

2021 Albemarle District Spring Camp-Arrr-Ree



Leader's Guide

April 16-17, 2021

Further information contact:

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WELCOME

The Outer Banks of North Carolina has a rich and extensive maritime history. Part of that history involves pirates. Even though some pirate activities are questionable, they were resourceful, worked as a team and resilient. It is these traits that we will incorporate and turn into a Camporee. I meant Camp-Arrr-Ree!

PARTICIPATION

All Troops, Crews and Ships are welcomed and encouraged to attend.

LOCATION

The camping location is Dare County Airport in the open field near 410 Airport Road, Manteo, NC. Signs will be posted to guide you to the gated entrance.

REGISTRATION

You must register online at <https://scoutingevent.com/596-AlbemarleSpringCamporee2021>. Early registration deadline is April 09, 2021. A \$5.00 late fee will be applied to late registrants after April 09, 2021.

COST

The early registration cost for Scouts is \$15.00 per person and Scout leaders is \$12.00 per person. Registration may be added to the roster, but a troop must be registered before check in.

HEALTH AND SAFETY

Physical Contact and Face Coverings:

Attendees and staff will be required to bring a supply of facemasks to wear when social distancing of six feet is not conducive to the activity. Check-in/out and program activities will be modified in such a way to mitigate the need for physical contact.

Handwashing:

Event or activity staff will clearly indicate to attendees the locations of hygiene facilities. Program areas and facilities that do not have water sources will be furnished with adequate supplies of hand sanitizer. Handwashing stations will be in all campsites, and it is important for handwashing to be a practice within each unit. Campsite handwashing stations will be the responsibility of each unit.

Physical Distancing Policies:

Six feet of space should always be observed when interacting with other guests outside of your family unit OR staff. No sharing of activity equipment with other guests without proper cleaning by event staff. A mask is required whenever interacting with staff or guests outside of your family unit. Monitor and enforce physical distancing and healthy hygiene behaviors throughout the day and night.

ARRIVAL/CHECK-IN

Check-in starts at 5:00 PM at registration. No one is to enter camp before 5:00 PM. All persons arriving at camp will undergo a temperature check and will be asked the questions on the medical screening questionnaire attached at the end of the guide. If anyone is found to have a temperature or is found to have symptoms of COVID as defined by the questionnaire, no one in the vehicle will be allowed to enter camp. The group will be required to leave immediately. This includes the drivers who are only transporting participants to camp.

Please review the program health/safety/security needs of both the Camporee and your unit, well in advance, to ensure participant understanding. Please ensure that all participants are registered Scouts, registered adult leaders and they are up to date with their Youth Protection Training. Please ensure that you bring all the necessary permission slips, medical forms, medications, and unit roster. The unit roster must be presented at check-in; updated unit rosters will be turned in at the Scoutmaster/SPL meeting Friday night.

PARKING AND TRAILERS

Please come into camp as directed by signs and Camporee staff.

GENERAL RULES/GUIDELINES

1. All Scouts, Scouters and visitors must adhere to the Scout Oath, Law and Outdoor Code.
2. Sheath knives, fireworks, pets, firearms, electronic games, radios, TV's and other electronic entertainment ARE NOT permitted.
3. Personal firearms, ammunition, bows and arrows are not permitted in camp.
4. Scouts are not permitted to leave the boundaries of the campground.
5. The buddy system shall be used, always, during the Camporee.
6. Unit leaders are responsible for their Scouts and visitors.

MEDICAL SERVICES

1. According to BSA policy, all Scouts and leaders should complete an Annual Health and Medical Record form (*parts A&B only*) for all scouting activities. **IT IS THE RESPONSIBILITY OF THE UNIT** to obtain and maintain copies of these forms for members of their unit for all activities they conduct. Medical forms will NOT be collected at check in.
2. All prescription drugs are kept and administered by the unit. It is to be kept in a secure location out of the reach of scouts. By law, medications must be in a container with a typed label from the pharmacy. Medications should be given only in accordance with the label. Handwritten changes cannot be accepted.
3. All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report all injuries and other medical situations to the *Camp medic*, even those they treat themselves.
4. Registered leaders and scouts in Tidewater Council are covered by accident and sickness insurance. The unit is responsible for completing an incident report.
5. Alcohol and illegal drugs are strictly prohibited.

ELECTRONIC DEVICES

Radios, CD players, video games, and other personal electronic devices distract from the camping experience and provide an inviting target for theft. **Do not bring them into camp.** Youth campers are not permitted to have two-way radios or pagers in camp, as these have proven to be highly disruptive of the camp routine.

INITIATIONS and HAZING

Corporal punishment, hazing, and initiation of any sort are not permitted in the Boy Scouts of America.

LEAVING THE CAMP

Anyone leaving the camp **at any time** during the event must sign out with a member of the Camporee Committee and sign in upon their return. Temperature of each person must be taken when they return to camp. We strongly discourage Scouts from leaving camp during the event. Scouts may only leave with a parent, guardian or other individual designated in writing by a parent. Photo IDs are required. Adults leaving camp must ensure that the unit still has two-deep leadership.

MONEY & VALUABLES

Each scout and adult is responsible for the safeguarding of their money and personal property. It is recommended that expensive cameras, watches, etc. be left at home. Regardless, all items should be clearly marked with name and unit number.

PETS

No pets are allowed in camp. Please ensure that anyone planning to attend with your unit during the weekend is also aware of this rule.

SMOKING

Anyone under 21 years old is prohibited from using tobacco in any form while at camp, this includes e-cigarettes and vaping. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be placed in a trash receptacle.

ATTIRE

Scouts and Scouters are expected to travel in their Class A uniforms. During activities scouts are expected to wear scout appropriate tee shirts and shorts (when weather permits). When standing, a scout's fingertips should touch the hem of the shorts.

STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in an event is expected to provide adult leaders to help facilitate their troop programming, cracker barrels, etc. as needed.

FIRES & COOKING

Fires are not allowed. *LEAVE NO TRACE* guidelines shall always be followed. Fire extinguishers are required in cooking areas.

WATER

Be prepared with sufficient water for consumption and sanitary purposes.

TRASH DISPOSAL

All participants shall practice Leave No Trace principles to the maximum extent possible. If you packed it in – you pack it out! Clean up all trash – even if it is not yours.

LATRINES

The site will have port-a-jons. These facilities are to be kept as clean or cleaner than your bathrooms at home. **A SCOUT IS CLEAN.**

LEADERSHIP

All unit leaders are responsible for the conduct of scouts and any visitors. Two-deep leadership in compliance with Youth Protection Guidelines and the Guide to Safe Scouting is required. You know your scouts. If they need chaperones to go to the bathroom, then provide them.

BAD WEATHER

Be Prepared. There is no rain date. All units should be prepared for foul weather.

PHOTO RELEASE INFORMATION

During the weekend, photographs or video footage may be taken for promotional purposes. If a parent does not wish for their child to be photographed, the unit leader must notify the camporee staff at the time of check-in on Friday night. Unit leaders should have a signed letter or form from a parent stating that permission is not given for the scout to be photographed or filmed. **PLEASE SHARE THIS INFORMATION WITH PARENTS.**

SCHEDULE OF EVENTS

Friday, April 16, 2021

5:00 p.m. – 8:30 p.m.	Unit Check-in, Site Assignment, Unit Set-up
9:00 p.m.	OA Meeting – all members please attend
9:30 p.m.	Scoutmaster and Senior Patrol Leader Meeting
10:00 p.m.	Cracker Barrel for SMs and SPLs
11:00p.m.	Lights Out/Quiet in Camp

Saturday, April 17, 2021

7:00 a.m.	Breakfast
8:15 a.m.	Flag Raising
8:30 – 10:30 a.m.	Get Ships assembled and staged at designated area
10:30 a.m.	Pirate Ship Judging
11:00 a.m.	Pirate Ship Race
12:00 p.m.	Lunch
1:30 – 4:30 p.m.	Activity Sessions
5:00 p.m.	Adult Pirate Costume Contest
5:30 p.m.	Dinner
7:15 p.m.	Flag Lowering
7:30 p.m.	Campfire Program
9:00 p.m.	Cracker Barrel by Units at Campsites
11:00 p.m.	Lights out/Quiet in Camp

Sunday, April 18, 2021

7:00 a.m.	Breakfast
9:15 a.m.	Flag Raising/Church Service/Awards
10:00 a.m.	Flag Lowering
10:15 a.m.	Pack Up/Camp Inspection/Safe trip home
11:00 a.m.	Camp Closed

Event Details

Saturday 10:30 - Pirate Ship Show. This is the opportunity for patrols to show off their pirate ships. Ships must be staged at designated area and ready for judging at 10:30. This is a competition and points will be awarded in 3 separate categories as follows:

- 1) Creativity- up to 5 points per Patrol. Up to 3 bonus points can be earned based on use of scout skills.
- 2) Crowd Favorite- 3 points for the winning patrol.
- 3) Patrol Participation- Did your patrol participate and build the ship for the show on their own? Up to 10 points per patrol will be awarded.

Patrols may build ships before Camp-Arrr-Ree, however ships must arrive disassembled. An example: a red rider wagon with wheels is considered broken down. Accessories and decorations to transform it into a ship is considered assembly. The intent is for youth to reassemble their ship on their own. No adult assistance is allowed for reassembly.

Saturday 11:00 - Pirate Ship Race. This is the chance for patrols to test the speed of their pirate ships compared to the others. Race will start at 11:00 at the designated area. This is a competition and points will be awarded in the following categories:

- 1) Finishing order- 10 points for 1st place, 9 points for 2nd place, 8 points for 3rd place, 5 points for finishing the race.
- 2) Scout Spirit- Was your patrol involved? Are taking part in the Pirate Theme? Are you cheerful? Up to 10 points per patrol will be awarded.

Due to BSA aquatic logistics involved, the race will take place on land. A max of 4 ship's crew during the race. All ship's crew positions must be changed at the halfway point. The remaining patrol members should try to maximize their scout spirit points. Ships must be patrol powered by pushing or pulling. No engines, motors, pedals, gears, sprockets, flux capacitors, nuclear power, jet propulsion, rockets, alien engineering, dark energy, dark arts, or other forms of wizardry are allowed.

Saturday 1:30 to 4:30 - Afternoon activities. Troops do not need to bring any extra items to participate in afternoon activities. Participation points will be awarded.

Saturday until 5:00 - "X" Marks the spot. This is a troop activity. Each troop will receive a treasure map and a flag upon registration. At their leisure each troop will place the flag where they think "X" marks the spot. Flags must be placed by 5:00 p.m. on Saturday. The true spot will be revealed, and the troop closest wins a fully stocked treasure chest! To keep up with the Pirate theme, a compass and pace count may only be used. Electronics are not allowed for this activity. Troops are advised to be familiar with compass bearings and pace counts.

Saturday 5:00 - Adult Pirate Costume Contest. Are you an adult full of Scout Spirit and want to take part in an event? Well here's your chance to lead by example. Adults will dress up as pirates, maybe even tell a story or a couple of jokes. Bragging rights will be determined by crowd favorite (the youth)!

PLEASE USE THE BELOW MEDICAL SCREENING CHECKLIST PRIOR TO CAMP:

(These questions must also be asked upon arrival at the event/ activity)

- Yes No Have you been in contact with anyone who has COVID-19 or is otherwise sick?
- Yes No Have you or anyone you have been in close contact with traveled on a cruise ship, internationally, or to an area with a known communicable disease outbreak in the last 14 days?

If the answer is "yes" to either of these questions, the participant must stay home.

- Yes No Are you in a higher-risk category as defined by the CDC guidelines?
If the answer is "yes" to this question, we recommend that you stay home. Should you choose to participate, you must have approval from your healthcare provider and then proceed to the symptom decision tree below.

If the above answers are "no," proceed to this symptom decision tree.

