

Check In

BEFORE a troop or pack may go to their campsite, the troop or pack must provide the registration staff a completed Patrol/Den registration form. (See back of packet for a copy of this form) including the ages of participants. Please make copies for each of your patrols/dens. Bring the completed form with you to the Camporee. A list of Camporee events will be provided prior to the event.

Check Out

Check out will be Sunday morning from 10:00 A.M. to 12:00 P.M. No vehicles will be permitted near campsites until after Scouts Own. No vehicles aloud to drive in or out of camp after 10 A.M. A short inspection must be given before departure, so pack up early. When you unit is ready to leave, send an adult leader to staff headquarters.

Camping Style

Camping can be jamboree style or low impact. Each campsite should come with one table and a water source nearby. Please bring any extra tables and chairs you may need. Latrine and hand washing facilities are available. All Cooking must be done camp stoves.

Final campsite assignments will be made by the Camporee committee prior to the event. This year, as in the past, Troops and Webelos Units will camp together. This is a learning experience for both the Webelos and older Scouts!! Troops: invite you Webelos dens early.

Each unit must fill out a separate registration form.

Plan Ahead

Some things your unit can start thinking about: (Ways to Earn Points)

1. Patrol flags
2. Patrol Yells
3. Skits for Campfire
4. Gateway to your campsites
5. Campsite improvements

Events

Competitive events will be broken down into three groups... New Scout Patrol (average age under 12), Baden Powell Patrol (avg. age below 14 1/2) and Venture Patrol. Classification will be determined by the average age of the patrols 3 oldest members.

Camporee Trading Post

There will be a trading post at the event. Please bring extra money if you are interested in purchasing soda, candy, popcorn, or other items from the trading post which will be run by Woakus Chapter.

Religious Services

An inter-denominational religious service will be held Sunday morning. All Scouts are invited and encouraged to attend. **"A SCOUT IS REVERENT"**

Webelos

Webelos will be required to have correct number of adult to child ratio (as prescribed by BSA policy) to attend the Camporee. During the events they will be scored as a Webelos Den. After the events are completed. They will be judged against other Webelos Dens in completion for the **"WEBELOS CAMPOREE AWARDS."**

Evacuation Plan

This is a general emergency evacuation plan. As it is impossible to plan for all contingencies, it is intended as a guide only. Circumstances will dictate the actual response to an emergency situation.

Who will make the decision to evacuate?:

1. Dylan Hendrickson - District Executive
2. Doug Wiley - Woakus Chapter Adviser
3. Andy Degregorio - 2012 Quicksilver Camporee Chair

We will plan to evacuate for any occurrence that might endanger the lives of the Camporee attendees and/or staff, including, but not exclusively:

1. Fire
2. Earthquake
3. Excessive rain/flooding

In the event an evacuation is called for, runners will be dispatched to notify the attendees to prepare to evacuate. **Any units in immediate danger will be relocated to a safe area pending evacuation.**

One or more *adult leaders* from each unit will meet with a staff member at the staff area to be briefed on the evacuation procedures. All actions will be based on the safety of everyone involved. Units in areas of immediate danger will be given priority for evacuation. Units in areas that are not in immediate danger are requested to remain in place until instructed to depart by the Camporee staff. **If you are not in agreement with the prioritizing, please do not argue with the youth staff. Unless life is threatened, please bring your complaints to the Camporee staff area where it will be addressed.**

Emergency Evacuation Procedures

In the event of an emergency evacuation, a camp assembly will be held at the flag meadow. When your unit arrives to the assembly grounds, the unit leader, or if the unit leader is not present, the tour leader for the unit is responsible for taking attendance of their unit. If any member of your unit is not in attendance, find a member of the 2012 Camporee Staff immediately and report that a member of your unit is missing. At this point the staff will take matters into their own hands; do not go looking for the Scout yourself, for this only makes the situation worse. A member of the staff will come to your unit and instruct stating that all members have been evacuated. After the paper is signed, the unit is left to decide any other course of action. Lastly, the Camporee chairman must sign that all the staff has been evacuated.

Restricted Areas

For your safety and the safety of others, the 2012 Camporee Staff has deemed certain areas as "off limits." These areas will be marked with brightly colored tape. Please Stay out of these areas.

Electronics

We ask that Scouts leave *ALL* electronic devices at home. This includes radios, cd/mp3 players, communication devices, laptop/palmtop computers, etc. This is a Scouting event, so you will not need any electronic devices.

Cars and Parking

To ensure the safety of the campers and staff, we have set a camp speed limit at **5 MPH**. The road is small and is crossed frequently by campers, so please use caution when driving through camp. We will have separate parking spaces for people staying the whole weekend, people with trailers, and those who are staying part of the weekend, or just dropping off.

Events are subject to change due to weather, safety or other circumstances. Additionally, there will be extensive staff training on events scoring and management held a few weeks before the camporee and there may be some things learned or modified as a result of running the events for the troops. While this may change some of the scoring details, it will ensure consistency in the events and their scoring. We will announce modifications to the SPL and leaders at the Friday night Activity.

1. Knot Tying Relay

Hosted by:

The following 9 knots will be tied under actual, usable conditions:

Bowline	Two-Half Hitches	Square Knot
Clove Hitch	Sheep Shank	Timber Hitch
Figure-eight Knot	Taut-Line Hitch	Sheet Bend

Each Knot must be tied by the patrol five times. A patrol member will run forward and tie a knot of his choosing. The knot will be checked off the list. When a single knot is tied five different times it is no longer available to be chosen. When all knots are tied five times the clock is stopped. If a patrol member does not know how to tie one of the remaining knots, he must return to the line and send the next patrol member. There is no penalty for failing to tie a knot other than it is not counted towards the total. Fifteen minute time limit

This is designed to allow all participants to tie a knot that they know without significantly penalizing those who do not know a particular knot well enough to accurately tie it under stress. Of course, those patrols who have members who know all the knots above will be at a tremendous advantage.

Scoring: A timed event.

2. Pancake Toss

Hosted by:

The patrol will mix their batter and cook one pancake at a time until they think that it is ready to eat. The cook scoops the pancake up with the spatula and turns around, facing away from the rest of the patrol. The cook tosses the pancake behind his head for 2 selected youth from the patrol to attempt to catch. The patrol members then stack it on a plate while another person cooks another pancake and repeats the above procedure. Patrols will have 15 minutes

Scoring: This is a scored event. Two points for every pancake caught. One point for those dropped. No points for undersized or undercooked pancakes (smaller than measuring gauge, a cd)

3. BB Gun

Hosted by:

Under proper safety conditions and proper supervision., each patrol member will be given 3 rounds to shoot at a target. The top 3 shooters from each patrol will count towards their patrols overall score.

Scoring: Scoring is based on Patrol spirit, safety and the top 3 patrol members scores.

4. Climbing Wall

Hosted by:

Using the correct climbing equipment and proceeding safely with correct supervision and one at a time the patrol will scale the climbing wall. Those Scouts in the patrol not wishing to participate physically in this event will also be scored for how much support they give their fellow patrol members who are scaling the wall.

Scoring: Event will be timed. Patrol teamwork and spirit is very important

5. Archaeology

Hosted by:

Scoring and event information to be disclosed at a later date.

Scoring

6. Archery

Hosted by:

Under proper safety conditions and proper supervision., each patrol member will be given 3 arrows to shoot at a target. The top 3 shooters from each patrol will count towards their patrols overall score.

Scoring: Scoring is based on Patrol spirit, safety and the top 3 patrol members scores.

7. Stretcher

Hosted by:

Objective: Build a stretcher from 2 long poles and a blanket, transport a patrol member 25 feet forward and back.

Procedure: Have them start with all the items lying on the ground. Once the timer has started, Scouts make the stretcher by putting the two poles on the spread out blanket, making a stretcher and carrying the patrol member the specified distance.

Rules:

- Must circle around the outside of the 25-foot mark
- Must disassemble the stretcher
- Must be within 4 minutes

Scoring: 2 points for patrol yell. 3 points for knowing how to assemble the stretcher. 5 points for finishing in 4 minutes.

8. String Burning

Hosted by:

Objective: Start a fire and burn a string 1 foot above.

Procedure: give them a 2 minute prep period for whittling wood and shreds and collecting tinder. 2 wooden blocks and a pocketknife should be supplied for the whittling. After 2 minutes are up, supply the scouts with matches to light the fire. Scouts may use the wood blocks however they wish to aid them with burning the string. Time the scouts until the string splits in two.

Scoring: 2 points for patrol yell, 3 for a coordinated effort (someone takes charge/knows what they're doing), and the remaining 5 for downing the string in 3 minutes, 4 points for 4 minutes, 3 for 5 minutes, etc.

9. Monkey Bridge

Hosted by:

Objective: Your patrol will use the provided material to build a monkey bridge and have one of your patrol members traverse it. This will require the use of diagonal lashings and appropriate knots. Maximum height requirements will be covered by the staff at the event This event will be timed and the clock will stop when the patrol states they are done. The staff will then inspect the structure and allow knots to be retied if necessary... each at a cost of 1 minute penalty. Youth participant will then be allowed to cross the bridge. If the bridge is not crossed it will result in an additional 2 minute penalty.

Scoring: this is a timed event.

10. First Aid Scenarios

Hosted by:

Objective: have each patrol member tie all first aid bandages. Head, Arm sling, Wrist, Foot and Leg splint. This is a timed event. Each patrol will have 10 minutes to review the bandages with the event staff and then have to tie each bandage three times in a relay fashion.

Scoring: This is a timed event.

11. Orienteering

Hosted by:

Objective: The patrol will be supplied a compass and started at a specified point. They will then be given a set of bearings and paces to work with which will lead them to an ending point. Scoring will be determined by how close to the patrol comes to the correct ending point for their course.

Scoring: 2 points for patrol yell, 3 for Spirit., and remaining 5 points for how close they come to correct destination.

12. Hatchet Throwing

Hosted by:

Each Patrol member will be given a chance to throw hatchets at a specified target. When every patrol member has thrown the staff will take the 3 best throws as the patrols overall score.

Scoring: Scoring is based on patrol Spirit and overall best scores in patrol.

13. Mouse Trap

Hosted by:

Scoring and Event information to be disclosed at a later date

Scoring:

2012 QUICKSILVER CAMPOREE
CAMPSITE INSPECTIONS

SAFETY: 10 POINTS FOR PERFECT SCORE

- FIRE PROTECTION IN PLACE _____
- ALL CUTTING TOOLS STOWED OR SHEATHED _____
- TENT ROPES OUT OF WAY AND MARKED _____
- GEAR STORED IN A SAFE MANNER _____
- KNIFE AND AXE AREAS MARKED OFF _____
- SAFE KITCHEN AREA _____
- STOVE AND GAS SECURE, ETC _____
- TRIP HAZARDS SUCH AS HOLES AND ROCKS REPAIRED OR MARKED _____
- FOOD PUT AWAY _____
- FIRST AID KIT POSTED OR AVAILABLE _____

CAMP NEATNESS: 10 POINTS

- TENTS SET UP IN PROPER ORDER _____
- TENT FLAPS CLOSED, PERSONAL GEAR STOWED AND NOT VISIBLE _____
- DUTY ROSTERS AND MENUS POSTED FOR EACH PATROL _____
- TOUR PERMIT AVAILABLE AND MARKED IF NEEDED _____
- COOKING AND EATING TOOLS CLEAN AND PUT AWAY _____
- PATROL SIGNS POSTED _____
- TROOP SIGNS POSTED _____

SCOUTING SPIRIT: 5 POINTS EACH

- GATEWAY _____
- TROOP FLAGS _____
- AMERICAN FLAG _____
- CAMP GADGETS _____
- OTHER OUTSTANDING ITEMS _____