

## Schedule of Events 2008

### Friday

5:00pm - 8:00 pm Check-In & Hike-in.  
8:00pm SM/SPL meeting @ Camporee HQ (Main Lodge)  
9:00pm Opening Program (@Firebowl) Bring Flashlights  
11:00pm Taps – All scouts should be in camp & quiet

### Saturday

7:00am Reveille  
Wake up-7:30 am Morning Breakfast / Prep Time  
7:45am Morning Flag Ceremony (assemble at Camporee HQ Flagpole)

### **Morning Activities: 8:00am – 12:00pm**

Morning Events – each approx. 45 minutes at each station

12:00pm – 1:00pm Lunch

### **Afternoon Activity: 1:00pm – 4:00pm**

- Super Skills Challenge Event

4:00pm Gateway Judging  
4:30pm – 5:30pm Special Camp-Wide Lion Hunt Event  
5:45pm Flag Retreat (turn-in Patrol Flags before ceremony begins)  
6:00pm – 7:00pm Dinner  
7:00pm OA Chapter Meeting (Camporee HQ)  
7:30pm – 8:00pm Camp-wide Sweep (for troops checking out Sat.)  
8:30pm – 10:00pm Closing Program and Campfire (assemble at Camporee HQ Flagpole)  
(Following program) Camp Crackerbarrel at Pigott Lodge Dining Hall  
10:30pm OA Callout Complete  
11:00pm Taps – All scouts should be in camp & quiet

### Sunday (Optional)

7:00am Reveille  
8:30am Morning Flag Ceremony  
8:30am – 9:00am Vespers/Scouts Own  
9:30am – 11:00am Check-Out & Camp wide sweep

# 2008 Alpine District Camporee

## Scoutmaster and Senior Patrol Leader's Guide



## **Dig It @ Camp Pigott** *May 2-4, 2008*

Your troop adventure begins now! This year will be a three day long journey through imagining challenges both above and below ground with your Troop. You, as their elected leader, will assist your troop to find the best skills preparation for each patrol.

Making your way successfully will be no easy task. On your journey you will see new events that you have never seen before. We will bring back some popular events from last year, but most will be brand new and most challenging.

Camporee 2008 will be a fun challenge and application of practical scout skills. As always, your troop will be judged from the point that you arrive and hike into camp to the point that you leave. Keep your camp areas clean, identify them proudly with troop's gateways, prepare and practice the skills outlined below, and you'll do well!

## Check In

### Pre-registration:

Make a close count of scouts and adults attending, and note what days they are attending. Mark this on the pre-registration forms. SPLs, remember to speak with your Scoutmaster to review the schedule and check-in procedure to speed up the process. Also please mark down how many safari members will be participating in the super safari events.

### Before arriving (Friday Afternoon):

Before arriving on Friday afternoon, make sure that SPL has talked with the Scoutmaster and the patrols and filled out the patrol information correctly on the sheet making sure the patrol leader is listed because he is important at some events! SPLs should be responsible, not the Scoutmaster. Make sure medical consent forms are filled out completely, and finalize your list of safari members and adults; we cannot accept anyone without a complete medical consent form.

### Upon Arriving

Make sure all Scouts are with their patrol holding their flag out front; this speeds up the inspection process for you and us. You and the scoutmaster should be in front with all forms at hand. *We will not check in any troops before 5:00pm;* however, the sooner you arrive, the sooner you will be checked in.

*All scouts will exit their cars and hike into camp (less than 1 mile). Cars will then proceed to parking areas.*

*Along the way, expect to have the OA inspect your troop's patrol members for the 10 Essentials as well as required Individual and Patrol items listed below. No cars will be permitted into camp site areas!*

## Camp Information and General Rules

- The Scout law is the Law of the Camp.
  - Absolutely no vehicular modes of transportation are allowed on Camporee grounds at any time.
  - No cars or trucks will be allowed farther than the parking lot(s).
  - KYBOs and Port-o potties are provided; alternate latrines are not authorized. No trash dumping at any time into the latrines.
  - Water will be available; bring your own water containers.
- Please: No washing at the hydrants or in the sinks.
- All trash must be carried home with your unit for disposal.
  - All accidents and emergencies are to be reported immediately to Camporee Headquarters at the main Lodge. The Patrol Leader or a member of the Camporee Staff should accompany the Scout to headquarters, to follow the Buddy System.
  - Lost and Found will be located at the Camporee Headquarters. If you find something that is not yours, please turn it in to Headquarters. Unclaimed items will be available first at the next District Boy Scout Roundtable.
  - The patrol flag should be carried to all Saturday events (flag ceremonies, field events, etc.)
  - All Scouts and Scouters are required to be in full field uniform for check-in and flag ceremonies.
  - Wood tools (hatchets, axes, etc.) can only be used in an ax yard. Any unsafe use of knives, axes, or other tools will result in the lowering or loss of all campsite inspection scores.
  - Sheath knives and fixed-blade knives are prohibited.
  - No wood may be cut without permission from the Camporee Staff.
  - Fires must be in fire-pits and attended at all times. Leaving the campsite while a fire is anything but cold to the touch will terminate your troop's fire privilege as well as give your troop a large point deduction.
  - If your campsite does not have a fire pit, you may construct one from rocks, provided you agree to restore the site to its original condition prior to checkout.
  - Troops MUST Check-out. Troops who fail to check-out will give up their right to awards and patches!
  - Scouts may not enter other troop's campsites without permission.
  - Scouts must remain in their campsite after taps.
  - The Patrol Leader has complete responsibility for his patrol. He should know where all patrol members are at all times. The Buddy System is required outside of campsites.
  - The parking lot is off limits except for loading and unloading.
  - No Scout may leave the Camporee site unless pre-arranged and approved by the Scoutmaster. Please have the Scout check out at the registration desk before leaving the Camporee. Scoutmasters, please advise Camporee Staff as soon as possible of Scouts' special needs.
  - As at any Scout activity, there will be no illegal drugs, alcohol, fireworks, or firearms and other weapons. Throwing of dangerous objects is not permitted.
  - No Radios, CD players, walkie-talkies, or other such devices are allowed outside of the troop campsite area. A Scout is Courteous - please keep the volume at a level that can only be heard inside your campsite.
  - The Buddy System is mandatory at all times, especially at night; points will be taken if any scout is found without his Buddy.

## List of things to bring

### Individual gear:

- Scout Essentials
- Full Field Uniform
- Tent
- Sleeping bag
- Insulated pad
- Extra clothes
- Extra shoes
- Toiletries – toothbrush, comb, deodorant, etc.
- Sunglasses

### Individual/Patrol gear REQUIRED for ALL events:

- Scout Essentials
- Neckerchief
- Scout Handbook
- Rope – at least 25'
- Kindling
- Patrol Flag (Required at each event)

### Patrol items:

- Food/group supplies
- Cooking kit
- Fire starters
- Axe
- Duty roster
- Patrol flag

### Troop items:

- Sand/water cans for troop fire
- Water container
- Troop flag
- American flag

## Inspections

### Check-in:

Make sure that all participants have their Scout Essentials, that Patrols are working and walking together, EVERYONE is in full scout uniform, and is showing their best scout spirit to be ready for the following day's activities.

### Campsite:

We expect you to have a clean and organized campsite. The campsites will be inspected during the events time on Saturday. It is the responsibility of each troop to clearly mark the troop entryway. Do not pack up early, if you do, you will not receive any points. How points are earned follows:

- American and Troop flags are displayed (patrol flags need to be with the patrols during all events)
- No safety hazards in camp.
- Fire area, stoves, and axe yard properly setup and safe.
- Troop First Aid Kit out and ready to be used.
- Campsite thoughtfully laid out (refer to Boy Scout Handbook).
- Food stored properly.
- Garbage bags setup properly.
- Equipment stored properly and orderly.
- Duty roster, menu and schedule posted.

The Deductions can and will be applied at any time during the Camporee. Possible deductions are:

- Fire left unattended at any time, or not completely out.
- Evidence of destruction of plant life.
- Loud noise (dependent on time of day or night).
- Garbage in fire pit.
- Garbage on ground.
- Personal gear not properly stowed in pack or tent.
- Food not properly stowed.
- Unscout-like behavior not covered above.
- Troop members not following the buddy

system.

## OA Ceremonies

### Callout for newly elected OA members:

The callout ceremony will happen at the end of the Saturday night Campfire. All persons should bring a flashlight so that they can get back to their campsites safely.

## Competitions

### Patrol Flag Competition:

This year's patrol flag competition will take place on Saturday evening. Flags will be taken for judging at the 5:45 flag retreat and will be returned to the patrols at 8:30 prior to the closing campfire. The flags will be judged on creativity, presentation, and their appeal.

### Gateway Judging:

Judged on creativity, workmanship and appeal. Gateways are meant to identify a Troop's location and welcome participants to a campsite. Score well, and you and your troop may even receive a ribbon of achievement!

## Ribbons

This year, ribbons will be awarded in two categories, Troop achievement and Patrol achievement. These are meant to highlight the Camporee's best achievement and effort.

Patrol achievement will include Event totals, and the patrol yell and flag. The three patrols with the best overall score will be awarded ribbons of achievement. Other patrol achievement ribbons include best spirit and best effort.

Troop achievement will be a combination of averaged event scores, the troop's attendance, and their inspection scores both from check-in and campsites. There will also be other scores from various activities that will be totaled. The top three troops will receive a ribbon for best troop achievement based on the total Camporee score.

## Morning Events

This year's Camporee will have some old redesigned events but it will also boast many totally new events. The events will force you and your Patrol leaders to use scout skills to complete some of the most challenging events you have ever taken part in. A Camporee may seem like an easy outing, but remember the scout motto; "be prepared" for anything that may occur during your day. This year's Camporee events will include:

- Bear Bag Hang + Bow Saw Challenge
- Orienteering Challenge+ Guessing Height & Distance
- Knot & Lashings Relay
- Tarp Works, including making a tent & large group shelter (Think Lashings, knots, and Bow Saws!!)
- Making and using Char Cloth to make a fire

## Super Challenge Event

For those Patrols who think they can handle greater challenges than any other Patrol, then the Super Safari events will be for them. Super Challenge Event will be the most demanding experience you have had in a scouting competition ever. This is recommended for the older & more experienced members of your troop (Star and up please). This event will require strenuous activities taking you to the edges of deserts and jungles requiring your Patrols to get a scout with a broken leg stabilized and transported to safety by building a Travois. Can your Patrols handle it? To sign up, at check-in, please tell us how many Patrols will be qualifying for the Super Challenge Event and you will receive a confidential envelope that will include instructions. Special awards will be passed out to those who make it through the Super Safari. Make your choice wisely.

