

# MANATEE & TWO RIVERS DISTRICTS

## 2022 SURVIVOR CAMPOREE

### LEADER'S GUIDE

Southwest Florida Council, BSA



Date: January 28<sup>th</sup> – 30<sup>st</sup>, 2022

Location: Camp Flying Eagle

16009 Upper Manatee River Rd, Bradenton, FL 34212

Manatee District Camporee chairs: Shari and Steve Kurutz 941-526-3318

Two Rivers Camporee Chair: Misty Hassy 941-445-1734

[camporee\\_chair@yahoo.com](mailto:camporee_chair@yahoo.com)

# 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 Tribal 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 [camporee\\_chair@yahoo.com](mailto:camporee_chair@yahoo.com) no later than Thursday, January 27<sup>th</sup>, 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, one adult leader from each unit will need to report to the check-in location to receive the event information, campsite location and pre-ordered event t-shirts.
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 TOTEM MATERIALS ARE TO BE PUT INTO DUMPSTERS. PLEASE TAKE HOME YOUR TOTEMS,**

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 welcomed 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:** One adult from each unit should immediately proceed upon arrival to admin for check-in. 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 petroleum-based products or wax may be used.

# Event Schedule

## Camporee Schedule

### Friday

5:00 - 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 & Totem Pole Judging Begins
12:00 pm - 1:00 pm	Lunch
1:00 pm - 3:00 pm	Patrol Competitions Finish Up
3:00 pm – 4:30 pm	Airplane golf – SM, ASM, SPL, ASPL
4:30 pm - 5:00 pm	Backpack cooking contest
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
9:45 pm	Staff 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**

**Flip it - Fire Building**

**Ameba Race**

**Endurance Challenge**

**Castaway Challenge**

**Staking a Claim**

**Protecting our Territory**

**Securing the Tribe**

**Unlock the Gate**

**Wilderness Survival Shelter**

**Pole Lashing Passing**

## Troop Events

**Recycled Totem Inspection**

**Scout Master/ASM/SPL/ASPL Airplane Golf**

**Campsite and Gateway Inspection**

**Backpack Cooking Contest**

# Recycled Totem Pole

## Building Guidelines

Totem poles should be at least 5 foot high, but no more than 6 foot high.

Construction should be completed in the admin field. Recycled materials should be the main component. Preassembled or purchased parts are discouraged.

Please make sure totems are secured so that they don't fall over.

**NO TOTEM POLE MATERIALS ARE TO BE PUT INTO DUMPSTERS.**

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

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

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

	Judge A	Judge B	Earned Max	
Recycled 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: \_\_\_\_\_

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# Backpack Iron Chef Cooking competition:

- This will be a clan (patrol) competition. Clans should have a recipe and ingredients ready to prepare for the competition.
- Each clan will receive a “mystery ingredient” sometime on Saturday afternoon and must use it in their recipe. Food can be an entrée or dessert.
- Cooking will be done with back-packing stoves at a place to be disclosed.
- This is a Scout event not an Adult event. Scoring will be based on: Appearance, Taste, & presentation (be creative!)
- Twenty-five (25) points are possible. 1st, 2nd, and 3rd place finishers will be awarded prizes. This event does not count in the overall competition.
- Contestants will be rewarded for a pleasant emphasis on the desirability of the food.
- Contestants will be rewarded for even cooking that results in a uniform color and surface texture.
- Food should taste delicious. Contestants will be rewarded for pleasant use of spices, natural food flavor, evenness (of cooking), chew ability, and aroma.
- Utensils, stoves, ingredients, prep areas, and personal cleanliness will be watched.
- Contestants will be judged on the showing of the proper use of backpacking stoves, tools, and utensils. Team members should know how to set up and start stoves.

Total Score \_\_\_\_\_

Area	Score				
	1	2	3	4	5
Presentation					
Use of secret ingredient					
Proper use of stove or cooking method					
Cleanliness					
Taste					



# 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 for each district 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 Award 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 2022 Camporee for each district. This award will be in the form of a Trophy that will be competed for between the Troops and Crews of each District. This will be a traveling award that can be displayed in the Troop's 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, and having a song or chant.

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 Survivor and Castaway.

<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 Survivor division and Patrol #2 with 8.2 points would be in the Castaway 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.**

# 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: \_\_\_\_/\_\_\_\_/2022      Patrol Handicap: \_\_\_\_\_

Campsite: \_\_\_\_\_      Patrol Division: "Castaway or Survivor"