **NEED LODGE NAME**.

Parking

There are a limited number of parking spaces available. We strongly encourage carpooling or drop-offs whenever possible. Staff, day attendees and extra vehicles - Parking spots will be available by the cafeteria area. We are asking for one vehicle per campsite. Registration check-in will be by the maker space/life lab.

All units are to limit total number of vehicles to be parked overnight to no more than one per 5 registered attendees and does not apply for drop-off or pickup of scouts. For the upper campsites, there will be a single vehicle provided by the Camp staff to move heavy gear (large patrol boxes, Dutch ovens, etc.). The loading area for this vehicle will be at the swing gate located at the entrance to the uphill road. The downhill sites, due to road conditions and emergency escape requirements, will be allowed one vehicle per site only, with exceptions previously approved by the Event Director. **Each vehicle, wherever they are parked, must be identified by a Unit Number and Driver's Name on the dashboard visible in case the car needs to be moved for any reason.** A dashboard placard will be given to the unit leader (Scoutmaster) upon check-in to distribute to all drivers.

Mandatory Leader Meeting and Cracker Barrel Friday Night

After check-in, each unit sets up their campsite. At **9:00 p.m.**, there will be a mandatory leader meeting (SPL, Scoutmasters and/or alternate Adult Leaders). At this time, the SPL's will receive unit identification cards for each patrol and will be told critical information for the weekend's events. In addition, score sheets for each event will be given to the unit leader and the planet list finalized. Special bulletins regarding changes to the program or schedule will also be provided. Staff will answer questions and resolve issues. If additional staffing is required, units may be asked to provide volunteers. Staff will also be asking for service patrols to help clean the sanitary facilities and to host events if necessary. Following the meeting, there will be a Cracker Barrel in the **NEED LODGE NAME**.

NOTE: All Scouts and Adult Leaders are asked to bring their own cups, mugs, Nalgene, etc. to the Cracker Barrel and for use during the weekend. Our goal is to limit all use of paper and disposable products. No Styrofoam products are allowed in Camp at any time!

Scheduling Note

All STEM activities are held on Saturday, concluding with awards given at the end of STEM Wars. All units must checkout Sunday afternoon following STEM Wars closing ceremony, which everyone must attend. The road into/out of camp will be temporarily closed during this time. No movement of vehicles will be permitted until after completion of STEM Wars closing ceremony. No unit may depart until after their campsite has been inspected and cleared for cleanliness by a Camp staff member. It is at this time only when patches are given to the unit leader.

STEM Wars Staff

The Camp staff is completely volunteer, both youth and adult. They donate a great deal of time and effort to make this a successful event and are ready to answer any questions. They are also interested in suggestions for ways to improve STEM Wars in future years. The youth staff is assisted by adult advisors. Additional volunteer staff joins them in making every attempt to be fair and reasonable for all activities. Remember, STEM Wars is run by the youth!

Our goal is to make it as much fun as possible for all participants. Your consideration and cooperation are appreciated when it becomes necessary for a youth staff member to take action or make a command decision. Under extreme condition, the adult staff/advisors (Event and/or Program Director) may have to make a command decision in addition to the STEM Executive and/or Director of STEM if present.

Emergency Information

In the event of any emergency that endangers the camp, we will blow three (3) blasts on a marine foghorn. Upon hearing this warning sound, drop everything “immediately” and gather your unit at the Flag Pole area. Take head count and ensure nobody is missing. Just as with any emergency, please maintain a walking speed and keep a cool head. We will blow the horn once, and only once, to mark the beginning of the competitions. If you hear the emergency signal of three blasts, you need to assume it is a real emergency.

General Rules

The Scout Law, Scout Oath and the Outdoor Code are the guiding rules for all STEM Wars activities. All participants, both Scouts and Adults, are expected to follow the Oath and Law at all times. All events, with the exception of the Dutch Oven Cook-off, should be done as a Patrol, except for adult leaders that participate in activities exclusive to them.

STEM Wars Passports

Each Scout will be issued a STEM Wars Passport at the Friday night meeting. STEM Wars Passports will have an identification card must be turned into the Program Director on Saturday morning before competition begins. The first duty of a Patrol leader is to fill in all identifying information on the STEM Wars Passport given to them at the leaders meeting. The STEM Wars Passport will be the participation record for each patrol required for computerized scoring. Without this identification card turned in, this patrol cannot win an award, and is considered by the Program Director to not exist.

The scores for all events are calculated by computer to determine how well each patrol did. Winners for each event are announced at the STEM Wars Closing Ceremony. Each patrol should participate in as many events as possible to maximize chances of winning an award.

Scout spirit is judged on each planet! Be sure to have your patrol flag and BE PREPARED to give your patrol yell when both entering a planet and before leaving “without” being asked to give it. Remember, each planet is designed to challenge the Patrol in some manner. Every game is open to all everyone regardless of age or skill level. Enthusiasm plays a significant part of the total score.

Special Note – Webelos Scouts

In accordance with National Camping Guidelines, 2nd Year Webelos or Arrow of Light Scouts will be invited to STEM Wars. They should come as guests of a Troop and may participate with Patrols at each planet, or as an autonomous Den. The Den and Troop leaders should work with their parents on providing proper gear that may be required if they are being hosted by a Troop. Basic needs are to keep dry, warm and be well fed. The Scouts need to bring a parent or guardian in accordance with Youth Protection. For more information on Webelos participating in STEM Wars, contact your Eric Suender, Ed.S. – STEM Executive at 248-672-8804.

Event Scoring

Winners are determined on time for to completion of the STEM Wars, teamwork, skill and effort. Different scoring criteria exist for each event. In the games section are details on which element(s) are used to determine the score. Time for completion is only *one variable* in calculating total score.

Upon completion of an event by a patrol, they may be told how they did, **time-wise or number of points they acquired, if appropriate and nothing else!** It is “improper and unethical” for the adult running the event to provide information about any other patrol’s results or score.

The reason for not giving out any other information is to minimize disappointment when a patrol is told they are in first place or had the fastest time and learn later they did not place. Sometimes, the teamwork aspects of the total score (yell, flag, spirit, participation) may be higher for a patrol with a slower time (such as 1 second), and which may in fact give a higher ranking than a unit with poor teamwork but with a slightly faster time. Not all events are based on time and/or skill.

All awards given are based on computerized scoring that have a weighting factor for teamwork (yell, flag, spirit, participation) in addition to skill with the more advanced games given greater weight on skill (includes time to completion plus accuracy). Decisions are final and may not be challenged.

STEM Wars EVENTS

The following events are expected to be held, subject to change depending on number of units attending. Additional events may be added unexpectedly (for excitement and a change of pace) or some may not be held at all. **“May the Force Be with You”!**

Death Star – Battle Station

- Straw Rocket Launchers

Hoth – Ice Planet

- Freezing Points
- Anakin’s Mecho Arm (from book)
- Free Han Solo

Tatooine – Desert Planet

- Snap Circuits
- Learn to Solder – The Resistance or The First Order

Bespin – Cloud Planet

- Marshmallow Catapults
- DNA Models
- Potential vs. Kinetic Energy – Marble Run vs. Calorie Lab

Endor – Forest Moon

- Skulls, Teeth, Furs and Feathers
- Origami Yoda
- Ewok Catapult

Kamino – Clone Planet

- Sphero Activity
- 3D Printing
- LED lightsaber Cards – “May the Force be with you” or “Welcome to the Dark Side”

OTHER ACTIVITIES TO CONSIDER

Wearing a Defective Stormtrooper’s Helmet (Blind Shapes)



Set-up and Rules: Each member of a patrol is blindfolded without the ability to speak. One person, generally the Patrol leader, takes charge making sure all patrol members are blindfolded properly. The Adult Leader hosting the event will call out a particular geometric shape (circle, square or triangle) that surrounds Hans Solo who is being held as a prisoner. The Patrol Leader must instruct his minion of soldiers to guarantee containment. Scoring is based on how well the shape area looks as well as time to completion.

Procedure: A rope is placed on the ground at the feet of each warrior. Upon the word GO they pick up the rope and create a shape, blindfolded to contain the Hans Solo. Time stops when the leader says “Done” or “Stop”.

Note: Due to the time period that may be required to create the shape and number of patrols wishing to participate, a maximum of five (5) minutes will be allocated per patrol. At the 5 minute mark, the Adult Leader will call “Stop” and the patrol will be issued a 5 minute time.

Scoring: This event is based on time to completion and teamwork.

MYSTERY EVENT

This event may or may not occur, and if it does, one will not be told if the event was solved when the scout or a patrol does whatever they need to do. Those who do the mystery event will be recognized at the campfire with great accolade. The key to success is to remember all aspects of the "Scout Law" and put them into practice.

Objective: To have fun.

Rules: What rules?

Scoring: Does it matter besides bragging right!

CAMP TEETONKAH CAMPSITE INSPECTION CRITERIA

An organized and safe campsite is a key element in surviving the outdoors.

Campsite Identification

- A. American flag properly displayed
- B. Unit and patrol flag(s) properly displayed

Campsite and sleeping arrangements

- A. Tents pitched or organized by patrol
- B. Fire warnings stencil or on an attached tag secured onto each tent
- C. Campsite neat and orderly
- D. Gateway provided identifying unit

Health, safety and sanitation

- A. Wood tools properly stored (axe, shovel and rake)
- B. Garbage picked up and sealed in a plastic trash bag(s)
- C. Dishes washed and put away
- D. Cooking area clean
- E. First aid kit easily seen
- F. Fire attended or out, cold to touch
- G. Fire located in designated fire ring only with a full water container or a full fire extinguisher within 10 feet of the fire pit
- H. Fuels properly stored
- I. Food properly stored
- J. Latrines clean from litter and paper

Menu planning, duty roster

- A. Menu for all meals posted per patrol
- B. Duty roster posted per patrol

OTHER ACTIVITIES AND PROGRAM INFORMATION

Open Fires: There may or may not be firewood available for use, although most campsites have barbecue pits or fire rings. While in camp, campfires will be allowed at the discretion of the Event Director. Fires must also be under the supervision of an adult leader at all times. Each unit must follow all fire safety rules and are responsible for providing their own safety equipment (water buckets, shovels, etc. if none are already provided in the site). If there is a Red Flag Alert from the National Forest Service, under no condition will an open fire be permitted in the campsite. Collection of wood is permitted and encouraged, but only if already on the ground.

First Aid: First aid treatment is available at Camp headquarters. There will also be qualified medical personal roving the competition areas on Saturday. Units are expected to provide their members with any minor first aid treatment. All injuries and illnesses should be reported to the First Aid Station and the Event Director or his staff. Many full-time staffers will have radios available for use during emergencies. All injuries and illnesses must be reported to the first aid station and the Event Director no matter how minor they appear, as they must be entered in a first aid log.

Warnings

Poison Oak: Some areas of the Camp site are infested with poison oak. All attendees should be shown how to identify this plant immediately upon arrival. Especially important is that you DO NOT burn poison oak! Anyone who gets into poison oak should follow the normal procedure of washing immediately with soap and water and seek treatment.

Rattlesnakes: There is no reason to kill rattlesnakes. The Camporee sites and surrounding area is known to have rattlesnakes. Therefore, everyone should avoid the natural habitat of snakes (rock piles and logs). If a snake is found, leave it alone despite what some Scoutmasters or other self-proclaimed experts think!

Ticks: All participants should be aware of the existence of ticks. Scouts should stay out of tall grass and brush to avoid these pests. Wearing long pants is advisable to prevent contact with ticks.

Knives and Axes: No sheath knives are allowed! Scouts may use axes only if an ax yard is set up and marked off by the troop. Webelos are not allowed to use axes, hatchets or knives.

Lanterns and Stoves: Scouts may use liquid fuel lanterns and stoves but only under the supervision of an adult leader. No lamps, candles or other heat or flame sources are allowed in tents at any time.

Cooking: Scouts do all cooking by the patrol method just as they would on normal campout in their campsite. It is up to the individual units to bring their own stoves, pots and pans, utensils, cleaning supplies and most importantly food! It is strongly suggested that due to time constraints of the Camporee schedule, menu selection should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for the sake of the number of activities that must take place. It is recommended that a quick, no-cook lunch be chosen for Saturday.

Water: Water is available however, each unit is required to bring water containers and facilities for washing dishes. You will be required to transport your water from the faucet to your campsite, if necessary. Care should be taken to preserve this most precious resource. Wash your dishes in your campsite, not at the water faucets or in the restrooms. NOTE: SPECIAL DISHWASHING SOAP WILL BE PROVIDED IF REQUIRED BY CAMP STAFF.

SANITARY FACILITIES: A Scout is Clean – and Green.

Green Cleaning: Cleaning products supplied by the camp are sustainable, have low volatility, minimally hazardous and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant inside causing them not to work. Special instructions will be provided during the cleaning process.

TRASH AND GARBAGE: Pack it in–pack it out! Please bring sealable garbage bags for disposal of all trash and garbage. Everyone must haul out their own trash and garbage on Saturday. **No Styrofoam products are allowed in Camp!**

TENTS: Remember low impact camping techniques. Please make sure that tents are codified with the mandatory “No fire allowed in tent” signage. Tent ditching or trenching is **not** allowed.

TAPS: A Scout is Courteous. After taps at night, every Scout is expected to be in his tent and quiet at that time. If you must move about in your own area after taps, do it quietly so that others are not disturbed. Roaming about the campgrounds or other campsites will not be tolerated.

UNIFORMS: All scouts and adult leaders must wear uniforms while traveling to and from STEM Wars and for check in. Activity uniforms are permitted for events on Saturday. Scouts are expected to be in full Class A (full uniform) at the STEM Wars Closing Ceremony.

FLAGS: All units should display their patrol flags during daylight hours. The American flag will be flown at the Flag area at both opening and closing ceremonies, per the schedule. Patrols must carry their own Patrol flags during STEM Wars.

LOST AND FOUND: A SCOUT IS TRUSTWORTHY. There will be a lost and found area at Camp headquarters. If your belongings are properly marked they are easily returned.

FORBIDDEN ITEMS: As with any Scout outing, and for reasons of courtesy and safety as well as in accordance with Camp Rules and Procedures, the following are forbidden from being brought to STEM Wars:

Radios	Guns and Ammunition	Sheath Knives
Tape Players	Fireworks	Bows and Arrows
Electronic Games	Water Balloons	Sling Shots
CD, MP3, iPod Players	No Styrofoam Products are Allowed	

EQUIPMENT CHECKLIST: The equipment needed for a good Camp experience is the same as that which is needed for a normal campout. The Scouts BSA Handbook has a simplified list of minimum equipment. Do not forget the 10 essentials.