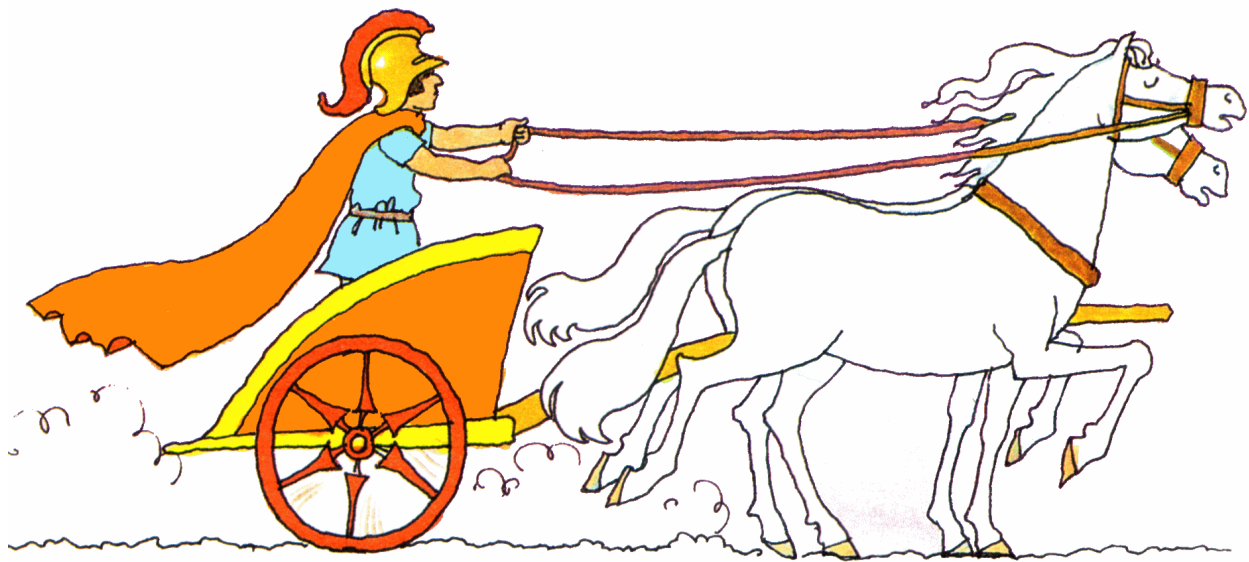


MANATEE & TWO RIVERS DISTRICTS

2023 GLADIATOR INVASION

CAMPOREE

LEADER'S GUIDE



Southwest Florida Council, BSA

Date: January 27th – 29th , 2023

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

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 Field uniform. Full Field uniform is required to be worn for the Campfire program.
4. Scouts should dress appropriately for the events according to the weather. **Scouts are encouraged to dress in Gladiator 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 camporee_chair@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.
10. Food should be provided by each individual unit for their participants.
11. Patrols should consist of at least 4 scouts/crew members, but no more than 8 total.
12. 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.
13. 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.
14. 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.
15. Units are responsible for removal of all trash and debris from their campsite. Please use the dumpster. **NO LITTER MATERIALS ARE TO BE PUT INTO DUMPSTERS. PLEASE TAKE HOME YOUR LITTERS,**

16. Lights out will be at 11:00pm each evening. Quiet hours and dim lights are between the hours of 11:00pm and 6:00am.
17. Units must have campsites cleared by staff and checked out by 11am on Sunday.
18. Visitors (other than registered participants) are welcomed to attend the Campfire program 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).
19. 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.
20. Bonus Spirit points may be awarded by a roving mystery judge 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: Upon arriving, the SPL 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. 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 Field 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:

Participants

Each Scout should have their Scout 10 essentials with them.

Items needed to compete in the events:

First-aid kit - gauze pads, latex gloves, triangular bandages (Bandanas) plus other normal first aid items

Compass

Bicycle helmet

DUTCH OVEN - cooking contest is by patrol

COMMUNITY SERVICE -

We will be collecting canned goods and non-perishable food as an act of community service. As we all know the food banks are very low on food and all donations will be appreciated.

To sweeten the deal for units participating there will be a special award for the unit with the most food collected.

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	Litter judging
8:00 am	Opening Ceremonies (Activity uniform or costume)
8:15 – 12:00 noon	Patrol Competitions
9:00 am	Campsite and Gateway 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	Kayak Race – SM & SPL
5:00 pm - 6:30 pm	Dutch oven dessert cooking contest (patrols)
5:00 pm - 6:30 pm	Dinner
7:00 pm	Campfire / Skits / OA Program - field uniform OA Cracker Barrel to follow Campfire (For all OA members and candidates)
9:00 pm	Scoutmaster / Sr. Patrol Leader meeting – Dining hall (Shooting sports sign up)
9:30 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 (Field Uniform) Awards immediately following
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

Fire Building (Know your fire styles)

Aqueduct (Lashings)

Fortifying the Message (Teamwork)

Battle Damage (First Aid)

Tomahawk / Archery / Rifle

Roman Engineering (Building)

Finding Your Way (Orienteering)

Setting the Site (Observation/Teamwork)

Chariot Races (Lashings)

Troop Events

Litter Carry Race

Scout Master/SPL Kayak Race

Campsite and Gateway Inspection

Dutch Oven Dessert Contest

Campfire Contribution: Each troop is responsible for contributing an element to Saturday's Campfire Program.

Shooting Sports

Tomahawk / Archery / Rifle

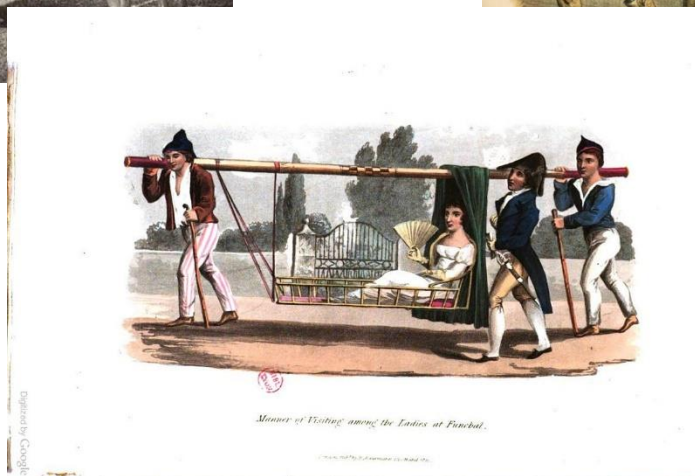
Patrols will choose up to 3 Scouts for each shooting sport. Patrols must have representation at each of the range areas. Patrols members will split and go to their designated areas during the time frame they registered for.

Example: Patrol = 8 Scouts 3 at rifle, 3 at tomahawk and 2 at archery
Patrol = 5 Scouts 2 at rifle, 1 at tomahawk and 2 at archery

Sign up for time slots for shooting sports will be held during the Scout Master - Senior Patrol leader meeting on Friday night at 9pm in the dining hall.

Litter Building Challenge

Building Guidelines



Construction can be completed in advance of camporee or at camp. Natural materials are encouraged.

Litters will be:

Built with poles long enough to allow all patrol members to carry it

Carried on the shoulders or in the hands of Scouts with a seat or box hanging from it.

Seat must be positioned so that a Scout being carried will NOT be above the height of the Scouts carrying them or dragging the ground.

Decorated in the theme and include the Patrol flag and troop #

Scouts will not ride in litters except during the Litter Race.

LITTER RACE – One patrol member will be carried in the litter for the race. Scout will wear a helmet (provided by the patrol) when sitting in the litter.

This is a patrol competition. Every patrol should have a litter.

NO LITTER POLE MATERIALS ARE TO BE PUT INTO DUMPSTERS.

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

****Litters must be presented in the admin field for judging by 8:00 am Saturday morning. ****

Troop # _____ Patrol Name _____

	Judge A	Judge B	Earned Max	
Troop/Patrol Sign or Flag (10 ea.)	_____	+ _____	= _____	20
Complexity of construction (10 ea.)	_____	+ _____	= _____	20
Overall appearance (10 ea.)	_____	+ _____	= _____	20
Overall appearance (10 ea.)	_____	+ _____	= _____	20
Use of knots and lashings (20 ea.)	_____	+ _____	= _____	20

Inspector's Comments: _____

Dutch Oven Dessert competition:

- This will be a patrol competition. Patrols should have a recipe and ingredients ready to prepare for the competition.
- Each patrol will receive a “mystery ingredient” sometime on Saturday afternoon and must use it in their recipe.
- Cooking will be done with Dutch oven.
- 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 resulting in a uniform color and surface texture.
- Food should taste delicious. Contestants will be rewarded for use of spices, natural food flavor, evenness (of cooking), chewability, and aroma.

Total Score _____

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

Scoring and Ribbons

SCOUT CAMPOREE COMPETITIONS

Scoring: Each event will be scored based on the patrol's performance as well as their Scout spirit and level of full patrol participation.

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 1st, 2nd, 3rd 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 winner will be determined by totaling scores from all events. In units where there are multiple patrols the best score in a program area will be used for determining the winner of the overall camporee award.

At the Award Ceremony (after Scout's Own) on January 29th, the Best Overall, District Camporee Award will be announced and awarded. This award will be given to the top Unit of the 2023 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.

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

We're trying to catch the Scouts doing good things.

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

Scout Spirit is defined as "Living by the Scout Oath, Law, Slogan, and Motto in your daily life." As a whole, having Scout Spirit means supporting others, bettering your community, and striving to become your best possible self. It's the duty of each scout to determine for themselves how best to live with Scout Spirit.

Bonus points will be awarded to troops whose patrols demonstrate a high degree of Scout spirit by our roaming mystery judge whose identity will be confidential

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 the Samnites and the Thraces.

Handicapping Points

Scout 1

Tenderfoot 1

Second Class 2

First Class 5

Star 7

Life 10

Eagle 12

Patrol #1 with 7 Scouts:	
1 Star	7
1 First Class	5
1 First Class	5
1 Second Class	2
1 Tenderfoot	1
1 Tenderfoot	1
1 Scout	1
22	
22 divided by 7 members = 3.14	

Samnites

Patrol #2 with 5 Scouts:	
1 Eagle	12
1 Star	7
1 Life	10
1 Life	10
1 Second Class	2
41	
41 divided by 5 members = 8.2	

Thraces

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

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: ____/____/2023 Patrol Handicap: _____

Campsite: _____ Patrol Division: "Castaway or Survivor"