

**Panther District, BSA**

**2021 Camporee Guidebook**



# **"WELCOME TO TOON TOWN"**

**Camp Miles**

**38751 Bermont Rd.**

**Punta Gorda, 33982**

**February 5 - 7, 2021**

**Hosted by Tukosee Mathla Chapter**

# Table of Contents

<b>Letter from the Ambassadors</b>	<b>1</b>
<b>Camp COVID Protocols</b>	<b>2</b>
<b>General Rules and Information</b>	<b>3-5</b>
<b>Scoring and Ribbons</b>	<b>6</b>
<b>Camporee Schedule</b>	<b>7</b>
<b>Camporee Events</b>	<b>8</b>
<b>Rules for Unit/</b>	<b>9</b>
<b>Adult Competitions</b>	<b>10</b>
<b>Check Out Procedure</b>	<b>10</b>
<b>Camp Emergency Procedures</b>	<b>11-12</b>
<b>Camp Map</b>	<b>13</b>

# Letter from the Ambassadors

Dear Scouts and Scouters,

It is our pleasure to present to you the guidebook for 2021 Panther District Camporee. This marks the occasion of our Annual Scout organized and run program hosted by the Tukosee Mathla Chapter of Osceola Lodge of the Order of the Arrow. We are presenting an event that will capture the attention of the youth of the district and help teach them teamwork and leadership skills through healthy competition.

We welcome all who are attending and their guests to see what the world of Scouting can offer. Leaders, parents and Scout guides alike, you have not been forgotten. You can aid your unit in participating in the adult competitions.

Please help us out by giving feedback and promoting this event within your unit and to your friends in other units. We hope this will be a great experience for all involved and will be a memorable time. So, sign up early, you won't want to miss this awesome event!

## Youth Leadership

<b>Chairman:</b>	<b>Connor Hauser</b>
<b>Program Chairman:</b>	<b>Luke Hitchcock</b>
<b>Facilities:</b>	<b>Logan Hitchcock</b>
<b>Campfire:</b>	<b>Bartosz Fabinski</b>

## Adult Advisors

<b>Joel Madsen</b>	<b>Kurt Switzer</b>
<b>Gus Fruauff</b>	<b>Sean Hauser</b>
<b>Jennifer Hitchcock</b>	<b>Brian Weller</b>
<b>Jakub Fabinski</b>	<b>Andy Hitchcock</b>

## Council Staff Advisor

**James Laughlin**

# Camp COVID Protocols

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.

## 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 Camporee will be operated. The Scout Oath, Law, and Outdoor Code are the guides for **ALL** behavior at this Camporee. Units or individuals who do not conform to this spirit will be asked to leave the Camporee. All registration fees will be charged to cover the cost of supplies, patches, and prizes. Registration fees are: \$5 per adult with their Unit, \$15 per Scout, and \$15 per staff volunteer. Registration closes January 21; REGISTER EARLY. A late fee of \$10 will be charged to anyone registering after the deadline has passed. All fees must be paid in full by January 28 to the council service center.

Scouts should arrive and depart in full uniform. The uniform is required to be worn for the Sunday assembly. All costumes or Scout attire may be worn during the Saturday night campfire program.

Scouts should dress appropriately for Saturday events according to the weather and activity. In general, Scout shorts and an activity shirt or T-shirt in warm weather or (PREFERRED) your themed attire. In cold weather, clothes should be layered.

Participants with special needs should **email** James Laughlin ([James.Laughlin@scouting.org](mailto:James.Laughlin@scouting.org)) at the Council service center before the registration deadline to request arrangements.

Campsites will be assigned based on the number registered on January 21. Each unit will be required to use the minimal space for its campsite. All units are required to exercise "low impact" camping techniques. Administrative staff will dismiss units from campsites upon check out.

**Units shouldn't plan on arriving to before 5 p.m. on Friday.** Individuals arriving prior to the check in, WILL NOT be allowed to remain in the campsite. Webelos/Arrow of Light Scouts attending with a troop may ONLY ATTEND ON SATURDAY. Webelos/Arrow of Light Scouts and parent/leaders will need to check in at the Admin Building upon arrival and will be directed to their host Troops campsite.

Units will be allowed to have a unit trailer in their campsite. **NO** vehicles are allowed to remain inside the campsite. **100 points** will be deducted if any vehicles are found inside the sites. The main parking lot is the designated parking area for all vehicles.

Upon arriving, the adult unit leader and youth leader of each will need to report to the Admin Building to receive their weekend information, maps and events, and campsite locations.

Patrols must have a minimum number of 4 Scouts and a maximum of 8 to compete. If your unit has a patrol of less than 4, please contact event staff at camp so that we may combine you with another patrol. This applies to Webelos and AOL's as well. Failure to meet this requirement may result in disqualification.

Food will be provided by each unit for their participants including their staff volunteers. Road Kill Grill will be available Friday evening and Saturday.

Units must plan on removing all trash from the area unless otherwise notified by the administrative staff.

Safety and fire prevention are the responsibility of everyone. The campgrounds must be clear and free from wildfires. **Fire rings are to be used at all times.** Be very careful with fires. Have all necessary fire buckets and firefighting tools available. All fires must have a five-foot radius safety zone cleared around the fire. Please check the campfire sign at the entrance of camp as you arrive for instructions concerning campfire.

Quiet hours will start at 11:00 p.m. each evening of camporee and last until 6 a.m. Dim lights are to be used between those hours. Units should plan to arrive at to allow enough time to have their campsites set up by this time.

Visitors (other than registered participants) are welcome at Camporee. Visitors to a campsite must have permission from unit leader and administrative staff. Visitors are welcome to attend field events (but not participate) and Saturday evening campfire. All visitors must depart before 11pm.

No green (live) wood may be cut from the facility.

All campfire skits must conform to Scouting standards. Notify staff about the skit at the Friday night meeting. You will be told when and where to appear for the audition. Unit leaders are responsible for the supervision of their scouts at all times. Remember that two-deep leadership is required at all times. Please enforce safety and discipline.

**Any unsafe or improper use of knives, axes, or other tools will result in deduction of unit points and/or removal from camporee. Sheath knives and fixed blade scabbard knives are prohibited.**

**Understand that the purchase of, possession of, or consumption of any alcoholic beverages, illegal drugs, or firearms by a youth or adult at Camporee will not be permitted and will result in immediate dismissal from camporee.**

## **CHECK-IN**

\*Unit leader and Youth leader should check-in immediately at admin upon arrival. No individuals will be allowed to set up camp prior to unit check in.

\*Units should have health forms available at check in. These are required for all youth Scouts and participating adults including staff and will remain with the unit during the weekend.

\*Units must have Activity Consent forms for all youth NOT accompanied by a parent or guardian. These will be kept by the unit leader.

\*Per the Guide to Safe Scouting, Webelos & AOL Scouts and parents/leaders must check in Saturday morning.

## **FIRST AID**

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

## **SUNDAY INTERFAITH SERVICE**

- There will be a non-denominational Religious Service on Sunday morning. Please wear full uniform. Each unit is requested to provide a Chaplain's aid to participate in the Sunday Service.

## **EQUIPMENT**

### **Scout Unit**

- Flag (Unit and American)
- Shelters
- First aid kit
- Gateways
- Any other items that you would bring while camping.
- Themed Attire (No guns or any other weapons)

### **Patrol**

- Flag
- Compass
- Fire starter
- Scout Handbook
- Patrol yell
- Class B (or theme-based attire)

### **Personal Campers**

- Clothes appropriate for the weather
- Toiletries
- Sleeping gear
- Water bottle
- Rain gear
- Scout Handbook
- Class A
- Any other items that you would bring and need while camping.

# Scoring and Ribbons

## ATTENTION

All units are required to volunteer at least two OA youth members to staff. All units are allowed to compete in all competitions but will not be scored if they do not have any OA members on staff. If the Unit has no OA members, contact Sean Hauser at [plumbersean@yahoo.com](mailto:plumbersean@yahoo.com) to provide an alternate participant. We will also accept more than just one volunteer. (The more the merrier!) When you decide who will be your volunteer(s), please contact Connor Hauser at [connorski@yahoo.com](mailto:connorski@yahoo.com) and give him the contact information. He will send out an email to your volunteers with information on meeting dates, news, and anything that they may need to be updated on before camporee.

## Patrol Competitions

Scoring: Each event will be scored on the skill on each event, participation in all activities and scout uniformity.

Events: The top three patrols will receive a ribbon.

Spirit: Spirit Points will be awarded at the designated Spirit Booth. Points will be awarded based on themed attire, patrol flag, and patrol yell.

Overall: Three patrols will receive an overall Camporee award ribbon. These awards will be based on total points earned in all areas participated

## Unit Competitions

Scoring: The top three (based on participation, event, and rules) will be rewarded a specific number of points for the Best Overall Unit competition.

At the award ceremony on Sunday morning, the Top Unit Trophy will be awarded. This award will be given to the top Unit of the 2021 Camporee. This will be a traveling award that can be displayed in the charter organization for up to a year before being returned to the Panther District Camporee the following year. It is up to the winning to have it engraved with the year and number.

All units will receive participation patches at check in. Participation ribbons will be included in their check-out packet. OA members that volunteer will receive a staff patch as well.



# Camporee Schedule

## Friday

5:00 PM	Check-in & Registration	Admin
9:00 PM	Meeting	Dining Hall
10:00 PM	Staff Meeting/Cracker Barrel	Dining Hall
11:00 PM	Lights Out	All of Camp

## Saturday

6:00-8:00 AM	Breakfast in Sites	Campsites
8:15 AM	Flag Ceremony	Flag Pole
8:30 AM	Staff Meeting	Handicraft
9:00-12:00 PM	Patrol Competitions	All of Camp
9:00 AM	Adult Competition	Trading Post
12:00-12:30	Lunch in Sites	Campsites
12:45-2:00 PM	Patrol Competitions	All of Camp
1:00 PM	Adult Competition	Trading Post
3:00-5:00 PM	Unit Competitions	Activity Field
5:00 PM	Flag Ceremony	Flag Pole
5:15 PM	Adult Cook Off	Seminole Shelter
5:30-7:30 PM	Dinner in sites	Campsites
7:45 PM	Campfire followed by OA Callout Ceremony	Amphitheater
10:00 PM	OA Candidate Meeting/ OA Cracker Barrel	Dining Hall
11:00 PM	Lights out	All of Camp

## Sunday

6:00-8:00 AM	Breakfast in Sites	Campsites
8:00 AM	Flag Ceremony	Flag Pole
8:15 AM	Interfaith Scouts Own Service and Award Ceremony	Amphitheater

# Events

**NOTE:** Scoring for Patrol competitions will be primarily based on accuracy (number right/wrong) and time to finish. In case of a tie, patrol spirit will break the tie. If a tie remains with all factors considered, then the points for all winning positions (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, or any combination) will be added together and then divided between those patrols that tied. Some timed events will be scored an “average” time (patrol time ÷ number of Scouts in the patrol)

## **Patrol Competitions**

Captain Planet's Fire Ring (Fire Building Skills)  
Popeyes Great Adventure (Rowboat and Orienteering Skills)  
Flintstones Bowling (Initiative Game)  
Road Runner Trap (Pioneering Skills)  
Georges Jungle Knots (Knot Skills)  
Doc Smurfs First Aid Station (First Aid Skills)  
Spirit Booth  
Toon Town Trivia  
Scooby Doo Mystery Event

## **Unit Competitions**

Flintstones Mobile Foot Race  
Autobots Vs Decepticons (Capture the Flag)

## **Adult Competitions**

Scooby Snack Toss (Corn Hole)  
Garfield's Lasagna (Cook Off)  
Yosemite Sam Shoot Off (.22 Rifles)

# Rules for Unit Competitions

## Gateway – (100 points)

This is judged on how well the gateway depicts the Unit, how well the knots are completed, how elaborate the gateway design is, if the theme is included, and if there is representation of your unit, charter organization, and location anywhere on your gateway. Each gateway must be made from natural materials (No Bamboo) brought in by the unit to Camporee. Also, you are not allowed to dig any holes for support. Gateways must be freestanding. Gateway setup should be completed by youth.

## Campsite Inspection – (100 points)

At check-in, your packet will have your inspection sheet inside. Make sure it is posted in your site so that a staff member can record your score and collect your sheet. If this sheet is not present at the site, 50 points will be deducted from your inspection total.

## Flintstones Mobile Foot Race

Each Troop will need to prepare a foot powered “Flintstone’s” mobile to compete in a relay race (see example below, though you do not have to follow this design). The car must be pushed, pulled or walked with. 4 Scouts all must be inside the vehicle. Awards for race winner and most creative vehicle will be given. Please contact event staff if you have questions regarding building the vehicle.



## Autobots Vs Decepticons (Capture the Flag)

Two troops will compete in a game of capture the flag. Points will be awarded based on participation and the winners of each game will receive additional points. There will be three rounds for each game and whoever has the most points wins. There will be two sides to the field and if a person from the other side crosses the middle they can be “tagged” by the other team and sent back to their side. If they make it to the flag and back to their side they win that round. 5 min time limit per round (dependent upon the number of Troops participating)

# Adult Competitions

## Garfield's Lasagna (Cook Off)

All meals must be made in Dutch ovens at camp (Scouts honor).

Adults must create 1 dish.

Must have a recipe / ingredient sheet with presentation

## Scooby Snack Toss (Corn Hole)

Single elimination round, you lose you go home.

## Yosemite Sam Shoot Off (.22 Rifles)

Each participant gets 5 shots. Points will be awarded based on accuracy using a “surprise” target. Tie

Breaker shootouts will occur until a winner is determined.

# Check Out/Clean Up

Cleaning assignments will be given at the end of the award ceremony, following that the units will do their assigned duty then proceed to pack up your site. There will be a staff member at the campsite with the packet for your unit, when that staff member hands you the packet, you are good to go.

# Camp Emergencies

The camp has emergency phone numbers posted near all building entrances; FM radio communication throughout the reservation; a written agreement with the local emergency service providers; fire equipment and first aid material and a working relationship with the local Sheriff's Department and the Fire Department. If you have any questions about procedures after reading this section of the manual, please ask. During an emergency your responsibility is for your unit.

## Emergency Horn, Emergency Assembly Area (EAA)

***When you hear one, long continuous sound from the camp siren (between three and five minutes in duration), please assemble your unit immediately on the parade ground.***

Once assembled, please take a head count and send a junior leader to report attendance to the staff member in charge next to the parade field flagpole. The staff member in charge will provide further instructions to the junior leader to share with your unit.

Please stay in the Emergency Assembly Area until the all clear signal is given (three steady 5 second blasts from the siren).

***If you hear the camp siren give a 15 second blast, the Thor-Guard lightning prediction system has been triggered and you must cease program and move to a grounded shelter. All hard-roofed pavilions and camp building are grounded shelters.***

Please stay under hard shelter until the all clear signal is given (three steady 5 second blasts from the siren).

## Fire

1. Mobilize your unit in a safe area. Send someone to the Administration Building to report the location of the fire.
2. Fire-fighting tools are located in each campsite. We do not want youths/units fighting fires.
3. Proceed to emergency assembly area; take attendance; send junior leader to staff member at the flagpole with a two-way radio, report unit status; further instructions will follow.
4. Check your Fire Guard Chart provided at camp for further details.

## Flood

1. Mobilize your unit in a safe area.
2. Proceed to emergency assembly area; take attendance; send junior leader to staff member at the flagpole with a two-way radio, report unit status; further instructions will follow.

## Lost Bather/Boater

1. Upon hearing the emergency horn, report to the emergency assembly area and check attendance.
2. Send a junior leader to a staff member at the flagpole and report attendance.
3. Stay at the emergency assembly area until all clear is given.

## Lost camper

1. Report situation to the administration building immediately.
2. The Camp Director/Program Director will provide further instructions.

## Personal Accident

1. Give immediate first aid.
2. Report accident to Health Lodge.
3. Medical Officer will administer further first aid and complete the Incident Information Report.

## Severe Weather/Storm

- **Boating, sailing and kayaking:** All boating, sailing and kayaking activities will be suspended under the discretion of the Aquatics Director or staff leader in charge due to pending lighting storms or unsafe wind. Campers and volunteers will follow the directions of the staff member in charge to bring boats ashore. Program will reopen when the Aquatics Director feels conditions are safe.
- **COPE and Climbing Tower:** At the direction of the COPE/Climbing Director, the climbing tower and high and low elements will be evacuated pending severe electrical and lightning storm. Participants will follow the directions given by COPE Department staff. Program will reopen when deemed safe by the COPE/Climbing Director.

## Encounters with Wildlife

Price-Sanders Scout Reservation covers roughly 1,300 acres and offers a wide range of exciting adventures, including the opportunity to observe many types of birds, fish and wildlife. Undoubtedly the opportunity to observe these animals will provide lifetime memories.

Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are the visitor. Treat them with respect; give wildlife enough space so it will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event you are injured, provide first aid then please report to the Health Lodge immediately. For additional information or assistance contact your reservation director or camp ranger.

# Camp Map



## Price Sanders Scout Reservation

Southwest Florida Council, BSA

38751 Bermont Road, Punta Gorda, Florida 33982

