



February 4-6, 2022
The Florida Sports Park
Naples, FL

8520 Rattlesnake Hammock Rd, Naples, FL 34114

Cost: \$25.00 per registered youth, \$20.00 per registered adult.
Includes event insurance, leader's cracker barrel, recognitions, and awards

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Letter from our Chapter Chief

On behalf of the SWFL Council's Alligator District and the Order of the Arrow, I would like to welcome all to the Alligator District Camporee! This year's Camporee will be held at Florida Sports park on February 4-6, 2022

Every year Scout Units from Alligator District gather at the Camporee to compete with other troops, meet other Scouts within the district, and most importantly show their Scout Spirit. This year we will be celebrating at one of our FAVORITE Local Venues. The Florida Sports Park, home to the swamp buggy races will host our Scouting fun!

This year's Alligator District Camporee theme is a "Florida Man", which will contain Scouting skills and activities related to SW Florida and our local culture and folklore. This year we are BRINGING BACK GATEWAYS!!! And each unit will be making a "Swamp Buggy" to race

Scout patrols competing will have a chance to win ribbons with the top patrol receiving prizes. There will be a cracker barrel on Friday night for the Scoutmaster, Crew Advisor, Senior Patrol Leader, Crew President and OA Unit Representative.

Arrow of Light ("AOL") Scouts are welcome to attend Saturday!

One of the Arrow of Light requirements is to attend a Scout campout or other outdoor activity. The experience, guidance and support that a Scout Troop can provide AOL Scouts on an event like Camporee cannot be overlooked. Plus, it will give them a chance to have some fun with Scouts BSA, girl and boy troops.

Things to Know:

- AOL Scouts need to register and participate with a Troop of their choice.
- **ALL PARTICIPANTS NEED TO REGISTER WITH THE BSA!**
- This is not a family campout; no siblings are allowed.
- One parent per AOL Scout, please.

We can't wait to have you see some REAL Florida. Or at least the way we like to see it. Come take a look at the Order of the Arrow in action.

Yours in Scouting,

Trey Connor

Havlpatah Tastanagi Chapter Chief

Notes from the HT Administration

Attention Scouts ,

Although the Camporee is supposed to be a competitive event, the true goal of this yearly gathering is to promote the Spirit of Scouting, develop a sense of camaraderie between troops, and to give Scouts a platform to demonstrate their skills and knowledge.

We hope you will all have a positive experience with the Camporee this year and will utilize this opportunity in the best way possible. We have spent the past few months preparing and planning fun and competitive activities for you to enjoy, so we hope to see you at the Alligator District Camporee on February 4-6, 2022

CAMPOREE OBJECTIVES

- Have fun!
- Institute a Camporee that is youth led with only the guidance of adult advisors.
- Promote fellowship and a better understanding of Scouting Principles.
- Prepare youth leaders with additional training and leadership experience.
- Encourage interest and enthusiasm within the Scouts to continue on the Eagle Scout path.
- Educate all members about the Order of the Arrow.
- Introduce Arrow of Light Scouts to Scouts BSA and Troops in Collier County.

ADMINISTRATION:

- YOUTH CAMPOREE STAFF will conduct the Camporee.
- The adult Camporee staff will supervise Camporee operations.
- If you have questions, please contact:
DeAnna Bickford Camporee 2022 Chair 239.777.6096 DBick2003@yahoo.com
- Units MUST perform camp maintenance assignments and be checked off prior to departure.

SCOUTS BSA AND VENTURERS:

All units must camp. Visiting units for just the day will not be allowed. Unpaid, unregistered visitors will not be allowed on camp property (Florida Sports Park) due to risk management and youth protection policies.

Camporee 2022 info

(Please review all the material in this packet, and use this material to have a safe, fun, and memorable time at the 2022 Alligator District Camporee.)

Staff

Must be pre-approved by Mrs. Bickford before registering as staff. For the entire weekend to run smoothly, many experienced Scouts and Scouters are needed to staff the Camporee. Each Troop is highly recommended to provide Troop members to serve on the staff which can be either youth or adults. 20 Bonus Points will be added to overall Unit score for each staff member provided by a unit for staff up to 5 staff members for a maximum of 100 points. While not necessary, staff members are encouraged be members of the Order of the Arrow.

Venturing Crews:

Venturing Crews are encouraged to participate and can earn ribbons and prizes. If your Venturing Crew is interested in running a station or activity please contact the event organizers.

Scoring:

Scoring will attempt to balance such concerns as age of Scouts, Troop size, number of Patrols per Troop, etc., while still rewarding Scouts for Scouting Skills and ability. All aspects of the Troop's participation and Scout spirit during the entire Camporee will be considered to determine their final score. Events will be worth the most, but completion, spirit and leadership/teamwork will be considered.

Additional points may be given for exemplary conduct, and points will be subtracted for un-Scout-like" behavior. To minimize un-Scout-like behavior, all event staff has been notified to remove 10 points from a patrol for each instance of: swearing, misbehavior, lying, cheating, and other violations of the Scout Law. Judges decisions are final and will not be disputed, discussed or argued. Remember: Scouting spirit, good sportsmanship and we are all out there to have fun.

Patrol event/Unit events Awards:

Participation ribbons will be given to units that attend and did not receive a presidential ribbon.

Award Ribbons/Prizes are as follow-

- Overall Troop/Crew Award: The top 3 units will receive presidential ribbons and prizes. If more than one patrol participates all patrol scores will be averaged to form one composite score to determine the top scoring unit.
- Patrol ribbons: The top patrols for each station will receive a ribbon.

Tips:

Some simple guidelines for the events:

- When your Patrol checks-in at any of the competitive events, please give the Staff Event Leader your troop number and the name of your patrol to record. Do not change your patrol name during the day.
- Scoring is based upon a compilation of all your competitive scores. The better you are prepared the better chance you have of winning.
- Event Instructions will be read (explained) by the Event Leader to each patrol prior to the start of each of the events. Be sure to listen to the instructions so you will understand the goal and scoring of the event.
- Show your Scout spirit, demonstrate leadership and teamwork, and please refrain from arguing.
- Being "Prepared" includes your 10 essentials". The basic 10 Essentials include: pocketknife (Scout must carry the Totin' Chip, Whittlin' Chip as applicable), personal first aid kit, sunscreen, food, signal device, water, extra clothes, rain gear, compass, flashlight. Bring your handbook.
- Patrols should bring patrol flag, patrol yell, enthusiasm and teamwork.
- Reminder: - NO firearms or weapons allowed including swords, spears or replicas of weapons. Toy firearm weapons are also banned. Any such weapons will be confiscated.

The Scout Oath and Law will govern the behavior of all participants during this Camporee.

EVENT STAFF: Please remember that Camporee is a youth-led event and the Scouts have put a lot of time and effort into planning and organizing the event and each Scout takes their assignments very seriously.

TWO DEEP LEADERSHIP: All units must have at least two leaders with each unit as guided by BSA Youth Protection policies, including having one registered female adult, age 21 or older, in every unit serving female youth. NCAP HS-502

REGISTRATION & PAYMENT

THIS IS A UNIT REGISTRATION! One person from the unit will register everyone (youth and adult). Registration is online only. You do not have to pay online to register online! Simply fill out the information online, click on either the Credit Card or Mailbox button and then click on the big, red **“COMPLETE ORDER”** button on the SIDE of the payment page to lock in your registration. You will receive an instant confirmation of your registration/payment. When mailing in your check put the activity name and registration number on the memo line of your check.

- Register your participants as a Troop/Crew on the Southwest Florida Council Website at: www.swflcouncilbsa.org. **Arrow of Light Scouts need to register with a Troop.**
- Payment of \$25 per youth and \$20 per adult should be made online or mailed in. Registration is essential to provide a proper program and facilities. There will be \$5 late fee for registrations after **Thursday, January 20, 2022 11:59 pm.**
- **ONLY APPROVED YOUTH AND ADULTS MAY REGISTER AS Camporee STAFF.** Please contact Deanna Bickford with any questions. If the afore mentioned is NOT a Pre-Approved staff member we will need to change them to participant and they will not receive staff related items.
- Payments are due Thursday, January 27, 2022. Your unit is not considered registered until your fees are paid. ANY fees not paid by January 27, 2021 will incur the higher fee even if registered early.
- Everyone registered will be accountable for payment regardless of attendance and non-refundable after registration deadline.
- For **general registration questions** contact: Debi Ryan (239) 936-8072 ext. 101
Debi.Ryan@scouting.org

Event Cancellation Policy: Once registration fees have been paid, an individual may become ill or otherwise be unable to attend an event. As the event has already incurred expenses related to the activity such as program supplies, ins., food, patches, etc., event fees are non-refundable & non-transferable. An exception will be made **ONLY** 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 72 hours before the date of the event. In most cases, only a partial refund can be made. **Refunds for inclement weather will be made only if the event is cancelled.** No refunds will be given on the Event Processing Fee.

Parking:

- Only handicapped vehicles will be allowed in the camp area for parking with special permission. All other vehicles including trailer towing vehicles will need to be moved to the main parking area.
- Camporee staff will help coordinate parking from 5:00 pm to 8:00 pm Friday night. Only vehicles towing trailers will be allowed into campsite area until 8:00 PM. A pass will be given at headquarters during check in.

Check-In:

- Bring a completed Unit Roster (found in this Appendix of this guide).
- Bring your Health Forms Parts A&B folder, alphabetized to check in.
- Be prepared to pay for any last-minute additions to your registration at this time including late fees.
- Check-in will be on site at the Gate on Friday from 5:00pm – 9:00pm.
- Late Unit check-in will be Saturday from: 7:15am – 9:00am.

Only Scoutmasters and Senior Patrol Leaders need to check in their Troop at the registration Building. Please have all other participants stay clear of the Registration Building.

CAMPSITE INFORMATION

Camping Layout:

- The Camporee will be divided into separate campsites. Each site will have room for troop trailer, equipment, shelters and tents. All sites are accessible to the public.
- Vehicles will not be allowed at campsites. Only the vehicle transporting a trailer may be brought to the campsite, where it shall be promptly disconnected and removed.
- Only one trailer is allowed per campsite.
- Campsite size will be based on initial registration that a unit provides.

Campfires:

- ALL campfires WILL BE above the ground within some type of container.
- Units are to bring their own campfire container, firewood, fire buckets and shovel.
- Teach and follow the **Leave No Trace Principles** for campfires.
- Fires must be attended at all times or completely put out.
- Plan on using contained propane stoves, charcoal grills, or Dutch oven tables for preparation of meals.
- All flammable liquids must be under adult control and supervision.

Water & Trash:

- Each unit is to bring their own potable water supply for both consumption and cleanliness.
- There is potable water at the campsite.
- Each unit is to take home ALL their trash, including their campfire debris.

- **If you brought it into the camp, then you will bring it out.**

Equipment and Meals:

- Pack everything you would bring on an ordinary campout.
- No meals will not be provided so please be prepared to make your meals in time provided in the schedule.

If You Do Not Need It, Don't Bring It!

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

HINT: Freeze store bought (ex. Publix 16 & 32 oz size) water bottles 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.

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" only.
- Unit leadership should always try to maintain awareness of their Scouts whereabouts and follow the buddy system.

Lights Out:

- Taps is the signal to end work for the day and the start of quiet/rest time (10:30pm-6am).
- All Scouts should be considerate of others and keep the noise down.
- Unit adult leadership should maintain awareness and supervision of their Scouts.
- No working in campsites is allowed after taps. The only exception would be for Friday night late arrivals, and only to quickly set up their tents.
- Each campsite is allowed one (1) site lantern to remain lit ON LOW for the night; if needed.

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 LEAVE NO TRACE guidelines.
- Grease is to be contained and disposed of in the unit's trash.
- All dishwashing shall be done in the campsites; there are no washing stations.

ABSOLUTELY NO FOOD IN ANY TENTS!

HEALTH & SAFETY

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.

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.

Health & Safety cont'd

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.

Medical Forms:

- **BSA Medical Forms (Part A&B) are mandatory for all youth and adults attending the Camporee- NO EXCEPTIONS.**
- Medical forms are always to be kept with the troop after verifying with Health Officer.

First-Aid & Health Lodge Services:

- Every Unit is to have a first aid kit with adequate first aid supplies on site as part of their unit equipment.
- All participating units should handle minor first aid situations within their units.
- A first aid station will be available at the health lodge with a health officer on site.
- Due to various SIZES & TYPES of wildlife - Absolutely **NO FOOD IN ANY TENTS!** There are bears, panthers, bobcats, raccoons, coyotes, fire ants, and snakes near the camping area. This is their home and we are the visitors and they look for food wherever they can find it.

Tobacco, Alcohol & Illegal Drug Policy:

- **This is a NO Smoking, Vaping, Alcohol or Illegal Drug Event. (This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.)**
- Adults must follow fire restrictions in place at the time of the event and should refrain from use of tobacco products in the presence of youth.
- ANY Person not obeying these rules will be asked to leave.
- Alcoholic beverages and non-medically prescribed drugs are not allowed at scouting activities. Violators will be asked to leave.

Sheath Knives:

- Sheath knives or fixed blade knives are not permitted.

Fireworks and Firearms:

- Fireworks and Firearms are not permitted. Violators will be asked to leave.

Dogs:

- No dogs are permitted on the Campsite except those used as service dogs.

EMERGENCY SITUATIONS

Emergencies in Camp:

The camp has emergency phone numbers posted near all building entrances; FM radio communication throughout the reservation; 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 next to the Sports Park Hall.

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 flag pole. 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.

The Sports Park Hall will be used only in dire weather or other emergencies.

Fire:

- Camp Fire Management tools may be at campsites, however units are expected to provide their own.
- In case of forest fire, mobilize your unit in a safe area. Send someone to the Administration Building to report the location of the fire.
- We do not want youths/units fighting fires.
- Proceed to emergency assembly area; take attendance; send junior leader to staff member at the flag pole with a two-way radio, report unit status; further instructions will follow.
- Check your Fire Guard Chart provided at camp for further details.

Flood:

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

Lost Bather/Boater:

- Upon hearing the emergency horn, report to the emergency assembly area and check attendance.
- Send a junior leader to a staff member at the flag pole and report attendance.
- Stay at the emergency assembly area until all clear is given.

Lost Camper:

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

Personal Accident:

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

Other Hazardous Weather Conditions:

Special consideration must be given to atmospheric conditions that may affect campers and staff. You will be alerted to any changes in schedule and program when the following conditions exist:

1. Extreme temperatures or high humidity:

- a. Strenuous activities will be suspended and extra time at the waterfront will be made available.

2. Severe weather warnings:

- a. Administration staff will monitor weather warnings.
- b. Commissioner staff will advise leaders

Encounters with Wildlife:

The Florida Sports Park 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.

Scouts are Reverent!

Sunday 8:30AM

INTERFAITH SCOUTS OWN SERVICE:

The twelfth point of the Scout Law is "A Scout is Reverent." A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

"Many are the names of God, and infinite are the forms that lead us to know Him. In whatsoever name or form your desire to know Him, in that very name and form you will know Him!" ~Robert Baden-Powell

OR

"Scoutcraft is a means through which the veriest hooligan can be brought to higher thought and to the elements of faith in God; and, coupled with the Scout's obligation to do a good turn every day, it gives the base of Duty to God and to Neighbour on which the parent or pastor can build with greater ease the form of belief that is desired." ~Robert Baden-Powell

On Sunday morning there will be a Scout's own interfaith service held at the amphitheater. Please make every attempt to have your troop attend. If you have a Scout that would like to have a part or perform with musical talent, please fill out the form found in the Appendix section of this Leader's Guide! Please turn this in with your registration packet on Friday Night!



Order of the Arrow

Mission, Purpose & Eligibility



For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long-term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

Mission

The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults.

Purpose

As Scouting's National Honor Society, our purpose is to:

- Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.
- Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.
- Develop leaders with the willingness, character, spirit and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.
- Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

Who is Eligible?

- Be a registered member of the Boy Scouts of America. Unit elections are permitted in Scouts BSA, Venturing, and Sea Scout units
- Have experienced 15 nights of Scout camping while registered with a troop, crew, or ship within the two years immediately prior to the election. The 15 nights must include one, but no more than one, long-term camp consisting of at least five consecutive nights of overnight camping, approved and under the auspices and standards of the Boy Scouts of America. Only five nights of the long-term camp may be credited toward the 15-night camping requirement; the balance of the camping (10 nights) must be overnight, weekend, or other short-term camps of, at most, three nights each. Ship nights may be counted as camping for Sea Scouts.
- At the time of their election, youth must be under the age of 21, and hold one of the following ranks corresponding to the type unit in which they are being considered for election: Scouts BSA First Class rank, the Venturing Discovery Award, or the Sea Scout Ordinary rank or higher, and following approval by the Scoutmaster, Crew Advisor or Sea Scout Skipper, be elected by the youth members of their unit.
- Adults (age 21 or older) who meet the camping requirements may be selected following nomination to and approval by the lodge adult selection committee.

CAMPFIRE & CALLOUT

Campfire:

The campfire program will be performed mostly by the Troops with staff supervision. Performance auditions will be held throughout the day as part of the morning competition. However, only a limited number of skits or songs will be selected for the campfire, so bring your best! Extra points will be awarded if a Patrol is chosen to perform in the campfire and request the performance given remain the same as auditioned. Skits or songs involving audience participation are encouraged.

CAMPFIRE SKITS NEEDED

Each troop is expected to contribute at least one skit and or Song to the campfire show on Saturday night. **Please submit your proposed skit outline for approval ASAP, but not later than Friday night check-in.** Please keep within the Guide to Safe Scouting “Guidelines” for the subject matter. We look forward to EVERY Unit participating!

Call-Out:

All candidates chosen by their Troops are eligible for the Order of the Arrow will be recognized in a call-out ceremony at the end of the campfire.

CHECK-OUT PROCEDURES

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

FIRST

Clean up assignments announced at Awards Ceremony Saturday night

SECOND

Prepare your campsite for a checkout inspection by designated camporee youth staff

THIRD

When both the Program & General Camporee Area and your campsite have been inspected and approved by one of the camporee key youth staff, then your SPL can receive your patches and departing packets from headquarters.

PLEASE ASSIST US ALL BY CHECKING OUT PROPERLY

WE ARE ALL GUESTS

Thank you!

SCHEDULE OF EVENTS

FRIDAY

5:00PM – 9:00PM	CHECK-IN & REGISTRATION	Front gate
9:15PM – 9:45PM	SPL/PRES. & SM/ADVISOR MEETING	Staff tent
10:00PM	STAFF MEETING	Staff tent
10:30PM	LIGHTS OUT	Camp Wide

SATURDAY

6:00AM - 8:00AM	BREAKFAST	In Unit Campsites
7:00AM - 8:00AM	LATE REGISTRATIONS	Front Gate
8:15AM	FLAG CEREMONY	Flag Pole
8:30AM - 11:30AM	PATROL COMPETITIONS	Venders field
9:30AM – 12:00PM	GATEWAY/CAMPSITE INSPECTIONS (CONCURRENT WITH COMPETITIONS)	Racer pits
11:30AM - 1:30PM	LUNCH	In Unit Campsites
11:30AM - 1:30PM	SKITS ARE DUE!!!!	Staff Tent
1:30PM - 5:00PM	UNIT COMPETITIONS	Camp Wide
5:15PM	FLAG CEREMONY	Flag Pole
5:30PM - 7:45PM	DINNER	In Unit Campsites
8:00PM - 9:00PM	CAMPFIRE SHOW/AWARDS	Swamp Buggy Stadium
9:00PM	CALL-OUT CEREMONY	Swamp Buggy Stadium
10:30PM	LIGHTS OUT	Camp Wide

SUNDAY

8:00AM	FLAG CEREMONY	Flag Pole
8:30AM	INTERFAITH SCOUT'S OWN SERVICE	Swamp Buggy Stadium
9:00AM - 12:00PM	CHECK-OUT PROCESS	Camp Wide

Registration Packet Checklist

- Please include all Arrow of Light Scouts and their parent, and all Scouts and Scouters. This registration will also include anyone who will be on staff **(they will earn points for your Troop)**
- Have funds into Council no later than **January 27, 2022**. (Your unit is not considered registered until your payment is received.)

Day of Camporee:

Please have the following items ready for check-in:

- Unit Roster – 2 Copies
- Skit for the Campfire entry form
- Checkbook for any last-minute additions
- Scout's Own Interfaith submittal form
- All Part A & B Health Forms (http://www.scouting.org/filestore/healthsafety/pdf/680-001_abc.pdf). We will need to see these, but they will stay with the Unit.
- Ensure preparedness to clean assigned area Sunday morning prior to departure.

Troop/Crew Camporee Roster (2 copies)

Alligator District, Southwest Florida Council

Unit: _____ Scoutmaster: _____

Senior Patrol Leader: _____

Total Youth: _____ Total Adults: _____

Total Youth + Adults: _____

Patrol Name:	Patrol Name:
1. (PL)	1. (PL)
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
Patrol Name:	Patrol Name:
1. (PL)	1. (PL)
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
Patrol Name:	Adult Leaders:
1. (PL)	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.

Campfire Skit Information Sheet

Scout's Own Interfaith Information Sheet

2022 Alligator District Camporee **Swamp Buggy Race**

Each troop is to provide a 4 wheeled swamp buggy with supplies, no larger than 30-by-40 inches, decorated in a SW Florida fashion. The swamp buggy will have one captain riding aboard and **propelled by your team of Scouts**, not motorized!

Each buggy will need the following supplies:

- 4 pieces of citrus
- 3 – twelve-foot lengths of rope
- 24 inches of cord (1/4-inch line)
- Fire starter
- One pound of flour
- Compass
- Small length of chain
- Mascot

GREAT Alligator District Canoe Race

Please bring these items ..if you can't please let DeAnna Bickford know ASAP ..IF you can bring EXTRA of these please let us know also "A Scout is helpful".

Absolutely no intentional interference with other watercraft!

- 1 Canoe
- 2 paddlers - Scouts
- 2 PFD's – Personal Floatation Devices
- 2 Oars

GATEWAY COMPETITION

The Gateway competition is conducted to inspire Scouts to use imagination, creativity, and inventiveness in the spirit of teamwork and unit pride to express the theme of 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:

- **CAMPOREE THEME:** This is a major item that will be judged. All gateways should obviously reflect the theme of the Camporee.
- **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. Digging holes is allowed BUT must be filled in, compacted, and leveled with the ground prior to checkout so that there are no tripping hazards remaining.
- **IMAGINATION:** Gateways are a chance for troops to express their artistic and creative ability. Gateways shall be considered as stage setting and reflect the theme.
- **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, Council, District, American Flag, 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 and a Participation Award.

If you would like to come set up your Gateway OR drop off gateway supplies PRIOR to camporee that will be allowed with notification starting Tuesday February 1st you must Contact DeAnna Bickford to schedule the activity or drop off

DeAnna Bickford 239.777.6096

