

Fall Camporee 2017

Unit Participation Guide

October 12th - 14th



Where: Fred C. Anderson

All Troops will be camping up on the hill near Swanson Lodge. The only meal that will be included is the common meal which will be served on Saturday during lunch. Please provide your own meal if you have dietary restrictions or allergies. Peanuts may be present at the camporee. There will be a cracker barrel on Friday night for the Scoutmaster's and their SPL's

Who:

All Boy Scouts, Varsity Scouts, Venture Crews, and their adult leaders are invited to participate in the 2017 Scout Camporee Olympics. Scouts that have earned their First Class rank and above are highly encouraged to serve as Camporee staff if they'd like to apply. Webelos are invited to come out with their troops.

Webelos are welcome and encouraged to camp overnight if they choose but it's not a requirement. If Webelos group would like to spend the whole weekend with us, they are more than welcome to as well.

Driving: (Approximately 35 minutes)

Please follow 494 to 694 and then take the exit onto Hwy. 36 headed east towards Stillwater. Stay on 36 and follow it across the new Oak Park Heights bridge. Continue onto Hwy. 64. Take a left onto Cty Rd V towards Fred C Anderson.

Fees & Deadline:

Scouts \$20.00, Adults \$11.00, and Staff \$5.00

The fees cover the cost of a patch for each participant as well as awards and miscellaneous supplies and the common meal. The **DEADLINE** registration is midnight October 10th. All registrations should be done online through the Northernstar Council's website.

Personal Health and Medical Records:

To ensure the health and safety of everyone, all Scouts and leaders participating in the 2017 Scout Camporee Olympics must have a current, completed Boy Scouts of America Health and Medical Record (Parts A & B). Units are responsible for each Scout's medical forms and must have the forms available upon request at check-in. Any health/medical condition needing special considerations should be brought to the attention of the 2017 Scout Camporee Olympic Medical Officer upon arrival. If any special considerations are needed please contact 2017 Scout Camporee Olympics Chair, Robert Dill @ (651)331-6424.

Parking

Troops may park in the parking lot out in front of Swanson lodge. There will be overflow parking along the road leading up to Swanson Lodge. Please remind parents that parking is only permitted on the right hand side of the road in order to allow access for emergency vehicles.

Weather

The 2017 Scout Camporee Olympics will be held regardless of weather condition, wind, rain or shine. Be Prepared for any weather conditions.

Camp Rules

1. Do not enter any campsite other than your own without permission.
2. No radios, TVs, electronic games, alcohol, firearms, CD players, MP3 players, or personal bow and arrows allowed.
3. No generators.
4. No profanity.
5. No horseplay around water.
6. No pets.
7. Smoking is not permitted. If you do smoke, please smoke on the road out of sight and away from the Scouts. This applies to e-cigarettes, too!
8. Buddy system should be used when out of your units area.

Anyone found violating above stated rules maybe asked to leave camp.

Schedule:

Friday, October 12, 2017

5:30PM - 8:00PM Check-in

9:00PM - 9:45PM SPL/SM Cracker-barrel 10:00PM Taps

10:00PM - 10:30PM Staff Briefing

11:00PM Quiet Time

Saturday, October 13, 2017

7:00AM Reviler

7:00AM - 8:00AM Breakfast/Cleanup/Patrol Preparations

8:15AM - Gathering for Flags

8:15AM – 8:45AM Staff Set-Up

9:00AM - 12:00PM Morning Session Games

Routations

A 9:00 to 9:40

B 9:45 to 10:25

C 10:30 to 11:10

D 11:15 to 12:00

12:00PM - 1:30PM Common Meal Lunch

1:30PM - 4:30PM Afternoon Session Games

Routations

A 1:30 to 2:10

B 2:15 to 2:55

C 3:00 to 3:40

D 3:45 to 4:30

4:30PM - Desserts to be judged must be turned in @ Swanson Lodge

4:30PM - 6:15PM Dinner/Cleanup

6:30PM - Worship Service

7:00PM – Campfire Program, awards, and skits

11:00PM Quiet Time

Sunday, October 14

7:00AM Reviler

7:30AM Troop Check outs begin

11:00AM All Troops should be out of camp

Check-In Procedures

Check-in time: Friday, October 12th. 5:30 - 8:00 PM

Items needed for check-in:

Two (2) copies of Troop/Pack Roster

Record of 2017 Scout Camporee Olympics fees

Medical Forms (to be kept with each troop) Are you checking out on Saturday? Notify

2017 Scout Camporee Olympics Headquarters at check-in.

1. Units must check-in as a Troop/Pack/Crew at Swanson Lodge
2. Senior Patrol Leaders and Scoutmasters/Den Leaders will update unit's roster at time of check-in.
3. Campsite assignment will be given at time of check-in.

Check-Out Procedures

Check-out time: Sunday, October 14th, 7:30 - 11:00 AM

Every unit should plan to stay until the end of the 2016 Scout Camporee Olympics. However, we understand that some units may need to depart Saturday night. In all cases, we encourage units to stay through the campfire. **Any unit not staying through Sunday must notify the 2017 Scout Camporee Olympics Headquarters when they check-in.**

All units must be prepared to depart by 11:00 AM, Sunday.

1. Campsites will be inspected by the staff before checkout. Have site inspected by the Camp Captain whether you are leaving on Saturday or Sunday.
2. When your site has passed inspection, send the SPL or Crew Leader with your check-out sheet to 2017 Scout Camporee Olympics Headquarters. Patches will be given to units at that time.

2017 Scout Camporee Olympics Program

Senior Patrol Leaders

SPLs may participate in events as a member of a patrol.

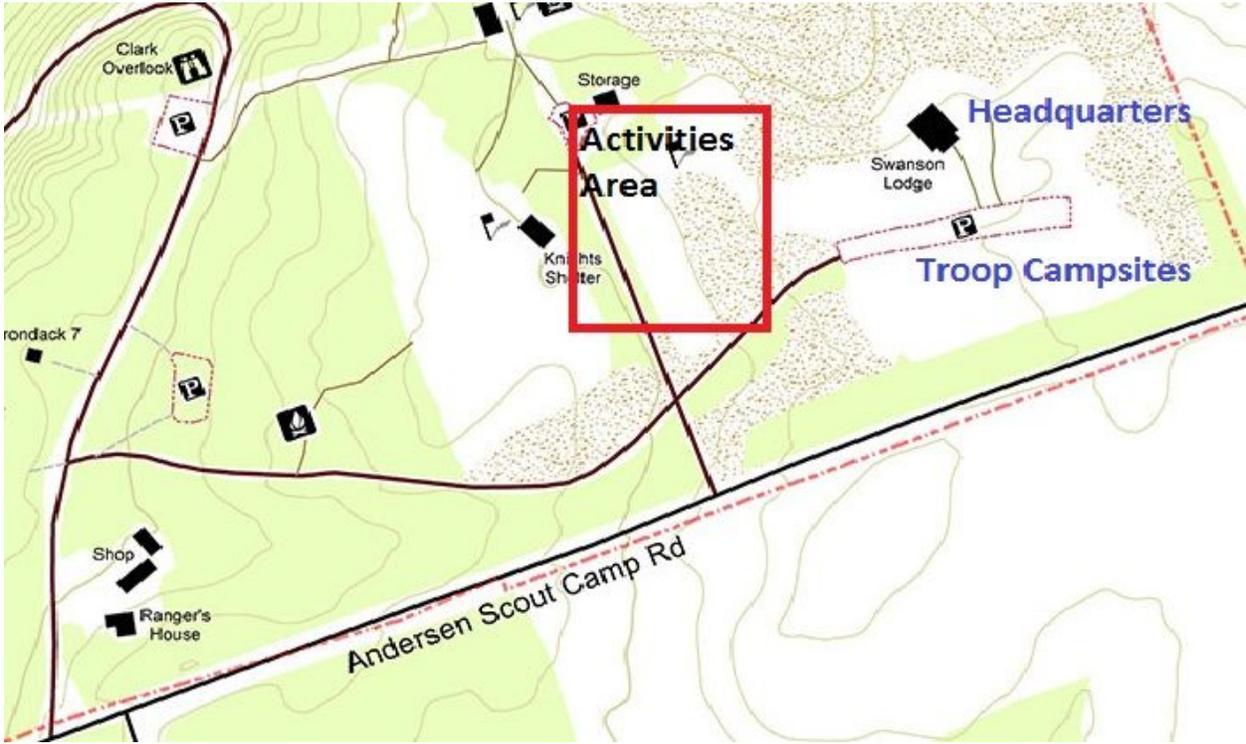
Patrol or Teams

Scouts will participate in the 2017 Scout Camporee Olympics as Patrols of not less than 4 Scouts and a maximum of 8. Each Patrol should be prepared to participate in the various challenges using basic Scouting Skills and Spirit.

Staff

The 2017 Scout Camporee Olympics will be staffed by OA and non O/A members throughout our district. Volunteers from each Troop/Team/Crew participating will also be needed to help run stations. Please contact the 2017 Scout Camporee Olympics Chair to inquire how your unit and/or adult leaders may help with the 2017 Scout Camporee Olympics. **Units should plan to each unit run one 2017 Scout Camporee Olympics event.**

Map



Camporee Staff

Robert Dilla, Chair

1. Logistics
 - a. Parking - staff needed
 - i. Signs, directions, control
 - b. Campsites - Staff needed
 - i. Stakes, signs, maps
2. Communications - Staff Needed
 - a. Flyers, activity signs, Announcements
3. Cooking
 - a. Common meal, staff meals, and cracker barrel
4. Stations - Troops need to be assigned
 - a. Quartermaster -incharge of equipment
 - b. Assignment of activities to each Troop
5. Awards - Staff needed
 - a. Activities Awards, Rocking Chair Award, Dessert Contest
6. Registration - Staff needed
 - a. Check-in - review health forms, payments, Food allergies

2017 Fall Camporee Activities

Dessert Cooking Contest

The Camporee Olympic staff will sponsor a dessert cooking contest. Scout pairs, Patrols, Scoutmasters may enter this event. Preparation may be done in the campsites no earlier than Saturday morning. Be prepared with your own supply of charcoal. All cooking of the desserts must be done over a campfire. Each Troop will be provided with a mystery bag of ingredients. All of the ingredients must be used and altered in some way. Desserts must be turned into the Fall Camporee staff in Swanson Lodge no later than 4:30 pm for judging.

Activities

1. Scout Archery Competition

Scoring : 5 pts - Show up to station with all patrol members present

Scoring on 10 arrows in a 5-minute window.

0.5 pts for white

1.0 pts for black

1.5 pts for blue

2.0 pts for red

2.5 pts for yellow

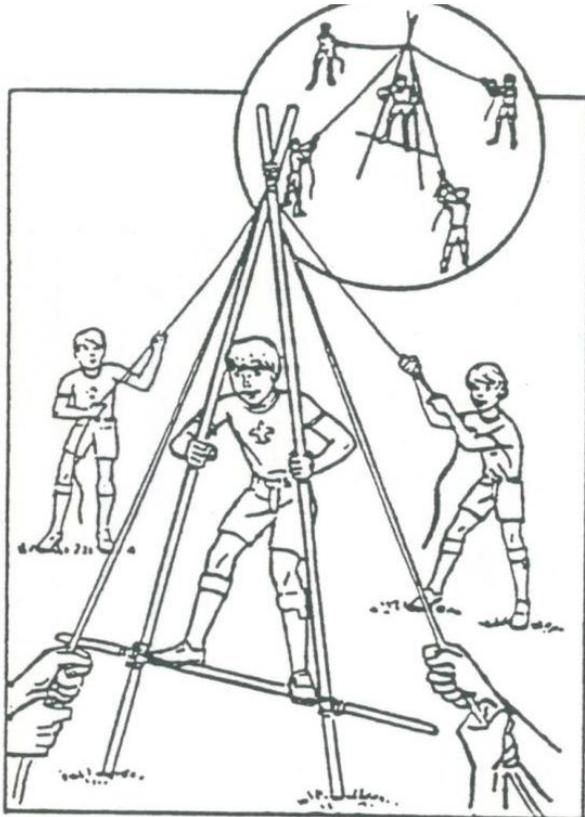
Total of 25 pts. possible for 10 arrows. Patrol scores will be based on average score of patrol (all shooters). Total points will be added up for all patrol members and divided by the number of patrol members.

Description of Event:

- 1.) All patrol members will take part in this event
- 2.) Scouts will be given safety briefing upon arrival to Archery range
- 3.) Shooting and safety talks will go on simultaneously, starting after first round
- 4.) Setup/Shooting/Scoring/Return time: 10 minutes
- 5.) Recording Scoring: 5 minutes

- 6.) Total time: 20 minutes per group
- 7.) RSO will confirm all scores before arrows are removed.
- 8.) Archer Recorder will collect score sheets from shooters and quickly (2-4 minutes) enter in scores into an Excel spreadsheet. This will allow for quick patrol calculations and identification of any shoot offs that need to occur for top shot individual or top shot patrol.
- 9.) Patrol leaders must make sure their patrol score is entered on their patrol scorecard prior to leaving the event.

2. Alligator Pit Crossing



Alligator Pit Crossing Scoring Guidelines

Material to be provided by District:

Clipboard Pencil

2 stop watches

8 cones

8 - 20' x 1/4" lashing ropes (for guide lines)

6 - 15' x 1/4" lashing ropes

6 – 8' spars

The "Alligator Pits" are marked on the ground, one for each patrol, 15' x 15' square. Patrols line up on one side of their pits. On signal the patrols lash together an A-Frame "walker" using either three Square Lashings or two Square Lashings with a Two-Spar Shear Lashing at the top. At the top they attach two 20-foot lashing ropes, and attach two more ropes at each corner of the crossbar, using Two Half Hitches. These are the guy lines. The patrol then stands the "walker" upright, and one member climbs on the crossbar. One Scout mans each guy line to help steady and to help propel the Scout on the crossbar as he tries to "walk" the A-Frame across the alligator pit. Only the A-frame "walker" is allowed inside the pit. Maximum time allowed is 10 minutes.

20 points will be awarded for participation

3. Leaky Can Race

Leaky Can Race Scoring Guidelines Material to be provided by District:

Cones 2 Small soup cans with holes

Clipboard Pencil

stopwatch watches

4 - 5 gallon buckets

Ruler

Event score sheet

Place a bucket 10 meters away from another bucket of water and

give each team a small can with holes drilled in the side near the bottom. Team members take turns to fill the can with water, race to the bucket to empty it, and return to give the can to the next Scout. A patrol is judged on the amount of water in the bucket after three minutes as measured by a ruler to the lesser millimeter. 20 points will be awarded for participation.

4. Ultimate Frisbee Scoring Guidelines Material to be provided by District:

Clipboard Pencil

Stop watch

Frisbee 8 cones

Event score sheet

Smaller patrols may combine to make a full team.

The Field



The field is a rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep. Field sizes can be modified to meet the size of a local playing field.

Teams

A patrol must have at least six players to compete. There will be a maximum of 7 players from each patrol on the field at a time. If patrols are of unequal size, the number of players on the court from

each patrol will equal the smaller patrol's number of players. Patrols may be asked to combine to meet minimum team numbers.

Initiate Play

To begin play the ultimate players from each team line up on their end zones and the defense team pulls (throws) the disc to the other team as a "kick-off". Pulls are long throws, and they are thrown in efforts of giving the offensive team poor field position and a chance for the defense to get down the field soon enough to stop advances. The pull is often started by a member of the defending team raising one arm with the disc to show that they are ready to pull the disc and begin play. The team that pulls to start the game is usually decided in a manner similar to a coin toss. Instead of using a coin often an ultimate Frisbee disc is used.

Scoring

Each time the offense completes a pass in the defense's end zone, the offense scores a point. After a point is scored, the teams exchange ends. The team who just scored remains in that end zone, and the opposing team takes the opposite end zone. Play is re-initiated with a pull by the scoring team.

Movement of the Disc

The disc may be advanced in any direction by completing a pass to a teammate. The disc may be moved in any direction by completing a pass to a teammate. After catching a pass, a player is required to come to a stop as quickly as possible, and then can only move their non-pivot foot.

Players may not run with the disc. Upon receiving the disc, a player has ten seconds to pass it. This period is known as the "stall", and each second is counted out (a stall count) by a defender (the marker), who must be standing within 10 feet of the thrower. A player may keep the disc for longer than ten seconds if no marker is within 10 feet, or if the marker is not counting the stall.

Reasons for Change in possession:

Throw-away — the thrower misses his target and the disc falls to the ground.

Drop — the receiver is not able to catch the disc.

Block — a defender deflects the disc in mid flight, causing it to hit the ground.

Interception — a defender catches a disc thrown by the offense.

Out of bounds — the disc lands out of bounds, hits an object out of bounds or is caught by a player who lands out of bounds or leaps from outside the playing field.

Stall — a player on offense does not release the disc before the defender has counted out ten seconds.

When one of the above reasons for change in possession occurs, the defense immediately takes possession of the disc and becomes the offense.

Substitutions

Every three minutes, players not in the game must replace players in the game. Time will be called by the referee to enforce this.

Non-contact

No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made. When a foul disrupts possession, the play resumes as if the possession was Retained.

Winning

Matches will last for 12 minutes with the patrol scoring the most points being declared the winner. If there is a tie after regulation play, there will be a sudden death overtime with the first patrol scoring being declared the winner.

15 points will be awarded for defeating another patrol.

30 points will be awarded for participation.

Total points possible: 45 points

5. Three-Way Soccer Game

Material to be provided by Station Master:

Clipboard

Pencil

Stop watch

3 soccer balls Soccer

Goals

6 cones for the play area

Event score sheet

This will be run as a tournament. Each patrol will be given a time to show up at this event. Patrols more than ten minutes late will forfeit their match. Winners of each match will be paired up against each other after the PM sessions close to determine the overall camporee winner. Byes may be randomly assigned to a

patrol in the finals to ensure the proper number of teams participating in a match..

Instructions:

Patrol must have at least six players. There will be a maximum of 8 players from each patrol on the field at a time including a goalie. If patrols are of unequal size, the number of players on the court from each patrol will equal the smaller patrol's number of players. Patrols may be asked to combine to meet minimum team Numbers. Lay out play area in the shape of a triangle with equal sides. If you use a football field, the goal line can be one side and the opposite corner would be the center of the 45 yard line. Mark three goals, one in the center of each side. Place the three soccer balls in the center of the field.6.Scouts from each team can be any place on the field. On 'GO', Scouts try to kick the balls through either opponent's goal while protecting their own. One point is awarded to the team that scores a goal.9. One point is subtracted from the team on which a goal is scored.10. When a goal is scored, that ball stays out of play.11. When all three balls are out of play, a break occurs and the balls are placed back in the center of the Field. Every three minutes, players not in the game must replace players in the game. Time will be called by the referee to enforce This. No physical contact is allowed between players. Matches will last for 12 minutes. If there is a tie after regulation play, there will be a sudden death overtime with the first of the tied patrols scoring being declared the winner.

20 points will be awarded for winning the initial match. 30 points will be awarded for participation. Overall Three-Way Soccer

Champions will be presented with an award at the campfire.

Total points possible: 45 points

6. Orienteering

Material to be provided by District:

Extra Compasses

Clipboard Pencil

Stopwatch Event score sheet

Line course materials

The event will be set on a Line Course.

No electronics (GPS, Phones, Calculators, Electronic Compass, etc.) allowed on the field. Each patrol member must have their own standard compass. Scouts may only use their standard compass and materials given to them by the staff. No pacing work will be allowed on the line the day of competition. Ideally, patrol members should know their pacing prior to the Camporee. Patrols must solve 8 orienteering problems. Each Scout in the patrol must solve at least one problem. Patrols with less than 8 members may have members chosen at random by the event staff prior to competition to do an additional problem. 20 points will be awarded for participation 5 points will be awarded for each correctly solved problem. Total time to complete all 8 orienteering problems will be used to break ties.

Total points possible: 60 points

7. Fire Building

Materials:

Tinder

Kindling

Firering

Flint

Rope

Axe

Cotton balls

Flint and steel

Instructions:

Each patrol collects fuel, builds a fire, and tries to be first to burn through a string suspended over the fire. On signal, using the hand axe, each patrol will split their wood into kindling and immediately start making tinder shavings using the knives. When ready, they will build a small fire under their string, igniting the tinder shavings using the hot spark kit and a cotton ball. Kindling may be added throughout the race.

Before the race, each patrol pushes the two sticks into the ground, 24 inches apart. They tie one length of twine between the sticks, 12 inches off the ground, and the other one 18 inches off the ground. Each patrol gathers native tinder and firewood. On signal, two representatives selected by each patrol build a fire lay (not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Note: Patrols are limited to using only one “fist-sized” amount of tinder in their fire lay.

Scoring: The team whose fire burns through the top string first Wins.

8. Scout Skills Race

Materials

1 tent

1- tarp with grommets and ridge line attached

4 -15-foot guy lines

4 - Scout staves

4 - 6-foot lashing ropes, six stakes, one mallet

Directions

Each patrol will be given a tent. The objective is to see which patrol can set up their tent the fastest and then take it down and properly pack it.

Once done patrola will be required to set-up a dining fly. On signal, with round lashings, they lash together the 4 Scout staves into 2 upright poles, attach the ridge line to the top of each upright with clove hitches, attach a guy line to the corner grommets with two half hitches or a bowline, extend the guy lines out 45° and tie the ends to stakes with taut-line hitches, doing the same with the two ends of the ridge line.

They then stand up their fly and adjust the tension of the ropes. When the dining fly is properly erected, all patrol member stand underneath. Scoring is based on time.

