

2022

Vulcan District Camporee

Webelos Information

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

Dutch Oven Cooking Demonstrations – Charles Allen

Events

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

Custom Patch Design

Terry Beckham

CAMPOREE SCHEDULE

Friday, February 18, 2022

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

Saturday, February 19, 2022

- 6:30 – 8:30 A.M. Reveille, Breakfast and Camp Setup
- 9:00 Senior Patrol Leaders Meeting (Event HQ)
- 9:30 Webelos Orientation (Webelos Area; All Webelos Leaders)
- 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 (Concession Stands will be serving corn dogs, chips, drinks, candy, etc.)
- 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 O/A Tapout and Award Presentations
- 11:00 TAPS (**Quiet Time strictly observed**)

Sunday, February 20, 2022

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

CAMPOREE INFORMATION

WEBELOS

- DATE:** February 18-20, 2022
- 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 Boy 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 4th and 5th grade Webelos will be able to participate in the events and activities designated for them. The Webelos will not be competing against the Boy Scouts, but will be competing only against other Webelos.
(For more information on these events, please refer to the Events pages).
- CAMPING:** Both 4th and 5th grade Webelos 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
1st, 2nd, and 3rd Place for **each event**.
1st, 2nd, and 3rd 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:
(Footballs, baseballs, Frisbees, etc.)

CAMPOREE SCHEDULE

WEBELOS

Saturday, February 19, 2022

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	Competition Registration and 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
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 Boy 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: *Outdoor Adventurer* 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 not 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.

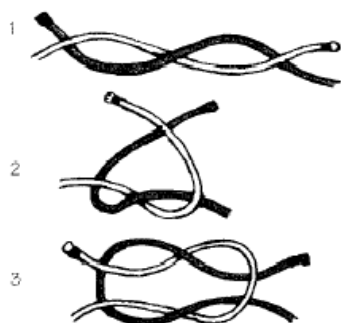
SCORING: The Den with the quickest time will win the event.

TUG-OF-WAR

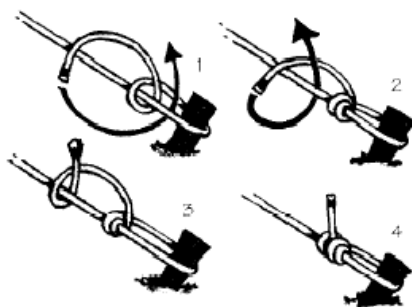
ACTION: All Den members participate. Each Den will compete against another Den with the same number of members. In some cases, smaller Dens may be combined in teams to compete against larger Dens. The center of the rope will be marked. Each team will line up on the rope at starting lines spaced at equal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

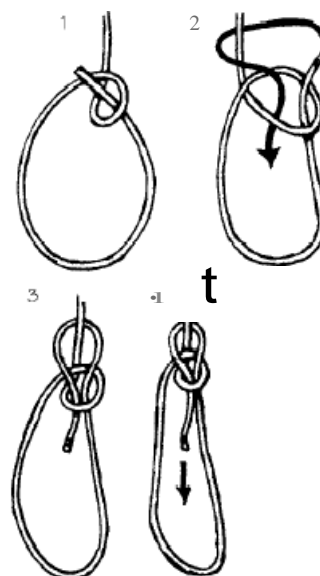
Cub Scout Knots



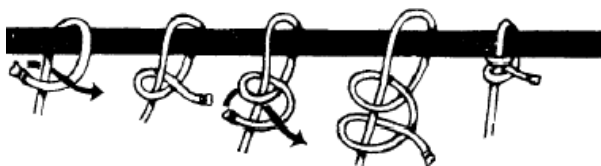
Square Knot: For tying two ropes together and for tying bandages in first aid.



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

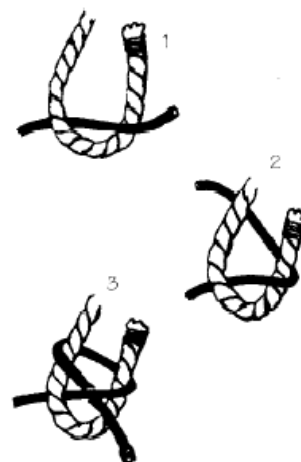
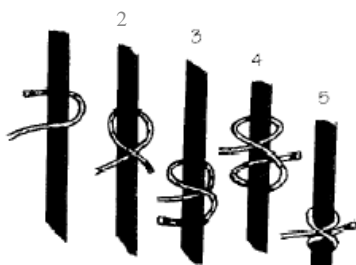


Bowline: Used when you want a loop that will not slip or close up. It is often used in rescue work.



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.



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

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.



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. A shuttle will be provided to and from the overflow lot.

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.

2022 WEBELOS REGISTRATION FORM

Pack _____

Den _____

Camping with Troop # _____ (if applicable)

Adults

Camping?

Name

YES NO
(\$15) (N/C)

1. _____

2. _____

3. _____

4. _____

5. _____

Scouts

Camping?

Name

YES NO
(\$22) (\$15)

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

FEE CALCULATION

Adults, Day Only _____

Adults, Camping _____ @ \$15.00 = _____

Scouts, Day Only _____ @ \$15.00 = _____

Scouts, Camping _____ @ \$22.00 = _____

Extra Patches _____ @ \$3.00 = _____

TOTAL FEE _____