



Carroll District

Spring Camporee

2020

Scouting Olympics

The Spring Camporee for 2020 will be a fun event for all of us. We are planning to lay out up to 10 or more games that are sure to test your Scout skills, patrol cohesion, and hopefully, sense of humor. As you will find in the wide variety of games, not all of them involve simple knot-tying skills; we hope some of them help push your patrols to the limits of their tenacity. About the games, not all of them will be supervised the same or require the same amount of time. We do expect Scouts to be patient as they wait to start the next game. The games are organized for patrol-sized groups (6-8 Scouts) so please divide yourselves accordingly. Be sure to read this entire guide for there is important information throughout.

Please remember, SAFETY IS OUR FIRST PRIORITY!

Any comments or questions please reach out to Dave Day

### Registration

- ALL Scouts and adults who are on the property during the event MUST be registered. REGISTRATIONS MUST BE COMPLETED ONLINE BY April 17th 2020!!! All registrations must be completed online through Doubleknot.
- When registering your unit please look at the station list and pick the station you would like to run. Each unit is asked to take the information listed for the stations and figure out the details to make it work for your unit to run. Please bring all needed supplies, as the staff if you need help collecting items. The stations will be first come first pick, ie the first unit to register gets their choice, 2<sup>nd</sup> unit gets 2<sup>nd</sup> choice, etc.

### Check In/Out Information

- **Parking:** Please carpool and bring as few vehicles as possible. Please park at the Y for unloading ONLY, once you are unloaded please move to the college. Cars, Trucks, and Troop Trailers will be parked in the parking areas, you will need to unload from the parking areas. YOU MAYNOT drive on the grass unless directed for parking areas only. Please bring wagons or carts to move materials to camp sites. Once unloaded ALL vehicles MUST BE MOVED TO THE COLLEGE.
- **Medical Forms:** Leaders should have the Annual Health and Medical Form for each unit member (Adults and Youth) as stated in the Guide to Safe Scouting. In case of serious injury or illness

requiring emergency medical services or hospital treatment, a health history record and permission form signed by a parent or guardian are required. This form must be accessible to the adult leader/leaders at all times. If a Scout is brought to the First Aid Station for any type of treatment, his parental authorization form should be available for review by the Camporee staff.

- **Station Setup:** Troop stations may be set up at any time, starting at 4 pm Friday. Please stop by the registration tent by 8am Saturday morning to pick up scoring sheets for your station. Upon check-in, inform us of both the total number of personnel in your party, and the total number of patrols participating in the games.
- **Camp Site Locations:** Locations will be assigned to each unit and given out the week before the camporee.
- **SM/SPL Meeting:** There will be a meeting at 8:30pm that the SM & SPL are expected to attend. At this meeting please bring a roster for all scouters (adults and youth) who are on site as well as what song and skit your unit will perform at the campfire Sat night. The Saturday schedule and any other needed information will be given out.
- **Late Arrival and Early Departure:** If a unit is not going to arrive Friday night, please indicate this in your registration or let us know prior to the event. If you plan on arriving Saturday morning arrive early. Programs start promptly at 8:30 a.m. If your unit is going to leave Saturday night, make sure you indicate in your registration or let us know prior to the event.
- **Check Out:** Your campsite must be inspected by Camporee Staff prior to your unit's departure. After you have cleared your campsite of all unit and personal gear, policed the area, and thoroughly extinguished any fires, send someone to notify Camporee Staff. All units should be out of camp by 11am Sunday.
- **Quiet Hours:** All units will be subject to quiet hours and lights out from 10:00 p.m. to 6:30 a.m. Leaders at each campsite are responsible for enforcing quiet hours and lights out.

### General Rules

- **Leadership and Youth Protection:** All units must ensure every adult attending the Camporee has a valid and current Youth Protection Certificate on file in the unit.
- **Alcoholic Beverages and Drugs:** Possession and/or use of alcoholic beverages or drugs are prohibited per Scout BSA rules. You will be asked to leave if found with either and may be prosecuted.
- **Smoking:** BSA National Policy states that smoking is not only a safety hazard, but is also objectionable in the presence of Scouts. Therefore, we strongly recommend that there be no smoking. If you must smoke, please ask staff to point out a designated smoking area.
- **First Aid Station:** will be set up near registration and prominently marked. All injuries or illnesses, even minor ones treated in the campsite, must be brought to the First Aid station personnel for treatment and/or recording. In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission form signed by a parent or guardian are required. This form must be accessible to the adult leader/leaders at all times. If a Scout is brought to the First Aid Station for any type of treatment, his parental authorization form should be available for review by the Camporee staff.
- **Lost and Found:** Located at the Registration Area.

- **Prohibited Items:** Sheath Knives, Bows, Arrows and Fireworks serve no useful purpose at Klondike and are therefore prohibited. Electronic devices (except GPS Units) - Radios, video games, iPods, etc. are not permitted. Discovered items will be confiscated by the staff, and returned to the Scoutmaster when the event is over.
- **Latrines:** There are bathroom facilities on the grounds that are available for our use. Please respect them and keep them clean.
- **Trash:** Every unit needs to bring a supply of plastic trash bags to securely bag their own trash. Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage.
- **Water:** Proper hydration is key, to keeping our Scouts healthy. To avoid the serious consequences of dehydration, ensure everyone regularly consumes water.

**WE will need one scout and one adult from each troop on Sunday morning to help with clean up and policing the grounds.**

### **Camping/Cooking Information**

- **Fire Pits and Trenches:** Do not dig holes or trenches. Use of Liquid Fuels IS NOT PERMITTED. Above ground fires only, NO EXCEPTIONS. Only altar or drum supported fires are permitted. **NO GROUND FIRES**
- **Food:** Each unit attending the Camporee will need to bring their own food and supplies for cooking meals. There will be a Saturday afternoon cook-off. If you would like to participate in this event for extra points, please let us know Friday night at the SM/SPL meeting. This is a Scout only participation cook off. No leaders can participate. Plan on taking your food/grease waste with you when you leave. Burning grease waste in a campsite fire is not permitted.

### **Program Information**

This event is designed to be a boy led and patrol-level Scout Competition to test the team-work, Scout skills, ingenuity, and creativity of the Scouts. The games will be fun but challenging. While this is a competition please have fun and enjoy the activities and time with your patrol working on scout skills.

Patrols: The games are organized for patrol-sized groups (6-8 Scouts) so please divide yourselves accordingly.

Points: There will be several chances to earn points for your unit...morning stations, afternoon open activities, cooking competition, and campsite points.

Scouts Own: There will be a Scouts Own on Sunday morning. Each unit is asked to submit something on Friday night and a scout who is willing to help plan/participate.

### **Morning Stations**

- When you enter a station, announce yourself with a loud patrol cheer, then give the station leader your Troop number and Patrol name. Follow the instructions for the activity, have fun, and show your Scout Spirit!

- Each station will have a Scouter who will record each patrol's final score. Each station will give points at the end of station time based on the best score per TROOP. So if a Troop has 3 patrols the highest patrol score for that troop will count.
- Each unit is asked to run a station (please pick from the listing below). The station names and a brief description is included. Please then use your imagination to make your station fun based on these parameters.
- Each station leader will be given a scoring sheet Saturday morning to list who visits the station and how they did. Please turn the scoring sheets into the admin tent at lunch for scoring.
- The Spring Camporee team is available to help with ideas and materials so please reach out.

### **Afternoon Open Activities**

- There will be a variety of activities going on during the afternoon open time. A schedule will be given out at the SM/SPL meeting on Friday night.
- Units are encouraged to participate in the afternoon activities. Points will be award to units who have someone participating.
- Points will be awarded for afternoon activities bases on wins/winning teams.
- There will also be some Merit Badge opportunities during this time.
- Merit Badge Counselors that would like to run a MB station that can be completed in 3-4 hours on Saturday afternoon please contact Spring Camporee Staff.

### **Cooking Competition**

- Each unit is encouraged to enter into the cook off.
- There will be 2 categories: Main Dishes and Desserts.
- If you would like to participate in this event for extra points, please let us know Friday night at the SM/SPL meeting.
- This is a Scout only participation cook off. No leaders can participate.
- All food for the competition should be cooked on site and using a primitive type cooking method such as a Dutch oven, foil packets, solar oven, etc. No camp stove cooking.
- Food must be delivered to the Judges tent by 4pm.
- Winners will be announced at the evening campfire program.
- A scout is Trustworthy but just to help avoid the temptation there will be an adult from another troop visiting as the meal is prepared and transported. Please be friendly and if possible show hospitality and offer a warm beverage.

### **Campsite Improvements**

- Each troop campsite will be judged for additional points during Saturday afternoon.
- Additional points can be earned for a Troop Gateway (10pts), Made Camp Gadgets (1pt each), Lashing Items that are made during the weekend (1pt each) – there will be a max of 5pts on gadgets and lashing items, and campsite site set up as well as cleanliness (10pts).

### **Stations**

The stations are set up to be part Olympics and part Scout Skills. In some cases, the patrol will need to do some Olympic activities to get to the scout skill and in some cases the patrol will get supplies needed to complete the scout skill by doing the different Olympic games.

The games are organized for patrol-sized groups (6-8 Scouts) with no adult assistance. Please let the scouts use their ingenuity to figure out the best way to play the games.

Scoring: Each station leader will be given a scoring sheet Saturday morning. Please write each Troop Number and Patrol Name that comes to visit the station along with their time/items complete on the sheet. All scoring sheets should be returned to the Admin area at lunch time for scoring. Scoring will be based on the best Troop score not the best Patrol Score. IE if Troop 5000 has 2 patrols and patrol 1 gets a time of 2 min and patrol 2 gets a time of 3 min 40 sec the patrol 1 time would be the number of points for Troop 5000.

Points: There are 2 types of points to earn...participation and winning/time points. Participation points – you will get 2 points for each station and afternoon activity your unit participates in. Winning/Time points – will be award to the top 3 teams of each activity/station (3 points for 1<sup>st</sup> place, 2 points for 2<sup>nd</sup> place, and 1 point for 3<sup>rd</sup> place).

Each unit is asked to run a station (please pick from the listing below). The station names and a brief description is included. Please then use your imagination to make your station fun based on these parameters. Each unit needs to supply their own supplies to run the station, if you need help doing this please reach out to camporee staff prior to the event. Picking the stations is based on registration order, first come first pick.

Station 1 – Football Fire Building - The scouts must build and light a fire to burn through a rope. The catch is they only get 1 match to get more they must toss a football through a hoop. Scoring will list the time it took the patrol to light the fire and burn through the rope.

Station 2 – Obstacle Course Stretcher – The scouts must go through an obstacle course to get parts to build a stretcher then they must use the stretcher to help a scout (unit determine how far and where to carry the scout). Scoring will list the time it took the patrol to get the scout on a stretcher they build and across the predetermined finish line.

Station 3 – Orienteering Bridge building – The scouts must go through an orienteering course to get parts to build a bridge using lashings and the supplies they gather as they go. They then must build the bridge and at least one person needs to cross it. Scoring will be based on the time it takes the patrol to build the bridge and get that one person over.

Station 4 – Relay knot tying – Each scout will run 30 feet, tie a knot and return to tag off to the next scout. The six knots are the reef, bowline, sheet bend, clove hitch, round turn and two half hitches, and sheep shank. Scoring will be based on the time it takes to get the entire patrol through the 6 knots.

Station 5 – Cross Country Skiing LNT – Each scout will “ski” to a camp site set up with lots of LNT violations. There the scout will note a violation and return to their patrol where the scribe will write down the violation the scout found. Scoring will be based on how many LNT violations the patrol finds. Talk to Mr. Dave Day about the skis...he may be able to help.

Station 6 – Communication Land Mine – The patrol will work together to get through a maze. The catch is only the communicator can see the maze and will talk the other blindfolded patrol members through the maze area one at a time. Scoring will be based on time it takes to get entire patrol through. Time added for stepping on the land mine (squeaky toys) in the maze.

Station 7 – Shooting Biathlon – The patrol will run a biathlon and need to do 3 shooting activities along the way. We are trying to work it out to be a nerf course, sling shots, and archery as the final area.

Station 8 – Curling Packing – The patrol will need to slide/toss the bean bag into the hole. For each beanbag they get in they can run up and pick something from the selection on packing essentials. Scoring will be based on time and number of correct packing essentials.

Station 9 – Open to suggestion

Station 10 – Open to suggestion

### **Spring Camporee 2020 Schedule**

Friday, May 1, 2020

4 pm	Arrival and station set-up begins
8-9 pm	Ice Cream Social
8:30 pm	SM and SPL meeting
8:30-10 pm	Glow Games

Saturday, May 2, 2020

7:30 am	Registration tent opens
8:30 am	Opening Ceremonies & Competition Begins
8:30 am - 12:30pm	Stations open
12:30- 1pm	Lunch
1:00-4 pm	Open Activities – There will be several activities going on during the afternoon
4:00 pm	Cooking Completion Entries due to judge's tent
4:00-7:30 pm	Troop time
7:30 pm	Campfire Program
9:00 pm	OA Tapout

Sunday, May 3, 2020

9 am	Scouts Own
11 am	Must be off site by this time