

LEADER'S GUIDE v1.0

WESTERN SHORE DISTRICT FALL 2018 CAMPOREE

October 26 – 28, 2018
Long Farm
25775 Long Lane
Hollywood MD, 20636

Introduction:

This year's Fall Camporee will have a Halloween theme. A competition of patrol skills, individual knowledge, teamwork, and ingenuity incorporating the Halloween theme. Along the way, the Scouts will be able to earn extra points for their Scout Spirit but might also fall victim to Zombies. The object is simple: Earn points for Scout Skills, Scout Spirit, and Patrol Cooperation while having fun! Units will use a map and station list to determine which events they want to try. The Patrols plan their routes, select their stations, and budget their time to maximize their winnings. Points will determine the victors and be tradable for candy! A secondary theme is Troop autonomy – Troops will largely make their own decisions & care for themselves but are also required to run stations/events. Troops will determine how to incorporate visiting Webelos as they see fit.

Arrival:

Troops may arrive on Friday afternoon beginning at 1600 (4:00pm). For this event, it is not necessary to arrive in BSA Field Uniform unless it is the policy of the troop. The Troop SPL and one adult leader will provide the troop's registration paperwork to Camporee administration. Cost will be \$12.00 per participant.

Safety:

All participants will wear proper footwear for the event at all times. Open-toed footwear are not permitted.

All attendees must have the proper and current medical forms. Each Troop is responsible for maintain said forms.

A first-aid station will be co-located with the Camporee Headquarters,

!!!Note: All scouts are to avoid all non-natural items they may find in the forested areas of Long Farm. Scouts should not be touching items such as broken glass or sheet metal or larger items. DO NOT TOUCH. All scouts should refrain from touching or bothering any wildlife (or their homes) that may be encountered while on Long Farm. Again, DO NOT TOUCH. Please remember that Scouts abide by the rules of Leave No Trace. Respect others, including the Flora and Fauna of Long Farm.!!!

Program:

Troop Areas:

Troops should co-locate all of their shelters together and create a gateway to their area. The gateway should be created using whatever materials the Scouts plan for; the Gateway and Troop areas will be graded for points – incorporating the Halloween theme is essential.

Meals:

Troops should plan to prepare meals in a Patrol method without Adults cooking. Go all-out, bring your best gear or cook rustically – it's completely up to Troops on what to cook and how to prepare it. There will be an Iron Skillet cook-off with specific rules.

Competitions:

Following is a list of stations/events that can be expected. This list WILL change. Troops are required to run at least one event/station, they may pick from this list or suggest one of their own.

Orienteering, First Aid, Navigate w/GPS, Tomahawk Throw, Pumpkin Carving, Poker "Run," Lashing & Pioneering, BB Range, Archery Range, Pin the Tail on the Black Cat, Skits, Knot Tying, Bobbing for Apples,, Firebuilding, Teamwork, Slingshot Range, Costume Contest(s), Poker Shoot.

Wizards:

Periodically patrols may be approached by wizards of ages and genders. The patrol's interaction, knowledge, and Scout Spirit will be observed and challenged during these meetings. This is an opportunity for the patrol to "shine" and earn extra points or be found wanting. Wizards can take your points, too. Warn and encourage your patrols accordingly.

Troop Meal Competition:

Troops will provide one plate of the meal they are serving for judging. Judging will be based on the following criteria: 1) Taste, 2) Creativity, 3) Adherence to the challenge (TBA), 4) Nutritional Value (based on MyPlate guidance), and 5) Appearance.

Opening Ceremony:

Troops will gather in the designated area for Flags, Ceremony, and other informational tidbits. Scouts shall be in field uniform (Class A) for Opening Ceremony.

Campfire:

Troops will be requested to lead one song and prepare and perform a skit at the Camporee Campfire. Troops are encouraged to allow visiting Webelos to participate in the campfire, by performing their own skits and songs or by participating in their sponsoring troop's campfire program.

Closing and Award Ceremony:

Troops will gather for informational tidbits and closing ceremony. Scouts shall wear field (Class A) uniform for Closing Ceremony.

Campsite cleanup and departure:

Ensure the campsite is litter free. Troops will be instructed on how to prepare natural structures for departure. Troops will prepare/restore the campsite as instructed. Troops shall carry out all of their own garbage. The SPL and Scoutmaster should check out with Camporee administration. Scouts shall wear field uniform for departure.

It is the unit's responsibility to carry their trash and garbage from the camporee. Each unit should bring plenty of garbage bags.

POCs:

Jeff Seehase	Seehase@aol.com	410.257.9590(phone)	410.980.7767(text)
Zac Taylor	zac.taylor@teamriverrunner.org		607.242.6886(phone/text)