

Leaders Guide

January 28 – 30, 2011

**Camp Stolts
815 Nursery Lane
Naples, 34119**

December 2010

Dear Scouter:

On behalf of the Southwest Florida Council, Boy Scouts of America, and the Hvlpathah Tastanagi Order of the Arrow Chapter; I would like to welcome all Boy Scouts, Venture Scouts, Webelos, Adult Leaders, parents, and guests to the Alligator District Camporee. This year the Alligator District Camporee will be held at Camp Stolts on the weekend of January 28 - 30, 2011. This property owned by the North Naples Fire Department and is located at the end of Nursery Lane off Immokalee Road across from Gulf Coast High School.

This year the Camporee theme will be "The Amazing Scout Race". "The Amazing Race" is a reality TV show about a real race around the world where teams of 2 have to complete a task as fast as possible (though not timed) and with a strict set of rules. The team that is first to the finish line is the winner of the race. At certain "Pit Stops" though, teams that check in last are most of the time eliminated. "The Amazing Race" can be seen on CBS on Sunday's at 8 p.m. Our version of the Amazing Race will be a series of tasks and challenges that are appropriate to the theme of the pretend Country that the patrol will be competing in.

I sincerely hope that you take the opportunity to participate in this year's Camporee and have a wonderful time. The Hvlpathah Tastanagi Chapter's idea is to offer to you many activities and opportunities that you will enjoy and remember for many years to come and promote the Order of Arrow Brotherhood within the units of Alligator District.

I ask that you carefully review this information booklet for details on all our activities and competition standards. But, most importantly, I hope you have a GREAT weekend of fun, competition, and discovery.

Yours in Scouting,

Rolf C. Anthony, Vice Chief of Programs
Hvlpathah Tastanagi Chapter, Osceola Lodge 564

DRIVING DIRECTIONS:

Alligator District Camporee Camp Stolts 815 Nursery Lane, Naples, FL 34119

From I-75 head east and turn around one street past Gulf Coast High School heading West on Immokalee Road
Turn right on Nursery Lane next to Ray's Nursery
At end of gravel road $\frac{1}{4}$ mile will be Camp Stolts

From 951 (Collier Blvd) head west on Immokalee Road one street before Gulf Coast High School on North side of Immokalee Road
Turn right on Nursery Lane next to Ray's Nursery
At end of gravel road $\frac{1}{4}$ mile will be Camp Stolts

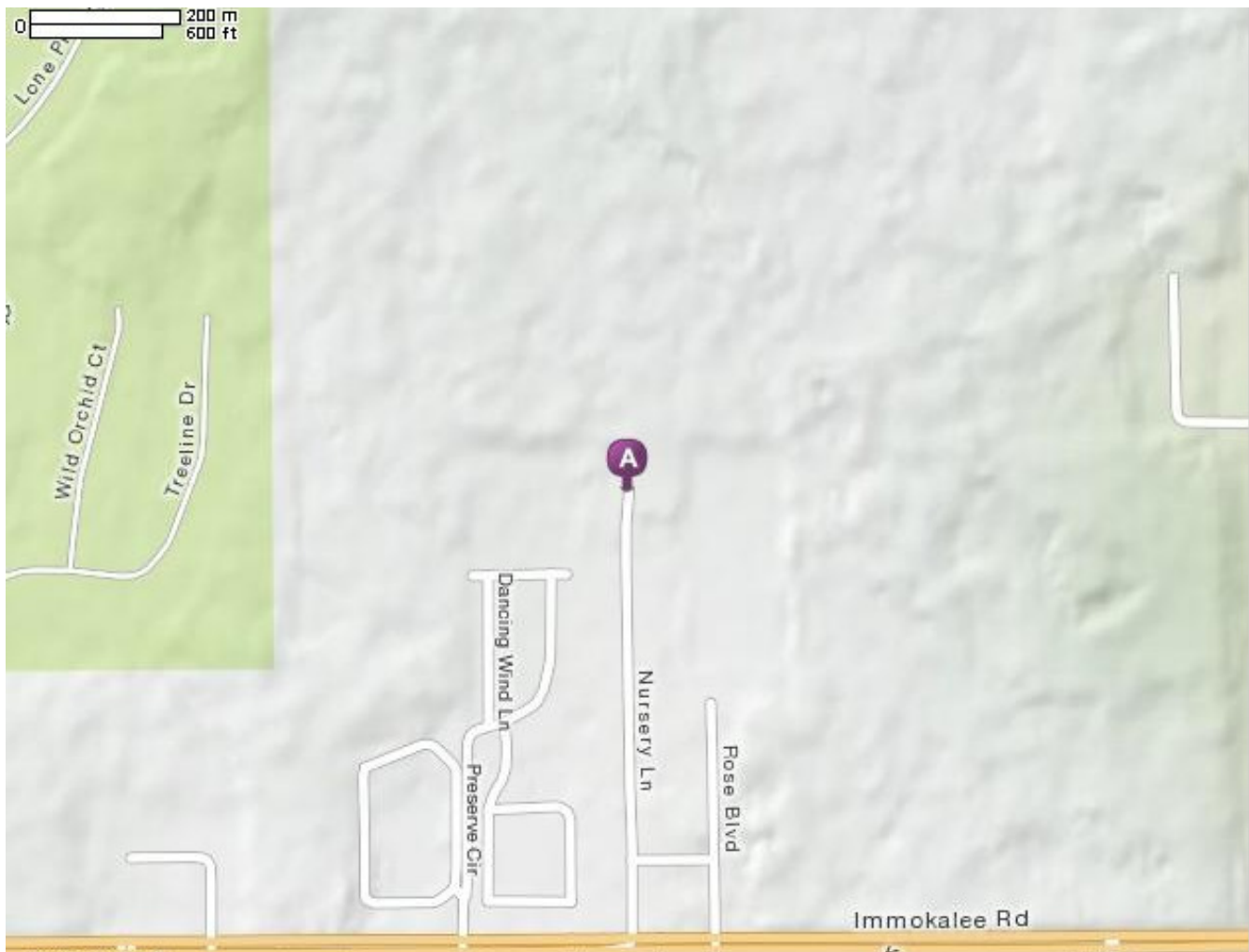


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General Description:

This year's Alligator District Camporee will be hosted by Hvlpatah Tastanagi (HT) Chapter of Osceola Lodge 564. We are proud to bring you the 2011 District Camporee. This year's theme is "The Amazing Scout Race." Scouts are encouraged to wear something that they will be comfortable in because there will be extreme tasks that will require Scouts to do their best in order to complete them. Class A uniforms will be required at the OA Tap Out Ceremony Friday night, all Flag Ceremonies and the Closing Ceremonies on Sunday. There is a Patrol Check list included in the manual for each patrol during competition times. Camporee staff will be eating with their units throughout the weekend.

Please group your units into Patrols of 6-8 with Webelos II (5th Graders) mixed in (4 and 4 would be perfect). This will allow the Patrol to compete successfully in all events. Even though this is a competition, it is also an opportunity to transition Webelos II (5th Graders) Scouts into Boy Scouts. A Patrol of 4 members can compete, but please no more than 8.

The Friday night OA Tap Out Ceremony should be attended by everyone with Scoutmasters ready to assist the Tap Out Ceremonialists. Immediately following the Chapter Chief will address the new inductees and there will be an SPL meeting and Cracker Barrel with Senior Patrol Leader, Scoutmaster, and all OA members. All others should return to their unit campsites and start a controlled campfire following camp rules and work on their gateway for competition.

The Camporee is a chance for your unit to show all the other units and Webelos II (5th Graders) what your Troop is capable of; don't miss the opportunity to show off your talents. See gateway competition rules with judging starting at 1:30 pm Saturday.

Saturday night the campfire will feature the staff still in character, entertainment from staff and guests, and an opportunity for units to take center stage. Please be prepared to do a skit for 3-8 minutes maximum that is scouting appropriate. Turn in skit idea at the SPL meeting Friday night.

Sunday's Scouts Own Service should be attended by all participants, please do not expect to leave Camp before the entire event is done, which includes the Scouts Own Service. Emergencies should be the only excuse for your unit to leave. Remember we are setting the example for the Webelos II (5th Graders) Scouts all weekend. Units will receive cleanup assignments at the closing ceremonies.

Sunday Closing Ceremonies will be geared toward recognition of all units and their participation, awards for Top performing patrols and staff appreciation for an awesome youth run event. OA event calendars will be available and OA Troop rosters will be presented for units to review information to improve communication.

2011 ALLIGATOR DISTRICT CAMPOREE COMMITTEE

CHAPTER CHIEF	Thomas Birch Jr.
PAST CHAPTER CHIEFS	Sebastian Bickford John Utz James Harkness Zach Johnson Zach Lombardo Bill Tracy Cash Anthony
VICE CHIEF of Admin	Travers Landreth
VICE CHIEF of Program	Rolf Anthony
CAMPOREE CHAIR	Reems Landreth
CHAPTER ADVISOR	Tom Birch, District Camping Chair
ADVISORS	Scott Moore - Events Deanna Bickford - Ceremonies Skip Johnson - Regalia Steve Utz - Service Joe McHarris - Program Randy Rosal - Administration John King - Facilities Josh Maxwell - Shooting Sports Dan Wendel - Campfire Michelle Suppes - Registration Jeff Wallace - District Executive Paul Penttila - OA Staff Advisor
COMMITTEE	Jake Mellor, Caleb Kimball, Chris Poteet, Hunter McDaniels, Blake Fontdevila, Charles Coffey

CAMPOREE SCHEDULE

FRIDAY

- 5:00 PM CHECK IN and REGISTRATION: Set-up Campsites and Gateways
- 5:30 PM FLAG CEREMONY
- 9:00 PM OA TAP OUT CEREMONY: All are invited to the main campfire ring
- TBD CRACKER BARREL& SPL Meeting: SPL, Scoutmaster, Troop OA Representative, All OA members including Camporee staff
- 11:00 PM TAPS QUIET TIME**

SATURDAY

- 6–8:30 AM BREAKFAST - in campsites
- 8:00 AM CAMPOREE STAFF Meeting - in the admin area
- 8:30 AM FLAG CEREMONY
- 9:00 AM Let the AMAZING SCOUT RACE begin from the admin area
- 12-1:30 PM LUNCH and relax (last minute Gateway adjustments)
- 1:30 PM GATEWAY JUDGING BEGINS
- 1:30-4:30 PM AMAZING SCOUT RACE continues
- 5:30 PM FLAG CEREMONY
- 6- 8:00 PM DINNER - in campsites
- 8:30 PM CAMPFIRE PROGRAM (Troop Participation required)
- 11:00 PM TAPS QUIET TIME**

SUNDAY

- 6– 8:30 AM BREAKFAST in sites
- 8:30 AM FLAG CEREMONY
- 9:00 AM SCOUTS OWN (Religious Service) at campfire ring/ CLOSING CEREMONIES
- 10:00 – Noon CHECK-OUT PROCESS (Unit cleanup assignments and campsite cleanup)**

IMPORTANT GENERAL CAMPOREE INFORMATION

CAMPOREE OBJECTIVE:

- To institute a Camporee that has been YOUTH planned and administered with only the guidance of adults advisors.
- To promote fellowship and a better understanding of Scouting principles.
- To better prepare youth leaders with additional training and ideas.
- To encourage interest and enthusiasm within the Scouts to continue on the Eagle Scout path and initiate interest in the Order of the Arrow.

ADMINISTRATION:

- **YOUTH CAMPOREE STAFF will conduct the Camporee.**
- **The Adult Camporee Staff will supervise Camporee Operations.**
- If you have questions, please contact Thomas Birch, Chapter Chief of H. T. Chapter

VISITING UNITS (Troops & Crews):

All units must camp and visiting units for just the day will not be allowed. All guests must be registered with units as adult volunteers or members of the units

CUB SCOUTS:

Cub Scouts are not allowed to camp at the Camporee only Webelos II (5th Graders) invited by Troop.

WEBELOS II:

Webelos II Scouts will participate with their Troop that invited them combined with Boy Scout Patrols for competition.

REGISTRATION & PAYMENT:

Please register your participation on the Southwest Florida Council Website at: www.swflcouncilbsa.org under the Alligator District Camporee event on calendar. Registration and payment of \$15 per youth and \$3 per adult can be made online. Registration is essential to provide a proper program and facilities. There will be \$5 late fee for registrations received after January 19th. The final registration cut off is Monday, January 24, 2011. Everyone registered will be accountable for payment regardless of attendance and non refundable after registration deadline. **For any registration questions/additions/deletions/substitutions please email: gus5640A@earthlink.net.**

CANCELLATION POLICY: Once registration fees have been paid, an individual may become ill or otherwise be unable to attend an event. Since the event has already incurred expenses related to the activity such as program supplies, food, patches, etc., event fees are non-refundable & non-transferrable. An exception will be made if a request is received in writing or email (not phone) and submitted to the Southwest Florida Council Office by the individual no less than 24 hrs. before the date of the event. In some cases, only a partial refund can be made. Refunds for inclement weather will be made only if the event is cancelled.

EMERGENCY SERVICES:

First Aid should be handled by all participating units and medical forms should also be on location for all participants with their units. There will be a first aid station located at the admin area and in case of **emergency contact Tom Birch 239-404-7891 or Scott Moore 239-450-0556.**

CAMPSITE INFORMATION

CAMPSITE LAYOUT:

The Camporee will be divided into Campsites. Each site will have frontage for a gateway and room for a Troop trailer, equipment, shelters and tents. All sites are accessible to the public.

CAMPFIRES:

- ALL campfires WILL BE off the ground within some type of container ie.: ½ barrel
- Units are to bring their own campfire container, firewood, fire buckets and shovel.
- All campfire debris and ashes are to be taken home by the unit.
- Teach and follow the Leave No Trace guidelines for campfires.

WATER & TRASH:

- Each unit is to bring their **own potable water supply** for both consumption and cleanliness. There is **NO** potable water at the campsite and units will have to go offsite for water.
- Each unit is to take home ALL of their trash; including their campfire debris. If you brought it into the camp, then you will bring it out.

GATEWAYS:

- Gateways should be simple and have a **Scouting theme**.
- Units are limited to building their gateways with only **20 poles**. (*See Gateway Competitions*)
- All poles need to be lashed and not sunk into the ground.
- All gateway material and/or debris is to go home with the unit.
- When the gateway is disassembled, there should be no evidence of the gateway existence.

STAYING IN CAMPSITE:

- All Scouts will remain within their own unit campsites; except when participating in scheduled activities.
- Visiting other unit campsites may be done only during free time.
- On Saturday, Scouts may visit each other's unit campsites during whatever free time their unit may have. However, such visits must be only during the daylight hours and by invitation.
- Unit leadership should try to maintain awareness of their Scouts whereabouts and follow the **Buddy System at all times**.

STAYING WITHIN THE CAMPOREE DESIGNATED AREA:

- Any Scout found outside of the Camporee perimeter will disqualify his unit from all awards and may be asked to leave the Camporee.

TAPS:

- Taps is the signal to end work for the day and starts quiet / rest time.
- All Scouts should be considerate of others and keep the noise down.
- **Unit Adult Leadership** should maintain awareness and supervision until all Scouts are in their tents.
- No working in campsites is allowed after Taps. Exception would only be for Friday night late arrivals, and only to quickly erect tents.
- Each campsite is allowed one (1) site lantern to remain lit, ON LOW, and only if needed.

IF YOU DON'T NEED IT, DON'T BRING IT!

- Each unit and/or patrol will need to bring all the camping gear necessary for the weekend, to include: coolers, food, and enough potable water for their unit's cooking, consumption and cleanliness.

HINT: Fill & freeze store bought water bottles (ex. Publix 16 & 32 oz size) and use in the coolers to keep your food cold. As your water thaws and your food is consumed, you can then use the water within the bottles. The frozen water bottles will also keep your food cold longer than ice cubes with less mess. The bigger the water bottle the longer it will take to thaw.

CAMPSITE INSPECTIONS:

Units will be inspected for appearance, safety, and cleanliness. *Don't forget your fire buckets!*

TOUR PERMIT:

- **Units NEED a TOUR PERMIT! An event when camping is involved requires a tour permit.**

HEALTH & SAFETY:

- A First Aid Station will be available at the admin area.
- All Units are to bring adequate first aid supplies with them as part of their unit equipment.
- All Units are to have a BSA Physical form for each adult and youth that will be attending the Camporee and keep them with their units including Webelos II (5th Graders) guests.
- **Absolutely NO FOOD IN ANY TENTS! Due to various SIZES & TYPES of WILDLIFE in the area food needs to be kept in coolers and stored in trailers when not being used!**

CAMPSITE SANITATION:

- All trash will be stowed away at night inside a closed trailer or vehicle where it is not assessable to wildlife.
- Dishwater and cooking water shall be properly disposed of. Follow the LEAVE NO TRACE guidelines.
- Grease is to be contained and disposed of in the units trash.
- All dish washing shall be done in the campsites, there are no washing stations.

PARKING:

Only handicapped vehicles will be allowed in the admin area for parking, all other vehicles including trailer towing vehicles will need to be moved to parking lot established 100 yards away from camp entrance. Camporee staff will help coordinate parking from 5:00 pm to 8:00 pm on Friday night.

Only trailer towing vehicles will be allowed into campsite area until unloaded. A pass will be given at admin during the check in process.

CONCESSIONS:

Concessions with meals will be available Saturday with costs determined at event. There is no guarantee on food quantities and selection. Concessions will benefit OA members going on High Adventure Trips.

TRADING POST:

Additional patches, shirts, candy, water and other miscellaneous items will be for sale at the Trading Post near the admin area. All registered participants will receive one Camporee event patch.

Patrol Check List

Patrol Sprit
Patrol Flag
Patrol first aid kit
Notepad and pencil/or pen
Compass
Rope 50 ft long or separate pieces
Two walking sticks
Duct Tape
Water bottles for each member
Sunscreen
Insect Repellant
Backpack to carry it all

Troop Check List

Troop Flag
Gateway Poles (see competition guidelines)
Rope to lash poles (see competition guidelines)
Potable Water for entire weekend
Food for entire weekend
Toilet Paper (never know when the portalets will run out)
Trash receptacles or bags (take it with you)
Troop Spirit
Webelos II invited guests (leave no Webelos Scouts behind)

GATEWAY COMPETITION

The Gateway competition is conducted to inspire Scouts to use imagination, creativity, and inventiveness in the spirit of teamwork and unit pride for the Camporee. This is a friendly competition. Gateways / Entrance Ways should be “Scout Built” and should be located at the entrance to the unit’s campsite. Gateways will be judged on the following criteria:

- **CONSTRUCTION:** Only pioneering/backwoods materials may be used. Do not use construction lumber, plywood, screws, nails ribbon, plastic etc. All construction shall be assembled in a secure and safe fashion. **NO GENERATORS ARE ALLOWED.** Battery powered lighting may be used. No digging holes, all poles must be free standing
- **IMAGINATION:** Gateways are a chance for Troops to express their artistic and creative ability
- **VISUAL IMPACT:** A Gateway should gain the attention of passersby in a dynamic way. Use of color, movement, size, and content will be reviewed.
- **REQUIRED ITEMS:** Unit number, Sponsoring Organization, and Troop Flag.

JUDGING: Gateways will be subjectively judged according to degree of quality or the utilization of each of the items listing above. The judges will use their knowledge and skills based upon their experience. All judges have training in knots, lashing and Scout Craft and its application. The decision of the judges will be final.

AWARDS: Gateways will also be judged within the four (4) areas. First, Second, and Third Place Awards along with a Participation Award.

SPECIAL NOTE: We are aware of the limited availability of pioneering materials. The cutting of trees for one or two weekend’s use is not environmentally considerate; therefore, please remove all materials and preserve them for future use. We are also aware that the transporting of timber is difficult. It is hopeful that all troops participate.

Criteria for Gateway Inspections

The gateway inspection teams will utilize the following guidelines. *The goal of this guideline is to describe the rationale and criteria.*

Unit Identification on the Gateway (Identification may be on the Unit Flag)

5 Points – BSA Unit number displayed.

Sponsor Identification on Gateway (Identification may be on the Unit Flag)

5 Points – Institution, school or service organization that charters the unit.

Flags Properly Displayed

5 Points – Unit Flag properly displayed on the left side when exiting the gateway.

Constructed by Youth (20 maximum)

5 Points – All structural elements built on-site. (Excluding gateway sign and non-pioneering decorations).

5 Points – Subjective: Building process was directed by youth leaders not adults.

10 Points – Subjective: Gateway construction by Scouts

- Points will be subtracted from the 10 points based on number of instances and significance of adult assistance.
- Adults may only be utilized for safety concerns.
- Adults may not fix details before the gateway is judged

Gateway of Safe and Sturdy Construction (20 maximum)

10 Points – Gateway must be Free Standing and Safe

- 2 Points will be subtracted if guide wires are necessary for stability.
- 2 Points will be subtracted for each stake or pinning utilized to support gateways.

5 Points – 6 ft tall adults (standing upright) must be able to walk under the gateway.

- 3 Points will be subtracted if entrance is not clear of objects (nothing to step over to enter).
- 2 Points will be subtracted if Gateway has any exposed sharp objects (fences, projects, and embellishments will be graded as part of the gateway).

5 Points – Subjective: The gateway must be sturdy.

Must be able to support 50 lbs of weight

Must not be able to be blown down by heavy winds

Embellishments must be sturdily attached.

Knots and Lashing Properly Done (20 maximum)

5 Points – Appropriateness of the knots and lashings.

15 Points – Gateway construction by knots and lashings as defined in BSA Handbook.

Clove Hitch to start all lashings except Diagonal Lashing and to end all lashings.

Square Lashings for binding two poles at right angles to each other.

Shear Lashings for “A” Frame.

Diagonal Lashing for binding poles at an angle other than right angle.

Tripod Lashing for making a tripod.

Round Lashing for binding tow poles side by side.

NOTE: Maximum of 3 points will be subtracted for each improper lashing. 2 Points will be subtracted for excessive rope left hanging or improperly stowed.

Working Gate or Bridge (20 maximum)

- 5 Points – for having a gate or bridge. The gate must be an object to block the entrance OR the bridge must be an object to cross over.
- 5 Points – Operation: The gate must turn or lift by gentle force OR the bridge must be at least 12 inches off ground and hold minimum 300 lb. person.
- 5 Points – Working gate total restricts entry when in the closed position OR the bridge has hand rails.
- 5 Points – Gate or Bridge has notification system to introduce visitors such as a door bell, gong or other mechanism. Notification system can be near or attached to gate or bridge.

Natural Rope Material with Whipped Ends (20 maximum)

- 8 Points – All rope utilized to construct gateway are natural. Natural Rope is considered:
 - Coir – rope is made from fibers of coconut shells.
 - Cotton – rope is made from cotton fibers.
 - Manila – rope is made from leaves of the plant *Musa Textilis*.
 - Hemp – rope is made from the stalk of the plant *cannabis Sativ*.
- 4 Points – all ends whipped – must utilize English, Common, or American Whipping.
 - 1 Point will be subtracted per end of rope not whipped.
- 4 Points – all ends of rope whipped at an appropriate distance from end of rope to avoid forming a knob. Should not exceed more than $\frac{1}{2}$ or $\frac{3}{4}$ of an inch from end of the rope.
- 4 Points – subjective: all whippings done tightly and correctly.

Creativity and Originality (20 maximum)

- 10 Points – Subjective: creativity of Gateway design, includes creativity of Gate / Bridge
- 5 Points – Subjective: visual, did the Scouts take time to design a gateway that was interesting and appealing to look at?
- 5 Points – Subjective: originality of design based on uniqueness at Camporee.

Scout Skills (20 maximum)

- 10 Points – Subjective: complexity of gateway. Examples: separate tower, second story floor, wing support system.
- 5 Points – Subjective: Gateway assembled with natural materials and pioneering skills. No nails, bolts, screws, or mechanical fasteners.
- 5 Points – Subjective: Embellishments made utilizing pioneering Scouting skills.

2011 ALLIGATOR DISTRICT CAMPOREE

Gateway Inspection

UNIT # _____

Unit Identified on Gateway	5 pts _____
Sponsor Identified on Gateway	5 pts _____
Flag Properly Displayed	5 pts _____
Constructed by Youth	0 to 20 pts _____
Gateways of Safe and Sturdy Construction	0 to 20 pts _____
Knots and Lashings Properly Done	0 to 20 pts _____
Working Gate or Bridge	0 to 20 pts _____
Natural Rope Material with Whipped Ends	0 to 20 pts _____
Creativity and Originality*	0 to 20 pts _____
Scout Skills	0 to 20 pts _____
TOTAL POSSIBLE 155 pts.	TOTAL _____

*Gateway construction is a fun part of any Camporee, please let the youths' minds run free.

NOTE: In order to be eligible for any awards each Troop must obtain at least 50% of the total available points. Decision of the Judges is final.

CHECK-OUT PROCEDURES

Unit Check-out will not begin until BOTH are completed:
Program Area & General Area Clean-up and the Unit Campsite.

FIRST: ALL UNITS

Immediately after Closing Ceremonies send SPL to admin area for Campsite cleanup assignments. Unit should complete assignment.

SECOND:

Prepare your campsite for a checkout inspection by designated Camporee staff.

THIRD:

When both the Program & General Camporee Area and your Campsite have been inspected and approved by one of the Camporee youth staff then your SPL can receive your patches and departing packets from admin area.

PLEASE ASSIST US ALL BY CHECKING OUT PROPERLY
WE ARE ALL GUESTS! *Thank you*