

*Manatee & Two Rivers District
Primitive
Camporee
Leader's Guide*



Southwest Florida Council, BSA

Date: March 1st-3rd, 2024

Location: Camp Flying Eagle

16009 Upper Manatee River Road, Bradenton, FL 34212

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Primitive

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Mission

Provide a quality, relevant camping program to a greater number of youth and adult leaders in the Two Rivers and Manatee Districts, in accordance with the aims and methods of the Boy Scouts of America.

Who: Manatee and Two Rivers Districts

What: Camporee - "Primitive"

When: March 1st - 3rd, 2024

Where: Camp Flying Eagle

Southwest Florida Council, BSA

16009 Upper Manatee River Road

Bradenton, FL 34212

General Information and Rules

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 and Scouters are strongly encouraged to dress in theme attire during the Saturday activities.*
- 5. Closed toe shoes must be always worn. (This includes Scouters)*
- 6. Campsites will be assigned by the administrative staff and will be based on the number of participants registered at the registration deadline. Each unit will be required to use minimal space for its campsite. All units are required to exercise "low impact" camping techniques.*
- 7. Units should not plan on arriving before 5:00 pm 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, February 29th** 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 5 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 living things should be disturbed. No green (live) wood (for camp gadgets, gateways or projects) may be cut from the camp. Bamboo is not allowed within Camp Flying Eagle.*
15. *Units are responsible for the removal of all trash and debris from the campsite. Please use the dumpster.*
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 check-out by 11:00 am on Sunday.*
18. *Visitors (other than registered participants) are welcome 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 will be distributed at the Friday night meeting.*

20. *Bonus spirit points may be awarded by a roving judge for the following:*

- a. Working as a team*
- b. Having a patrol name*
- c. Cheer/Yell*
- d. Patrol leader*
- e. 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.

21. *All other concerns will be addressed at the Leaders Meeting on Friday night. (Refer to the Schedule on Page 8)*

Check-in: *Upon arriving, the youth and adult leader from each unit will report to the check-in location to receive the event information, campsite location and pre-ordered event t-shirts. No individual 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. Webelos and Arrow of Light Scouts will check-in Saturday morning between 8 and 8:30 and leave before lights out at 11:00 pm Saturday night. (Webelos and AOL Scouts will not Camp with the troops.)*

First Aid. *First aid will be always available 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 Interface Service:** There will be a non-denominational Scouts-Own service on Sunday morning. All event participants are requested to attend the service as the awards ceremony immediately follows the service. 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.*

Equipment for the event:

- 1. Each Scout should have their Scout 10 essentials with them.*
- 2. Items needed to compete in the events.*
- 3. First aid kit - Assorted band-aids, gauze pads, latex gloves, triangular bandages plus other normal first aid items*
- 4. Compass*

***Cooking Contest:** Refer to page 17 in the Leader's Guide*

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

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

Camporee Schedule

Friday

Check-In & Camp Set-Up 5:00 pm - 8:30 pm

Leader's Meeting 8:30 pm
plus (Shooting sports sign up)

Staff Meeting 9:00 pm

Saturday

Reveille & Breakfast 6:30 am - 8:00 am

AOL Check-In 7:00 am - 8:00 am

Opening Ceremony 8:00 am

Gateway and Campsite Inspection 9:00 am

Primitive Shed Judging 9:00 am Admin field.

Patrol Competitions 8:15 am - 12:00 noon

Lunch 12:00 pm - 1:00 pm

Patrol Competitions 1:00 pm - 3:00 pm

SPL/Scoutmaster Shoot 3:00 pm - 4:00 pm

ASPL/ Asst Scoutmaster 3:00 pm - 4:00 pm

Competition

Primitive Shed Race 4:00 pm - 5:00 pm

Catholic Mass 5:00 pm

Dinner 5:00 pm - 6:30 pm

Campfire Program 7:00 pm - 8:30 pm

OA Cracker Barrel 8:30 pm

Leader's Meeting 9:15 pm

Staff Meeting 9:45 pm

Sunday

Reveille & Breakfast

6:30 am - 8:00 am

Scouts Own Service

8:00 am - 8:30 am

Awards

8:30 am - until complete

Camp Check-Out

10:00 am - 11:00 am

(Units must be packed up and ready to go before 11:00 am)

Corps Events

Patrol

Stations

- 1. Bow Saw Relay*
- 2. All Tied Up (Knots)*
- 3. Points of the Compass*
- 4. Rifle*
- 5. Archery*
- 6. Bow Drill - (Fire Building)*
- 7. Campsite Hazards (First Aid)*
- 8. Scout Knowledge*
- 9. Flagpole Building*

Locations

- Rotary Pavilion*
- Admin Pavilion*
- Gilwell Field*
- Rifle Range*
- Archery Range*
- Scout Craft*
- Harland Challenge*
- Parade Field*
- Hidden Lake*

Troops Events

- 1. Campsite and Gateway Inspection*
- 2. Iron Chef Dutch Oven Cook Off*
- 3. Campfire Contribution: Each troop is responsible for contributing an element to Saturday's Campfire Program*
- 4. Primitive Shed Building and Race*

Corp Events

Station 1 Bow Saw Relay

- Patrols will be challenged to saw slices from a log
- Allotted time – 30 minutes
- Scoring will be based on: Timed event and completion of the task

Station 2 All Tied Up

- Patrol members will tie 6 different knots

Station 3 Points of the Compass

- Using a compass, the Patrol will be required to orient a prescribed course given a set of azimuths and distance.
- Scoring will be based on:
 - Completion of course

Station 4 Rifle

- Each Scout will be shooting four (4) rounds at a prescribed target.
- Allotted time – 30 minutes
- Scoring will be based on:
 - Number of rounds that hit the target
 - Number of points that are scored on the target.

Station 5 Archery

- All patrol members will shoot 5 arrows at designated targets.
- Allotted time – 30 minutes
- Scoring will be based on:
 - Adherence to all safety rules and regulations on the range
 - Average score for each patrol member
 - Patrol spirit

Station 6 Bow Drill - Fire Building

- Each Patrol will build and start a fire using a bow drill provided by the program. Starting a fire to burn a string.
- Allotted time – 30 minutes
- Scoring will be based on: Timed

Station 7 Campsite Hazards – First Aid

- Patrol will go to different stations in a campsite and be given a hazard scenario.
- They will provide first aid.
- Scoring will be based on:
 - Timed event – timing will stop when all areas have been visited and injuries treated.

Station 8 Scout Knowledge

- Patrols will answer a series of Scout knowledge questions.
- Scoring – Timed and accuracy

Station 9 Flag Pole Building

- Patrols will work as a team to construct and raise a flag pole to fly their patrol flag.
- Allotted time – 30 minutes
- Scoring will be based on: Timed

Scoring and Awards

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

Events: Three awards will be awarded to the patrols attaining the three highest scores in each event. See the directions below.

Overall: Awards will be awarded for the 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 Sunday, the Best Overall District Camporee Award will be announced and awarded. This award will be given to the top unit of the 2024 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 unit.

Spirit Points - Will be awarded for patrol yell, flag and themed attire.

Patrol Division Scoring by Rank

Our Patrols will be grouped into two divisions of competition - determined by the Scout's rank. Once all the Patrols have checked in, we will split them into two divisions, above and below the median score. This scoring methods 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 call our two (2) divisions known as Hillbillies and Rednecks.

Handicapping Points

<i>Scout</i>	<i>1</i>	<i>Star</i>	<i>7</i>
<i>Tenderfoot</i>	<i>2</i>	<i>Life</i>	<i>10</i>
<i>Second Class</i>	<i>3</i>	<i>Eagle</i>	<i>12</i>
<i>First Class</i>	<i>5</i>		

Examples:

Primary

Patrol #1 with 7 Scouts

<i>Rank</i>	<i>Points</i>
<i>Star</i>	<i>7</i>
<i>First Class</i>	<i>5</i>
<i>First Class</i>	<i>5</i>
<i>Second Class</i>	<i>3</i>
<i>Tenderfoot</i>	<i>2</i>
<i>Scout</i>	<i>1</i>

Total Points 23

23 divided by 6 = 3.8

Secondary

Patrol #2 with 5 Scouts

<i>Rank</i>	<i>Points</i>
<i>Eagle</i>	<i>12</i>
<i>Star</i>	<i>7</i>
<i>Life</i>	<i>10</i>
<i>Life</i>	<i>10</i>
<i>Second Class</i>	<i>3</i>
<i>Total Points</i>	<i>42</i>

42 divided by 5 = 8.4

Patrol Registration Form

Please register and pay on the 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 5 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: ____/____/2024 Patrol Handicap _____

Campsite: _____ Patrol Division: _____

Cast Iron Chef Dutch Oven Cook Off

Each patrol is allowed to present one dessert in the cook off. The dish must be a dessert. All dishes must be prepared on Saturday, March 2nd, onsite and presented to the Camporee staff in the dining hall by 6:00 pm.

Bring the Dutch oven and a serving utensil. We will scoop some and let you take the rest back to camp to enjoy.

Dishes will be judged by commissioner staff.

As with any Iron Chef completion there are a few twists that chefs need to deal with.

*The dessert must contain at least **two** of the following ingredients:*

Pumpkin

Craisins

Nutella

Maple Syrup

Pie filling

Cinnamon

All entries must be accompanied by a recipe.

Primitive Shed Scoring Guidelines

Don't be a party pooper. Let's get the fun started by entering your patrol in the Primitive Shed race. Prior to the Spring Camporee, design and build a person powered shed capable of participating in a race. Sheds must be pulled.

How creative can you be using the construction requirements listed below? There will be an award for the most creative design. The painting and decorating of sheds are highly encouraged. Sheds must be deposited at the admin field for judging prior to flag-raising to be eligible for the Best Built Shed Award. Judging will occur in the morning, races in the afternoon.

Team Rules

- 1. Each team consists of the full patrol.*
- 2. Maximum of eight people can be on each team*
- 3. Race course will be in the admin field.*
- 4. The course will be divided into lanes.*
- 5. No Sheds may go into another's lane. If a collision occurs, both teams will return to the start line and restart the race.*
- 6. You must pull your entry, people power only.*
- 7. Each shed will undergo a safety inspection. A patrol may not be allowed to participate if their shed is deemed unsafe.*

Construction Requirements

- 1. Build a shed on a plywood base. Shed should have 4 sides, a roof and a doorway. It may also have a door but the door must be secured closed during the race.*

2. Dimensions of the shed must be at least 2' 6" wide by 2' 6" deep and at least five feet from the floor to the highest point of the shed. 3. The exterior of the shed is to be corrugated cardboard stapled to the frame.

4. Shed must have four wheels equal in size that are in contact with the ground for the duration of the race. Bicycle parts are permitted; however, no intact bicycles are allowed. No ropes or pedals.

5. Each shed must have its name or theme displayed on the exterior. Troop Number, Patrol Name and Patrol Critter should be displayed.

Sheds must be removed from camp and not placed in the dumpsters.