



THE GREAT ESCAPE CAMPOREE

INDIAN WATERS COUNCIL

NOVEMBER 2-4, 2018

Dates: November 2-4, 2018

Location: Orangeburg, SC Fairgrounds
350 Magnolia Street
Orangeburg, SC 29115

Cost: \$20.00 per person: Troops, Crews or Ships (youth or adult)
\$7.00 per WEBELOS (youth or adult): **Day Visit Only**, Saturday 10am-3pm
Event patch included for all participants, youth or adult.

Registration: Registration will be handled online. See below on how to register. Registration cut-off is October 26th at midnight. A solid headcount is needed for camp site footprint and activities rotation scheduling.

Online Registration: Please go to the Council Website, www.indianwaters.org, to find the link to register your unit. Or <https://scoutingevent.com/553-22515> See below (items in *italics*) for data you will need to input online.

- *Unit Type and Number*
- *Names of Youth Participants attending*
- *Names of Adult Participants attending*
- *Person in charge of Unit (Scoutmaster / Crew Advisor / Ship Skipper, or their assigned)*
- *Payment in FULL for all your participants can be made online or at Scout Office*

Arrival Time: Arrival at the Camporee Site will begin starting at 4:30pm on Friday. If possible, have your entire group together, as this makes things easier. **If you must wait until Saturday to arrive, there can be NO Saturday arrivals before 7:30am.** Arriving Saturday will very likely result in walking your gear into the campsite locations. For safety reasons, vehicles and trailers may not enter the camping areas after Friday night.

Webelos*: Webelos and AoL Scouts are eligible to attend the Camporee, as **Day Visit Only**. This restriction is per the BSA Guide to Safe Scouting. **Webelos / AofL may attend individually, with an accompanying parent/guardian -OR- as a group from their Pack.** A maximum four (4) youth to one (1) adult ratio must be maintained for Webelos / AoL, for the duration of their attendance at the Camporee (this is in addition to the BSA two-deep leadership requirements, always in force). Their activities will occur, **Saturday from 10:00 AM – 3:00 PM, however, no lunch will be provided (plan accordingly).**

Health Forms: A completed BSA AHMR (health form), parts A, B and copy of insurance information, **is absolutely needed for camping at the Camporee.** These will be requested of unit leaders at arrival check-in and returned prior to departure. Day visit only Webelos / AoL will not be required to turn in a AHMR, but relevant medical information remains the responsibility of the accompanying adult(s).

You can download the current AHMR form here, https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf from the "All Scouting Events" section. Forms dated within 1 year are still valid.

A signed shooting sports consent form MAY be required. Our council is working with BSA national to obtain clarification on specific needs, which may extend to this event.

Check-In: At Check-In on Friday evening, your unit should arrive as close together as practical. Entrance will be via Travers Street, SE, off of Magnolia Street. The vehicle towing the Unit Trailer (or the primary vehicle) will be directed into the fairgrounds through the Bates Gate and proceed to Camporee HQ at the Gazebo. Paperwork will be coordinated with the Leader in the primary vehicle, who may then go ahead into the campsites area and park the vehicle and trailer. Other vehicles will be directed to parking outside, but adjacent to the fairgrounds; may gather their gear and walk into the event.

Trip Plans: 'Tour Permits' were discontinued by the BSA in 2017. It is recommended that units follow any trip plan notification procedures, per their chartered organization's instructions.

Adult Leadership: Per BSA Youth Protection guidelines, a minimum of two registered adult leaders, or one registered leader and a participating Scout's parent, or another adult, is required for all trips and outings. One of these adults must be 21 years of age or older. The minimum two-deep leadership must be maintained for each troop, crew, and ship on property, starting from check-in until check-out. Webelos / AoL Scouts have a more stringent ratio, which was addressed on page 2.

Emergency Procedures:

Lost Camper: In the event a camper cannot be located, please alert the Camporee Staff and/or Director immediately. Everyone in Camp will report to the central assembly area and gather by Troop, Crew, Ship or Webelos / AoL group. All Scout Leaders will take a head count and report to the Camporee Director. If necessary, The Staff will then be split up in pairs to search the Camporee Area for the missing Scout(s). Once the Scout(s) has been found, the Lost Camper Search will be called off and all activities will resume as normal. The Buddy System is to be used at all times.

Severe Weather: In the event of severe weather, all BSA personnel will follow 1) the instructions of the Camporee Director or, in absence of such direction, 2) default to BSA Weather Hazards training guidance. If so instructed, all persons will report back to their campsites and get in their tents until the all-clear is given by the Camporee Director.

Emergency Communications: The Camporee Director and staff will use cell phones to maintain contact with one another. On-site emergency signaling / broadcast shall be communicated at check-in and discussed at the Friday night Leaders' meeting.

Tents: All units must provide their own tents. Hammock camping is not an option. **Space is somewhat limited, so please be thrifty in packing.** No canopies larger than your headcount warrants, please.

Fires: Fires will be permitted in campsites, but, **must be raised:** using a suitable fire barrel, ring, etc. Charcoal may be used in conjunction with Dutch Oven stands, trays or like precautions. As always, coals or stoves must be monitored at-all-times (coals must be cold out and reduced to ash; eventually packed out).

First Aid and Hazards: All units must have their own first aid equipment in plain view. First Aid kits must be easily accessible. Emergencies and serious first aid incidents must immediately be reported to the Camporee First Aid Officer and the Camporee Director. If a call to 911 is necessary, they will be the ones to make the call. A First Aid Officer will have a clearly visible area (most likely at HQ) to provide treatment.

The following specific safety concerns exist at the Camporee Site:

- There are fire ants, yellow jackets and other stinging and biting insects or spiders in the area. Please inform the Camporee First Aid Officer if you have anyone in your unit with severe allergies to bites and stings. Scouts with severe allergies to bites or stings should bring a physician prescribed first aid pen.
- Other wildlife (including snakes, various mammals and birds of prey) are native to the Midlands of SC, and the Camporee location is no exception.
- Various areas, equipment and facilities will be identified as **Off-Limits**. A Scout is Obedient. Disregard for 'keep out', 'caution' or areas communicated as off-limits will be considered a disciplinary matter and could result in removal from the event.
- All risks cannot be identified nor listed. Use caution and precautions, as appropriate.

Security: The Camporee site within the fairgrounds is fenced. There will be no on duty security personnel provided. All firearms are prohibited within the fairgrounds, including demonstration or educational type. Carrying a CWP does not allow you to have a firearm on property.

Vehicles: All vehicles are to be parked in the designated parking area(s). ONE designated vehicle per unit will be allowed to remain in the campsite area and may also include a Unit trailer. Due to space limitations, it is of the utmost importance that this be followed. IF for some reason your Unit needs arrangements made for mobility issues, etc. please contact the Camporee Director upon check-in.

Early Departure: Vehicles will not be allowed to pull out of the fairgrounds until after the final ceremonies and services on Sunday morning. If you must depart early, plan ahead and pack it out to vehicles parked outside the gates. This includes trailer removals - leave them in the outside parking area if you plan to leave early.

Campsites: Each unit will be assigned a campsite based upon the number of registered youth and adults. Coed Crews or Ships will be expected to tent separately from single gender units.

Food: All units are required to cook in campsites for this event. Purchase of food items will not be available at the Camporee. Menus should take into account the time allotted in the schedule.

****Remember to bring ingredients and cooking gear for the Youth Dutch Oven Dessert Contest and Adult Dutch Oven Chili Cookoff****

Water: There will be access, at several locations, to potable water at the Camporee Site. Please bring water containers in which to transport the water back to your campsite.

Garbage: Each Unit needs a plan to provide for collection and removal of their own trash. NO trash bags or containers will be provided. Everyone must take their trash with them when they depart. "Pack it in, Pack it out." Scouts are charged with leaving an area better than we found it.

Sanitation: Portable toilets and wash stations will be provided in the main camping and program areas. Please use the facilities provided and DO NOT construct troop latrines. It is recommended that each participant bring a roll of toilet paper for backup or personal use. BE PREPARED.

Gateways and Camp Gadgets: Due to space limitations Gateways are discouraged. Any camp gadget construction needs to make efficient use of available space.

Flags: American flags, unit flags and patrol flags are absolutely encouraged and should be displayed in the campsite and during the events for recognition.

BSA Policies: All BSA National Safety and Youth Protection policies will be enforced and must be followed by all participating units. These include, but are not limited to, the policy on liquid fuels and the policy regarding individuals riding in the open beds of pickup trucks. For more information on BSA safety policies, please refer to the Guide to Safe Scouting No. 34416.

Questions: All questions concerning the IWC Camporee in general should be directed to the

Camporee Director: Barbara Luksik at: barbaraluksik@icloud.com or (803) 238-0585

CD handling most administrative, organizational and policy matters.

Camporee Program Director: Darrin Luksik at: darrinluksik@aol.com or (803) 463-2103

PD handling most activities, competitions and logistics matters.

Camporee Staff Advisor: David Angle at: david.angle@scouting.org or (803) 606-5103



2018 CAMPOREE WEEKEND SCHEDULE

<u>Time</u>	<u>Event</u>	<u>Location</u>
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Friday, Nov. 2nd

4:30 - 9:00 PM	Arrival and Check-In	Registration (HQ at the Gazebo, nearest Bates gate entrance)
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Please try to arrive before 9:00 PM

4:45 PM - 9:15 PM	Campsite set up	Unit Campsites
9:30 PM - 10:00 PM	Scoutmaster/SPL/Leaders Meeting	Camporee HQ
10:15 PM	Taps. Quiet time.	Unit Campsites

Saturday, Nov. 3rd

7:00 AM	Revellie (with wake up determined by Units)	Unit Campsites
7:00 AM - 8:00 AM	Breakfast and Clean-Up	Unit Campsites
8:15 AM	Flags Raising and Program Notes	Assembly Area
8:30 AM - 11:45 AM	Patrol competitions and program activities	Various
12:00 PM - 2:00 PM	Lunch and Clean-Up	Unit Campsites
2:15 PM - 5:30 PM	Patrol competitions and program activities	Various
3:30 PM - 5:30 PM	Campsite Judging	Unit Campsites
5:45 PM - 7:45 PM	Dinner and Clean-Up	Unit Campsites
7:15 PM	Dutch Oven contest Judging	Camporee HQ
8:15 PM - 9:00 PM	Assembly (campfire program TDB)	Assembly Area
10:15 PM	Taps. Quiet time.	Unit Campsites

****Reminder DST Ends: fall back one hour****

Sunday, Nov. 4th

7:00 AM	Revellie (with wake up determined by Units)	Unit Campsites
7:00 AM - 8:00 AM	Breakfast and Clean-Up	Unit Campsites
8:15 AM	Flags and Program Notes (Filed Uniform, Class A)	Assembly Area
8:30 AM - 8:45 AM	Interfaith Worship Service	Assembly Area
8:45 AM - 9:30 AM	Recognition and Awards Ceremony	Assembly Area
9:45 AM - 11:30 AM	Campsite Breakdown, Site Inspection and Check-Out	Troop Campsites
11:30 AM - until	Camporee Staff teardown and clear event venue	Roving Locations

Scouting Competitions:

Following are the Six (6) Unit competitions that are part of the Camporee. These activities are designed to test knowledge, skills and physical fitness; engage the mind; be FUN!

Units may combine to form joint competition teams, or stand alone. Combined teams, from two Units, may not participate with a third unit on a different event. If you choose another Unit to partner with, you stick with them.

Unit team members can differ for various events: play to your strengths, leverage your knowledge and skills; exhibit teamwork. A single Unit with more than 25 Scouts may field two (2) overall teams, but participants may not flip-flop between them.

Each event will be worth a maximum of 100 points. It is the Team's goal to earn as many of the 600 points available as possible. Some events are timed, with that playing into scoring.

1. **Fire Building** (must use all-natural materials; matches and Hot Sparks will be provided).
2. **Archery**: Two (2) members from a team shoot 5 arrows each, for target scoring.
3. **Knot Tying**: teams asked to fashion a series of knots, hitches or lashings.
4. **Escape Room**: solve puzzles, riddles, find clues (use your brain-brute strength will not get you out) and locate the key to exit.
5. **Flag Football**: single-elimination tournament (7 player teams).
6. **Youth Dutch Oven Dessert Contest**.

Per each of the six competition activities, a First, Second and Third place winner will be awarded. A grand champion will also be recognized for overall best total score.

Rules and Scoring are subject to change, due to time constraints or weather

Campsite inspection judging is distinct, and ribbons will be awarded accordingly.

Other Program Activities (not part of Scouting Competitions scoring):

- **Pioneering**: preparation and construction will occur on a rotating, scheduled basis.
- **Archery**: target archery will be available on a drop-in basis (no times assigned).
- **Off Site Shooting for Crews and Ships** (Venturers and Sea Scouts only).

**Assistance with vehicles and transport will be needed.

WEBELOS and AoL Scouts day visiting may participate in *Flag Football *Archery *Escape Room *Knot Tying *a Dutch Oven Dessert Cooking demo and observe the other activities. More than likely, we will need to combine and form teams for WEBELOS and AoL flag football and escape room.

1. Fire Building:

Materials: Provided by Camporee Staff: BSA Hot Sparks and matches

Provided by Teams: **Fire materials (must be all-natural)

Finding firewood on site is not at all practical: Units should bring their tinder, kindling and fuel wood with them to the Camporee.

- A. Each Unit's team must arrive together, with all members present.
- B. A maximum of two (2) teams go at one time.
- C. Each team must provide their own fire building materials (must be all natural)
- D. Two (2) strings will be tied above the fire lay, the first being one foot (1') above the ground and the second being two feet (2') above the ground.
- E. The fire building material must not touch or rise above the first string.
- F. The fire lay is to be cleared completely, by the current team, after each attempt.
- G. Any team using one of the following methods to light the fire will receive time reductions as listed:
 - a. Matches* = no time reduction (matches must be lit one by one)
 - b. BSA Hot Sparks* = 30 seconds time reduction
- H. Each team will receive a score based on the time (less time reductions) taken to burn through both strings.
- I. The fire may not be moved once it has begun.
- J. Timing will begin once the materials are placed under the string and the Team Leader says "GO".
- K. Only sticks or branches may be added to the fire after the timing has begun.
- L. Timing ends when upper string burns through
- M. The only accepted methods of fire starting will be provided by the Camporee Staff. Accepted devices will be matches and BSA Hot Sparks. The team must build fires using a method taught by the BSA in the Scout Handbook or in the Fire Safety Merit Badge pamphlet.
- N. The fire lay area must be cleared completely by the current team before leaving.
- O. Scoring: Any time reductions will be taken at end of timing. The lowest time wins the race, converted to 100 points for first, 75 points for second and 50 points for third place.

*Butane lighters or other fuel-assisted lighting devices are excluded.

Natural Material: **Pine straw and pine cones are not allowed.

Non-natural materials will be cause for disqualification.

Commercial / industrial fire-starting material is not allowed.

A fire lay is to be constructed at the competition, not pre-built.

2. Archery:

Two (2) members from a team shoot 5 arrows each, for standard target scoring. The highest combined scores are converted to 100 points for first, 75 points for second and 50 points for third place.

3. Knot Tying (may include hitches and lashing):

Teams shall be asked to fashion various knots, hitches or lashings. All will be from the current edition of the Boy Scout Handbook. Patrol size limited to 10 for this competition. An individual participant may tie more than once, if their team so chooses. Any forfeited knot carries a two-minute penalty. The lowest combined time for properly judged results wins, converted to 100 points for first, 75 points for second and 50 points for third place.

4. Escape Room:

Solve puzzles, riddles, find clues (use your brains) and locate the key to exit the room. Patrol size limited to 10 for this competition. Question/Clues found out of numbered order carry a one-minute penalty (to discourage random searches and rummaging about). The lowest time wins, converted to 100 points for first, 75 points for second and 50 points for third place.

5. Flag Football:

A single-elimination tournament (7 player teams, with limited substitution permitted) will crown a champion. Rules will be provided at the Friday night Leaders' meeting. This is non-contact flag football, other than incidental. Attendance and participation will determine how many games are played, thus single game time-limits. **Units must confirm they are participating Friday night, so a bracket and schedule for Saturday can be determined.** First place team awarded 100 points, 75 points for second and 50 points for third place.

6. Youth Dutch Oven Dessert Contest:

Rules are simple: cook it in a Dutch Oven and bring your culinary masterpiece for judging. First place team awarded 100 points, 75 points for second and 50 points for third place. Yes, this is subjective, but the panel of judges' decisions are final.

Campsite inspection judging is distinct and ribbons will be awarded accordingly. See page 10 for the evaluation sheet.

UNIT CAMP SITE EVALUATION

Unit Number _____

Unit Leader _____

SPL or ranking youth leader _____

Requirements	Maximum Points	Points Earned	
Camping inside assigned area	10		
Tent arrangement is orderly	10		
Cooking area clean with utensils stored	10		
General neatness of site	10		
Paper and trash stored properly	10		
Troop gear properly stored	10		
No safety hazards in campsite	10		
Fire area neat and meets guidelines of Leader's Guide	10		
American and Troop flags properly displayed	10		
First Aid kit visible and convenient	10		
Total Points Earned			

350 Magnolia St, Orangeburg, SC 29115

