

Manatee & Two Rivers District 2025 Steampunk Camporee



Program Guidebook

Camp Flying Eagle

16009 Upper Manatee River Road, Bradenton, 34212

February 28 - March 3, 2025

Chair: Shari Kurutz 941-526-3318

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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: \$20 per adult, \$20 per Scout, and \$20 per staff volunteer. Registration closes February 13th. **ALL adults MUST be registered members with the troop they are attending with.**

REGISTER EARLY. A late fee of \$10 will be charged to anyone paying after the deadline has passed. All fees must be paid in full by February 20th to the council service center.

Arrow of Light Scouts/Dens Day Visitors Based on the recent changes to Guide to Safe Scouting, Arrow of Light Scouts (5th graders) are the **ONLY** Cub Scouts allowed to attend for the day only.

Guide to Safe Scouting: <https://www.scouting.org/health-and-safety/gss/gss03/>

Arrow of Light Scouts may attend Camporee as a day visitor only with their den/pack. Arrow of light dens should be registered as such indicating which gender appropriate Troop you will be attending with. Arrow of Light Scouts will compete as an AOL patrol and should not be mixed in with Scouts BSA patrols. If your Arrow of Light den/patrol is not the minimum 4 Scouts please let us know and we will buddy that patrol with another smaller patrol. Arrow of Light parents should plan on attending with their Scouts, and packs should provide appropriate leadership. Scouts BSA troops that host an Arrow of Light den/patrol will be given 25 bonus points to be added to their overall score.

ARRIVAL INSTRUCTIONS

Scouts should arrive and depart in full uniform. The uniform is required to be worn for the Sunday assembly. All costumes or Scout appropriate 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 your themed attire. In cold weather, clothes should be layered.

Any participants with special needs/arrangements during camporee should **email** camporee_chair@yahoo.com 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 before 5 p.m. on Friday. Individuals arriving prior to the check-in **WILL NOT** be allowed to remain at the campsite. Units will be allowed to have a unit trailer in their campsite. **NO** vehicles are allowed to remain inside the campsite. Units will be directed at the front gate to the parking area upon arrival.

Upon arriving, the adult unit leader and youth leader will need to report to the Admin Building to receive their weekend information, maps and events, and campsite locations. Arrow of Light Scouts and parent/leaders will need to check in at the Admin Building upon arrival and will be directed to where their host Troops' campsite.

Patrol competitions were designed for a minimum of 4 Scouts and a maximum of 8 for each event. If your unit has a patrol of less than 4, please contact Misty or Shari at Camporee_chair@yahoo.com prior to or at camp so that we may combine you with another patrol. This applies to 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 (bring small amounts of cash) 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. 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. **If fires are allowed will be determined by the Ranger and information provided at the leader meeting.**

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 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 the unit leader and administrative staff. Visitor tags will be provided.

Visitors are welcome to attend field events (but not participate) and Saturday evening campfire. All visitors must sign in with the camporee chairs at arrival and depart before 11pm.

No invasive species of wood including bamboo may be used or green (live) wood may be cut from the camp.

SKITS 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.

BEHAVIOR The Scout Oath & Law are the laws of the camp. Unit leaders are encouraged to review the [Scouters' Code of Conduct](#) with their youth and adults. 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.

Youth Protection “Aging” Report

ALL Adults camping with a Unit shall be a registered **Adult Leader registered with the unit and maintain current Youth Protection training**. Units should bring with them a copy of their youth protection showing the leaders in attendance are current in their training. This will also ensure to Camporee Staff they are active/registered on your unit roster.

How to Find the Unit YPT Report: My.Scouting.org → Choose the Unit under “Organization” → Training Manager → “Report” under YPT Pie Chart → Export to PDF → Print and bring

Health Forms

Units shall have [Health Form Parts A & B](#) which will remain with the unit during the weekend. These are required for all Scouts and adults on property, including staff.

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 your full uniform. Each unit is requested to provide a Chaplain’s aid to participate in the Sunday Service.

EQUIPMENT

- Flag (Unit and American)
- Shelters
- First Aid kit
- Gateway
- Themed Attire (No real weapons shall be carried by youth or adults)
- Water is available but there will not be a spigot at every campsite.

Patrol

- Patrol yell or song
- Patrol flag
- Recycled robot

Personal gear

- Clothes appropriate for the weather
- Toiletries
- Sleeping gear
- Rain gear
- Water bottle
- Field uniform
- Scout handbook
- Themed costume
- Any other items that you would bring and need while camping

SCORING AND RIBBONS

ATTENTION: All units are required to volunteer at least two staff. We will also accept more volunteers. (The more the merrier!) When you decide who your volunteers will be, please contact: camporee_chair@yahoo.com and provide the contact information. We will send an email to your volunteers with information on meeting dates, news, and anything that they may need to be updated on before the camporee.

Patrol Competitions

Scoring: Each event will be scored on the skill or time for 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 with 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 2025 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 Manatee Two Rivers 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.

SCHEDULE

Friday

5:00 pm – 8:30 pm	Check-In & Camp Assignment	Dining Hall
9:00 pm	Senior Patrol Leader/Scoutmaster meeting plus (Shooting sports sign up)	Dining Hall
9:30 pm	Staff Meeting/Cracker Barrel	Dining Hall
11:00 pm	Lights out	All of Camp

Saturday

6:00 am – 8:00 am	Breakfast	Campsites
8:15 am	Flag Ceremony	Flagpole
8:30 am	Staff Meeting	Dining Hall
9:00am - 12:00 pm	Patrol competitions	All of Camp
12:00 pm - 12:30 pm	Lunch	Campsites
12:45pm – 3:00pm	Patrol competitions	All of Camp
3:00 pm – 4:30 pm	Unit Competitions	Admin Field
4:30 pm	Flag Ceremony	Flagpole
4:45pm – 5:30 pm	SM/SPL Cook off	Roadkill Grill Pavilion
5:30pm – 6:45 pm	Dinner	Campsites
7:00 pm	Campfire/OA Callout Ceremony	Amphitheater
11:00pm	Lights out	All of Camp

Sunday

6:00 am – 8:00 am	Breakfast	Campsites
8:00 am	Non-denominational service & Awards Ceremony	Amphitheater

CHECKOUT will begin following the awards ceremony. Proceed to the dining hall to request a campsite inspection. All units must have their assigned clean up completed and leave camp by 11am to receive patches.

Note: Preliminary Schedule Subject to change.

RULES for Patrol Events

Steampunk Trivia & Spirit Booth

Spirit Booth Rules: Patrol will provide, Patrol Flag, Patrol Name & Yell/chant. Points will be awarded based upon the scoring below.

Steampunk and Scout Trivia: This will be a timed event where all members of the patrol will participate. On "Go" the Patrol Leader will be handed the QUESTIONNAIRE to answer as many questions as possible in the (5) Min Time Limit. The Patrol Leader is to fill in the Correct Answer to Each Question.

Gate to Tomorrow

Timed event. Pole lashing, retrieval of a key to unlock the gate, completing a puzzle. All patrol members must participate.

Seeking the way

Timed event. The Patrol will work together to complete a compass course.

Building a Bridge

Timed event. Patrols will work together to build a Davinci Bridge using the supplies provided. Once completed the patrol will cross the bridge.

Ping the Gears

Rifle or BB's & Archery. Each Patrol will select a Time Slot where a predetermined number of patrol members will participate. Each patrol will meet at the bridge to the ranges. AOL's will be shooting BB guns and Archery.

Blind Setting of the Site

Timed event. Patrols will work together to correctly set up a tent. Patrol members will be blindfolded except for one member who will call out directions to the others. Judged on speed and accuracy.

Cooking the Cake Fire building

Timed event. Patrols will build a fire, cook a pancake, toss it over a rope and eat it.

A-Mazing Time

Timed event. Patrol Members will navigate a ball through a maze. Teamwork is required to hold ropes and move the ball to the hole and out of the maze.

Shifting the Gears

Timed event. Patrol Members will move a stack of 7 disks from one post to another.

Rules for Unit Competitions

Gateway Inspection

Required youth-only construction. This is judged on how well the gateway depicts the unit and the theme, how well the knots are completed, how elaborate the gateway design is, and if there is representation of your unit, charter organization, and location. Gateways can be constructed with the use of any materials (Except for Bamboo) or combination of materials. Wood Staves and Lashings are encouraged to be incorporated. 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 Program Guide.

Campsite Inspection

At check-in, your packet will have your inspection sheet inside. Make sure it is posted within 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 Program Guide.

3-Legged Obstacle Race

Two members of a unit shall be bound together to run an obstacle course. This will be a timed event. Each unit shall be allowed to have 2 teams for running the obstacle course. Each team must be different members. If Adults would like to run the course, they can sign up as a team. This will be encouraged, but not required.

Canned Vegetable Drive

As a service to others, we are asking each Troop to collect and donate canned vegetables that will support a food bank. The donations can be left at Admin during check-in.

Recycled Steampunk Robot

Have your unit create a steampunk robot completely out of recycled goods. Follow these steps to join in the fun. Robots should be no smaller than a regulation basketball and no taller than 4ft. Robots should be made strictly out of recycled materials. You can use tape, rope or hot glue robots together. Do not use Bamboo in your robot. We are looking for items that someone might throw out, items you have that are broken, items you can recycle.

Step 1: Make a drawing of your steampunk robot. Be as detailed as possible.

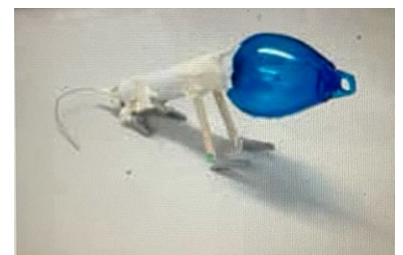
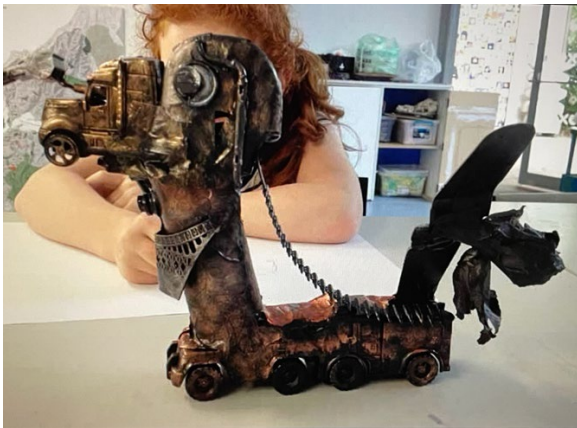
Step 2: Make an armature out of cardboard and masking tape— this is a very basic skeleton structure that all the recycled bits will stick to. It must be strong. Scouts will look at the robot in their drawing and try to make a base structure that looks like their robot, e.g. if their robot has four legs their armature will have to stand on four legs.

Step 3: Rummage through the collected recycled materials and gather objects that will suit your robot. Scouts need to think of their robot like a puzzle and find pieces that fit well together.

Step 4: Stick the outer shell of your robot on using hot glue guns. The crazier you are with it the better your robot will look. Remember robots have lots of little buttons, cogs, screws and quirks! Make it a believable robot.

Step 5: Spray your robot black and let it dry. Once it is dry use a metallic paint over the spray to give your robot the illusion it is made of rusty metal. Build layers slowly.

Step 6: Marvel at your completed steampunk robot!



SPL/Scoutmaster Cooking Competition

We are looking for the Best SWEET or the Best SAVORY dish that you can cook. Your dish(es) shall be cooked at camp anyway you want, not only by Dutch Oven.

For each dish in the contest:

1. The Dish(es) shall be made at camp.
2. Provide a recipe card with each dish you make.
3. Have enough food for a minimum of 4 Judges to eat. Must include all serving equipment needed to eat the dish (I.E. Forks, Spoons, Knives, Bowls etc....)
4. Must be ready and set up at Roadkill Pavilion on time.

Check out and 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 of patches for your unit; when that staff member hands you the packet, you will be good to go.



BSA Ceremonies and Campfire Guidance

(National Camping School)

Ceremonies and campfires are fun and exciting parts of any camping experience! They give youth the ability to perform, but runons, stories, skits and songs must also fit within the program guidelines of the BSA. There are numerous things that are inappropriate and unacceptable. While the following is not an exhaustive list, it will help you begin the discussion about ensuring only appropriate material is portrayed:

- No name Calling, put-downs, Hazing
- No references to undergarments, nudity or bodily functions
- No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. – *be mindful of this in song lyrics as well.*
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose is not allowed. *You may not know the current situation of youth and adults who are in the audience. Many may not have adequate food at home and the wasting of food in any way would further point out this disparity. Additionally there are parts of the world where water is not potable therefore the wasting of water is not appropriate.*
- No inside jokes that exclude some of those present
- Do not change lyrics to patriotic songs (“America”, “America the Beautiful”, “God Bless America”, “The Star-Spangled Banner”) or hymns and other spiritual songs
- Do not embarrass anyone – including staff or audience members (even if they are “in on it”) - *just because the staff member is in on it, everyone in the audience is not aware of that fact and the appearance is that you are making fun of someone.*
- Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing “guns” at each other)
- No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song.
- No water skits – NO ONE gets wet in any way (includes staff, and even if they are “in on it”)
- No material with sexual overtones
- **Do not include anything that is not in keeping with the ideals of the Boy Scouts of America.**

Best motto to have is, “If in doubt, take it out!”

All material should be vetted by the camp leadership team. Be sure you understand all aspects of the performance and what will happen. For example, a unit may have the same name for a skit and have a different interpretation of it than you expected.

Each of us has a role to help ensure our ceremonies and campfires represent the BSA ideals and brand. Thank you for communicating this material to your short-term camps so that they can help us all represent the best in Scouting.