

BILL HART DISTRICT CAMPOREE

SURVIVOR

May 21-23, 2010

Castaic Lake Park

Camporee Committee

Chairman:

Manny Valls

mannyv@aemf.org

Registration/Scoring:

John Noonan

jmnoonan@gmail.com

CAMPOREE OVERVIEW

The Camporee is a patrol competitive event. A set point scale and/or time determine the number of points each patrol can score.

All who pay the registration fee will receive a Camporee patch.

OBJECTIVE

The Primary Objective of Camporee is to combine FUN with a test of Scout skills, leadership, and spirit.

THEME

The theme of this year's event is **Survivor**.

THIS YEAR'S EVENTS

Field Events:

- Catapult
- First Aid
- Leaky Bucket
- Fire Building
- Obstacle Course
- Hot Isotopes
- Blind Tent Building
- Bucksaw
- Air Cannon
- Knot Relay
- Orienteering
- Flag Raising (alternate for Fire Building if no fires are permitted)

Inspection Events:

- Uniform Inspection
- Campsite Inspection

PATROL CLASSIFICATION

Patrols are classified by the ranks of their members. Patrols compete against other patrols in their same classification.

All Webelos scouts will participate as part of a Webelos patrol. They will not mix in with a Boy Scout patrol. Webelos patrols will only compete against other Webelos patrols. An event may have a modified "Webelos level" version that all Webelos patrols will use.

All Venture patrols will participate only against each other. They will not be eligible for the Buckhorn, or any other overall Boy Scout awards.

PATROL RATING SYSTEM

<u>Scout Rank</u>	<u>Rating</u>
"New Scout" and Scout	1
Tenderfoot	2
Second Class	3
First Class	5
Star	7
Life	10
Eagle	12

Each Scout is rated according to his rank. The total is then divided by the number of Scouts in the Patrol. A patrol can be made up of any number of boys.

PATROLS AT THE CAMPOREE WILL BE CLASSIFIED AS FOLLOWS:

<u>Rating Average</u>	<u>Classification</u>
All Webelos Patrols	Cougar
1.00 thru 3.49	Leopard
3.50 thru 5.49	Panther
5.50 and higher	Lion
All Venture Patrols	Grizzly

BSA REQUIREMENTS

Tour Permit

Each unit must have a valid, approved local tour permit for this Camporee. It is the unit leader's responsibility to have this in his or her possession at the Camporee.

Medical Forms

Each person registered, scouts and adults, must have a BSA annual medical form, completed and signed within the last year. Only parts A and C are required for this Camporee, so it can be completed entirely by a parent or an adult participant. You do not need to have part B (doctor's exam) for this event. This is the same form you use for summer camp, but without the requirement for a doctor's approval. If you have one from last year's summer camp, it should still be good and you can use it for this Camporee, as long as it is the new Annual Medical Form introduced 2 years ago. The old forms which were good for 3 years are no longer valid for BSA events.

You can find the form at: http://www.scouting.org/filestore/pdf/34605_Letter.pdf

It is the unit leader's responsibility to have all the completed forms for their unit in his or her possession at the Camporee, and have them easily accessible in case of an emergency. If the unit leader must leave the Camporee for any reason, the forms should be given to another adult leader.

Part C of the medical form includes the talent release agreement. If any participant elects not to sign the talent release, please bring this to the attention of the registration staff at check-in. A different color wrist band will be issued for these people, so they can be easily identified by photographers or media.

Upon check-in, each leader will sign-in, confirming that their tour permit and all medical forms are in order.

SCHEDULE OF EVENTS

Friday May 21st

- 4:00 PM Check-In and Campsite Assignment
 Set up Campsites and Gateways
 Event Leaders set up Event Areas
- 8:00 PM Uniform and Campsite inspection training (designated adult leaders)
- 9:00 PM Cracker Barrel (Staff, Event Leaders, Adult Leaders, and SPL's)
- 11:00 PM Taps - Lights Out & Quiet in Camp; NO GRACE PERIOD

Saturday May 22nd

- 6:00 AM – 7:00 AM Final check-in, for Saturday arrivals
- 6:00 AM Reveille, Breakfast & Cleanup
- 8:00 AM Opening Ceremony & Flag Raising
- 8:30 AM Uniform and Campsite Inspection
- 9:00 AM Field Events Begin (morning session)
- NOON Lunch
- 1:00 PM Field Events Begin (afternoon session)
- 5:00 PM Events Conclude - Free Time - Dinner
- If leaving early, please break camp after dinner, prior to
campfire.
- 8:00 PM Campfire - Skits, Awards & Order of the Arrow Tap Out
- 11:00 PM Taps - Lights Out & Quiet in Camp; NO GRACE PERIOD

Sunday May 23rd

- 10:00 AM All Units Check-Out
 LEAVE NO TRACE! Take pride in your Troop's good citizenship!

Notes:

1. Event times are flexible. You will be assigned your first event on Saturday morning to spread out the crowd. After that, you are free to pursue events in any order you wish.
2. The OA Indian Village will be open to visitors all day Saturday, including any available time after the campfire.

CAMPSITE & UNIFORM INSPECTION

Each patrol will undergo a “patrol inspection,” consisting of a campsite inspection and a uniform inspection. Both of these inspections will occur at the patrol campsite immediately after the flag ceremony on Saturday morning. This will allow patrols to get immediate feedback from their inspector.

A team of adults will be recruited and trained before the Friday night cracker barrel to conduct these inspections. **No adult will inspect a patrol from their own troop.** To insure consistency, all adult inspectors will be given clear scoring guidelines.

Each troop must assign at least the same number of adults as their number of patrols in attendance. So if your troop has 4 patrols at the camporee, you need to provide at least 4 adult inspectors, and make sure they are at the inspectors’ meeting Friday night at 8PM.

When scouts leave their campsite for the Saturday morning opening flag ceremony, they will be in Class A uniform, ready for uniform inspection, and their campsite will also be ready for inspection. There will be no time after the flag ceremony to clean up and organize a patrol campsite.

CAMPSITE INSPECTION (Per Patrol)

<u>Item</u>	<u>Points</u>
Gateway	10
Tents properly pitched and arranged.....	15
Fire buckets in place (Water & Sand).....	10
Area around tents is clean.....	15
Kitchen area is neat and clean has a water container.....	15
A menu and duty roster is posted.....	10
Food and cooking utensils properly stored	15
Campsite gadget(s).....	10
 TOTAL	 100

UNIFORM INSPECTION (Per Patrol)

We will be following our council's uniform policy, as stated below.

Scouts are not all required to be in the new or old uniform. As a matter of fact, uniform parts may be mixed between new and old. It is completely unacceptable to force a family to buy new uniforming simply to get points in an inspection. This includes scout socks, hats, belts and even uniform numbers. If there is a patrol hat, you may require all of the scouts or none of the scouts to be in hats. Shoes may not be an inspected item, other than open-toed shoes that are not permitted. Uniform patches are to be sewn in accordance with the uniform policy and guide. You may not require them all to be wearing the same council shoulder patch (CSP), but you can require it to be a WLACC issue of the CSP. Our council has many issues. Scout parents buy their son short pants or long pants and a short sleeve shirt or long sleeve shirt. Patrols are not to be inspected for these matters. If they are in a standard issue BSA uniform shirt or pants, they get the points. All boys DO NOT have to be in the same style.

Uniform inspection will be focused primarily on the general appearance and presence of the required items, rather than making sure that each item is in absolute conformance to BSA standards. For example, if troop number patches are not sewn on in perfect alignment, there will be no deduction.

Uniform inspection points will be awarded as follows:

<u>Item</u>	<u>Points</u>
Shirt.....	20
Patches	20
Pants or Shorts	20
Socks	10
Belt.....	10
Neckerchief.....	10
Slide	10
 SUBTOTAL.....	 100

Any WLACC council shoulder patch is permitted

Each patrol member will be scored according to the above criteria. These scores will be totaled and divided by the number of scouts in the patrol, yielding the patrol's uniform inspection subtotal.

A patrol may earn up to 10 additional points for leadership and spirit. This will be added to the subtotal for a **maximum possible patrol score of 110 points.**

EVENT SCORING AND AWARDS

SCORING

Each patrol will earn a maximum of 300 points per event.

- 0-100 points for skill
- 0-100 points for leadership
- 0-100 points for spirit

Please note that leadership and spirit make up 2/3 of a patrol's event score, emphasizing the importance of these things in the Scouting program. Thus, a patrol with great leadership and spirit can prevail over a patrol that actually receives higher skill points.

AWARDS

Webelos Patrols

For overall merit, 3 awards will be presented, based on each patrol's total points in all events:
- 1st, 2nd, and 3rd

Each Webelos patrol will also be given a participation ribbon.

Boy Scout Patrols

For each event, 9 awards will be presented, based on total event points earned by each patrol:
- Leopard: 1st, 2nd, and 3rd - Panther: 1st, 2nd, and 3rd - Lion: 1st, 2nd, and 3rd

For overall merit, 9 awards will be presented, based on each patrol's total points in all events:
- Leopard: 1st, 2nd, and 3rd - Panther: 1st, 2nd, and 3rd - Lion: 1st, 2nd, and 3rd

And finally, the Buckhorn award will go the patrol with the highest overall score, from all Boy Scout patrol classifications. The Buckhorn will be presented to the winning patrol by last year's winning patrol.

In the event of any tie, subtotals for the following will be considered, in this order: leadership, spirit, skill, uniform inspection, and campsite inspection. For example, if leadership breaks the tie, we're done. If not, then we look to spirit subtotals, and so forth. Again, note that this emphasizes the importance of leadership and spirit over skill.

Venture Patrols

For overall merit, 3 awards will be presented, based on each patrol's total points in all events:
- 1st, 2nd, and 3rd

SCORING CHALLENGES

All scoring challenges should be brought to the attention of the District Chairman. Bringing a challenge to any other Camporee staff member, including registration and scoring, will only result in a referral to the District Chairman for resolution.

At the beginning of the Camporee, the District Chairman will assemble an “Eagle Board,” consisting of Eagle Scouts from attending units. In the event of a challenge, the District Chairman will convene the Eagle Board to review the matter in closed session. Eagle Scouts from any unit(s) involved in the challenge will be excluded.

Upon reaching a conclusion, the District Chairman will inform the involved units of the decision and the reasons behind the decision.

ALL CHALLENGES MUST BE BROUGHT TO THE ATTENTION OF THE DISTRICT CHAIRMAN BEFORE THE START OF THE CAMPFIRE. THE CAMPFIRE WILL NOT START UNTIL ALL PENDING CHALLENGES ARE RESOLVED, SO PLEASE BRING UP ANY ISSUES AS EARLY AS POSSIBLE TO AVOID DELAYING THE CAMPFIRE.

CAMPOREE RULES AND PROCEDURES

A spirit of Scouting courtesy and brotherhood must prevail during the entire Camporee if it is to be a success. The Scout Oath, Law and Outdoor Code are the guides for all behavior at this Camporee. Troops or individuals who do not conform to this spirit will be asked to leave the Camporee.

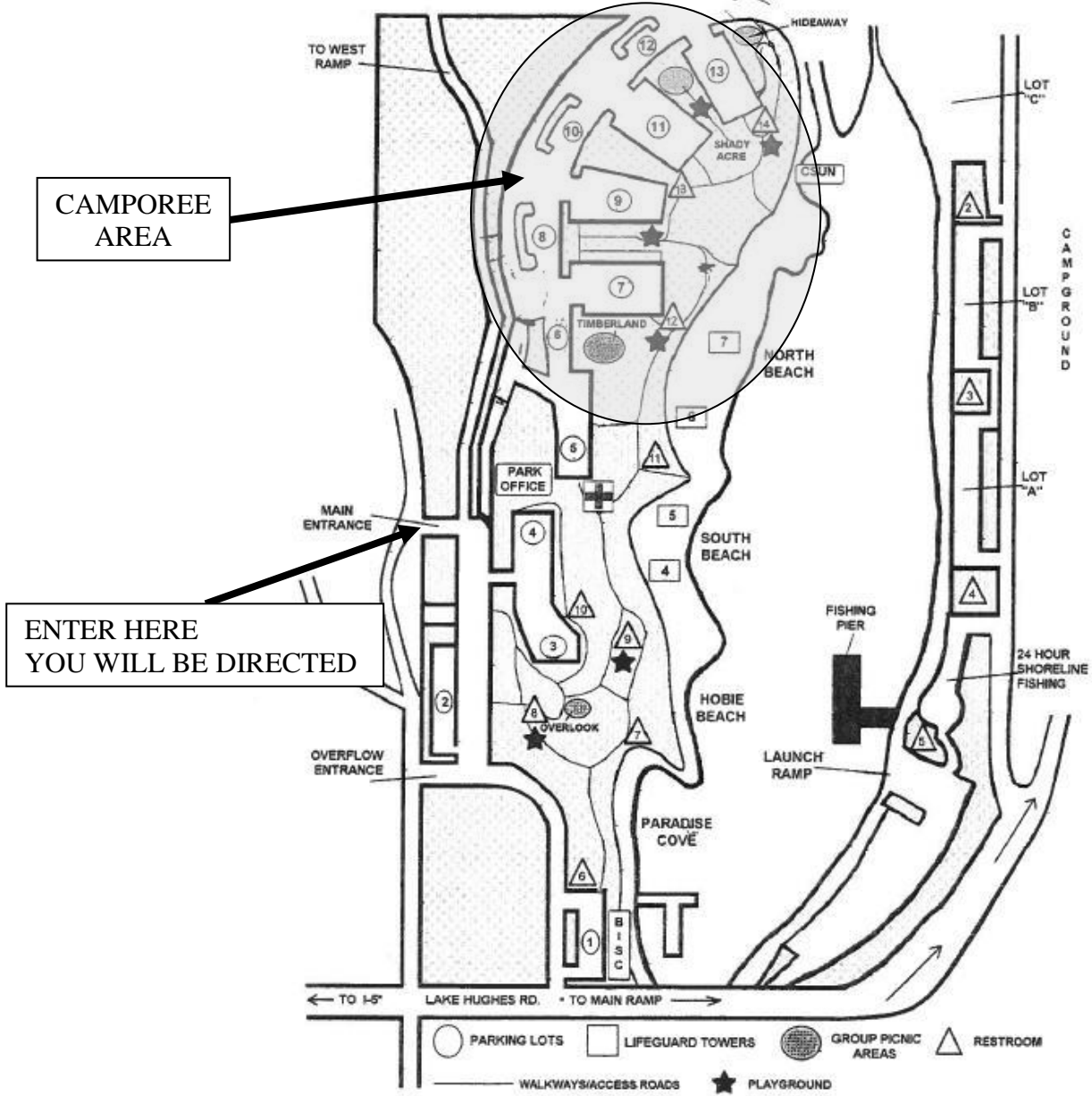
1. All scouts must be currently registered with the BSA at the start of Camporee.
2. Visitors are welcome at this Camporee at no cost, other than the parking fee. They are welcome to observe field events and Saturday night campfire. They must depart the Camporee before Taps at 11:00 PM.
3. All participants, scouts and adults, must wear the wrist band issued at registration for the duration of the Camporee. This is simply to identify you as part of our group for security and safety reasons.
4. All visitors must sign-in at Registration upon arrival, and will be issued a visitor's wristband.
5. The county charges \$11 per vehicle to drive into the park. (We are trying to get a lower rate for the Camporee, but it is not yet confirmed.) There is no provision to drive in free just to drop off. If you want, you can unload just outside the gate, and the Camporee staff can assist you with golf carts to transport your stuff to your site.
6. Please follow vehicle unloading and parking directions given upon your arrival.
7. There will be no fishing in the lake.
8. Please respect the local wildlife and park surroundings.
9. There is NO smoking in camp by scouts. A location will be designated for adult smoking.
10. Scouts should dress for Saturday activities in a manner that is appropriate for the activity and the weather.
11. Campsites will be assigned by the Camporee staff.
12. All Troops are responsible for their own trash.
13. Safety and fire protection are the responsibility of everyone at this Camporee. The campsites must be clear and free from wildfires. There will be NO open fires in the campsites.
14. Taps will be at 11:00 P.M. Reveille will be at 6:00 A.M. The camp is to be quiet during these hours. Please respect those who are camped around you.
15. Patrols must stay together throughout the competition. There will be no "saving places" in line.
16. Patrol Leaders should, upon completion of an event, check with the event leader for that event for his patrol's score and write it down on his score sheet. This is a patrol's own record, which does not get turned in.
17. At assembly on Saturday morning, each Patrol will be asked to start at a particular event, then continue with the other events in any order. If an event has a long line, you probably should go to another one if you can. Remember to pace yourself.
18. Any unsafe or improper use of knives, axes or other tools will result in immediate removal from the Camporee of the violator. Sheath knives and fixed blade scabbard knives are prohibited.
19. There will be NO booing or other disrespectful behavior by Scouts or Scouters towards other Scouts or Scouters at the campfire Saturday night.

20. All campfire skits and songs must conform to Scouting standards, and be must be submitted to the campfire organizers for approval prior to 5:00 PM Saturday.

DO NOT IGNORE ANY OF THESE RULES. THEY WILL BE ENFORCED!!

DIRECTIONS TO BILL HART DISTRICT 2010 CAMPOREE

CASTAIC LAKE STATE RECREATION AREA LAGOON / LOWER LAKE



Bill Hart District 2010 Camporee Event Instructions

This information is primarily for adult leaders who are organizing and running the events. It is included here to fully inform all participants about how the events are structured and scored. Please read it carefully. It should answer most, if not all, of your questions.

These guidelines are intended to make our Camporee run smoothly and fairly. Please comply as closely as possible. If you have any questions, problems, or suggestions, please bring it to the committee's attention in a timely manner.

Planning Your Event

Your event needs to be planned and run so that all patrols can complete it on Saturday.

Based on informal discussions with various unit leaders, **we estimate this year's attendance at 500 scouts in 85 patrols**. For reference, last year, we had 367 scouts in 62 patrols participating. If your event is expected to take a long time, you may need to plan for multiple patrols at the same time and/or impose a time limit.

Maintaining adequate throughput at each event is critical. This has been one of the biggest problems and complaints in the past. All patrols should be able to finish all events within the allotted time.

If possible, please plan a "Webelos level" version of your event, and use it for all Webelos patrols. Webelos patrols only compete against each other.

Running Your Event

An adult leader for each event **MUST** check in with the committee Saturday morning before the competition starts. The scoring form you will receive at this time will list all registered patrols. This should help insure that scores are attributed to the proper patrols. Since some patrol structures are altered for Camporee, we have sometimes seen boys confused about their patrol names.

This list will also help you pace your event. By lunchtime, for example, you should have handled approximately half of all patrols. If you are behind and have a constant waiting line, you will need to pick up your event pace. If you find yourself waiting for patrols, the committee will work to balance the load between events. The committee will monitor event progress throughout the day to try to avoid late afternoon problems.

All patrols will compete in the order of arrival, including Webelos and Venture patrols.

In the past, we have had infrequent, but very unfortunate cases where adults running the events have "ejected" a patrol from an event because of behavior or other circumstances, giving them a zero score. **PLEASE DO NOT DO THIS.** We need to lead by example, with EVERYONE following the Scout Law. If a patrol is behaving badly, this will be reflected in their spirit and leadership scores. You may politely and respectfully counsel the patrol, and perhaps talk to their scoutmaster later in severe cases.

Scoring Your Event

For your event, you will award each patrol 3 separate scores, each ranging from 0-100 (no fractions please). Please try to use a scoring method that does not result in a lot of ties. For example, don't just assign scores in 25-point increments. To maintain as much consistency as possible between events, please try to follow these guidelines:

Skill: Based on knowledge and successful completion of the assigned tasks.

- 0 = just couldn't do it at all
- 50 = fair, completed most of the event successfully
- 100 = perfect, just like the Scout Handbook

Leadership: Based on effective use of leadership skills. Do you see evidence of leadership, or is everyone just crowding around the task? Are patrol members listening to their leader?

- 0 = chaos
- 50 = it's obvious who is the leader, and members are generally following
- 100 = perfect, an example for our corporate and civic leaders

Spirit: Based on demonstrating scout spirit. Do you see a patrol flag? How nice is it? How enthusiastic was their patrol yell or song? Are they being respectful, and following the Scout Law?

- 0 = don't even look like scouts
- 50 = fair, they have a flag and a yell, but not much enthusiasm (or vice versa)
- 100 = perfect, ready to make a Scouting commercial

You will not need to total any scores. Just report the 3 scores. If any calculations are required (time, penalties, etc.) to determine your event's skill score, you will need to do this yourself. Be sure to have this figured out and well organized ahead of time, and apply it consistently to all patrols.

Venture patrols will be scored the same as Boy Scout patrols, although they are not competing against the Boy Scout patrols.

As soon as your event is complete, please bring your score sheets to the scoring officials at Registration. Do this while others are cleaning up your equipment, if at all possible. This will help minimize scoring bottlenecks. When you arrive with your scores, they will be entered into the scoring computer and final results for your event will be printed and handed to you on the spot. You will use this to present awards for your event at the Saturday campfire.

***** IMPORTANT *****

CONSISTENCY IS PARAMOUNT! Regardless of the details of your event, please do everything possible to treat all patrols equally. Different leaders should be giving the exact same instructions to all patrols, and applying the same judging criteria to all patrols. Let's make it as fair as possible.

Please read the preceding paragraph again.

BILL HART DISTRICT CAMPOREE

May 21-23, 2010

Registration Instructions

1. Advance registration is due by the end of Wednesday, May 12. After that, all registrations, including changes, must be conducted at check-in on May 21.
2. Registration is a 2-part process: submit registration form and fees to Bill Hart District service center, and email patrol rosters to the event registrar, John Noonan (jmnoonan@gmail.com). Both of these things must be complete by May 21 to qualify for advance registration.
3. Registration fees are as follows:

	<u>By 5/12</u>	<u>Onsite</u>
Webelos	\$5.00	\$10.00
Boy Scouts	\$10.00	\$15.00
Venture Scouts	\$10.00	\$15.00
All Adults	\$10.00	\$15.00

4. All boys must be registered in a chartered unit of the Boy Scouts of America at the start of Camporee.
5. Please fill out the unit registration form on the next page, attach a check payable to Boy Scouts of America, and mail or drop off to:

Boy Scouts of America
Bill Hart District Service Center
24338 Walnut Street
Newhall, CA 91321

Please turn in your registration and payment to the Newhall office. If you turn it in at the council office in Van Nuys, we have found this adds a delay and creates opportunities for error.

6. Download the patrol roster and classification form (Excel) from the district web site: www.billhartdistrict.org. Complete the form, one sheet per patrol, and email the updated Excel file to John Noonan (jmnoonan@gmail.com). Instructions are on the form.
7. Rosters and total registration count can be adjusted later as necessary. Adjustments completed by the advance registration date will be subject to the advance registration fees. Adjustments can be made upon arrival, but will be subject to the onsite fees if the number of attendees increases. **Once fees are paid, no refunds will be given.**
8. If a patrol changes their name after they register, please report the new patrol name upon check-in on May 21. This will help avoid confusion during the scoring process.

BILL HART DISTRICT CAMPOREE

May 21-23, 2010

Unit Registration

Troop Pack Crew

Troop, Pack, or Crew number: _____

Number of patrols: _____

Unit Leader: _____

Telephone: _____

Cell phone: _____
(for onsite emergencies)

Email address: _____

ALL SCOUTS MUST BE REGISTERED WITH THE BSA WHEN THE CAMPOREE STARTS.

	Number	Fee	Total
Webelos		\$ 5.00	
Boy Scouts		\$10.00	
Venture Scouts		\$10.00	
Adults		\$10.00	
TOTAL			

Enclose check for total amount and mail to:

Boy Scouts of America
Bill Hart District Service Center
24338 Walnut Street
Newhall, CA 91321