



MULTI-DISTRICT

FALL CAMPOREE

at CAMP JACKSON

OCT. 21st - 23rd, 2022

REACHING THE PINNACLE

Camporee Policies

The Camporee will be conducted in accordance with the Guide to Safe Scouting and all policies of the Boy Scouts of America.

We will at all times follow the principles of Leave no Trace.

Any fires will be raised above ground unless campsite has established fire ring.

Campsites should be roped off with an entrance where your flags can be displayed.

Bathroom facilities will be available.

Bring water containers. Water will be available but you will have to transport to your campsite.

Vehicles need to be parked outside the camping area in an approved parking area.

Only camporee staff vehicles and troop trailers will be allowed on backside of camp.

Gear will need to in troop trailers or vehicles towing troop trailer; otherwise, gear will be transported by camporee staff.

Campsite inspection will cover mainly safety and cleanliness.

Any accident and/or incidents should be reported to the staff immediately.

Uniforms will not be required for Saturday morning flag ceremony but are expected on Sunday morning for flag raising and religious service.

Emergency services are to be coordinated through the medical officer. This will be done through the staff area.

Anything not covered in this guide will be handled through the camporee staff.

Let's have a fun and safe camporee.

Details for the Are You Tougher Than Your Scoutmaster Competition will be given at the time of the event. This is a competition between the Scoutmasters and SPL's. Hint: basic scout and survival skills and tools will be necessary.

Events will be added as the camporee approaches. There will be an updated version of this guide by the October roundtables.

If anyone has any suggestions for competitions that use scout skills, let me know at david.schwaiger@live.com.

Online registration and information are available at <https://1bsa.org/multi-district-camporee/>

Check this page often for updates!

Camporee Game Descriptions

Giant Clove Hitch – A vertical pole will be inside a foot circle. Each patrol will have a 50-foot length of rope. The object is to tie a clove hitch around the pole without anyone entering the boundary circle. This is a timed event – the fastest time to correctly tie the clove hitch without entering the circle wins.

Raise the Flag – Each patrol will have three long poles, two short poles, one hiking stave with a flag and 6 ropes of 12-15 feet. The object is to create a freestanding structure to raise the flag as high off the ground as possible. The structure must stand unaided for two minutes before the height will be measured. The time it took to raise the (in minutes) will be subtracted from the height achieved (in inches) for the final score. Highest score wins.

Compass Game – Each patrol will be given a series of bearings (directions) and ranges (distances). (For example: Bearing 090; Range 15 feet). Once they reach the last point, they will place a stake at that location with their patrol information. The distance from their patrol stake to the actual end point (in inches) will be their score. Lowest score wins. (Note – the actual end point(s) will remain unmarked until all patrols have participated.)

Blind Knots – This will be scored by correctly tying the knots and on time with penalties for tying the knots incorrectly.

Stack the Stones – Each patrol will have a pile of rocks in which they will attempt to stack them high as possible. They will be scored by height of stack and time.

Scout Tetris – Each patrol will have an available amount of block to stack inside of frame. One scout will do the stacking while the rest of the scouts are behind a blind where they will hand the blocks over the top. The stacker will not be able to see the available blocks and the rest of the scouts will not be able to see the frame. This event is scored by time and block height with penalties for empty spaces.

Camporee Schedule

Friday

- 6:00 PM Registration starts
- 8:30 PM Cracker barrel
- 10:30 PM Lights out

Saturday

- 7:00 AM Wakeup
- 8:30 AM Flag ceremony and competition instructions
- 9:00 AM Competitions (There will be six thirty-minute sessions)
- 12:00 PM Lunch
- 1:00 PM Activities (Ends at 4:00 PM and there is three 1-hour sessions)
- 5:30 PM Dinner
- 6:30 PM Flag Ceremony
- 7:30 PM Campfire
- 10:30 PM Lights out

Sunday

- 7:00 AM Wake up
- 8:45 AM Religious service
- 10:00 AM Break camp / Cleanup
- 10:30 AM Pinnacle Hike (Weather Permitting)

Competitions

Giant Clove Hitch

Raise the Flag

Blind Knot

Stack the Stones

Orienteering

Scout Tetris

Afternoon Activities

The following events may change due to availability of the instructors.

Are Tougher Than Your Scoutmaster (1:00 PM to 2:00 PM)

Pinnacle Hike (2:00 PM to 4:00 PM)

Fire by Friction (Pending)

Flint Knapping (Pending)

Intro to Wilderness First Aid

Edible Wild Plants (Pending)

Canoeing (Requires current swim test, see attached form)

Camporee on the Air (Ham Radio)

Axe Throwing

Gaga Ball

Overall Troop Competition

Score of competitions

Participation points

Campsite inspection points

CAMPSITE INSPECTION CHECKLIST

Troop _____

1. GENERAL CAMPSITE

- a. Troop and U.S. flags at camp entrance; properly displayed _____/10
- b. First Aid Kit available & visible _____/5
- c. Clean, neat, and orderly - free of litter _____/15

2. CAMPFIRE

- a. Fire area free of debris (minimum 10 ft.) _____/5
- b. No unattended fires _____/5
- c. Tools stowed properly _____/5

3. COOKING / DINING AREAS

- a. Duty rosters posted _____/10
- b. Propane/fuel stowed properly _____/5
- c. Perishable food stored properly _____/5
- d. Proper sanitation procedures in use _____/5
- e. Garbage stored properly _____/5

4. TENT AREAS

- a. Tents set up in orderly manner _____/5
- b. Camping by patrol evident _____/5
- c. Tents and hammocks set up properly (Stakes & Poles) _____/5
- d. Tents closed - gear stowed properly _____/10

TOTAL SCORE _____/100

BONUS POINTS

Gateway _____/15
Camp Gadgets (5 each for max of 15) _____/15

GRAND TOTAL _____/130

2022 Multi-District Fall Camporee Registration Form

This form should be turned in at the cracker barrel Friday night

Troop _____

Scoutmaster _____

SPL _____

Name of Patrols (& how many Scouts are in each) _____

(We NEED the names of the Patrols and how many Scouts are in each, FRIDAY night!)

Scouts: (Please circle the names of Webelos & their parents)

1 _____ 2 _____ 3 _____

4 _____ 5 _____ 6 _____

7 _____ 8 _____ 9 _____

10 _____ 11 _____ 12 _____

13 _____ 14 _____ 15 _____

16 _____ 17 _____ 18 _____

19 _____ 20 _____ 21 _____

22 _____ 23 _____ 24 _____

Adults:

1 _____ 2 _____ 3 _____

4 _____ 5 _____ 6 _____

7 _____ 8 _____ 9 _____

Registration is \$15.00 for youth and \$10.00 for leaders.

Total Youth: _____ x \$15 + Total Adults: _____ x \$10 = Total Due: \$ _____