

Panther District, BSA

2024 Camporee Guidebook



**SURVIVING THE
ICE AGE**

Camp Miles

38751 Bermont Rd., Punta Gorda, 33982

February 2 - 4, 2024

Hosted by Tukosee Mathla Chapter

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Letter from the Ambassadors

Dear Scouts and Scouters,

It is our pleasure to present to you the guidebook for 2024 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, and parents 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!

Adult Advisors

Event Chairman:	Joel Madsen
Registration:	Gus Fruauff
OA Chapter Advisor:	Gene McMullen
Facilities:	Logan Hitchcock
Campfire:	Sean Hauser
Trading Post:	Luke Hitchcock

Youth Leadership

Nick Switzer	Nathan Bailey
Joanna Fabinski	Matthew Smith
Tukosee Mathla Chapter of Osceola Lodge of the Order of the Arrow	

Medical Officer

Kurt Switzer

Council Staff Advisor

Jennifer Hitchcock

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: \$15 per adult, \$15 per Scout, and \$15 per staff volunteer. Registration closes January 18; **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 25 to the council service center.

Webelos and Arrow of Light Scouts/Dens are invited to attend the District Camporee. Per BSA policy, they can only attend the Camporee for the day on Saturday. Den Leaders/Parents should register their youth and adults as a Pack registration. If the Pack decides to camp for the weekend at the Cub Family Camp area, then a separate registration is required through the council, please contact Lori Laumeyer (Lori.Laumeyer@scouting.org) for addition information.

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.

Any participants with special needs/arrangements during camporee should **email** Jennifer Hitchcock (jennifer.hitchcock@Scouting.org) at the council service center before the registration deadline to request arrangements.

Campsites will be assigned based on the number registered at the end of registration. 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.

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. 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.

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 Joel Madsen (joelmadsen2001@yahoo.com) event staff prior or 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. Roadkill 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 always used.** 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 always required. Units are requested to 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 PROCEDURES

***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 shall have health forms available at check in.** Health forms A & B shall be the minimum for all activities under 72 hours of duration. These are required for all Youth Scouts and participating adults including staff and will remain with the unit during the weekend. Here is the link to the Medical Form:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf?_Medical+Form.

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

*Adults camping with a Troop unit shall be a registered Adult Leader with a Current YPT training.

FIRST AID

- First Aid will always be available 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
- Gateway
- Any other items that you would bring while camping.
- Themed Attire (No real weapons shall be carried by youth or adults)

Patrol

- Backpack or other carrying device.
- Patrol Flag
- Bandana
- Min. 10 ft Piece of Rope
- Compass
- Fire starting material
(No Flammable Liquids)
- Waterproof Matches
- Poncho
- First Aid Kit
- Pen/Paper
- Scout Handbook
- Hand Sanitizer
- Duct Tape
- Patrol yell/song
- Activity Uniform (or theme-based attire)

Personal Gear

- Clothes appropriate for the weather
- Toiletries
- Sleeping gear
- Water bottle
- Rain gear
- Scout Handbook
- Field Uniform
- 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. If the Unit has no OA members, contact Joel Madsen (joelmadsen2001@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 Joel Madsen at: joelmadsen2001@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 or time on each event, participation in all activities and Scout uniformity.

Events: The top three patrols in each event 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 2023 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 unit to have it engraved with the year and unit number.

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

Camporee Schedule

Friday

5:00-9:00 PM	Check-in & Registration	Admin
9:00 PM	Senior Patrol Leader/Scoutmaster Meeting	Dining Hall
9:30 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	Flagpole
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 Shooting Competition	Range
3:00-5:00 PM	Unit Competitions	Activity Field
5:00 PM	Flag Ceremony	Flagpole
5:15 PM	Adult Cook Off	Seminole Shelter
5:30-7:30 PM	Dinner in sites	Campsites
7:45 PM	Camporee Campfire	Amphitheater
9:30 PM	OA 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	Outdoor Interfaith Service and Award Ceremony	Amphitheater
9:30 AM	Camp Clean-up & Start Check-out Process	Campsites

Note: Preliminary Schedule Subject to change.

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 (1st, 2nd, 3rd, 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

Explore the Caves (Patrol Race)
Village Flagpole Construction (Pioneering)
Find the Acorn (Orienteering)
Iceberg Climbing (Climbing)
Mammoth Hunting (Archery)
Fire Starting in the Rain (Fire Skills)
First Aid Sled Race (First Aid)
Crossing the Arctic (Patrol Race)
Spirit of Survival Booth
Trivia on Ice (Trivia)

Unit Competitions

SPL/SM Polar Plunge (Aquatics)
Retrieve the Acorns (Aquatic Boat Race)

Adult Competitions

Acorn Toss (Corn Hole)
Cave Cooking (Cook Off)
Mammoth Hunter (Shotgun Shoot-off)

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. The use of additional materials other than staves are encouraged to provide details to a gateway theme. Those units that use adults for the construction, other than safety concerns, will be disqualified from the competition. Also, you are not allowed to dig any holes for support. Gateway must be freestanding. Gateway setup should be completed by youth. A copy of the score sheet is located under the forms section of this Leader Guide

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. A copy of the score sheet is located under the forms section of this Leader Guide.

Retrieve the Acorns (Aquatic Boat Race)

Each Troop will provide 3 participants to work together to gather as many Acorns as possible on the Lake. Each Color of Ball will represent a various point system. Participants must wear Life Jackets for safety purposes during the race.

Adult Competitions

Cave Cooking (Cook Off)

All meals must be made in either a Dutch oven or over open fire at camp (Scouts honor).

Adults must create 1 dish for Minimum for 4 Judges.

Must have a recipe / ingredient sheet with presentation.

Acorn Toss (Corn Hole)

Single elimination round, you lose you go home.

Mammoth Hunter

Points will be awarded based on accuracy using a “surprise” target. Tie Breaker shoot-out will occur until a winner is determined.

Check Out / Clean Up

Cleaning assignments will be given out at the end of the award ceremony, following that the units shall 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 lightning 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 staff advisor or camp ranger.

Forms

Gateway Inspection:

Max Score

20	_____	Lashing Tied correctly <i>(-5 for each incorrect knot and lashing used, loose ends secured)</i>
10	_____	Correct Lashings used in Build
20	_____	Material – <i>(-10 for invasive materials, -2 each for ropes not whipped/fused)</i>
10	_____	Troop Sign/Identification
20	_____	Complexity of design
20	_____	Utilization of the theme into gateway

Total _____/100 *Tiebreaker – Utilization of theme and key staff assessment*

1. The Gateway must be erected **BY THE SCOUTS** on site.
2. No portion may be pre-assembled.
3. There shall be absolutely no adult help. Those using adult's help will be disqualified from the competition. The only exception is for safety concerns.
4. The gateway must be constructed within the troop campsite. No guy lines, parts of the gateway, or supports may extend into or over the campsite boundary lines.
5. The use of additional materials other than staves are encouraged to provide details to a gateway theme.
6. You are not allowed to dig any holes for support. Gateway must be freestanding.

Campsite and Gateway Inspection Sheet

Troop/Crew: _____ Campsite: _____

Max Score

I. Patrol Method

- 5 _____ Patrol method evident – *Patrol tents separate from adults & each patrol area marked with name of patrol*
- 5 _____ Senior Patrol Leader and Patrol Leader tents marked

10 _____

II. Campsite

- 5 _____ Campsite boundary marked
- 5 _____ Tents properly Set-up and staked down – (-1 for each improperly staked tent)
- 5 _____ Troop and U.S Flag present – (1 pt for holders present, 2 pts for each flag)
- 5 _____ Troop equipment stored – *all items secured when not in use*
- 5 _____ Personal equipment stored – (-1 for each loose personal item)
- 5 _____ Camp Gadget Present
- 5 _____ No Scouts in camp

35 _____

III. Health, Safety and Sanitation

- 10 _____ First Aid Kit – *Available and visible*
- 5 _____ Troop Trailer secured and Safe (*Wheel chocks, Caution Tape, Safety Cones?*)
- 5 _____ All tools & equipment safely stored
- 5 _____ Clean Campsite (-1 for each piece of litter found)

25 _____

IV. Kitchen Area

- 10 _____ Menu and Duty roster posted (*5 pts for each item*)
- 5 _____ All food stored properly (*Cooking Area Clean*)
- 5 _____ Campfire Area Safety Equipment (*Shovel, Bucket*)

20 _____

V. Axe Yard

- 5 _____ Roped off with signage
- 5 _____ Safety Equipment present (*Tools Stored Properly*)

10 _____

Total _____/100 Any Tiebreaker – Gateway score

Camp Map



Price Sanders Scout Reservation
 Southwest Florida Council, BSA
 38751 Bermont Road, Punta Gorda, Florida 33982

