

Hunger Games



“May the odds be ever in your favor”
Ed Bryant Scout Reservation

Our staff welcomes all Scouts BSA Troops to this exciting adventure! This year, we combine the traditional camporee competitions with the new-school merit badge format and pack it into a doomsday-themed weekend-long adventure that your Scouts will lose their minds over! The morning begins with a merit badge and advancement clinic, followed by an afternoon and evening of demonstrations and competition. Your Scouts will experience mind-blowing fun and leave with a TON of advancement work completed.

Here are some highlights of the weekend:

- All Scouts can complete the **Textile Merit Badge** by attending Friday night’s Merit Badge and optional Saturday night for late coming Units.
- Scouts can complete **Tenderfoot-First Class requirements** while all Scouts compete in the program.
- All Scouts participate in the **Hunger Games** Tribute Training and Afternoon Games, Older Scouts will be completing a variety of **First Class and below requirements** while supporting new Scouts to learn those requirements for check off later. Last year at Campocolypse we noted many Scouts lacked the skills of basic Scouting! Practice those skills, help new Scouts learn them, yet compete to be the surviving Tribute of the Hunger Games!
- We aren’t going to have a traditional campfire. We’re going to have a **FINAL HUNGER GAMES BATTLE!** **Berries of all types are forbidden from the Final Battle!**

April

Prepare for battle by learning skills at many Tribute Training Stations to build up health points. Tributes will be selected at a Reaping and will enter battle against other Tributes! Only those most prepared will survive!

The most successful units will have read and attained a complete understanding of this Leaders’ Guide.

IMPORTANT DATES	
<i>Early Bird Discount Ends</i>	April 04, 2020
<i>Registration Deadline</i>	April 19, 2020
<i>Camporee Begins</i>	April 24, 2020
<i>Camporee Ends</i>	April 26, 2020

I. REGISTRATION

PRE-REGISTRATION & PAYMENT

We do not accept walk-in registrations and/or payments. All registrations and payments must be made in advance at www.scoutingevent.com/620-WRCamporee19.

FEES

The cost for each participant (youth and adult) is \$35 (\$20 with early bird). All fees must be paid online by credit card or by electronic check. Fees are non-refundable and must be paid online prior to event. Registration is not final until payment is made.

II. MEDICAL

MEDICAL FACILITIES

Each unit is to have their own first aid kit. A staffed first-aid area will be onsite for minor first aid. Each unit leader will be responsible for the safe transport of all participants. The closest emergency medical facility is **Mile Bluff Medical Center**. Please notify the registration if you transport anyone for medical treatment as the Council office must be notified.

SPECIAL ACCOMMODATIONS

If your unit has any participants with a mobility issue, dietary restriction, or other need for accommodation, please bring it to the attention of the Camporee Chair at least 14 days prior to the event.

Flashing lights and sirens may be used at this event. Please notify the event chairman if any participants have medical conditions, such as epilepsy or autism spectrum disorder, that make them sensitive or reactive to flashing lights or other visual or audible stimuli.

For registration concerns and questions, contact event chairman Justin O'Rourke at jorourke@elevationpe.com.

III. CHECK-IN

Check-in is at Fellowship Hall (aka Dining Hall). Units are required to check in with the registration staff upon arrival. All units must provide:

- A troop roster (youth and adult) if changes have been made to the original online registration form.
- A Youth Protection Training report from my.scouting.org for the unit and Youth Protection Training certificates for any adults entering camp who are not registered with BSA.

YOUTH PROTECTION

NO ADULTS ARE PERMITTED IN CAMP WITHOUT COMPLETION OF YOUTH PROTECTION TRAINING.

All adults (18+) must provide evidence that they have completed Youth Protection Training, and their certification has not expired. Acceptable forms of proof include a training certificate, training card, or printout directly from my.scouting.org.

IV. VEHICLES & TRAILERS

LOADING AND PARKING

Units may drop their trailers and gear off at their campsites, then immediately **move all vehicles to the parking lot prior to setting up camp.** Please limit trailers to one per unit. Loading for departure will be conducted in a similar manner.

Vehicles parked in an area that would prohibit emergency vehicle access will be towed.

V. CAMPSITE WASTE

- Wash dishes in your campsite using the 3-step method and following the principals of Leave No Trace. Screen out chunks of food from dishwater. Screened dishwater may be broadcasted outside the campsite area.
- Secure food in strong containers a cooler in your troop's trailer is best. EBSR raccoons have skills.
- The Camp Ranger will collect garbage at posted times.

VI. CHECK-OUT PROCESS

Upon registration, please let the registration staff know of ANY intentions your unit or individual Scouts may have for early departure, so we may better prepare for you. Do not leave the Camporee without checking out at Fellowship Hall. Unit leaders are responsible for their Scouts and use of the buddy system.

Sunday checkout will be available after the Scout's Own Service. Final campsite inspections and unit checkout begins at 9:00 a.m. Participants will receive patches and advancement reports at check-out.

VII. WHAT TO BRING

Units provide all camping equipment including tents, stoves, cooking and dining items. An equipment list is provided as a guideline. Units should review equipment requirements with their youth.

Unit	Individual
U.S., State, Troop and Patrol Flags	Class A and B Uniform shirts
Shovel	Backpack/duffel bag
Tents	Sleeping bag, sleeping pad
2 fire buckets or class B/C extinguisher per fire	Eating utensils, cup, plate, bowl
Cooking Supplies	Waterproof matches
Dishwashing Supplies	GPS/device with GPS app (if you have one)
Troop First-aid kit	Flashlight with extra batteries or 2 flashlights
Patrol Boxes	Extra clothes as needed, Rain gear
Water containers	Navigational Compass
Trash bags	Toiletries (soap, toothbrush, etc.)
Food storage container (cooler)	Jacket or sweater
Stove(s) (In case of fire restriction)	Pocket knife (with Totin' Chit card)
Hand soap and or hand sanitizer	Extra boots/shoes and socks
Lanterns (there is no outdoor lighting)	Personal first-aid kit
	Canteen/water bottle
	OA sash for entry into Bigfoot Lodge Social
	Scout Handbooks for guidance!!!!
	ALL YOUTH SHOULD BRING A LIGHT OUTDOOR SURVIVAL KIT, INCLUDING A PERSONAL FIRST AID KIT

**This list is provided as a guide. Individuals and units should have equipment to meet their requirements.*

**UNITS ARE RESPONSIBLE FOR SUPPLYING THEIR OWN BREAKFASTS AND DINNER.
LUNCH IS PROVIDED ON SATURDAY.**

The EBSR Trading Post will be open! Bring money for snacks and swag!

UNIFORMS

Scouts look good and show respect when they wear the field uniform (Class A) when arriving at camp, during flag ceremonies, at Scout's Own Service and when departing from camp. Comfortable clothing is encouraged on Saturday during activities.

RESTRICTED ITEMS

Drugs, alcoholic beverages, fireworks, personal firearms, RVs, and pop-up campers are not permitted at the camporee. Standard rules from the *Guide to Safe Scouting* apply with respect to prescription medications. Use of or possession of any prohibited items will result in immediate dismissal from Camporee and may result in a call to law enforcement. **The ONLY exceptions may be invited guests – like the police – who will be uniformed.*

ELECTRONIC DEVICES

Please ask your Scouts to limit electronic device usage to activities that enhance the Scouting experience (like geocaching apps).

SECTION VIII. EVENT SCHEDULE and RULES

FRIDAY, April 24	
4:30 p.m.	Unit Check-in, Campsite Set Up
6:00 p.m.	Textile Merit Badge Opens in Fellowship Hall
9:00 p.m.	Patrol Leader and SPL Meeting in Bigfoot Lodge Program Center
9:00 p.m.	All Adult Meeting in Bigfoot Lodge Pavilion
10:30 p.m.	Quiet in Camp
11:30 p.m.	Textile Merit Badge Closes
SATURDAY, April 25	
6:30 a.m.	Breakfast in Campsites
8:30 a.m.	Flag Ceremony Reaping Ceremony Announcements
8:45 a.m.	Open Tribute Training Begins at Training Centers (Earning Health)
11:00 a.m.	District 9 Lunch Preparation at Bigfoot Lodge (Provided)
12:00 p.m.	Lunch at Fellowship Hall (Provided)
12:30 p.m.	Opening of the Hunger Games (Battle)
4:30 p.m.	Dinner @ Campsites
6:30 p.m.	OA Social at Bigfoot Lodge Program Center
6:30 p.m.	Textile Merit Badge Opens at Fellowship Hall for Latecomers or more time
7:45 p.m.	Final Tribute Showdown! Awards
11:00 p.m.	Lights out
SUNDAY, April 26	
7:00 a.m.	Breakfast in Campsites
8:30 a.m.	Scouts' Own Service at Chapel
9:00 a.m.	Final campsite inspections and Unit Checkout
10:00 a.m.	Camp closed

**** ALL UNITS MUST DEPART BY 10:00 A.M. ****

RULES and TERMS

During the event Scouts will be competing in Scout Skills to earn health points and have the ability to lose health points a number of ways.

Key Terms

Panem- the Country made up of 12 districts that support the Capital

Tribute- Each Patrol will have a Tribute Chosen at Random or by Volunteering at the Reaping.

Health- is displayed by ribbons hung from a tribute's flag. Health is obtained by completing Tribute Trainings or Training during the Hunger Games.

Tribute Training – Districts all over Panem offer training during the Tribute Training time and during the Hunger Games. Visit these locations to boost your health.

Attack- when within 10 feet of another tribute an attack may happen if one or more tribute chose to attack..... if both tributes chose not to attack an alliance may have been formed and no attack may be needed. Attacks are completed by each Tribute rolling their provided dice. Higher number causes attack to the lower number. When this happens the flag is removed from the Tributes pole and a black line drawn on it to mark it invalid. Invalid flags can be dropped off at the closest activity area or kept in pocket.

Attacks in Tribute Trainings are SILENT....If an attack is desired the tribute puts his/her hand on the other tributes shoulder if they are not participating in the activity. If the Tribute is actively participating in the training the attacker must wait until the tribute has completed their training. The Tributes both silently roll their dice and the flag is removed SILENTLY. If cheering or booing from any Scout disturbs the Tribute Training then BOTH Tributes will lose an additional health flag.

No Tag Backs- Tributes must attack a different Tribute next time..... no attacking the same tribute over and over.

Sponsorship- throughout Panem there are ways to obtain sponsorship. Competing a training where new Scouts are well supported by older Scouts may earn rewards. Finding gear boxes may surprise Tributes as well.

Gear boxes – You may stumble upon a gear box. Inside the gear box are envelopes. Take one and deliver it to the next Tribute Training area for the trainer to open. You may be surprised with a gift, challenged with a task, or receive damage.

Tracker Jacker – During Training the Tracker Jacker will provide training an increase health..... this is the time to visit. During the Hunger Games the Tracker Jacker will be in a different area and has the potential to cause damage.

Adults- an adult from the Tribute Team's unit within visual range of a Tribute Team will result in damage to the Tribute. Adults from the Capital team can reward health for good behavior or remove health for bad behavior. Adults are needed at Tribute Trainings to help with the overall program.

Trails – roads and trails at Ed Bryant are open to use. Any Scout caught off trail will result in three damage points to their Tribute. Do not bushwack across areas trying to get somewhere or away from another Tribute.

Tribute Token- any Scout under First Class Rank will be provided a Tribute Token to wear..... This signifies them to Gamemakers of some importance

Mentors- those Scouts above First Class are considered mentors. Gamemakers watch for mentors to lead, train, and inspire Scouts wearing Tribute Tokens. Gamemakers may award health or other bonuses to Tributes with excellent mentors.

Compass Bearings – during the event a compass bearing is needed to be written on the Tribute’s map prior to departing a Tribute Training.

Other Competitions

Districts – Each Unit will be assigned a District. Costume and equip weapons based on your assigned district to compete in the best dressed Unit! Weapons must be fake so made out of PVC or Foam.... No carrying axes, guns, or real bows and arrows!

Breakfast Cook Off! How would your District eat breakfast? If you can cook a meal fit for the lumberjacks of District 7, in Luxury like District 1, from the Sea like District 4 then invite a member of the Capitol to judge your skills upon check in! We will see who is a cook fit for President Snow!!!

SECTION IX. PROGRAM

ADVANCEMENT OPPORTUNITIES

No blue cards necessary! We will provide Blue Cards for the Merit Badge. Scoutmasters can sign upon completion or return home.

Rank Advancement – Scouts under first class must bring their Handbooks for reference if needed. Adults working areas will stamp off advancement on advancement cards for leaders to reference for advancement..... we will not be tracking advancement any other way, no waiting for black pug..... once the Scouts return home the books can be signed off using the policy of the Unit.

What to practice before the Hunger Games

Older Scouts above First Class should practice Advancement below Star Rank and the EDGE method. Scouts First Class and below can start practicing their requirements but will learn on site from Older Scouts and Tribute Trainer Stations!!!!

Tenderfoot

Cooking and Cleaning a meal

Importance of Eating together

Tying and practical use of the square knot, two half hitches, and taut-line hitch

Rules of Safe Hiking, off road, on road, day, and night

Assemble (prior to event) a first aid kit to carry on a hike or campout

Proper care, sharpening, and use of the saw, knife, and axe

Treatment for Bee stings, bug bites, tick removal, simple cuts and scrapes, blisters on hands and feet, minor burns, snake bites, nosebleed, frostbite, sun burn, choking.

Common poisonous plants and how to treat exposure

How to raise, lower, and fold a flag

Second Class

Camp Stoves, Backpacking Stoves, and Fire Building

Tying a Bowline and Sheet bend and what they are used for

Orienting a Map

(5 mile hike potential)

10 Animal Identification

What to do if you come upon a vehicle accident

Explain what respect is due the flag of the United States

The three Rs of Personal Safety

Buddy System – what to do about a bully

First Class

Explain the Principals of Tread Lightly

Demonstrate tying and use of the timber hitch

Requirement 4a can be completed by measuring the height of the fellowship flagpole.

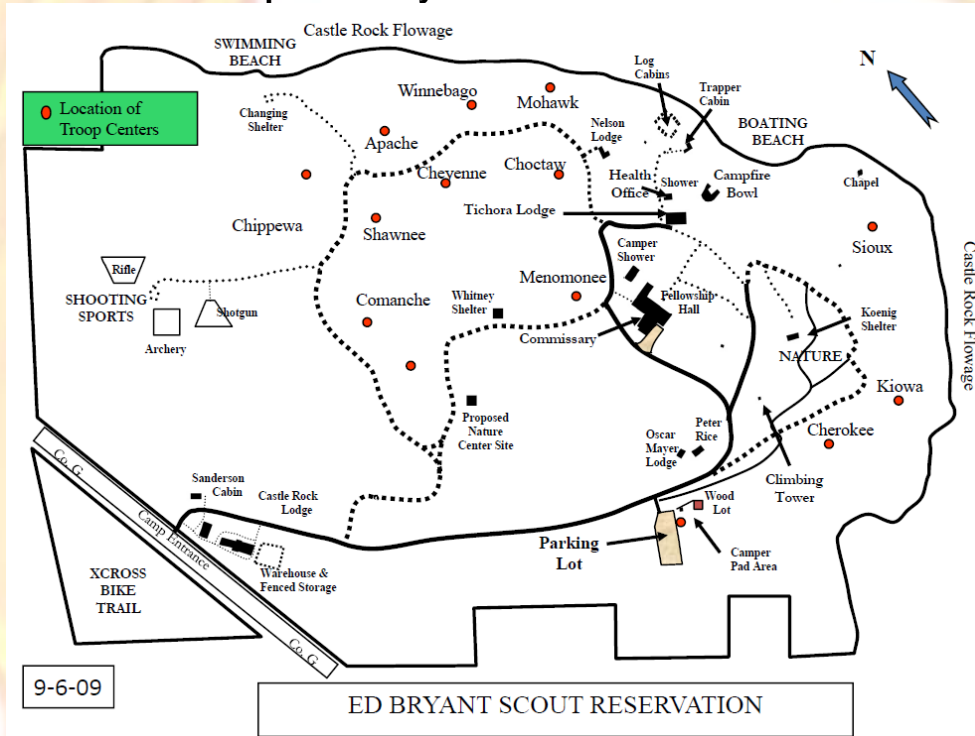
Demonstrate how to use a GPS

Identify 10 plants

Archery – Minor Electrical Circuit

More Requirements or ones listed may change*

Map of Ed Bryant Scout Reservation



Ed Bryant Scout Reservation is located at N6960 County Road G, Mauston, WI

