

# 2019 Camporee Leaders Guide

## Pomperaug District



October 11–13, 2019

Camp Sequassen

## WELCOME!

The Pomperaug District and Troop 62 are excited to host the 2019 Fall Camporee—Beyond the Basics—with challenges for patrols and troops that have not been seen at past camporees. This Camporee will have something for all Scouts and allow them to show off their scout skills and leadership. Accept the challenge!

We are excited this year to bring you a program of events for the Scouts to test their skills, knowledge and mostly teamwork. Patrols will compete at different stations with the theme on scout skills but with additional challenges thrown in. These events were selected not only to display a patrols cohesion and patrol leadership but give all scouts an opportunity to step up and shine.

This guide has been prepared by both Scouters and Scouts. Adults should read through this Guide to be sure they have an understanding of the event. SPL and PLs should use this as a planning guide for their Patrols. A more detailed PL guide will be available prior to the Camporee. If there any questions, please contact our Event Chairman, one of the Host Troop Contacts, or our District Chairman. We also ask that you be sure to cover as much of both the Camporee and Campout details with your Scouts and adult leaders before the event.

Finally, please be sure to submit your 2019 Camporee Application Form to our District Executive no later than October 1. Do not delay as we need as accurate a count as possible of units and patrols so that we can prepare in advance for your arrival. Please be sure to fill out the registration form completely as it has some important information we need for the final planning.

Thank you, Camporee Committee

Eric Anderson

Scoutmaster, Troop 62

[scoutmaster@cttroop62.org](mailto:scoutmaster@cttroop62.org)

Lawrence Ratner

[lawrence@theratnerfamily.com](mailto:lawrence@theratnerfamily.com)

J.C. Cinelli

[jinelli@gmail.com](mailto:jinelli@gmail.com)

## 2019 Camporee Details

The 2019 Camporee will entail a series of mostly team-building, The events have been selected to display the patrols skill and teamwork with a unique challenge added. The winner will be the Patrol with the most points through all 12 stations.

Scouts may have penalty time added/subtracted at certain stations based on how well each team performs the assigned task, which will also include aspects of leadership, teamwork, and Scout Spirit. Each Patrol will be given a schedule with an assigned route to their Stations that must be completed in the specified order. In order for each team of Scouts to pass the tests they must rely on their leadership, teamwork, Scout Spirit, Scout skills, their equipment, food, and water.

While Adult Leaders may accompany each team, Adults are NOT to assist Scouts while at any station. Except in extraordinary circumstances, points will be deducted for Adult involvement and assistance with Boy Scouts while completing various events. The only involvement of an adult with a Patrol is if a health or safety situation arises.

### WEATHER

As seen from past Camporees, temperatures can range from unseasonably cold to hot. The weather can include rain and sunshine, sometimes both in the same day. **Scouts (and Scouters) must be appropriately dressed for the weather, or they will not be allowed to participate.**

In the event of severe weather, an e-mail and phone chain will be used to notify Unit Leaders of the postponement (or cancellation) of the Camporee. All cancellations will also be posted on the Pomperaug District page at <http://www.ctyankee.org/districts/pomperaug/news>.

### Camping

Units camping on Friday or Saturday night will be assigned a campsite based on the number of tents you indicate as required for your scouts, an appropriate area allocated for adult tents and a general area for setting up a cooking area. Units should check-in with a Camporee staff member upon arrival in front of the Trading Post. We will try to assign campsites in advance and communicate assignments via email. Vehicles will not be permitted beyond the parking lot without permission from program staff. Please register no later than October 1, 2019, to allow for the Camporee committee to efficiently assign space.

## Schedule

Day	Time	Event	Location
<b>Friday</b>	5:00 PM	Camp Opens/Check-in	Trading Post
	8:30 PM	SPL/Scoutmaster/Cracker barrel	Dining Hall
	10:00 PM	Lights out	Unit Camp Sites
<b>Saturday</b>	7:00 AM	Revelry	
	9:00 AM	Opening	Clark Field
	9:30 AM	Station Timeslot 1	
	10:00 AM	Station Timeslot 2	
	10:30 AM	Station Timeslot 3	
	11:00 AM	Station Timeslot 4	
	11:30 AM	Lunch (Trail Meal Station 5)	Unit Camp Sites
	1:00 PM	Station Timeslot 6	
	1:30 PM	Station Timeslot 7	
	2:00 PM	Station Timeslot 8	
	2:30 PM	Station Timeslot 9	
	3:00 PM	Station Timeslot 10	
	3:30 PM	Station Timeslot 11	
	4:00 PM	Station Timeslot 12	
	4:30 PM	Return to Campsites Dinner	Unit Camp Sites
	7:30 PM	All faith Service/Awards/Campfire	Amphitheater
	10:00 PM	Lights out	Unit Campsites
<b>Sunday</b>	8:30 AM	Site inspection and departure	Unit Campsites

\*Note: final schedule subject to change

### Check-in

In the morning, Troop leaders will be required to check each patrol participating in the Camporee before embarking on their first station. This 'self check-in' process will assist in reducing the long wait lines in the morning that have previously been noted. Troop leaders will be provided a checklist to review with the scouts and inspect the equipment for safety & required materials. Once the Troop Leaders have handed in their inspection checklists, their patrols will be able to proceed.

## Camporee: Challenge Station Overview

Each Station has been created and designed to encourage participating patrols and scouts to have fun while using their best individual and teamwork skills to complete the task. The following provides the Station number, and on the subsequent pages there is a full description of the activity or task that must be performed, the basic scoring details, as well as the individual storyline behind these creative events.

Updates and changes are possible. Troop 62 scouts are practicing and running each station they designed and may be altering and changing them from what they are learning. Any changes to this will be posted on line with a revised date on the front page. We will directly email all registered units with the changes and a new copy. If you have downloaded this guide check back weekly or get on our email distribution to be notified.

**1.) Blindfolded Tent Set-up Station** – All members of a patrol are blindfolded except for the patrol leader. The patrol leader must guide the rest of the patrol in setting up a tent. The patrol leader may not touch any part of the tent. This is a timed event.

**2.) Ladder Lashing** - Patrols will construct a ladder to climb and ring a bell. 2 poles, 3 lashing ropes. Lashing instructions are provided. This is a timed event.

**3.) Axe throwing** – Everyone gets to try their hand on throwing axes. Patrol picks one member to throw for the patrol's score. Scored Event

**4.) Clove Hitch Challenge** - Using a large and thick rope. Tie a Clove hitch to a tree without getting closer than 15<sup>th</sup> feet to the tree. This is a timed event.

**5.) Messy Campsite** – The Patrol walks into a campsite and it just doesn't look correct. The patrol lists all the items that they find in this campsite that are not correct. Trash on the ground? Fire bucket? What else? Scored Event.

**6.) Long Board Run** - Using planks with ropes attached each member of the Patrol will stand on the planks and using the ropes to move the planks "walk" to a designated spot and then return to the starting point. If the entire Patrol cannot fit on the plank, once arriving at the designated spot any Patrol member who did not participate will replace a member who did for the return trip. Planks with ropes will be provided.

**7.) All Aboard** - This activity requires working together in close physical proximity in order to solve a practical, physical problem. A patrol must try and fit inside a small area which is marked by a tarpaulin or blanket. Every time they achieve their target, the area is then folded in half. How far can the group go? Scored event.

**8.) First Aid and more** – Patrol Leader is hurt. His leg looks bad. Dress the wound and split his leg. You need to carry him to the first aid station. Entire patrol needs to be involved. This is a timed event.

**9.) Compass Game** - There are colored pebbles representing locations set out from the Starting Flag at set bearings. In accordance with BSA's Leave No Trace principles, nothing is being dug into the ground. The Patrol is given a compass. Patrol members need to estimate their pace length using the two cones set 10 feet apart. Then the Patrol follows the bearings and distances (using their pace length which they have worked out), marking the location with a flag. The Activity Judge measures the distance between the Patrol's flag and the pebble. Scoring is based on accuracy. Scored Event.

**10.) 4 ropes** - 4 members of the patrol are blindfolded. Each scout holds the end of one different rope in each hand. Scouts have to make the 4 ropes into a square without verbally communicating. (Scoring: +3 points if completed under a minute, +2 points if completed, + 1 point for creativity in communication) This is a timed event.

**11.) Fire Building Station** – Two matches will be provided. Use of additional matches will result in a time penalty. Use of flint and steel will subtract from the total time (a good thing). Boil an egg (must be cooked not raw). Patrol leader eats the egg. This is a timed event.

**12.) Mystery Event** – No information, no practicing. Be Prepared!

**13.) TROOP EVENT: Saturday Dinner** – Each Troop is to cook and eat a meal together (Big Family Style). A Scoutmaster from another troop is your guest. Your Scoutmaster is eating with another troop. Your guest will also take this moment to impart to the something they want every scout to know. **Scoutmaster's minute – Bring you're A game.** Patrols share the scoring equally for this troop. This is a scored event based on the Scout Law.

All events most likely to have additional twists during the event. We will add to your challenge!

### **Campfire Skit**

- Each Patrol should prepare and present a song or Skit for the evening Campfire.

## Camporee: Equipment List\*

Other than your personal gear or any other items that you want to carry, the following items are mandatory and must be with your Patrol at the start, throughout, and at the finish of the Camporee:

- Tote-n-Chip Card(s)
- Firem'n Chit Card(s).
- Tarp (about 5 by 7)
- Compass(s)
- First Aid kit for patrol
- 4 ropes (Approximately 6 feet in length)
- Fire starting materials (matches, lighters, lint, shavings, tinder, fatwood, etc.)
- Water- 1 quart for each scout in Patrol
- Patrol Roster
- Patrol flag
- Patrol yell or chant
- Blindfolds for entire patrol
- Pen and Paper

## Camporee: Special Instructions

1. All Units must pre-register in order to receive a 2019 Camporee Patch.
2. All Troops should arrive 15 minutes before their start time on Saturday Morning.
3. Patrol Leader will check-in at Headquarters. At the check-in, each patrol will be given a set of instructions, a map of the course and events, and a score sheet. All events must be completed in the assigned order, shown in the instructions.
4. Parking is in the main Parking lot. Any vehicles that need to drive further into the camp must coordinate with the program staff and Ranger
5. A Registration Application form is included in this package. Units should register ASAP. Units wanting to camp on Friday night, October 12, must pre-register. **NO WALK-INS, PLEASE.**
6. Water is available as marked on your map.
7. **All trash and recycling in Dumpsters**
8. Fuel Use - See Guide to Safe Scouting. No drugs or alcohol permitted at a BSA event. No exceptions.
9. The First aid stations will be manned during the camporee. **Report ALL injuries to program staff**
10. **Each Troop may be asked to provide two adults to serve on staff;** staff members from units running stations will be assigned to supervise their Unit's station during the event. All other staff members will be used as needed for various tasks. Names and phone numbers should be listed on the Registration form. Volunteers should attend Friday evening cracker barrel for instructions. Station Managers will assist with keeping track of time and scoring.
11. A Tour Plan is not required for Camporee for Connecticut Yankee Council Units. A Unit Insurance Certificate is also not required.
12. In the event of severe weather on Friday or Saturday, requiring postponement or cancellation of the Camporee, Unit Leaders will be contacted by phone or e-mail, Should the event be cancelled. If necessary, a Go/No-Go notice posted to the web site by 12:00 PM on Friday.

13. Proper Footwear and Clothing: Scouts who are not appropriately dressed for the weather will not be permitted to participate. Troop Leaders are responsible to police their patrols. We suggest communicating to parents early to make sure the scouts are properly prepared..
14. Leave-No-Trace: Please use only above-ground fire containers (grills, tubs, stoves, etc.) or existing site fire rings. All trash must be carried out by each unit.
15. Scouts will be given time to transition to the next station and complete the task before moving to the next station (25 mins for skill; 5mins. travel). An audible signal will be used to indicate transition to the next station.

# 2019 Pomperaug District Fall Camporee Patrol Roster

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

Troop: \_\_\_\_\_

Name	Age	Rank	Leadership
			Patrol Leader
			Asst. Patrol Leader

All Information above is correct

\_\_\_\_\_  
Signature of Patrol Leader

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Senior Patrol Leader

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Unit Leader

\_\_\_\_\_  
Date

# 2019 Pomperaug District Fall Camporee Registration

Type of Unit: Scout Troop \_\_\_\_\_  
 Unit # \_\_\_\_\_ Town: \_\_\_\_\_  
 Unit Leader's Name: \_\_\_\_\_  
 Leaders e-mail: \_\_\_\_\_  
 Phone (Home): \_\_\_\_\_ Cell: \_\_\_\_\_

- Is your unit camping on Friday Night? Yes \_\_\_\_\_ No \_\_\_\_\_
- Is your unit camping on Saturday Night? Yes \_\_\_\_\_ No \_\_\_\_\_

Patrol Name		Number of Scouts	
Patrol Name		Number of Scouts	
Patrol Name		Number of Scouts	
Patrol Name		Number of Scouts	
Patrol Name		Number of Scouts	

**RECOMMENDED MINIMUM NUMBER OF ADULTS PER UNIT IS 4**

Each unit Must supply Two Adults to serve on staff the day of Camporee (7:30AM – 4:00PM)

Adult # 1 \_\_\_\_\_ Phone # \_\_\_\_\_

Adult # 2 \_\_\_\_\_ Phone # \_\_\_\_\_

Approx. # tents \_\_\_\_\_ How many Patrols? \_\_\_\_\_

Total # of Scouts: \_\_\_\_\_ Plus Total # of Adults: \_\_\_\_\_ Total Attendees: \_\_\_\_\_

Amount Due: \_\_\_\_\_

Registration due on or before October 1, \$15.00 /person

**Register on line at:**

**Fax to : (203) 876-6884**

**Mail completed Form & Check Payable to:**

**Connecticut Yankee Council**

**ATTN: Pomperaug Camporee**

**60 Wellington Road, P.O. Box 32**

**Milford, CT 06460-0032**