

Connecticut Yankee Council BSA



TRI-CAMP TOURNAMENT

*Sequassen *Deer Lake *Hoyt — May 14-16, 2021

Leaders Guide For Deer Lake Scout Reservation

Hosted by Quinnipiac District

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May 3, 2021 Printing

Welcome to the Tri-Tournament

Three Camp Locations to Choose from
Camp Sequassen — Hosted by Pomperaug District
Deer Lake Scout Reservation — Hosted by Quinnipiac District
Hoyt Scout Reservation — Hosted by Powahay/Scatacook Districts
For Information to all camps <https://www.ctyankee.org/events/tri-camporee-weekend/>

- Troops/Crews can select any camporee location, regardless of District affiliation.
- Camping 1 or 2 nights or just come for the day.
- Same program in each camp.
- Virtual interactions and competitions between camps with 6 fun stations.

This Leaders Guide pertains to Hoyt Scout Reservation.

Registering

Register at <https://mycouncil.ctyankee.org/Event/741>

- **\$20 youth and adult fee.** Troops/Crews can come for the day or camp 1 or 2 nights.

Please note: We will do our best to accommodate campsite requests on a first registration paid basis.

Camping

Camping will take place at both upper and lower Hoyt. We will do our best to accommodate campsite requests on a first registration paid basis.

- Please use the map for requesting campsites. Campsites are assigned Jamboree style and are keyed on the map. We do not assign campsites by traditional Hoyt campsite names. Use the key on the map when requesting a campsite.

Questions

Deer Lake Scout Reservation — Quinnipiac District

- Mike Migliore at mmigliorexc@gmail.com Cell #:732-259-4207

Order of the Arrow

- OA Staff - Joseph Loffredo - loffredo@owaneco.org
- Keewayden Chapter Chief - Zachary Chittenden - chittenden@owaneco.org
- Keewayden Chapter Adviser - Jeff Sturrock - sturrock@owaneco.org
- Achewon Chapter Chief - Zackary Albrycht - Albrycht@owaneco.org
- Achewon Chapter Adviser - Mike Gagne - mgagne@owaneco.org
- Arcoon Chapter Chief - Miles O'Sullivan - osullivan@owaneco.org
- Acroon Chapter Advisor - Robert Lynch - rlynch@owaneco.org

**WHILE AT DEER LAKE PLEASE DO NOT ACCESS THE WI-FI.
This could affect the bandwidth we need for streaming between
Sequassen, Deer Lake and Hoyt.**

Camporee Schedule

Friday

- 5 – 7 pm Check In
- 8 PM Friday Night Movie
- 9 PM SPL/Scoutmaster Meeting
- 10 pm Quiet/Taps

Saturday

- 7 AM to 8:30 AM Reveille/Breakfast
- 8:45 AM SPL/Scoutmaster Meeting for Troops arriving Saturday morning.
- 9 AM Opening Ceremony
- 9:30 to 10:15 Station Rotation
- 10:15 to 11 AM Station Rotation
- 11 to 11:45 AM Station Rotation
- **11:45 to 1 PM Lunch**
- 1:15 to 2 PM Station Rotation □ □ **2 PM Leaders Meeting**
- 2 to 2:45 PM Station Rotation
- 2:45 to 3:30 PM Station Rotation
- 3:30 to 5 PM Free time (ultimate disc and other inter troop games can be organized)
- 3:30 PM Leaders Challenge
- 5:00 to 7:00 PM Dinner & Scout Own Services at the campsite.
- **7:30 to 9 PM Evening Program**

→ Due to Covid-19 Guidelines with social distancing concerns, we are unable to hold a traditional campfire program.

→ Troops will gather at the camp's assembly areas. There will be designated troop gathering spots to practice social distancing. Mask wearing required.

→ We will connect virtually with each of the camps and share a slide show of the day's events from each camp. We will provide this link to offsite troops and parents at home.

→ Program:

- Kahoot
- Award Ceremony
- Weekend in Review Video
- OA Callout Ceremony
- ConnJam 22
- Camporee Closing

- 9:30 PM Order of the Arrow Social (Dining Hall)
- 10 PM Quiet/Taps

CHECK-IN AND CHECK-OUT

Friday Night Check-in: District Staff will be available Friday at 5 PM to check in Troops in the Dining Hall at Deer Lake

Campsites are pre-assigned. Troops must check-in BEFORE setting up your campsite.

Saturday Check-in: Troops should arrive early enough Saturday to set up their campsite and be ready for the Scoutmaster/SPL Meeting at 8:45 AM and opening ceremony at 9 AM.

Saturday check-in will take place at the Dining Hall.

Sunday Check-out: Please check out at HQ and we ask that you please make sure campsite is properly cleaned, campfire distinguished, and any picnic tables carried over to your site are returned to where you found them.

Saturday Night Program

Kahoot: If you don't know... Kahoot! is a game-based learning platform, used as educational technology in schools and other educational institutions. Its learning games, "kahoots", are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot app. We will be sharing a Kahoots Game between the 3 camps.

Award Ceremony: Each camp will announce the three top patrols.

Weekend in Review Video: During the day our Tech Team will be out taking photos of the event. These will be sent to be put into a prerecorded video of the three camps.

Sunday

- 7 AM to 9:45 AM Reveille/Breakfast/Break Camp
 - 10:00 AM Safe Trip Home *Units may leave prior to 10 AM.
- There is not formal program today.

OA Callout Ceremony: This will be prerecorded to recognize Scouts and Scouters that were recently elected to the OA.

ConnJam 22: This was suppose to be weekend of ConnJam 21. We will end with a brief promotion for ConnJam 22



Order of the Arrow Staffing YOUTH LED CAMPOREE & PROGRAM

"Empowering youth to be leaders is the core of Scouting. Scouts learn by doing, and what they do is lead their patrols and their troop. The Scouts themselves develop a troop program, then take responsibility for figuring out how they will achieve the goals. One of our most important challenges is to train youth leaders to run the troop by providing direction, coaching and support. Scouts will make mistakes now and then and will rely upon the adult leaders to guide them. But only through real hands-on experience as leaders can they learn to lead." Scoutmaster Handbook

Following the above concept youth members of the OA will form the Camporee Greenbar and run the program. We will be assigning adults to each team to provide direction, coaching and support.

Camporee Leaders

- Lead: Joe Loffredo
- Assisted by Quinnipiac Chapter Chiefs

They will serve as the top youth leaders. They are the contacts for the other Chapters and camps, emcees for our ceremonies and programs, take charge and assign scouts to the various teams, and overall responsible for the program for the weekend. They can delegate and add others to this group

Tech Team

- Set-up and take down of equipment (need early Friday arrival).
- Coordinates and monitors Zoom/Streaming activities between the camps
- Friday night movie/SPL Scoutmaster Meeting
- All day Zoom communication between camps
- Saturday Night Show & Kahoot Game
- Provides Tech help as needed
- Responsible for taking photos/videos for the Day in Review show

Hospitality/Registration/Scoring Team

- Check units in
- Finalizes campsite assignments
- Serves as Admin for the online Leaders Board
- Finalizes Scoring for the Patrol Competition

Program Team

OA members will be running the events. One adult from each unit is encouraged to help at one of the events.

1. Panning for Gold (patrol challenge)
2. A-frame Walk Challenge. (Evan Atkins)
3. Outdoor Practice
4. BB Shoot Challenge — Scouts will provide support to the Range Safety Officers (RSO)
5. Puzzles Station
6. The Scout skills Obstacle Course

OA Social (after the Saturday night campfire)

☐☐ Program and refreshments

Score Card: Patrol Name _____ **Troop & Town:** _____

	Station	Scoring	Skills	SCORE
1	Panning for Gold (patrol challenge) -- Patrol uses a tarp cooperatively to toss a "nugget" over a horizontal rope about	1 point will be given for every time in a row the nugget is makes it over the rope.		
2	A-frame Walk Challenge. The basic 'A' frame is very simple to produce and is lots of fun. Patrols use lashing skills and teamwork and coordination.	Score is based off time to complete course. No points will be awarded for a time over 10 minutes. For a time under 10 minutes score will be equal to 600 minus time in seconds divided	Practice Sheer and square lashings and bowline.	
3	Outdoor Practice – Training in following compass bearings and measuring distances by walking.	Maximum score will be 60 points. 1 point will be deducted from every foot from the correct distance. A minimum of 10 points will be given for distances greater then 60 ft from	Each Patrol will need to provide their own compass to perform the course	
4	BB Shoot Challenge – After a safety session, Scouts will test their BB marksmanship with a patrol relay shoot.	Scoring system that gives each Patrol between 10 and 50 points.	Scouts are encouraged to bring their eye protection.	
5	Puzzles Station — Have patrols work on their teamwork and collaboration skills. Station will consist of 3 separate stations — Kims Game, Stepping Stones, and Riddle Me this	1 point for every item identified in Kim's Game, 1 point for every riddle correctly identified. Stepping Stone Score is based off time to complete course. No points will be awarded for a times over 10 minutes. For a time under 10 minutes score will be equal to 600 minus time in seconds divided		

6	The Scout skills Obstacle Course will be a timed course consisting of 3 stations. Each station will have a certain skill that the scouts will perform.	Score is based off time to complete course. No points will be awarded for a times over 10 minutes. For a time under 10 minutes score will be equal to 600 minus time in seconds divided		
EXTRA	Sign-off Sheet Challenge Scavenger Hunt	1 points for every sign-off on the list.		
			TOTAL	

Patrol Gear

- | | |
|--|---|
| <input type="checkbox"/> Two or more compasses.
<input type="checkbox"/> Fire Starter (no matches or lighter) | <input type="checkbox"/> A 5 x7 tarp
<input type="checkbox"/> 6 pieces of rope 3 feet long for knot tying. |
|--|---|

STATION/PROGRAM DEER LAKE Program/Stations Camporee Map *Will be provided upon arrival

WHILE AT DEER LAKE PLEASE DO NOT ACCESS THE WI-FI. This could affect the bandwidth we need for streaming between Sequassen, Deer Lake and Hoyt.

Station Rotation

Stations will take place at around camp. We will divide patrols into two groups. A schedule will be provided upon arrival.

The six stations will be at a 45-minute rotations – with the same stations at each camp. Each station will be organized to handle 3 to 4 patrols at a time.

Patrol Competition

- 1st Place Super Patrol
- 2nd Place Super Patrol
- 3rd Place Super Patrol

Each patrol should have at least 5 scouts. Troops that cannot provide 5 for a patrol may be asked to combine with another smaller patrol. The patrols will be formed by the SPL of their Troop. The Patrols should be balanced based by rank and age. A troop can enter as many patrols as they need but try and stay within the recommended number of scouts. Please pre-assign a patrol leader.

Other Programs

Gateway — Troops that provide a gateway to their campsite will have extra points added to their patrol scores.

Leaders Challenge — Troop adult Leaders will compete in the Scout skills Obstacle Course. This will be a timed course consisting of 3 stations. Each station will have a certain skill to perform. Troops can be represented by 1 to 5 adults. We will see how their scores compare to the Scout patrols.

Ultimate Disc Game at 3:30 —Troops are welcome to organize a team for a 3:30 Ultimate Disc round-robin tournament. This will be a youth organized event. We'll have an organizational meeting Friday night and Saturday morning.

Administrative — Troop Leaders

ALERT — WE NEED YOUR HELP: District staffing for the camporee are volunteers and many with unit commitments as well. We have limited resources. Your unit responsibilities in maintaining appropriate supervision of your Scouts comes first, but we could use help with extra parents, adult leaders, or older High School age Scouts. Please contact Migs at mmigliorexc@gmail.com if you would like to help with an event or any part of the camporee.

PARKING — We need your cooperation!

- Scouts should travel to/from the venue with their own parents or guardians; family groups should not mix. Under these guidelines we are anticipating more vehicles for the Friday night arrival. We ask troops to assign an adult in the parking area to direct Scouts to your campsite.
- Please instruct parents dropping Scouts and equipment off to unload and depart as quickly as possible.
- All vehicles must have a PARKING PASS to park overnight. One will be provided upon arrival.
- Please instruct your drivers to park close to nearby cars. Double park vehicles and trailers from your Troop as much as possible.

Guidelines:

- **Campsites** are pre-assigned on a first registered/first paid basis.
 - **Pavilions** must be left open for program use.
 - Troops should prepare for bringing all gear out to the camping area.
 - **Carry out all trash. No dumpster.**
- Scout Uniforms:** Scouts are requested to be in uniform for the opening ceremony. Uniforms are then optional for the rest of the weekend. Neckerchiefs are not required.

**COVID-19 Guidelines as of March 25, 2021 as it pertains to District/Council and Camp usage
We will advise of any changes or updates.**

The Enterprise Risk Management Committee (ERMC) has adopted the following guidelines for outdoor activities, consistent with the March 4 plans announced by Governor Lamont (appended below). As the Governor issues updates to the March 4 plans, the CYC ERMC will evaluate the impact on our guidelines.

For Scouting activities sponsored by one or more Districts and the Council, held on or after April 2:

- Outdoors at Council Scout camps: maximum of 10,000 people, not to exceed 50% of capacity
- Indoors at Council Scout camps: maximum of 100 people, not to exceed 50% of capacity

As of March 19, there are no changes to the following Council policies:

- Overnight sleeping in cabins is not permitted, but cabins remain available for program use 24/7
- Lean-tos may continue to be used for sleeping, at 50% capacity
- **For tent camping, we continue to recommend one person per tent**

For all programs and activities, please note:

- Appropriate (6 feet) spacing and social distancing continues to be required
- Face masks continue to be required in all public settings where social distancing is not possible
- Social distancing is especially important when standing in line and during field assemblies
- Enhanced cleaning and disinfecting practices must be followed

Please note:

Unit leaders should bring a current Annual Health and Medical Record, 680-001 (2019 version) for all youth and adults participating in the unit. Part A (Informed Consent, Release Agreement, and Authorization) and Part B (General Information/Health History). https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

- A unit roster must be submitted at check-in to participate in the program and to camp. The roster must contain the scouts and adults full name, phone numbers and emails. The unit leader should keep a copy of the roster of participants in case contact tracing is required.
- Before leaving for camp, each participant should complete the BSA Model Pre-Event Medical Screening. Upon arrival at camp, we recommend that Unit Leaders review the BSA Pre-Event Screening Questionnaire.

Extra Gear:

- Extra clean and dry face coverings for each participant (participants must also bring their own)
 - Disinfecting wipes or hand sanitizer for each participant.
- Readily accessible personal protective equipment (gloves, masks, disinfectant, etc.) for handling trash, clean up, carrying gear, etc.
- Extra trash bags for used wipes and gloves.
- Water containers/basins to use exclusively for frequent hand washing with soap and water.

Model COVID-19 Pre-Event Medical Screening Checklist

Use this checklist to assist in identifying potential COVID-19 cases before event participation.

Review with each youth and adult participant their current health status, both before departure and upon arrival at the event. **Anyone entering a camp or event – including visitors, vendors, etc. – must be screened.**

Councils should customize with input from their council health supervisor and local health department.

- Yes No Have you or has anyone in your household been in [close contact*](#) in the past 14 days with anyone known or suspected to have COVID-19 or is otherwise sick?
- Yes No Have you or has anyone in your household been in [close contact*](#) with anyone who has been tested for COVID-19 and is waiting for results?
- Yes No Have you or has anyone in your household been sick in the past 14 days, or have you or they been tested for any illness and are waiting for results?
- Yes No Has anyone in your household been exposed to an individual known or suspected to have COVID-19 in the past 14 days?
- Yes No Have you or has anyone you have been in [close contact*](#) with traveled on a cruise ship or internationally or to an area with a known communicable disease outbreak in the past 14 days?

***According to the Centers for Disease Control and Prevention (CDC), “close contact” means:**

- You were within 6 feet of someone who has COVID-19 for a cumulative total of 15 minutes or more over a 24-hour period
- You had direct physical contact with an infected person (hugged or kissed them)
- You shared eating or drinking utensils
- An infected person sneezed, coughed, or otherwise got respiratory droplets on you

If the answer is YES to any one of the five questions above, the participant must stay home.

If all answers above are NO, proceed to the symptoms list below.

Symptoms of COVID-19

If anyone in your household has any one of the following new or worsening signs or symptoms of possible COVID-19, the entire household must stay home.

- Shortness of breath
- Cough
- Fever of 100.0° or greater
- Flu-like symptoms
- Repeated shaking with chills
- Fatigue
- Muscle or body aches
- Headache
- Sore throat
- Loss of taste or smell
- Diarrhea
- Nausea or vomiting

****Potential Higher-Risk Individuals****

- Yes No Are you in a higher-risk category as defined by the [CDC guidelines](#), including older adults, people with medical conditions, and those with other individual circumstances?

If the answer is “yes,” we recommend that you stay home.

Should you choose to participate, you must have approval from your health care provider.



Event Locations

- 1- Panning for Gold
- 2- A-Frame Walk
- 3 - SSOC
- 4 - BB Gun
- 5 - Puzzle Station
- 6 - Outdoor Practice

Star - Main Assablily Area
 Blue Cross - Frist Aid Station

- 1. GOOD TURN DINING HALL*
 - 2. HUSKER'S CABIN
 - 3. RANGER'S HOUSE
 - 3a. RANGER'S OFFICE
 - 3b. HALLIWELL TRAINING CENTER*
 - 4. LEARY HALL
 - 5. INFIRMARY
 - 6. DAY CAMP OFFICE
- * building has public flush toilets