

2021

Vulcan District  
Camporee

Scouts and Webelos

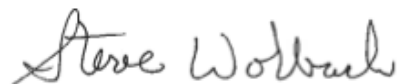
January 7, 2021

Dear Vulcan District Scouter:

We will have our annual winter Camporee at Tannehill State Park on February 19-21, 2021. We don't require any "pre-registration," but giving us your intentions would help us to plan.

We are excited and look forward to a great Scouting experience!

In Scouting,

A handwritten signature in cursive script that reads "Steve Wolbach".

Steve Wolbach  
Camporee Chairman

**ATTENTION!** The Troop Registration Form is at the end of this guidebook. **Please have this form filled out and ready to turn in to Claude Harrison to speed up the registration process.** Thank you!

# VULCAN DISTRICT CAMPOREE STAFF

## Chairman

Steve Wolbach

## Webelos Director

Roger Etherington

## Registration and Finance

Claude Harrison

## Guidebook

Stephen Wolbach

## Physical Arrangements

Rich Pace Reed Pace

## Quartermaster

Rich Pace – Equipment

Tommy & Nicole Hallmark, Lori Blanton, Don Glass, Gwen Wolbach,  
Clark & Jill Young, Bruce & Wendy Gamble, Stephen Wolbach

## Special Events

Orienteering – Tom McCanna/Troop 96

Backpack Cooking – Terry Beckham/Troop 93

Dutch Oven Cook-off – Troops 21/97

Foil Cooking Cook-off – Troop 23

Outdoor Wok Cooking – Troop 21

Dutch Oven Cake Competition – Lori Blanton, Diane Gamble, Wendy Gamble, Nicole Hallmark

## Events

Campfire – Bill Cather/Troop 28

Jim Moore	Rich Pace	Paul Spangler
Jimmy Moore	Ryan DeRieux	Stephen Wolbach

## Food and Concessions

Jan Moore	Debbie Pace	Rachel Pace	Lindsey DeRieux
Jim Moore	Ashley Pace	Jimmy Moore	Anna Leigh DeRieux
Jonathan Wolbach	Gwen Wolbach	Grace Blanton	Chuck Walker
Beth Burden	Russ Burden	Don Glass	

## Custom Patch Design

Terry Beckham

# CAMPOREE SCHEDULE

## **Friday, February 19, 2021**

- 4:00 – 8:00 P.M.      Check In | Hoot ‘N Holler Pavilion
- 6:30 – 7:45            Catfish Fry (all adults in camp) | Staff HQ
- 8:00                      Dessert Cracker Barrel (all adults in camp) | Staff HQ  
Scoutmaster announcements for the weekend
- 11:00                    TAPS (**Quiet Time strictly observed**)

## **Saturday, February 20, 2021**

- 6:30 – 8:30 A.M.      Reveille, Breakfast and Camp Setup
- 9:00                      Senior Patrol Leaders Meeting | Event HQ
- 9:30                      Webelos Orientation (all Webelos leaders) | Webelos Area
- 9:30 – 12:00           Competitive Events (will break for lunch from 12:00 – 1:00)
- 10:00                    Webelos Competition Registration and Event Demonstration
- 10:00 – 3:00            Lunch
- 11:00 – 12:30          Foil Cooking Cook-off
- 11:45                    Last Orienteering Start
- 12:30 – 2:00            Wok Outdoor Cooking
- 1:00 – 3:30              Continuation of Morning Competitive Events
- 1:30 – 3:00              Webelos Competitive Events | Webelos Area
- 3:00 – 5:00              Backpack Cooking Event
- 5:00 – 5:30              Dutch Oven Cake Cook-off
- 4:00 – 6:00              Dutch Oven Cook-off
- 5:00 – 7:00              Dinner
- 8:30 – 9:30              Awards, O/A Tapout
- 11:00                    TAPS (**Quiet Time strictly observed**)

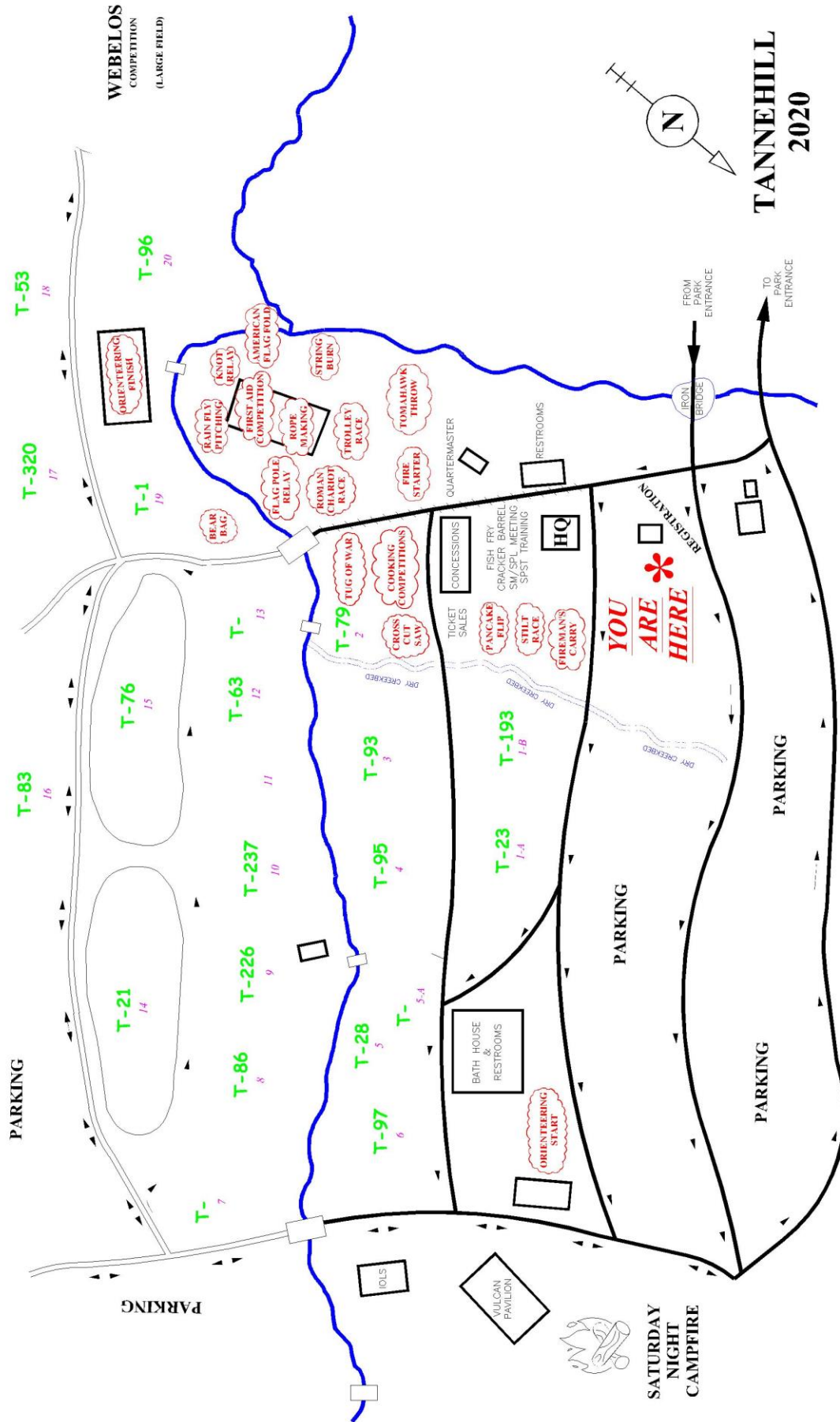
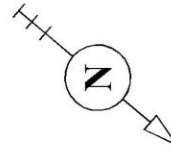
## **Sunday, February 21, 2021**

- 6:30 – 8:00 A.M.      Reveille – Breakfast
- 9:30 – 11:00            Break Camp, Check Out

# CAMPOREE INFORMATION

- DATE:** February 19-21, 2021
- LOCATION:** Tannehill State Park, Trade Day Area
- DRESS:** Official Scout Uniform. Uniforms should be worn at all times. If Troops prefer, they may wear their own identifying uniform.
- FOOD:** Each Troop will be responsible for its food.
- REGISTRATION:** The Registration fee will be \$22 per person (Scouts, Adults and Venture Crew). This fee includes: Entrance to the park, Insurance, Camping Fee, Camporee Supplies, plus a Camporee Patch for each participant. See page 22 for Webelos Registration fees. Extra Patches will be on sale for \$3.00. Patrol Rosters must be turned in at registration.
- ARRIVAL:** Troops should check in on Friday afternoon between 4:00 and 8:00.
- CAMPSITES:** You must contact Claude Harrison (Email – [wchharrison@gmail.com](mailto:wchharrison@gmail.com)) before setting up camp. Please camp by Patrols; this will help you and the judges in the Campsite Competition Event. Please note: Upon breaking camp Sunday morning, your campsite needs to be cleaned up and left cleaner than you found it. All campfires need to be cleaned up to the point that there will be no sign of a fire upon leaving the area. Tannehill wants us to return our Camporee Campsite back into a picnic area, not a camping area.
- TRASH:** Trash disposal is the responsibility of each Troop. **Trash dumpsters are available as you exit Tannehill State Park.**
- FACILITIES:**
- SAFETY:** Knives, axes and saws used by units shall be the responsibility of the unit leader. Any unsafe or improper use shall result in the lowering of the patrol score. Anyone using an ax, saw or knife must have a valid Totin' Chip card. No sheath knives are to be used. A medical doctor will be in attendance at the Camporee to take care of any minor and/or major medical emergencies.
- VISITORS:** Please invite the parents, family members and friends of your Scouts. (Please leave pets at home). We are organizing Camporee activities to peak between 1:00 – 2:30, with food trucks and the start of competitive events. Please advise the parents and friends to wear good walking shoes since parking will not be available within the Camporee Campgrounds.
- AWARDS:**
1. Each patrol that participates will receive a Participation Ribbon.
  2. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, place ribbons will be awarded to the winning patrols of each competitive event.
  3. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place plaques will be awarded to the troops with the highest overall score.

# TANNEHILL 2020




**SATURDAY NIGHT CAMPFIRE**

# CONCESSIONS WILL NOT BE SERVED

# COMPETITION FOR ALL SCOUTS

## NOTE TO SCOUTS:

1. Only the first attempt at an event will count for awards. Subsequent attempts will not count.
2. You do not have to turn in your Patrol score sheet. It is for your use only.
3. Events with the Scout symbol  count towards the High Overall Troop Award.

## NOTE TO JUDGES:

1. Please provide your own stopwatch, good to 1/100<sup>th</sup> of a second. The Quartermaster will have a few available, if needed.
2. Please return event equipment to the Quartermaster and patrol area when all teams have finished the event.
3. Please provide clear 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners.

## CROSSCUT SAW RELAY

**JUDGES:** Troops 96/63/76

**EQUIPMENT:** Saws provided by the Camporee

**ACTION:** An eight inch (8") log will be resting on support with saw attached. On the starting signal, time begins. The first two Scouts will run to log and saw for 30 seconds. When finished, Scouts will return to starting line where they will be replaced by the next two Scouts. Next team of Scouts will repeat the process and will continue tag teaming until log has been cut through. Time will stop when log is fully cut through.



## KNOT RELAY

**JUDGES:** Troop 76

**ACTION:** All Scouts from a patrol will participate. Patrol Leader will be given a list of ten (10) knots. There will be a knot post with ten pieces of rope laying on it. On the starting signal, the first Scout will go to the knot post and tie one knot from the list of ten and return to the starting point. Then the second Scout will go to the knot post and tie one of the ten knots. Each Scout will do the same in rotation until all knots are tied, or the time limit expires.

1. All knots must be tied in the order given to the patrol.
2. A patrol member may tie several knots, but he must return to the starting line and then return back to the post before tying the second knot. Numerical order must be followed.
3. Each knot will be judged for correctness and must be tied in the proper order.



Time limits for this event will be three (3) minutes. Any knots uncompleted in this time limit will be judged as incorrect. Each patrol will be given the opportunity to tie a “mystery” knot for five (5) bonus points. After each patrol has completed tying the ten required knots, the bonus knot will be announced. The patrol leader or Scout of his choice will be allowed to tie this knot.

**SCORING:** The quickest time will determine the winners of this event.

The ten knots to be tied for time are:

- |                  |                     |
|------------------|---------------------|
| 1. Overhand Knot | 6. Timber Hitch     |
| 2. Clove Hitch   | 7. Two Half Hitches |
| 3. Sheet Bend    | 8. Slip Knot        |
| 4. Square Knot   | 9. Taut-line Hitch  |
| 5. Bowline       | 10. Surgeon’s Knot  |

### ROMAN CHARIOT RACE

**JUDGES:** Troop 79

**EQUIPMENT:** Provided by Camporee – Rope and poles

**ACTION:** Patrol selects 3 members to lash an “A” Trestle (Scout Handbook, page 96) and add a rein. One Scout mounts the chariot; the others drag him to a goal line. Ten minute time limit until they cross the goal line.

### TUG OF WAR COMPETITION

**JUDGES:** Troop 86/21

**SCHEDULE:** Competition: 1:00 – 3:30, Finals: 4:00

**EQUIPMENT:** Provided by Camporee – Rope. There is a red mark made in the middle of the rope. A white mark is made exactly 13 feet from the red mark on either side of the rope.

**ACTION:** Troops shall choose to compete in these weight categories:

- Under 500 pounds with unlimited number of Scouts
- 501 – 700 pounds with unlimited number of Scouts
- 700 pounds and over with five participants

Scoutmasters need to choose and weigh their teams and have the SPL turn in the teams at the Saturday morning SPL meeting.

The center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along WITH the members of the opposing team to their side. As soon as the second mark on the rope from the center red mark crosses over to the center line, the game is over. There are 3 different commands that the judge gives to the players. The judge first announces “Pick up the rope,” he then says, “Take the string,” and finally he tells the players to “Pull.”

**NOTE:** Participants may wear gloves but no spiked shoes.

No one may wrap the rope around themselves.

A Competition Schedule will be established at Saturday morning’s SPL meeting.

**SCORING:** Each weight class will have a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winner.

## STRING BURN

**JUDGES:** Troop 97

**EQUIPMENT:** Provided by Camporee – Flint and steel, five (5) cotton balls, and wood.

**ACTION:** All patrol members participate. Two strings will be stretched between vertical sticks, one 12 inches above the ground, and the other 18 inches above the ground. On the starting signal, timing begins. Each patrol prepares a fire and lights it with the flint and steel. When laying the fire, wood can only be a maximum of 12 inches above the ground. No grass, leaves, pine needles or artificial fuel may be used. When the first string burns through, stand back. From that point on, do not touch or blow on the fire. Time is stopped when the second string is burned through.



**SCORING:** The quickest time will determine the winners of this event.

**IMPORTANT:** Patrol will be given 10 minutes in the ax yard to prepare their wood/fuel for this activity. Patrols will be issued a paper bag to place prepared wood/fuel from the wood yard during the allotted 10 minutes. The bag will be taken following the 10 minute prep time and returned to the Patrol once a fire building area is available. The initial fire must start no more than one inch off the ground (no platforms). The cotton must be placed at the bottom of the kindling in order to start the fire.

## RAIN FLY PITCHING

**JUDGES:** Troop 28

**EQUIPMENT:** Provided by Camporee – One rain fly with attached guy lines, 6 poles, steel stakes, and a 4-pound hand sledge. Guy line tension adjusters will not be used or furnished.

**ACTION:** Select a Patrol team of four Scouts from the Patrol to participate. At starting, the rain fly will be neatly folded and guy lines will be inside the bundle (guy lines will not be attached). Poles, stakes, and sledge will be stacked alongside. At the start signal, the team will carry the equipment a short distance to the designated location and pitch the rain fly. Six poles will be used – one on each corner and two taller poles in the middle. Each pole will have a guy wire attached to it. Time will stop when team leader signals the event director. Time will then be stopped and the event director will inspect the erected rain fly. After scoring, the patrol team will dismantle the rain fly, neatly and correctly fold the rain fly, return the equipment to the starting area, and arrange the equipment on the ground as instructed by the event director.

**SCORING:** Elapsed time with time penalties for improperly tied knots, alignment, and looseness of lines and canvas. *Bowline to be used on top and taut-line hitch to be used on bottom.* All four ropes are staked out and the fly must remain standing unassisted for 10 seconds after the last person finishes. Awards are given for the shortest elapsed time.

## FLAG POLE RELAY

**JUDGES:** Troop 63

**EQUIPMENT:** Three 6 foot Scout Stakes, rope, one mallet or hammer and three stakes (Camporee will provide) and troop flag.

**ACTION:** All patrol members participate. All materials to be used will be placed on the ground at the starting position. On the starting signal, timing begins. The three poles must be lashed together to a length of not less than 15 feet. Each splice will require 2 sheer lashings and there will be 2 splices per pole. With the flag attached, the patrol will stake the flag pole into a vertical position. The flag pole must remain standing unassisted for 10 seconds after the last person finishes. Dismantle the flag pole and return to the starting position. Timing will stop when all participants cross the finish line.



**SCORING:** The patrol with the quickest time will win the event.

## FIRST AID

**JUDGES:** Troop 28

**EQUIPMENT:** Provided by Camporee

**ACTION:** All members of the patrol will participate in this event. An emergency first aid scenario will be communicated to the patrol. The patrol will be graded on knowledge, skill, and the time it takes to complete the assigned activity. Random questions may be asked. Fifty (50) points possible.

**EXAMPLE:** A Scout falls into a stream where the water temperature is 38°. The Scout is showing symptoms of hypothermia. What would you do?

The reference needed for the first aid event is in the Scout Handbook, Eleventh Edition, Chapter 11 (First Aid chapter). It will be helpful to be familiar with the First Class requirements for first aid.

## ORIENTEERING

**JUDGES:** Troops 96/63/76

**REFERENCES:** Orienteering Merit Badge Pamphlet/ Scout Handbook Chapter 11 (Navigation)

**EQUIPMENT NEEDED:** Compass (baseplate type - 1 per Scout) and whistle.

**SKILLS NEEDED:** Map reading, terrain recognition/association and compass use.

**PROCEDURE:**



1. The event will be a Cross Country Orienteering Meet for the Scout patrols. Each Patrol Leader will organize his patrol into one or more teams for the competition. Each team must have at least four (4) members and no more than seven (7).
2. There will be 7 to 9 controls set up in the park lands surrounding the Camporee site. Each control is a standard orienteering three-sided flag that is orange and white in color with a tethered pin punch. The length of the course will vary each year but will ordinarily be about 2.0 to 3.0 kilometers.
3. Competing patrols will begin at the starting table, located near the northeast corner of the Camporee site at the Forge Pavilion. They will be provided multi-color orienteering maps (1 per participant) with a detailed scale (from 1:5,000 to 1:10,000), with 5-meter contour intervals and one score sheet to record the control specific pin punch pattern. Each team will provide their own compasses. Teams may begin to register at 9:00 am – start times begin at 9:30 am and proceed at minimum intervals of three minutes. ***No teams may begin the course after 11:45am.***
4. During the morning hours, we will have one or more adults at the starting pavilion conducting training sessions as needed to teach basic orienteering skills. These will begin at 9:30 am. Please encourage your Scouts to brush up on their skills before attempting the course.

## BEAR BAG RELAY

**JUDGES:** Troop 83

**EQUIPMENT:** Provided by Camporee – Two (2) ropes, a carabiner, and a 30 lb. bear bag

**ACTION:** All patrol members participate. All materials to be used will be placed on the ground at the starting position. On the starting signal, timing begins. The bag must be raised so that the bottom of the bag is greater than 10 feet above the ground, and the center of the bag no closer than 6 feet from either tree. Bag must remain tied for 10 seconds after the last person finished. Timing will stop when all participants cross the finish line. Breakdown the bear bag after the time stops.

**SCORING:** The patrol with the quickest time will win the event.

## PANCAKE FLIP

**JUDGES:** Troop 28

**EQUIPMENT:** Provided by Camporee Staff – (2) skillets, (1) spatula, (1) mixing spoon, (1) mixing bowl, Pam cooking oil spray, (1) Coleman stove, pancake mix, water, butter, syrup, and eating utensils.

**ACTION:** Entire Patrol of eight Scouts may participate, but a minimum of two Scouts in each Patrol shall participate.

1. Prepare batter; pour in skillet, turning pancake with spatula once.
2. When the pancake is done, using the skillet, cook flips it in the air over the string, where it is caught in a second skillet by another Patrol member standing on the other side of the string.
3. Run back to the finish line.
4. After the Patrol members cross the finish line, the pancake will be eaten, at which point time will stop.

**SCORING:** Elapsed time with ten second penalty if pancake is not sufficiently done. Awards for net shortest elapsed time.

### STILT RACE

**JUDGES:** Troop 53

**ACTION:** Scouts will complete individually and will be scored against members of their rank (i.e., Tenderfoot Scouts will be judged against other Tenderfoot Scouts). A champion for each rank (Scout, Tenderfoot, Second Class, First Class, Star, Life and Eagle) will be determined. Stilts will be built out of 2"×2" with the feet approximately 12" off the ground. Scouts will put on the stilts and walk across a finish line. The course will be approximately 10 yards.

**SCORING:** Fastest time wins.

### TOMAHAWK THROWING

**EQUIPMENT:** Tomahawks and targets – provided by Camporee

**ACTION:** Each thrower will throw the same three tomahawks at each distance: 14 feet, 17 feet and 20 feet. Targets will have a 2½" bull's eye (worth 3 points), an 8" inner ring (worth 2 points) and a 16" outer ring (worth 1 point). Throwers will throw 5 tomahawks at 3 targets, 3 times per distance for a total of 15 tomahawks.

**SCORING:** Weapons will be scored "as they stick" with a mandatory 5 seconds in target in order to count as stuck. Bull's eyes will be counted as 3 points, weapons penetrating the inner ring as 2 points and all other areas within the 16" circle will be 1 point. The point of the weapon must penetrate the target in order to count, and the highest ring penetrated by the weapon will be the score. After a thrower has finished their turn, a range official will approach the targets and call out scores as they determine they exist. The scorekeeper will record the score and then the thrower will be allowed to retrieve their weapons. If the range official cannot determine the score, they will call for another official to confer with over the score. Their decision is final and will be carefully considered to ensure a fair and accurate event.

#### TOMAHAWK THROW SCORE CARD

# of Spins	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	Score
14'						
17'						
20'						
Total Score						

## TROLLEY RACE

**JUDGES:** Troop 320

**EQUIPMENT:** Provided by Camporee – Two rope-festooned lengths of 4”×4”×12”, will be used

**ACTION:** Patrol will mount, and walk this trolley a short distance. Teamwork, coordination and cooperation are a must! To walk this trolley, all participants must lift the same leg at the same time, with the aid of ropes, and move the 4×4 forward a short distance. Then, the opposite leg is raised and moved forward. This action continues until the trolley reaches its destination.

**SCORING:** The quickest time will determine the winners of this event. Time will be added for each foot that touches the ground during the walk.

## FIREMAN’S CARRY

**JUDGES:** Troop 86

**EQUIPMENT:** None

**ACTION:** Entire Patrol of eight Scouts shall participate. Patrols of less than eight Scouts will run the event multiple times as appropriate. The Patrol will line up in single file behind the starting line, facing the finish line, a distance of 20 yards away. At the starting signal, the first Scout in line (“Fireman”) will, using the correct fireman’s carry, pick up the next Scout in line, (the “Victim”) laying on the ground behind him (feet toward the starting line), then face about, and running, carry the Victim to the finish line. At the finish line, the Fireman will correctly deposit the Victim on the ground, and both will then run back to the starting line and tag the next Fireman, then take their place at the end of the line. Relays continue, repeating the process, until all eight Scouts in the Patrol have been a Fireman. Time will stop when Patrol Leader signals the Event Director that the last relay has crossed the finish line. The Event Director will then stop time.

**SCORING:** Elapsed time with five second time penalty for each incorrect Fireman’s Carry position. Awards for shortest net elapsed time.

## AMERICAN FLAG FOLD

**JUDGES:** Troop 320

**EQUIPMENT:** Flag provided by the Camporee

**ACTION:** All Scouts from a patrol will participate. Patrol Leader will be given an American Flag and told to fold in the proper manner. Two patrol members will proceed to fold the flag while two additional members tell the judge what the procedure is. After the patrol has folded the flag, the patrol will be given ten (10) yes or no questions drafted from the Camporee Guidebook, pages 13 and 14.

## HOW TO DISPLAY THE FLAG



1. When the flag is displayed over the middle of the street, it should be suspended vertically with the union to the north in an east and west street or to the east in a north and south street.



2. The flag of the United States of America, when it is displayed with another flag against a wall from crossed staffs, should be on the right, the flag's own right [*that means the viewer's left -- Webmaster*], and its staff should be in front of the staff of the other flag.



3. The flag, when flown at half-staff, should be first hoisted to the peak for an instant and then lowered to the half-staff position. The flag should be again raised to the peak before it is lowered for the day. By "half-staff" is meant lowering the flag to one-half the distance between the top and bottom of the staff. Crepe streamers may be affixed to spear heads or flagstuffs in a parade only by order of the President of the United States.



4. When flags of States, cities, or localities, or pennants of societies are flown on the same halyard with the flag of the United States, the latter should always be at the peak. When the flags are flown from adjacent staffs, the flag of the United States should be hoisted first and lowered last. No such flag or pennant may be placed above the flag of the United States or to the right of the flag of the United States (the viewer's left). When the flag is half-masted, both flags are half-masted, with the US flag at the mid-point and the other flag below.



5. When the flag is suspended over a sidewalk from a rope extending from a house to a pole at the edge of the sidewalk, the flag should be hoisted out, union first, from the building.



6. When the flag of the United States is displayed from a staff projecting horizontally or at an angle from the window sill, balcony, or front of a building, the union of the flag should be placed at the peak of the staff unless the flag is at half-staff.



7. When the flag is used to cover a casket, it should be so placed that the union is at the head and over the left shoulder. The flag should not be lowered into the grave or allowed to touch the ground.



**8.** When the flag is displayed in a manner other than by being flown from a staff, it should be displayed flat, whether indoors or out. When displayed either horizontally or vertically against a wall, the union should be uppermost and to the flag's own right, that is, to the observer's left. When displayed in a window it should be displayed in the same way, that is with the union or blue field to the left of the observer in the street. When festoons, rosettes or drapings are desired, bunting of blue, white and red should be used, but never the flag.



**9.** That the flag, when carried in a procession with another flag, or flags, should be either on the marching right; that is, the flag's own right, or, if there is a line of other flags, in front of the center of that line.



**10.** The flag of the United States of America should be at the center and at the highest point of the group when a number of flags of States or localities or pennants of societies are grouped and displayed from staffs.



**11.** When flags of two or more nations are displayed, they are to be flown from separate staffs of the same height. The flags should be of approximately equal size. International usage forbids the display of the flag of one nation above that of another nation in time of peace.



**12.** When displayed from a staff in a church or public auditorium on or off a podium, the flag of the United States of America should hold the position of superior prominence, in advance of the audience, and in the position of honor at the clergyman's or speaker's right as he faces the audience. Any other flag so displayed should be placed on the left of the clergyman or speaker (to the right of the audience).



**13.** When the flag is displayed on a car, the staff shall be fixed firmly to the chassis or clamped to the right fender.



**14.** When hung in a window where it is viewed from the street, place the union at the head and over the left shoulder.

Source: [www.ushistory.org](http://www.ushistory.org)



# COOKING EVENTS

*Backpack Cooking    Foil Cooking Cook-off*  
*Dutch Oven Cook-Off    Wok Cooking    Cake Baking Competition*

Cooking events will be judged separate from the traditional skilled events. These events will not count toward the high overall but will be awarded 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finish.

Also, all Scouts who participate in any two (2) of the five (5) cooking events will receive a *CUSTOM FULLY EMBROIDERED PATCH*.

## BACKPACK COOKING

**EQUIPMENT:** Provided by participating Scout patrol. Backpacking stove, one (1) pot, utensils, necessary food.

**ACTION:** Entire team/patrol must participate. Please mix older and younger Scouts for the learning experience.

1. Scouts should prepare food with only one pot.
2. Fresh food is encouraged; use no freeze-dried food.
3. Scouts should not pre-cook any food prior to competition.

**NOTES:** No Scout leaders/adults will be allowed in the cooking area. This event does not count in overall scoring competition.

**SCORING:** Scoring will be based on nutritional value, taste, originality, presentation and cleanliness. Fifty (50) points possible. First, Second, and Third places will be awarded.

## BACKPACKING COOKING SCORECARD

Troop Number \_\_\_\_\_

Scoutmaster \_\_\_\_\_

Patrol Name \_\_\_\_\_

Patrol Leader \_\_\_\_\_

Cooking Time – Start \_\_\_\_\_

Cooking Time – Finish \_\_\_\_\_

(One hour and fifteen minutes max time)

Nutritional Value	Taste	Originality	Presentation	Cleanliness	Total Score

Each category has a possible ten (10) points for a possible point total of fifty (50) points.

## FOIL COOKING COOK-OFF

**EQUIPMENT:** Provided by Camporee – charcoal. Teams/Patrols will need to supply their own food, cooking foil and all other items needed. Presentation is up to Scouts.

**ACTION:** Teams will prepare the following dishes and present for judging.

1. Scouts should prepare food using only foil as a cooking medium.
2. Scouts will cook food prepared over charcoal.

**SCORING:** See scorecard below. Twenty-five (25) points possible.

### FOIL COOKING SCORECARD

Area	Score				
	1	2	3	4	5
Technique					
Taste					
Organization					
Cleanliness					
Presentation					

Total Score \_\_\_\_\_

## WOK COOKING

**EQUIPMENT:** Patrols will supply all necessary items for this event including: fuel (charcoal or propane), propane stove (if needed), food, wok, utensils, etc. Presentation is up to Scouts.

**ACTION:** Teams will prepare a dish and present for judging.

**SCORING:** See scorecard below. Twenty-five (25) points possible.

### WOK COOKING SCORECARD

Area	Score				
	1	2	3	4	5
Technique					
Taste					
Organization					
Cleanliness					
Presentation					

Total Score \_\_\_\_\_

## CAKE BAKING COMPETITION

**ACTION:** Individuals or teams will prepare a cake and present for judging.

1. Cakes must be made at the campsite in a Dutch Oven Friday night or during the day Saturday.
2. Cake mixes are allowed.
3. Cakes will be returned to the contestants after judging.
4. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place awards will be given.
5. Teams will consist of one or more individuals and do not necessarily have to be Patrols.
6. Cakes are to be turned in at Staff HQ between 5:00 and 5:30 Saturday afternoon. Judging will take place at 5:30 and winners will be announced shortly thereafter.
7. Use your creativity and have fun!

**SCORING:** One hundred (100) points possible.

Taste \_\_\_\_\_(50 points)

Outside Characteristics & Creativity \_\_\_\_\_(25 points)

- Appearance
- Neatness

Inside Characteristics \_\_\_\_\_(25 points)

- Texture appropriate for type of cake
- Doneness

## DUTCH OVEN COOK-OFF CONTEST

The following is a listing of rules and regulations for the individual teams. **This competition will be between Patrols.** Teams of 6 – 10 scouts will be allowed to compete. (Please mix old Scouts with new Scouts for learning). Competition will take place at a specified place on Saturday between 4 and 6 p.m. Thirty (30) points are possible. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishers will be awarded prizes. This event does not count in the overall competition.

- Contestants are expected to provide their own Dutch ovens, ingredients, cooking utensils, and preparation items.
- Gas or propane stoves are not allowed, but may be used to start charcoal and heat water for clean up.
- Minimum Dutch oven size is 10 inches for all judged dishes.
- Ingredients may not be precooked or prepared for cooking prior to the beginning of the cook-off. All preparation must take place during the competition and only Dutch ovens may be used for cooking.
- Your patrol may elect to prepare an entire meal (which we encourage), but only one dish may be presented for judging. It may be a meat, vegetable, salad or desert.

## DUTCH OVEN COOK-OFF SCORECARD

Area	Score				
	1	2	3	4	5
Presentation					
Exterior Inspection					
Interior Inspection					
Taste					
Cleanliness					
Technique					

Total Score \_\_\_\_\_

# COOK-OFF CONTEST RULES

## **PRESENTATION**

The food should include appropriate garnish, serving containers, color contrasts, harmony and edible decorations. Light and dark color contrast is often very pleasing. The pots should be very clean and well seasoned inside and outside. Contestants will be rewarded for a pleasant emphasis on the desirability of the food. Contestants will be penalized for gaudy garnishes that hide the food, or are not edible. Extra decor will not result in additional points or a higher placement.

## **EXTERIOR INSPECTION**

Contestants will be rewarded for even cooking those results in a uniform color and surface texture such as the golden brown rolls with crisp crust and the evenly browned meat. Contestants will be penalized for spotty cooking, burned spots, raw, tough, soggy, brittle, or crumbling results.

## **INTERNAL INSPECTION**

Contestants will be rewarded for pleasant aroma, uniform color, evenness of cooking, consistent texture, and completeness of the cooking process. Contestants will be penalized for spotty cooking, burned or raw spots, streaks or lumps.

## **TASTE**

The ideal dish is food that that tastes delicious. Contestants will be rewarded for pleasant use of spices, natural food flavor, evenness of cooking, chew ability and aroma. Contestants will be penalized for toughness, off flavors, rancid oil flavor from improperly seasoned cast iron, burned food, foreign objects, ash, flatness, unwanted lumps, spotty cooking, cold spots, raw spots, missing ingredients, unnatural food colors, and soggy crusts.

## **CLEANLINESS**

Utensils, ovens, ingredients, prep areas, and personal cleanliness will be watched. Contestants will be rewarded for the use of wash areas, table coverings, washing of hands, and covering food items from contamination. Contestants will be penalized for the lack of cleanliness in preparation and cooking areas, ovens, ingredients, and hand washing.

## **TECHNIQUE**

Contestants will be judged on the showing of the proper use of ovens, heat source, tools, and utensils. Contestants will be rewarded for proper use of tools, heat source, and ovens. Team members should know how to start charcoal briquettes. They should also be able to show proper fire use. Lack of these skills will be penalized.

Dutch oven techniques showing proper use of ovens, heat source, tools, and utensils should be judged. Reward proper use of tools, heat source, and ovens. Team members should know how to start charcoal briquettes. They should also be able to show proper fire use. Lack of these skills should be penalized.

Other areas that may be judged are promptness of registration, team dress, and timely presentation to the judges.

# CAMPOREE CAMPSITE INSPECTION SHEET



Unit: \_\_\_\_\_

Inspectors: \_\_\_\_\_

Time: \_\_\_\_\_

Camporee Judges will judge each Troop on the following items. This inspection will take place Saturday between 1:00 P.M. and 5:00 P.M. One hundred fifty (150) points are possible. There will be awards for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place units. The score will also factor into the High Overall Awards.

## SHELTER (10 points total)

1. Tents properly erected; trim, securely anchored \_\_\_\_\_ (5)
2. Cover for dining facilities properly erected; trim, securely anchored, provides for run-off of rain \_\_\_\_\_ (5)

## FIRE, FIREWOOD AND WOOD TOOLS (40 points total)

1. Fire site a safe distance from tents, etc.; adequately contained (5 ft. radius cleared around fire) \_\_\_\_\_ (10)
2. Adequate fire buckets and/or other fire fighting equipment available \_\_\_\_\_ (10)
3. Firewood protected from rain and dampness \_\_\_\_\_ (5)
4. Firewood quality shows evidence of diligent effort to gather wood at the campsite by Scouts, of as good a quality as is reasonably available \_\_\_\_\_ (5)
5. Wood tools sharp and properly stored \_\_\_\_\_ (5)
6. Axe yard specifically located and adequately marked off \_\_\_\_\_ (5)

## HEALTH AND SAFETY (40 points total)

1. Proper disposal of garbage \_\_\_\_\_ (5)
2. Food adequately protected from contamination and spoilage \_\_\_\_\_ (5)
3. Dishwashing practices result in clean pots, plates, etc. \_\_\_\_\_ (5)
4. Cooking equipment stored off ground and clean \_\_\_\_\_ (5)
5. Clean water is available \_\_\_\_\_ (5)
6. Location of adequate first aid kit visible to all \_\_\_\_\_ (10)
7. Campsite is clean and in order \_\_\_\_\_ (5)

## CAMP IMPROVEMENTS (20 points total)

1. U.S. and troop flags properly displayed. (U.S. flag on the right side of the entrance to a person standing in the entrance facing out of camp.) \_\_\_\_\_ (10)
2. Campsite improvements/camp craft. Created basically with natural material and put to practical use to make campsite more comfortable and convenient. Examples are built up fireplace, utensil rack, pack rack, table, seat, boot scraper, fire bucket holder, tripod, wash basin, etc. \_\_\_\_\_ (10)

## PATROL ORGANIZATION AND OPERATION (40 points total)

1. Evidence of separate patrol sites \_\_\_\_\_ (10)
2. Scout meals prepared by patrols, not adults \_\_\_\_\_ (10)
3. Patrol menu posted in Patrol site and kept dry \_\_\_\_\_ (10)
4. Patrol duty roster posted in patrol site and kept dry \_\_\_\_\_ (10)

TOTAL \_\_\_\_\_ (150)

# CAMPOREE INFORMATION

## WEBELOS

- DATE:** February 19-21, 2021
- LOCATION:** Tannehill State Park, Trade Day Area
- DRESS:** Official Webelos Uniform
- BASIC POLICY:** All Webelos who camp overnight must be the guest of a sponsoring Scout Troop, and must be accompanied by a parent or guardian. Webelos must participate as a Den and the Den Leader or Assistant Den Leader must be present.
- FOOD:** Each Den will be responsible for its own food.
- REGISTRATION:** Webelos – \$22 each. This includes all Webelos that camp, and participate in the Competitive Events, and/or the Show and Do Events. (This fee covers: Entrance to the park, Insurance, Camping Fee, Camporee Supplies, plus a Camporee Patch for each participant).
- Webelos – \$15 each. This includes all Webelos who do not camp, but participate in all Saturday activities. (This fee covers: Entrance to the park, Insurance, Camping Supplies, and a Camporee Patch.)
- Adults – \$15 each. This only includes those adults that spend at least one night camping. (This fee covers: Entrance to the park, Insurance, Camping Supplies, and a Camporee Patch.)
- Day Visitors – No Charge at the Camporee, but Tannehill will collect a Park entrance fee.
- All Webelos must register before competing.**
- Additional Camporee Patches are available for \$3.00**
- PARKING:** All vehicles must park in designated parking.
- EVENTS:** All 4<sup>th</sup> and 5<sup>th</sup> grade Webelos (Webelos and Arrow of Light Scouts) will be able to participate in the events and activities designated for them. The Webelos will not be competing against the Scouts, but will be competing only against other Webelos.  
(For more information on these events, please refer to the Events pages).
- CAMPING:** Both Webelos and Arrow of Light Scouts will be allowed to camp overnight with their sponsoring Scout Troop. All food and camping equipment is the responsibility of the Den and sponsoring Scout Troop.

**AWARDS:** There will be an Awards Ceremony on Saturday afternoon following the competitive events for all Webelos at the Webelos Area.

Awards will be given for the following:  
Participation Ribbons for each Den  
1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place for **each event**.  
1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place **overall**.

**SAFETY:** Knives used by dens shall be the responsibility of the den leader. Anyone using a knife must have a valid Whittling Chip card. No sheath knives are to be used at the Camporee.  
A medical doctor will be in attendance at the Camporee to take care of any minor and/or major medical emergencies.

**SPECIAL INFORMATION:** Webelos Leaders, we need your help to insure that none of these items (listed below) are brought to the Camporee. Please look over this list carefully.

Fireworks	Pets of any kind
Air Horns	Generators
Electronic games of any kind	Bicycles
Rebel Flags	
Any objects to be thrown:	
<i>(Footballs, baseballs, Frisbees, etc.)</i>	



# CAMPOREE SCHEDULE

## WEBELOS

### Saturday, February 20, 2021

9:30	Webelos Orientation – All Webelos Leaders Webelos Area
9:30 – 10:30 A.M.	Show and Do Events Whittling Chip      Webelos Area
10:00	Event Demonstration Webelos Area Knot Relay Scout Law Relay String Burn Flag Pole Relay Stretcher Race Tug-of-War
11:00	Tug-of-War Competition Webelos Area
12:00 – 1:30 P.M.	Lunch Concession Stand will be serving hot dogs, chips, drinks, etc.
1:30 – 3:00	Competitive Events – Round Robin Webelos Area
4:00 – 4:30 (Tentative)	Awards Webelos Area

# CAMPOREE GUIDE FOR WEBELOS LEADERS

**REGISTRATION:** Registration is required for all activities, but is not required immediately upon arrival. It is preferred that Webelos Dens register as a group. Dens may prefer to register after all of the members have arrived.

Camporee registration and all financial transactions take place at the Scout Registration Area. Once you have registered, you may sign up for the Webelos activities at the Webelos Area. You will be asked for proof of registration at that time.

**TIME SCHEDULE:** Leaders should plan to arrive by 9:30 for the Leaders Orientation, which lasts no more than 30 minutes. The boys are not involved in this orientation, so this is a good time for them to work on earning their Whittling Chip.

The time from 10:00 – 11:00 is for event orientation. The judges for each event will be available to explain the details of the competition. Dens will be given the opportunity to practice some of the skills.

The event descriptions in this guidebook allow for some flexibility in some areas. Event judges will determine the exact rules, and the details of the event may vary slightly from year to year.

All boys should participate in, and earn the Whittling Chip if they have not already done so.

Activity registration will also take place during this time. Den Leaders need to sign up their dens with the Webelos Activity Director by providing proof of registration and the number of boys in their group. Each leader will then receive an event checklist.

Morning competition (Tug-of-War) will begin once the event orientation is completed. Although this is scheduled for 11:00, it may be delayed to accommodate some groups who are still engaged in orientation or Whittling Chip activities. It may be necessary to combine smaller groups to build equally sized teams.

There will be a lunch break from 12:00 – 1:30. Webelos Scouts may use some of this time to visit units in the Scout Area.

Activity registration should be completed no later than 1:30. At 1:30, there will be a final briefing where some smaller dens may be asked to team up for certain events. After the briefing, Dens should begin the competition. Events may be completed in any order.

The Awards Ceremony will be held following the completion of the last event. Historically, this has been 4:00 – 4:30, and will vary depending on the number of competitors.

# NON-COMPETITIVE EVENTS

## WHITTLING CHIP

This event is available for all Scouts. Requirements for the Whittling Chip may be found in the *Webelos Handbook*, in the Arrow of Light – *Scouting Adventure*, Requirement 6. Upon completion, each Scout will receive a Whittling Chip card. (This card is required for Webelos Scouts to use pocket knives in the String Burn competition.)

This event will be open from 9:30 A.M. – 10:30 A.M.

There is no charge for this event.

### The Whittling Chip

The Whittling Chip is a special card that gives you permission to use a pocketknife.

You can earn it by doing these things:

1. Know the safety rules for handling a knife.
2. Show that you know how to take care of and use a pocketknife.
3. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
4. Read, understand, and promise to abide by the “Knives Are Not Toys” guidelines.
5. Read, understand, and promise to abide by the “Pocketknife Pledge.”

### **Safety Rules**

- ◆ A knife is a tool, not a toy.
- ◆ Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.
- ◆ Keep the blade clean.
- ◆ Never carry an open pocketknife.
- ◆ When you are not using your knife, close it and put it away.
- ◆ Keep your knife dry.
- ◆ When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.
- ◆ Make a safety circle: Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you can't touch anyone else, it is safe to use your knife.

### **Knives Are Not Toys**

- ◆ Close the blade with the palm of your hand.
- ◆ Never use a knife on something that will dull or break it.
- ◆ Be careful that you do not cut yourself or any person nearby.
- ◆ Never use a knife to strip the bark from a tree.
- ◆ Do not carve your initials into anything that does not belong to you.

# COMPETITIVE EVENTS

## KNOT RELAY

**ACTION:** All Den members participate. The Den Leader will be given a list of seven knots. There will be a knot post with seven untied pieces of rope laying on it. On the starting signal, the first Scout will go to the knot post and tie the first knot from the list of seven and return to the starting point. Then, the next Scout will go to the knot post and tie the second knot from the list of seven. **Once a knot is tied, it cannot be tied again.** This rotation continues until all knots are tied, or the time limit expires. The Den Leader can choose in advance which knot will be tied by each Scout in their den, subject to the following notes:

1. Knots can be tied in any order; however most dens find it easiest to tie them in the order listed on the knot post.
2. If a Den has fewer than 7 members, some Scout(s) must tie multiple knots. No Scout can tie more than one knot more than any other in the group. In other words, if a den has three scouts, each must tie two knots, with one tying an additional knot. One Scout in a group of three can't tie four or five knots.
3. After each knot is tied, the Scout who tied the knot must return to the starting line, even if he is tying the next one in the order.

**SCORING:** The Den with the most knots properly tied and in the designated spot on the knot post will win. All knots tied correctly, but not in the correct spot, will be judged as incorrect. In the event of a tie, the Den with the fastest time will win. Thus a den that ties all seven knots correctly will be scored ahead of a den that ties six knots correctly but with a faster time. There is no time limit on this event. Points for the overall score will be determined by the range of high and low scores.

### NOTES:

- There are seven Webelos Scout knots. Some of these knots are included in the requirements for the Arrow of Light Required Adventures: *Camper* and *Scouting Adventure*.
- The sheet bend can be tied with one rope or two. Let the judge know before the start and an extra rope will be placed at the designated spot for the sheet bend.
- Knots can be tied 'in hand' or on the pole. Some knots are best tied on the pole (clove hitch, two half hitches, etc); some are best tied in hand (square knot, bowline, etc).
- All dens are encouraged to participate, even if they have not practiced the knots in advance. The knot judge will be there in the morning during demonstration and in the afternoon before the official start to help teach the knots. During the competition the Scouts can practice their knots at the knot pole as long as no den is waiting to compete. Most scouts can learn one or two knots fairly quickly.

## SCOUT LAW RELAY

**ACTION:** All Den members participate. A box containing numbers from 1 through 12 is placed approximately 20 feet in front of each Den. On the starting signal, timing begins. The first Scout runs to the box, draws a number, gives the number to the judge, then repeats that corresponding Scout Law. The Scout then returns to the end of the line. The second Scout cannot move beyond the starting line until the first Scout crosses the line. This process continues until all 12 Scout Laws are given, or the time limit expires.

**SCORING:** The Den with the most correct answers wins. In case of a tie, the patrol with the quickest time will win.

## STRING BURN

**EQUIPMENT:** Provided by Camporee – Flint and steel, five (5) cotton balls, and wood.

**ACTION:** All Den members participate. Two (2) strings will be stretched between vertical sticks, one 12” above the ground, and the other 18” above the ground. On the starting signal, timing begins. Each Den prepares a fire and lights it with the flint and steel provided. Using a pocketknife, one designated Scout will shave splinters of wood to help start the fire. When laying the fire, wood can only be a maximum of 12” above the ground. No grass, leaves, pine needles, or artificial fuel may be used. When the first string burns through, stand back, do no touch or blow on the fire. Timing stops when the second string burns through. Clean the area for the next Den.

**SCORING:** The quickest time will determine the winner of this event. Points for the overall score will be determined by the range of high and low scores.

## FLAG POLE RELAY

**EQUIPMENT:** Provided by Camporee – Two (2) 6’ Scout Staves, rope, one mallet or hammer, and three stakes. Provided by Den – Den flag

**ACTION:** All Den members participate. All materials to be used will be placed on the ground at the starting position. On the starting signal, timing begins. The two poles must be lashed together to a height of no less than 10 feet. With the flag attached, the Den will stake the flagpole into a vertical position. The flagpole must remain standing unassisted for 10 seconds after the last person finishes. Dismantle the flagpole and return to the starting position. Timing will stop when all participants cross the finish line.

**SCORING:** The Den with the quickest time will win the event.

## **STRETCHER RACE**

**EQUIPMENT:** Provided by Camporee – Two (2) staves 6 feet long and a blanket

**ACTION:** Six Den members participate. Two “injured” Den members lie 20 yards from the starting line. On the starting signal, two Den members race toward the first “injured” Den member, make a stretcher, place the “injured” on it, and carry him across the finish line. The next two Den members in line pick up the stretcher and run to the second “injured” Den member. Then they return to the starting line. Timing stops when the last “injured” is carried across the finish line. If the “injured” falls from the stretcher, the stretcher comes apart, or the “injured” is improperly placed on the stretcher, everyone returns to the starting position and starts over.

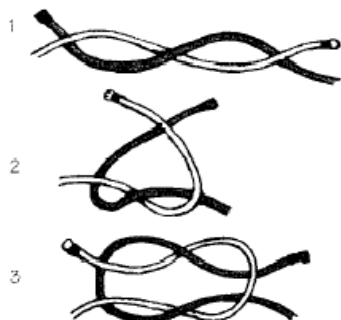
**SCORING:** The Den with the quickest time will win the event.

## **TUG-OF-WAR**

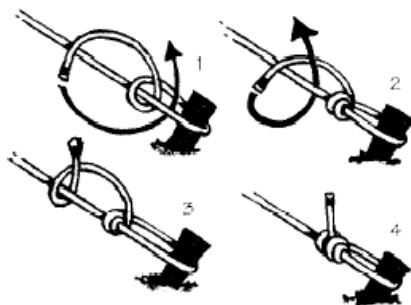
**ACTION:** All Den members participate. Each Den will compete against another Den with the same number of members. In some cases, smaller Dens may be combined in teams to compete against larger Dens. The center of the rope will be marked. Each team will line up on the rope at starting lines spaced at equal distances from the center. The winner will be the first team to pull the center mark past their starting line.

**SCORING:** Winners from each “heat” will compete in a single-elimination run-off to determine the place winners for the event.

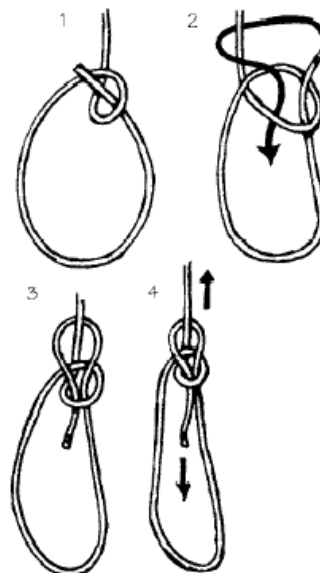
# Cub Scout Knots



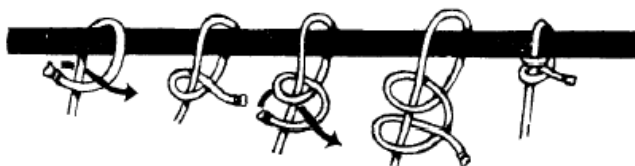
**Square Knot:** For tying two ropes together and for tying bandages in first aid.



**Taut-line Hitch:** For tightening and loosening a rope easily and for use on tent guy lines. Tighten or loosen it by pushing the hitch up or down.

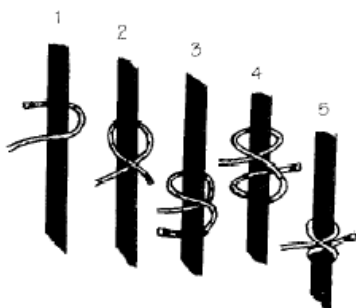


**Bowline:** Used when you want a loop that will not slip or close up. It is often used in rescue work.

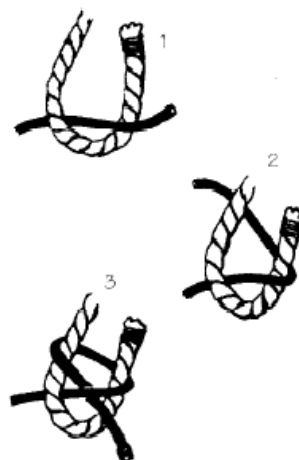


**Two Half Hitches:** For tying a rope to a post or ring. It is strong but is easy to loosen.

**Clove Hitch:** For tying a rope to a tree or post.



**Slip Knot:** This knot slips easily along the rope around which it is made. The knot itself is a simple overhand knot. It can be used to tie a rope to a post.



**Sheet Bend:** For tying two ropes together, especially when one is thicker than the other.

# VULCAN DISTRICT CAMPOREE

## EMERGENCY PREPAREDNESS PLAN SUMMARY

Welcome to the Vulcan District Camporee. It is the goal of the Vulcan District Health and Safety Committee to provide as safe an environment as possible for all District outdoor events. As part of the Committee function, a Camp Emergency Preparedness Plan has been developed for this event. It is requested that all units review the following in order to familiarize themselves with their responsibilities under the Plan.

### FIRST AID AND CAMP HQ

The camp first aid and camp headquarters will be located in the Main Pavilion. Safety personnel will be on duty 24 hours a day during the entire event. Any emergency or safety concern should be reported to either a Safety staff member or to the Camp Safety Director as soon as practical.

### CAMP EMERGENCY ACTION PLAN

In the event an emergency is declared, an emergency signal will be sounded. The signal will be three short (3 second) air horn or siren blasts and will be repeated after about a 30 second pause. Upon receiving the emergency signal, all Scouts and leaders must recall to their campsite and wait for further instructions from their Unit Safety Liaison, unless in by doing so would place members in immediate danger.

Upon receipt of the emergency signal, the Unit Safety Liaison shall proceed as rapidly as possible to the camp HQ. Unit Safety Liaisons will then be briefed by the Camp Safety Director as to the nature of the emergency and what corresponding action is to be taken.

### LOST PERSON(S)

Lost persons should be reported to the Camp HQ as soon as practical. Camp Safety Director will notify the appropriate unit leader and make the necessary determination whether to begin a limited search or to immediately call the Tannehill State Park Ranger for support.

In no cases should Scouts be allowed to search for others alone.

### CAMPING

Camp Safety personnel will inspect each campsite as part of the camp inspection team. They will look for safety concerns such as: improper storage of fuels; leaking, loose, or improper fuel fittings; tripping and/or climbing hazards; proper controls of axe yards and proper storage and use of axe yard tools; proper use of grease pits; proper storage of foods; and cleanliness.

### *Overnight Units*

Units participating in the Camporee by camping must camp either by troop or as contingent troops with appropriate two deep adult leadership. No youth will be allowed to stay overnight without appropriate adult leaders.

During unit check-in (at the camp HQ), each unit participating in the event must designate an **adult** individual as their Unit Safety Liaison. This person should check in with the Camp Safety Director during the check-in process. A map of the Camporee area will be marked to show each unit's campsite and will be kept in the camp HQ.



Camp Safety Personnel will need the following information from the Unit Safety Liaison:

- The name of the Unit Safety Liaison and emergency backup [including phone number(s)]. This should be someone not at the camp who can be reached in the event an emergency arises impacting the adult leadership of the unit.
- Where the unit is camping.
- How many youth/adults are camping with the unit.
- Any pertinent medical information concerning individuals in the unit that could affect timely and effective emergency care.

Each unit will be responsible for dispensing any medications to members of their unit and for keeping a copy of the medical forms of their members.

Units leaving the camp, for any reason, should check out with the Campmaster or Camp Safety Director. Individuals leaving camp, for any reason, should check out with their Unit Safety Liaison.

### ***Sanitation***

Units will be required to dig and use grease pits at each of the campsites for all “gray-water” and use camp latrines or Port-o-Lets for personal hygiene. Grease pits should be dig no deeper than one foot and at least 50 feet away from ditches or streams. Grease pits must be covered before breaking camp.

Potable water will be available for cooking, cleaning, and consumption.

### **DAY VISITORS**

Visitors for the day will be expected to follow the parking restrictions (see Parking section) and follow appropriate instructions in the event the Camp Emergency Plan is activated. Day visitors will be instructed to check in at the Camp HQ where they will be briefed on the Emergency Plan and what to do in the event they need first aid.

### **PARKING**

Parking will be restricted to designated areas only. The road into the camp and the area around the main pavilion must be kept clear for emergency vehicle use. Each overnight unit will be allowed to bring in temporary vehicles to load and unload equipment (please be courteous and reasonable). However, each unit will be allowed to keep only one vehicle inside the camping area. The in-camp vehicle must be parked in the designated spaces in the upper parking lot. All other vehicles must be moved to the overflow parking area outside the entrance to the Camporee area.

Visitors for the day must park in the overflow lot outside the Camporee area. Day use visitors will be instructed to check in at the camp HQ.

Rope monkey bridges and pioneering towers are to be built following the guidelines found in the “Guide to Safe Scouting.” A designated member of the District Activity Staff or Camp Safety Committee will inspect the bridge or tower before anyone, other than a member of the unit building a bridge or tower, is permitted to climb or cross the bridge. The Camp Safety Committee will immediately inform the appropriate unit leader of safety concerns regarding structure(s) the unit has built. It will be the responsibility of the unit leader to rectify and/or control the use of the unit’s structure.

# TROOP REGISTRATION FORM

Troop \_\_\_\_\_

No. of Scouts \_\_\_\_\_

District \_\_\_\_\_

Council \_\_\_\_\_

No. of Adults \_\_\_\_\_

Total Fee \_\_\_\_\_

Scoutmaster \_\_\_\_\_

Asst. S/M \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_

Phone \_\_\_\_\_

Phone \_\_\_\_\_

Adults \_\_\_\_\_  
\_\_\_\_\_

Position \_\_\_\_\_  
\_\_\_\_\_

Position \_\_\_\_\_

Position \_\_\_\_\_

SPL \_\_\_\_\_

Rank \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

*Name* \_\_\_\_\_ *Rank* \_\_\_\_\_

*Name* \_\_\_\_\_ *Rank* \_\_\_\_\_

1. P.L. \_\_\_\_\_

1. P.L. \_\_\_\_\_

2. Asst. P.L. \_\_\_\_\_

2. Asst. P.L. \_\_\_\_\_

3. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

8. \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

*Name* \_\_\_\_\_ *Rank* \_\_\_\_\_

*Name* \_\_\_\_\_ *Rank* \_\_\_\_\_

1. P.L. \_\_\_\_\_

1. P.L. \_\_\_\_\_

2. Asst P.L. \_\_\_\_\_

2. Asst. P.L. \_\_\_\_\_

3. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

8. \_\_\_\_\_

# 2021 WEBELOS REGISTRATION FORM

Pack \_\_\_\_\_

Den \_\_\_\_\_

Camping with Troop # \_\_\_\_\_ (if applicable)

**Adults**

**Camping?**

Name	YES (\$15)	NO (N/C)
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____

**Scouts**

**Camping?**

Name	YES (\$22)	NO (\$15)
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____
9. _____	_____	_____
10. _____	_____	_____
11. _____	_____	_____
12. _____	_____	_____
13. _____	_____	_____
14. _____	_____	_____
15. _____	_____	_____

<b>FEE CALCULATION</b>				
Adults, Day Only	_____			
Adults, Camping	_____	@ \$15.00	=	_____
Scouts, Day Only	_____	@ \$15.00	=	_____
Scouts, Camping	_____	@ \$22.00	=	_____
Extra Patches	_____	@ \$3.00	=	_____
<b>TOTAL FEE</b>				_____