

WEBELOS MANUAL

Camporee of Anime



2019 Spring Camporee

April 12 - 14

Beaumont Scout Reservation - Shippey Field

Welcome to Ancient Egypt

The theme for the weekend will be Anime. This Camporee will feature several fun and skill focused morning events such as: Webelos / AOL Elective Adventures: Sportsman and Into the Woods, fire building, spider web, and an obstacle course. In addition, our afternoon game will be Ninja.

We will also have flag and yell judging, skit judging, and a costume contest in the afternoon. If you are in the top three for either skit or costume you will earn an additional bonus points towards your overall score.

We will also be hosting boxed cereal drive to benefit the "Weekend On Wheels" organization sponsored by the Maplewood Richmond Heights School District. Each weekend throughout the school year, MRH students and staff prepare nutritious food packages to support MRH families in need.

Your Den will have the opportunity to work as a team, and compete in some classic events, as well as earn some Webelos adventures. So don't forget to "Be Prepared" and come with a themed den name, den flag, and den yell.

If you have any questions concerning this Camporee or the information supplied in this packet, please contact me at (314) 603-7017 or pzdavelisa@aol.com. We are looking forward to a fun and rewarding camping experience.

Yours in Scouting,
Dave DuBois

Camporee Information

Troop Sponsorship

Please be aware that each Cub Pack must be sponsored by a Boy Scout Troop to camp over the weekend. If you are planning on camping that weekend and do not have a sponsoring Troop, we will be happy to work with you to find one. Webelos should coordinate with their sponsoring troop for all meals. If you wish to come up for the Saturday program only, you do not need a sponsoring Troop; however, you will need to make arrangements to supply your own lunch and dinner (if staying for the campfire).

Registration

Registration for 2019 Spring Camporee will take place **online only**. The link for registration is: <https://stlbsa.org/pathfinder/camping>

Registration for the 2019 Spring Camporee must be completed online by 11:59pm on April 5, 2019 in order to pay the “on time” price. The cost to attend Camporee will be **\$8 per attendee** (Scout and/or Adult). Pricing increases to \$12 per attendee if you have not registered by the “on time” deadline date.

If your Pack is being hosted by a Troop, the Troop can register you or if you would prefer you can register yourselves. Either way the Pack will need to have a separate registration with the number of Webelos Youth and Webelos Leaders that are attending.

Roster

Every unit attending Camporee (both Pack and Troop) must turn in a roster on Friday night at check-in. Please provide all the information that the roster requests (name, address, phone, age, etc.). A printed sheet from Excel, Troopmaster or some other similar format is acceptable

Den Registration Form

Every unit that has dens competing in the Camporee needs to turn in the den registration page when they turn in their rosters. The form is attached in the back of this manual.

Health Information

Be sure to have health information forms on all your participants (adults and scouts). This information should be readily accessible at your campsite. All leaders in camp, in case of an emergency, should know its location

Participation

It should be noted that Camporee events are separated into two programs. The Boy Scouts and Webelos each have their own manual and participation is only for the intended group. However we highly encourage that during non-event times the Boy Scouts should spend time with the Webelos scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & ect.)

Arrival and Check-In

Do **not** plan to arrive earlier than 5:00 pm on Friday. After your vehicles are parked and while camp is being set up, please have an adult come to District Headquarters to check in with complete rosters, Den registration forms, and final payments. Please check in between 7:00 and 9:00pm.

SPL/Scoutmaster/Webelos Leader Meeting

This meeting is important, so Senior Patrol Leaders, Scoutmasters, and Webelos Leaders should attend. It will be held on Friday night at 9:30pm at District Headquarters. This meeting will cover any last minute changes to information pertaining to the Camporee program, as well as answer any questions you may have concerning the Camporee.

Religious Services

"A Scout is Reverent". We ask that all Scoutmasters encourage their Scouts to attend the religious service of their choice. Locations of religious services will be discussed at the SPL meeting on Friday evening. In addition during the religious services those not attending religious services need to remain in their respective campsites and not be loud.

Campfire Program

Saturday night the staff will put on a campfire with help of skits from the Boy Scouts and Webelos Scouts. This is a camp wide activity and we encourage everyone to attend in uniform.

Camp Rules and Guidelines

Camp Code

The Scout Oath and Law is the camp code at all times. Violations to following the Scout Oath and Law may result in the individual, or his entire Troop, being asked to leave the event.

Parking

Parking is allowed only in parking areas designated by the staff. You are only allowed to park in front of your Troop's camping area. **Please do not park in front of another Troop's campsite.**

We have made it District policy to leave room for a walkway in the grass, between parked cars and each Troop's camping area. This is to allow Scouts to move from campsite to campsite without getting on the road. Please keep this grass easement open after your camp is completely set up.

Garbage

All trash must be put into trash bags and disposed of properly off of the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

Ground fires are allowed but should be placed in existing fire pits if possible.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed, and must be operated by Scouts with proper training. Adult supervision must be trained. All fuel must be properly stored, and away from tents.

Alcohol, Drugs,

Alcohol, drugs are simply not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

RECOMMENDED PERSONAL EQUIPMENT LIST

- A sleeping bag, and pad to sleep on
- Pillow (optional)
- At least two complete changes of clothing (plus extra socks...especially if a damp week-end)
- Complete Scout Uniform
- Toiletry items (tooth brush, tooth paste, soap, comb/brush)
- An extra pair of shoes (especially if the weather is wet)
- Outer wear appropriate to the weather (rain gear / poncho / jacket)
- Gloves / Hat
- Flashlight
- Drinking cup / bottle of water
- Pencil and paper
- Book bag or day pack
- Other equipment as recommended by your Cubmaster and/or host Scoutmaster. Please be sure to get with your host Troop to determine responsibilities for group gear, site set up, etc.

WEBELOS PROGRAM SESSIONS

Your Pack leadership will be responsible for your group during program sessions, lunch, and their participation in the afternoon activities.

The Webelos Program will begin Saturday morning. At registration you will be given a rotation schedule for the sessions you will be attending for the day. Remember that you will be getting additional points for camping with a host Troop.

The Cub Scouts are not required to wear their full uniform during the day on Saturday; however, a scout related T-Shirt (day camp, mini-camp, etc.) would be great! Clothing with offensive language or illustrations is prohibited. If seen with these items on, the Scout will be required to change clothes or leave camp.

The Webelos will participate in program in the Webelos area during the morning and afternoon hours. From these competitions it will be determined who is awarded as the 1st, 2nd, and 3rd place Webelos Dens for the Camporee!

WHAT TO BRING WITH YOU TO THE SESSION AREAS!

Each scout and adult should bring the following items with them on Saturday morning to the program area:

- 1) Weather-appropriate clothing: Rain gear/poncho/jacket is strongly recommended as the weather can change quickly! Gloves, hats, etc., are important in keeping the scouts warm and happy!
- 2) Filled water bottle. Drinking water may not be available at the program sight.
- 3) Book bag or daypack: This is convenient for carrying your coat/jacket, paper and pencil, and your bottle of water.

WHAT EACH GROUP SHOULD BRING WITH IT TO THE SESSION AREAS

- 1) A tarp or large sheet of plastic: Each group should bring one or two of these (depending on the size of your group) to sit on during some session. Adults may want to bring chairs.
- 2) Pencil and paper: An adult in each group may want to jot down notes as what was completed for advancement.
- 3) Den Flag: The flag should be theme related and consist of themed den name.

SCHEDULE

Friday:

5:00pm	Arrival and setup. Please do not arrive prior to this.
7:00pm-9:00pm	Check-In @ HQ (turn in roster and den registration form)
9:30pm	Scoutmaster/SPL/Webelos Leader meeting at HQ
11:00pm	Lights out / all quiet

Saturday:

6:30am	Reveille, Breakfast at campsites
8:30am	Flag Raising/Opening Ceremony at HQ (Please attend in uniform)
9:00am – 12:00pm	Webelos Event Time
12:00pm	Lunch at campsites
1:00pm	Skit Judging, Costume Judging, Flag and Yell Judging "Weekend on Wheels" Cereal Collection
Collection 2:00pm	Afternoon Game
4:00pm	Scorecard Turn-In & Evaluation Form Turn-In
5:00pm	Dinner at campsites
7:00pm - 7:45pm	Religious Services (Please attend in uniform) (Those not attending services should remain in quiet campsite)
8:30pm	Campfire (Please attend in uniform)
11:00pm	Lights out / quiet

Sunday:

6:30am	Reveille & Breakfast at campsites
8:30am	Closing and Award Ceremony at HQ (Please attend in uniform)
9:00am	Break down camp (Your site must be inspected and approved by your sponsoring Boy Scout Unit prior to leaving Camp)

All units must leave camp by 11:00am.

POINT BREAKDOWN

Saturday Morning Events	500 points		
Afternoon Game	100 points		
Camping with a Troop	150 points		
Skit Competition Participation	50 points	Top 3 Skits	10 bonus points
Costume Contest	50 points	Top 3 Costumes	10 bonus points
Theme Den Flag and Yell	50 points		
Weekend on Wheels Collection	50 points		
Evaluation Turn-In	30 points		

Total Points Available for Camporee: 1000 points

The Top 3 scoring Dens will receive award plaques in recognition of their performance at the closing ceremony on Sunday.

PROGRAM

Points can be earned for the following activities:

- Camping with a host troop for the week-end
- Participating in the program on Saturday
- Carrying a themed den flag
- Having a den yell that will be performed at the different events.
- Performing a Skit
- Having a Costume
- Participating in the Weekend on Wheels Service Project
- Scout Spirit! (Listening to the presenters, showing respect, and working as a team!)

MORNING EVENTS

Points will be awarded based upon the majority of the Den's ability to complete and have knowledge of the following. Requirements do not need to be completed before the Camporee unless otherwise stated:

Webelos/AOL Elective Adventure: Sportsman

Dens will complete this elective if they participate in all parts. They will be awarded points for completing this elective as well as how they work together.

For requirement 1 we will be using the football signs from the Webelos handbook. (Come prepared as points will be awarded for knowing the signs)

For requirement 2 the clans will be playing individual and a team games.

For requirement 3 points will awarded for Scout Spirit

Each Requirement up to 30 points each for: 90 points

Den flag & yell: 10 points

Total for event: 100 points

Webelos/AOL Elective Adventure: Into the Woods

Dens will complete all but requirement 4 for this elective which can completed back at home. They will be awarded points for learning and then their knowledge of the requirements.

Requirements that will be completed are: 1, 2, 3, 5

Each Requirement up to 30 points each for: 90 points

Den flag & yell: 10 points

Total for event: 100 points

Avoid the spider

As you are traveling on your journey, you see a giant spider and her web. To continue, you have to get your patrol through the web without touching it or you'll wake up the spider and she won't be happy.

up to 90 points
Patrol flag & yell: 10 points
Total for event: 100 points

Help Corey Out

Corey Baxter made a mess in his dad's kitchen in the White House and needs you to help him clean it up. You have a problem though, you don't know how to get to the kitchen and any wrong step will send you back to the beginning. Make it to the end of the puzzle to help Corey out in his time of need.

Completing course up to: 90 points
Patrol flag & yell: 10 points
Total for event: 100 points

Fire Jutsu

In anime there are many scary creatures of the night, but they won't approach you if you use your *fire jutsu*. You will need to build a fire and to burn through a rope suspended above the fire. You must light the fire without using lighters or accelerants.

Dens need to bring their own supplies and no accelerates are to be used.

Accomplishing goal up to: 90 points
Patrol flag & yell: 10 points
Total for event: 100 points

OTHER EVENTS

Weekend On Wheels Cereal Collection

The scout slogan is “do a good turn daily”

Please fulfill that by bringing at least 1 box of cereal per patrol to headquarters at 1:00pm.

At least 1 box per patrol

50 points

Costume contest

Here is your chance to strut off your stuff. Show the staff the best Ancient Egypt themed costume you have at 1:00pm at HQ. The top 3 costumes will get to show off their costumes at the campfire and earn bonus points. *(only one member in your den needs to be in costume to earn the participation points)*

To earn the extra points costumes will be judged on the following

CREATIVITY	<i>How well does the costume show creativity, and personality?</i>
ORIGINALITY	<i>Does the costume stand out from the rest?</i>
COMPLEXITY	<i>Did the costume take time and effort?</i>
THEME/AUTHENTICITY	<i>How accurate and thorough is the costume?</i>
SCOUT APPROPRIATE	<i>Is the costume appropriate for all ages of scouts?</i>

Participation: 50 points

Top 3: 10 points

Flag & Yell

Here you and your Patrol will show off your flag and yell, at 1:00pm at headquarters. For the highest possible points, keep it theme related and scout appropriate. The flag is worth up to 25 points and the yell is also worth up to 25 points.

Patrol Flag	0 or 10 points
Theme Related	1 - 5 points
Overall Design	1 - 10 points

Patrol Yell	0 or 10 points
Theme Related	1 - 5 points
Enthusiasm & Originality	1 - 10 points

Total: 50 points

Skit

Prepare a skit for the staffers to judge after lunch. Bring your Den to HQ at 1:00pm. Your Den will receive 50 points for participating in the skit contest. The Top 3 Den's skits will receive 10 bonus points and will perform their skit at the campfire. Make sure that the skit is scout appropriate, well executed, and is related to the theme to earn the top 3 skit bonus points.

(Dens must present the attached skit application form when performing their skit)

Participation: 50 points

Top 3 skits: 10 points

Ninja

This game will test your reactions as well as your athletic skills. The rules are as follows:

- Each patrol will choose 5 people to participate.
- There will be 5 preliminary rounds. Each will contain 1 representative from your patrol. The final 2 ninjas in each preliminary round will go on to the finals where they will face off against the survivors from the other rounds.
- Everyone will start in the center and then jump out.
- You will attempt to tap the arms of those around you.
- If both of your arms get tapped then you are out.
- You can only make a singular move on your turn and cannot move again until everyone else has moved.
- You cannot move unless it is your turn or someone is attempting to attack you.
- Attempts to hurt others will result in disqualification.
- Getting in an argument will result in disqualification of both in the argument.
- Decisions by judges are final.
- Have fun!

Participation: 100 points

Skit Application

This Form needs to be brought with you when you perform your Skit.

The Den skit judging contest will be at **1:00pm** at Headquarters.

Each Den that performs a skit will earn **points** just for participating.

The top skit will be awarded **bonus points** towards their final score and will perform their skit at the closing campfire.

The scoring that will be used to determine the top 3 skits is at the bottom of the page

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Pack Number: _____ Den Name: _____

Name of skit, song, cheer: _____

Brief description of skit: _____

Staff Notes: To decide top 3 skits

<u>ENJOYMENT</u> How well did you enjoy the skit?	1 - 10	Score _____
<u>ORIGINALITY</u> Did the skit look original or put a new spin on an old skit?	1 - 10	Score _____
<u>PREPERATION</u> Did the Den look like they practiced and were prepared?	1 - 10	Score _____
<u>THEME</u> How well did the skit fit the theme?	1 - 10	Score _____
<u>SCOUT APPROPRIATE</u> Is the skit appropriate for scouts?	0 or 10	Score _____
TOTAL		Score _____

Den Registration Form

Pack # _____

We Are Camping with Troop # _____

Den 1 Name: _____

Den Leader: _____

How Many Den Members Participating: _____

Den 2 Name: _____

Den Leader: _____

How Many Den Members Participating: _____

Den 3 Name: _____

Den Leader: _____

How Many Den Members Participating: _____

CAMP ROSTER

Event _____

Dates: From _____ To _____

Unit # _____

District _____

<u>Name</u>	<u>Address</u>	<u>Phone</u>	<u>Rank</u>	<u>Age</u>
<u>1.</u>				
<u>2.</u>				
<u>3.</u>				
<u>4.</u>				
<u>5.</u>				
<u>6.</u>				
<u>7.</u>				
<u>8.</u>				
<u>9.</u>				
<u>10.</u>				
<u>11.</u>				
<u>12.</u>				
<u>13.</u>				
<u>14.</u>				
<u>15.</u>				
<u>16.</u>				
<u>17.</u>				
<u>18.</u>				
<u>19.</u>				
<u>20.</u>				
<u>Adult Leaders (2 minimum)</u>	<u>Address</u>	<u>Phone</u>	<u>Position</u>	<u>Gender</u>