

# MANATEE DISTRICT

## 2021 PIRATE CAMPOREE

### LEADER'S GUIDE

Manatee District

Southwest Florida Council, BSA



Date: January 29<sup>th</sup> – 31<sup>st</sup>, 2021

Location: Camp Flying Eagle

16009 Upper Manatee River Rd, Bradenton, FL 34212

Camp Director: Steve Kurutz 941-527-6876

Program Director: Shari Kurutz 941-526-3318

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# CAMP COVID & CHECK-IN Protocols

## Important Camporee Information:

Protocols are based on the most readily available and reliable information to ensure our youth and volunteers are in the safest and healthiest environment possible when participating in Scouting activities and are **subject to change on-site.**

**UNIT LEADERS/COMMITTEE MEMBERS: PLEASE FORWARD THIS INFORMATION TO EVERY FAMILY IN YOUR UNIT ATTENDING CAMPOREE.**

Here is some important event information to help you as you arrive at camp and participate in your scheduled event:

### Health Screenings

All campers must receive a health screening in the parking lot before entering the camp property. To accomplish this effectively, we ask that units arrive at camp as a unit. A Staff member will meet you in the parking lot to conduct the required temperature checks and health screening. No one may leave the parking lot without being screened. This includes anyone who does not arrive with the unit.

### Face Coverings

**All participants and members of the staff must bring a face covering to camp for this event.** Due to a county resolution, face coverings are required in any building or when not socially distanced outdoors.

### Unit Check-in

This is a unit registration event. ALL participants are asked to meet their unit leaders in the parking lot and then proceed to check-in as a unit. At check-in your unit will receive color bracelets, program schedules and any t-shirts that were purchased during online registration.

### What screening should I do before my unit arrives at camp?

Before arriving at camp, please ensure that no unit members are exhibiting any of the following symptoms:

- Temperature above 99.9° F
- Shortness of breath / difficulty breathing
- Congestion or runny nose
- Fever / chills / fatigue
- Muscle or body aches
- Headache
- New loss of taste or smell
- Sore throat

**While at camp, if a group member starts to exhibit any symptoms listed above, the ENTIRE group must leave the property immediately and contact the Camp Ranger for proper response.**

# General Rules and Information

These rules are the general framework around which this event will be operated. The Scout Oath, Law, and Outdoor Code are the guides for ALL behavior at this event. Individuals who do not conform to this spirit will be asked to leave the event.

1. This event is first and foremost for our/your **YOUTH**. All rules and regulations are in place to assure their safety and the preservation of this camp for their use.
2. A registration fee will be charged to cover the cost of event supplies, patches and awards.
3. Scouts should arrive and depart in full Class A uniform. Full Class A uniform is required to be worn for the OA Ceremony.
4. Scouts should dress appropriately for the events according to the weather. **Scouts are encouraged to dress in Pirate attire during the Saturday Activities.**
5. Closed toe shoes must be worn at all times. This includes the adults.
6. Campsites will be assigned by the administrative staff and will be based on the number of participants registered at the registration cut off. Each unit will be required to use the minimal space for its campsite. All units are required to exercise "low-impact" camping techniques.
7. Units should not plan on arriving before 5:00pm Friday evening. Check-in will not begin until that time.
8. Units will be allowed to have their unit trailer in their site. Please email the Event chairman Steve at shkurutz@yahoo.com no later than Thursday night if you will be bringing a unit trailer.
9. **NO VEHICLES ARE ALLOWED TO REMAIN INSIDE THE CAMPSITES.** There will be a designated parking area for all vehicles. To assist us in getting everyone in camp quickly we ask that your tow vehicle park the trailer in the campsite then immediately proceed to your assigned parking lot before unloading the trailer. Everyone wants to get set-up. A Scout is courteous.
10. Upon arriving ALL participants are asked to meet their unit leaders in the parking lot and then proceed to check-in as a unit. At check-in, your unit will receive color bracelets, program schedules and any t-shirts that were purchased during online registration.
11. Food should be provided by each individual unit for their participants.
12. Patrols should consist of at least 4 scouts/crew members, but no more than 8 total.
13. Absolutely no alcoholic beverages or illegal drugs allowed. BSA policy states there is zero tolerance regarding alcoholic beverages or illegal drugs at any BSA event. Coolers may be subject to search at any time by event staff.
14. Safety and fire prevention are the responsibility of everyone. If permitted by the camp ranger one campfire per unit campsite will be allowed. ONLY EXISTING FIRE RINGS or ABOVE GROUND FIRE PITS ARE TO BE USED AT ALL TIMES. All fires must have a 5-foot radius safety zone cleared, a shovel and two 5-gallon buckets of water. Each unit should bring and have readily available at their campsite a fire extinguisher capable of putting out a propane fire.
15. Scouting's "Leave No Trace" policy will be enforced. No trees or other living things should be disturbed. No green (live) wood (for camp gadgets, gateways or boat projects) may be cut from the camp. Bamboo is not allowed within Camp Flying Eagle.
16. Units are responsible for removal of all trash and debris from their campsite. Please use the dumpster. **NO BOAT MATERIALS ARE TO BE PUT INTO DUMPSTERS. PLEASE TAKE HOME YOUR BOATS.**

17. Unit leaders are responsible for the supervision of their units when they are not competing during the day. Remember two-deep leadership is required at **ALL TIMES**.
18. Lights out will be at 11:00pm each evening. Quiet hours and dim lights are between the hours of 11:00pm and 6:00am.
19. Units must have campsites cleared by staff and checked out by 11am on Sunday.
20. Visitors (other than registered participants) are welcome to attend the OA Ceremony Saturday night, but must check-in at the information desk located in the dining hall. Visitors to a campsite must have permission from the unit leader and the administration. All visitors must depart before Taps (lights out).
21. Any two-way radios in use **MUST NOT** operate or interfere with the same channel as the staff. We need clear uninterrupted communication for emergency use. Your cooperation in this is greatly appreciated. The channel for the staff will be distributed at the Friday night meeting.
22. Bonus Spirit points will be awarded for the following: Working as a team, Having a Patrol Name, Cheer/Yell, Patrol Leader, Patrol Flag. Spirit points may be lost if there is bickering or an adult is present with the patrol during the competition. If a parent must accompany the patrol for medical reasons, please notify administration at check-in on Friday night. Spirit points will assist with event tie breakers.

All other concerns will be addressed at the Leader meeting on Friday night.

**Check-in:** ALL participants are asked to meet their unit leaders in the parking lot and then proceed to check-in as a unit. At check-in, your unit will receive color bracelets, program schedules and any t-shirts that were purchased during online registration. No individuals will be allowed to set up camp prior to check-in. Units should have health forms available at check-in. These are required for all Scouts and Crew members and participating adults including staff and will remain with the unit during the weekend. Arrow of Light Scouts will check-in Saturday morning and leave before lights out at 11pm Saturday night. AOL Scouts will not camp with the troops.

**First Aid:** First Aid will be available at all times in the health lodge. Units should have adequate first-aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the health lodge.

**Meals:** All units will provide their own meals. Staff members will be eating in the Dining Hall.

**Sunday Interfaith Service:** There will be a non-denominational Scouts Own service on Sunday morning. All event participants are requested to attend as the awards ceremony immediately follows. Please wear full Class A uniform.

**Check-out:** Unit check-out will begin after the awards ceremony on Sunday. Units must have their campsites cleared by a staff member prior to reporting to admin for their check out packet.

# General Rules and Information

## Equipment for the event:

Troop and United States flag for your campsite

Shelters

First Aid Kit

Unit Cooking supplies

Any other items that your unit would bring while camping

## Participants

Each Scout should have their Scout 10 essentials with them. Some of these items may be necessary to compete in the events.

Scouts BSA Handbook, optional

Pocketknife

First-aid kit

Clothes (appropriate for the weather)

Rain Gear

Water bottle

Flashlight

Trail food

Fire starters

Sun protection

Compass

Walking Stick

Bandana

3-foot piece of rope

And any other items that you would bring and need while camping

**\*\*\*\*Fire building Kits:** Each Patrol is required to bring a one-gallon Ziploc bag, containing enough tinder, kindling and other wood to start a small fire. This will be used to compete at one of the stations, so don't forget this important item. No matches will be used. Plan on flint and steel, bow style fire starter or steel wool and a battery. \*\*\*\*

# Event Schedule

## Camporee Schedule

### Friday

6:00 - 9:00 pm	Check - In & Campsite Assignment
9:00 pm	SPL / SM Meeting (dining hall)
9:15 pm	Staff Meeting
11:00 pm	Taps - All Quiet in Camp

### Saturday

6:30 am	Reveille and Breakfast
8:00 am	Opening Ceremonies (Class B uniform or costume)
8:15 – 12:00 noon	Patrol Competitions
9:00 am	Campsite & Boat Judging Begins
9:00am – 2:00pm	ScoutMaster/SPL Black Powder Shoot out (time slots will be assigned)
12:00 pm - 1:00 pm	Lunch
1:00 pm - 3:00 pm	Patrol Competitions Finish Up
3:00 pm – 3:30 pm	Cannon Ball Toss – Asst Scoutmaster & ASPL
3:30 pm - 5:00 pm	Boat Race
5:00 pm - 6:30 pm	Dinner
7:00 pm	Campfire / Skits / OA Call Out
OA Ordeal Candidates	Cracker Barrel to follow Campfire (For OA members and candidates)
9:30 pm	Scoutmaster / Sr. Patrol Leader meeting
11:00 pm	Taps - All Quiet in Camp

### Sunday

6:30 am - 8:00 am	Reveille, Breakfast, Cleanup & Pack Up
8:15 am	Scouts Own Service (In Class A) Awards immediately following service
9:00 am	Break Camp, Check-out & Departure
11:00 am	Troops must be packed up and ready to go before 11:00am

(You don't have to go home, but you can't stay here)

**Have A Safe Ride Home!!**

## Patrol Events

**Events are subject to change**

**10 Essentials Plus Six**

**Blindman's Knots**

**Shark Attack**

**Black Beard's Tomahawk Challenge**

**Fire it Up**

**Walk the Plank**

**Man Overboard**

**Navigate the Seas**

## Troop Events

**Boat Races**

**Boat Inspection**

**ScoutMaster / SPL Shoot**

**Asst ScoutMaster / ASPL Cannon Ball Toss**

**Campsite and Gateway Inspection**

# Scoring and Ribbons

## SCOUT CAMPOREE COMPETITIONS

Scoring: Each event will be scored based on Scout spirit and full patrol participation in all activities.

Events: Three ribbons will be awarded to the patrols attaining the three highest scores in each event. See division directions below.

Overall: Ribbons will be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place overall Troop or Crew at the camporee. These awards will be based on total points earned in all areas participated.

**Note: Overall Camporee award winner will be determined by calculating scores from all events. In units where there are multiple patrols the best score in a program area will be used for calculating the winner of the overall camporee award.**

**At the Awards Ceremony (after Scout's Own) on January 30th, the Best Overall, District Camporee Award will be announced and awarded. This award will be given to the top Unit of the 2021 Camporee. This award will be in the form of a Trophy that will be competed for between the Troops and Crews of our District. This will be a traveling award that can be displayed in the Troops Charter Organization for up to a year before having to be returned to the District Executive for the Camporee the following year. This award will show the determination and the strength of the Scouts in that Scout unit.**

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**SPIRIT POINTS** will be awarded for youth working as a team, evidence of leadership in the patrol, dressing the theme, having a song chant or pirate greeting.

Points can be taken away for bickering amongst patrol members or lack of participation.

Spirit points will be utilized as tie breakers in event area scoring.



## Patrol Division Scoring by rank

Our Patrols will be grouped into 2 divisions of competition - determined by the Scouts' ranks. Once all the Patrols have checked in, we will split them into two groups, above and below the median score. This "scoring" method levels the playing field by allowing the more experienced Patrols to compete against each other, and the less experienced Patrols to compete against other similar patrols.

We are calling our two divisions Port & Starboard.

<u>Handicapping Points</u>	Patrol #1 with 7 Scouts:	Patrol #2 with 5 Scouts:
Scout 1	1 Star            7	1 Eagle            12
Tenderfoot 1	1 First Class    5	1 Star             7
Second Class 2	1 First Class    5	1 Life             10
First Class 5	1 Second Class 2	1 Life             10
Star 7	1 Tenderfoot    1	1 Second Class 2
Life 10	1 Tenderfoot    1	<hr style="width: 50%; margin: 0 auto;"/>
Eagle 12	1 Scout           1	41
	<hr style="width: 50%; margin: 0 auto;"/>	41 divided by 5 members = 8.2
	22	
	22 divided by 7 members = 3.14 handicap	

In this case the median is 5 so Patrol #1 with 3.14 points would be in the Port division and Patrol #2 with 8.2 points would be in the Starboard Division. All Patrols with a score less than 5 will compete against each other. All with scores over 5 will compete.

### Camporee Event Awards

1st, 2nd, & 3rd place will be awarded in two divisions for each of the Camporee program areas

**Patrol Roster including Patrol name, each Scout's name and rank must be turned in at check in or no later than SM/SPL meeting Friday night.**

**Divisions will be assigned and released to the patrols at opening ceremonies Saturday morning.**

# Pirate Ship

## Building and Race Guidelines

You will need to build a ship big enough to hold 4 to 8 Scouts. Patrols will be racing down the Manatee River at the waterfront near the Amphitheatre.

### General Rules and Regulations/Safety Requirements

- Anyone interfering with another boat, may have their boat disqualified.
- Points will be awarded for the design and construction of the boat, teamwork, and the results of the race
- All Scouts on the water must wear a Coast Guard approved life jacket/PFD at all times during the race. Life jackets will be provided.
- All members shall wear water shoes/sneakers or other appropriate footwear that are closed front and back. The bed of the river is fairly unknown, so this is a safety issue. No bare feet.
- All entries are to be inspected prior to launching for safety, seaworthiness, and compliance and will be subject to disqualification at the discretion of the Committee.
- NO DIVING OR JUMPING FROM BOATS AT ANY TIME. SECTIONS OF THIS RACECOURSE CAN BE EXTREMELY SHALLOW, DEPENDING ON WATERFLOW

The camporee staff will have at least two BSA certified lifeguards and several rescue canoes or kayaks.

**NO BOAT MATERIALS ARE TO BE PUT INTO DUMPSTERS. PLEASE TAKE HOME YOUR BOATS.**

### Boat Construction

- All boats must be homemade. No prefabricated parts allowed. No commercially manufactured hulls or components.

**\*\*NON-NATIVE species are forbidden. This includes Australian Pine, Brazilian Pepper, Melaleuca (Punk trees), bamboo! Etc. \*\***

- All boats must be self-propelled, (i.e., poles, oars, paddle wheels, sails, etc., or any combination thereof) and of course, no motors.

- The deck must be capable of supporting the weight of the crew.
- The deck must be securely fastened to the frame and the frame securely fastened to the hulls/floatation devices.
- Wooden Frames can be assembled using Bolts (with nuts and washers) but exposed bolt ends must be cut short and taped to prevent any sharp ends or injury hazards.
- Use of rope to lash parts together is encouraged. "Liquid nails" construction adhesives are also allowed but should be backed-up with lashings or bolts.
- Metal or Plastic Drums or Inner tubes may be used for flotation. Any Foam Blocks use for flotation must be wrapped or encased to prevent litter and "leave no trace" on the river.
- Any drums or Plastic containers used for flotation should be cleaned and rinsed of any toxic or hazardous substances before being brought to the event.
- Any parts coming loose from the boat must be retrieved, to limit environmental impact on the river.
- Each boat must be equipped with one 50' length of 3/8 min. diameter towline, which is securely integrated into the Boat framing with a Float (2-liter bottle?) on the free end.
- Each Boat should have at least 2 poles or paddles for maneuvering.

**Troops are responsible for moving their Boats to the Staging/launch point.**

**\*\*Boats must be presented in the admin field for judging by 8:45am Saturday morning. \*\***

Troop # \_\_\_\_\_ Patrol Name \_\_\_\_\_

	Judge A	Judge B	Earned Max	
Natural materials (5 ea.)	_____	+ _____	= _____	10
Troop/Patrol Sign or Flag (5 ea.)	_____	+ _____	= _____	10
Complexity of construction (10 ea.)	_____	+ _____	= _____	20
Overall appearance (10 ea.)	_____	+ _____	= _____	20
Utilization of the theme (20 ea.)	_____	+ _____	= _____	40

**Inspector's Comments:** \_\_\_\_\_

## Patrol Registration Form

Please register and pay on our council's website. This form is to be filled out and presented at Camporee Check-In. One form is needed per Patrol.

Unit Leader: \_\_\_\_\_ Phone #: \_\_\_\_\_

Email Address: \_\_\_\_\_ Unit #: \_\_\_\_\_

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

Patrols should be made up of a minimum of 4 to a maximum of 8 Scouts.

	Name	Rank
1. Patrol Leader:	_____	_____
2. Asst Patrol Leader:	_____	_____
3. Patrol Member:	_____	_____
4. Patrol Member:	_____	_____
5. Patrol Member:	_____	_____
6. Patrol Member:	_____	_____
7. Patrol Member:	_____	_____
8. Patrol Member:	_____	_____

**\*\*Do not write in this area – Registration use only\*\***

Date of Registration: \_\_\_\_/\_\_\_\_/2021      Patrol Handicap: \_\_\_\_\_

Campsite: \_\_\_\_\_      Patrol Division: " Port " Starboard

# Troop Campsite Competition Scorecard (100 pts max) Troop # \_\_\_\_\_

Points	0 pts No Effort	1 pt Some Effort	2 pts Good	3 pts Very Good	4 pts Excellent	5 pts Perfect
<b>Inspection Item (5 pts for each item 1 - 20)</b>				<b>Points</b>	<b>Notes</b>	
	<b>Campsite</b>					
1	Camp Perimeter properly designated and entrance is properly marked showing clear unit identification					
2	Entrance showcases Troop / Camporee. Unit information					
3	Information Posted: Schedule, Fire Warden (filled in)					
	<b>Tent Areas</b>					
4	Tents are organized, erected correctly, safely, and properly staked.					
5	Tents insides (Youth Tents) are clean/orderly; clothes and equipment properly in packs; sleeping bags neatly and consistently arraigned. Tents should be randomly inspected, so they do not need to be left open.					
	<b>Camp Improvements</b>					
6	Useful Pioneering projects are present in campsite or patrol areas (OTHER than gateway) using all natural materials					
7	Special areas designed in camp (Axe yard, clothesline, eating areas, etc)					
	<b>Safety</b>					
8	Fire minmum of 2 five gallon with water distributed around fire ring. Fire extinguisher in kitchen.					
9	First Aid kit equipped (not expired), labeled, and location is visible.					
10	All structures (canopies, gadgets, etc) protected from wind (stakes/etc)					
11	"Natural" Holes in ground filled or flagged, all ropes/guywires/tent-fly ropes and other hazards safety flagged					
	<b>Kitchen / Food</b>					
12	Patrol Boxes off ground, Cooking equipment (including inside Cook Boxes) clean and well organized					
13	Patrol Menus and Duty rosters are posted, and kept dry					
14	Food (perishable and non-perishable) and drinking water storage satisfactory (considering health, sanitary, and animal protection)					
15	Adequate water supply (drinking water, dish washing, hand washing)					
	<b>Environment / Leave No Trace</b>					
16	Troop has a recycle program established, is clearly visible, and is easy to distinguish from normal trash area(s)					
17	Dishwater disposal and drainage satisfactory					
18	Trash bags in campsite AND protected from ground animals					
19	Campsite cleanliness ("no" trash on ground, in tents, in kitchen area)					
20	Preservation of Environment in Campsite. No NEW holes "dug/drilled" in ground. Wood & Metal stakes for campsite, perimeter, and safety are OK					
<b>TOTAL SCORE (0 – 100 pts)</b>						
<b>Disqualifications (use back if req'd)</b>				<b>Description</b>		
Obvious Adult Involvement (other than monitoring and discipline) in non-adult areas or usage of Power Tools in Campsite construction						
Campsite work between <b>11 PM and 6 AM</b> (lights out and Flags time)						

# Troop Gateway Competition Scorecard (100 pts max)

Troop # \_\_\_\_\_

Points	0 pts No Effort	1 pt Some Effort	2 pts Good	3 pts Very Good	4 pts Excellent	5 pts Perfect
<b>Inspection Item (5 pts for each item 1 - 20)</b>				<b>Points</b>	<b>Notes</b>	
	Theme inclusion					
1	Event theme incorporated in gateway design.					
2	Construct a flag pole from poles lashed together. No less than 8 ft tall and no more than 10 ft tall. Guy lines may be used to keep it erect.					
3	Post the United States Flag on the above pole.					
4	Jolly Roger flag made and posted as part of the gateway.					
	<b>Build</b>					
5	Gateway design is stable and could stand on its own without guy lines or holes (disregarding safety guy lines added for wind protection)					
6	Gateway design interesting, unique, or functional?					
7	Is the structure neatly constructed, physically and structurally sound?					
8	All natural materials used. No bamboo or other invasive species used.					
	<b>Pioneering</b>					
9	Knots and lashings tied properly					
10	Correct type of knots and lashings used for each purpose					
11	Structure is safe from wind. Anchored & guy lines flagged, if needed.					
12	Does gateway emphasize pioneering skills usage to maximize complexity? Lashings vs bowline vs other knots.					
13	Only one rope type used, except flag ropes.					
14	All rope ends whipped or fused					
	<b>Design Features</b>					
15	Structure looks like a functional entrance to the Campsite					
16	Structure incorporates moving parts, turnstile, or bridge					
17	Gateway ONLY uses Pioneering in its design and function. No drilling, nails, pegs, duct tape, etc, except Flag Cleats used in structural parts					
18	Picture of Scoutmaster posted on gateway					
19	Proper Display of American Flag (Left side when looking towards campsite)					
20	Unit Identification with Troop Flag, placards, or other embellishments					
<b>TOTAL SCORE (0 – 100 pts)</b>						
<b>Disqualifications (use back if req'd)</b>				<b>Description</b>		
Adult Involvement in Gateway Build other than for Safety reasons						
Gateway work between 11 PM and 6 AM (lights out and Flags time)						
Power Tool usage for assembly, anchoring, etc on or for gateway						