



**2019 Three Rivers District Spring Camporee
Leaders Guide
Pipsico Scout Reservation
Camp Lions**

“Highlander Games”

April 5 – 7, 2019

Camporee Staff

Camporee Chairman
Camporee Assistant Chairman
Camporee Adviser
Health & Safety Chairman
Three Rivers Spring Camporee 2019

Chip Emler
Doug Hankins
Michael Qualls
TBA

Event Details

Date:	April 5 – 7, 2019
Location:	Pipsico Scout Reservation, Camp Lions 57 Pipsico Rd, Spring Grove, VA 23881
Cost:	Youth & Adult - \$17/person Register by April 1, 2019 No on-site registration will be accepted
Theme:	'Highlander Games'

General Activity Summary

There are many legends about the origins of the Scottish Games. The oldest traces the Games tradition back to the period of Roman invasions in the 2nd and 3rd centuries, where Scottish warriors reputedly displayed their bravery and strength by performing feats of skill and power in front of the opposing army.

The most widely accepted tale describes the Games as informal athletic tests by which Kings and Clan Chiefs examined the agility, cunning and physical strength of their clansmen. The victors of these trials were then awarded positions of leadership both on the battlefield and within the clan. The Scottish Highland Games or "Heavy Events" are the modern continuation of this ancient Celtic tradition. Each event you watch today may look like a simple matter of brute strength, but each also requires excellent timing, balance and technique (**they also require a kilt!**).

Activity Details

Activities will include but are not limited to:

Caber Toss: Up to three adults from each Troop. 1 attempt per adult. Farthest distance wins.

Braemar Stone Put: Rock Toss (baseball to knock a bottle off of a post) Teams of three per Troop. Each scout gets three attempts. The Troop with the most bottles knocked off wins.

Clachneart: Disk Throw (Frisbee into Frisbee golf hole) Teams of three see which team can get the Frisbee in the "hole" the most times in x amount of minutes.

Farmer's Walk: Two handed weight carried around a figure 8 course. Done in patrols of four (or five) for best combined time. Use five-gallon buckets with weight in them.

Golf: Patrols will have to make a golf club to bring with them to the Camporee. They will use the homemade golf club to try and hit a golf ball into a target. Patrols of three. Each scout gets three tries. The patrol with the most made shots wins.

Storming the castle: Each Troop will need to bring the materials (wood and rope) to make a six-foot ladder (lashings and knots) with rungs every 12 inches to use to “storm the castle”. Teams will have 25 minutes to build their ladder and it will be judged on proper lashings used and how well they are done as well as withstanding a judge standing on the rungs.

Log Drag: Patrol of three scouts. The scouts run to a log and tie a timber hitch to one end of the log and a bowline to the other end of the rope. All three scouts must get inside the bowline and drag the log across the finish line. This is a timed event.

Maide Lesig: Two scouts sit down with their feet pressed against each other and holding a stick in between them. They both pull on the stick trying to raise the other off of the ground. The first person to get the other one off the ground or past the knee caps wins.

Flodh Gearradh: Two handed bucksaw race. Each Troop will have three teams of two scouts to cut through a 6” log. The Troop with the fastest average time for all cuts wins.

Kilt Run: Each Troop may enter as many as five scouts (or as few as one) in the run (once or twice around the Camp Lions loop) To participate the scout must bring and wear a kilt (to be made before the camporee).

Tug of war event: Each Troop will have a team of six scouts. Single elimination. Last team standing wins.

Patrols/Crews

The Camporee will use the patrol method. Scouts (including Venturers) should be organized into patrols/crews of approximately six to eight youth each (if possible). These patrols/crews will be the Scout teams competing in the contests, and need to be provided on the Unit Roster at registration. These teams may be different from your regular patrol structure.

Registration

All unit registrations, rosters, and payment must be completed through Tentaroo on or before April 1, 2019. Individual registrations will not be accepted at the Council Service Center. Camporee staff will not accept registration materials directly. Registrations submitted after April 1, 2019 must be approved by the Camporee Staff.

Campsite Assignments

The Camporee Registrar/Campsite Assignment team will assign campsites based on registration date and the size of the unit. More than one unit may be assigned to a campsite.

Preparation for Arrival

Please review the administrative procedures and 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, or parents/guardians. Please ensure all attending adult leaders are up-to-date with their Youth Protection training. Please ensure that you have and bring all the necessary permission slips, medical forms, medications, and unit roster.

Check-in

Check-in will begin at 5:30PM. Please do not arrive early. All units must check-in at the Burton Center and receive their campsite assignment prior to entering the camp area. Check-in packets will be distributed to each unit on arrival at camp. During check-in, units need to verify their Unit Roster (Appendix B) and be prepared to update this roster if changes have been made. Any final changes are due at the Friday evening leader's meeting at the latest.

Units will be required to attend the leader's meeting on Friday evening. Units should send at least one adult and two youth.

Medical

It is the unit leader's responsibility to make sure each participant has an Annual Health and Medical Record, only sections A & B are needed, and current unit-provided Activity Permission Slip. The Camporee staff will only verify that these forms are in the possession of the unit leader. Individuals without medical forms will not be allowed to stay. All medications, including over the counter and prescription medications that are brought to camp, are to be the responsibility of the unit leader. The Health Lodge will be manned by our Health & Safety Chairman, for the Camporee weekend.

Parking

Please park **ONLY** in designated areas at the Burton Center parking. Parking alongside or on roads will **not** be permitted, as the roads must remain clear for emergency vehicle access. Each unit may only have one vehicle at a time drive into camp to the campsite area, via the existing dirt/gravel access roads, to drop off gear. The loop around the camp is one-way only.

Driving inside the campsites is not permitted. Trailers, however, may be parked at the unit campsites for the duration of the Camporee. Otherwise, **NO** vehicles will be allowed to remain in camp after unloading gear. The only vehicles permitted in camp are the medic, essential staff to transport needed items to their program area, and people with special needs (coordinated with Camporee Chairman).

Leaders Meeting

We will have a Leader's Meeting and Cracker Barrel on Friday night. Each unit needs to send a SPL, or other youth leader, and two adult leaders to the Leader's Meeting. The meeting will take place at the OA Shelter at 9:00PM on Friday night. There will be a Cracker Barrel for all staff and unit leaders directly following the Leaders Meeting on Friday night.

Visitors

Visitors and families are welcome and encouraged to visit the Camporee on Saturday evening through the end of the Campfire. Visitors must depart camp following the campfire. All visitors must check-in on Saturday at the Burton Center.

Campfire

All units are asked to attend the Saturday evening campfire. It is encouraged that all units provide a skit or song for the campfire. Skit proposals (Appendix C) will need to be turned in at the Burton Center by end 3:30PM on Saturday.

Awards

Camporee Patch – A patch will be distributed to recognize all Scouts and Adults who have qualified or participated in the Camporee. One patch per paid Scout or Adult is included in the registration fee.

Unit Ribbons – A ribbon will be presented to each Unit to recognize its participation at the Camporee.

Contests – Recognition will be given to Scout teams based on their contest scores, as determined by the Activities Coordinators. Awards will be announced at Sunday Morning Colors.

Three Rivers District Camporee Traveling Trophy – The Three Rivers District Camporee traveling trophy will be presented to a unit based on: timeliness of volunteering to help with Camporee, promptness of registration, participation and skill in all the Camporee activities and contests, preparation and care of their campsite, displaying Scout Spirit, and demonstrating the best conduct becoming of a Boy Scouts of America unit by proper wearing of uniforms, being enthusiastic, cooperative, helpful, and respectful. See Appendix D for criteria.

Scout's Own Service

The non-denominational Scouts' Own worship service will be held at 8:00AM Sunday in the OA Shelter. All Scouts and adults are encouraged to attend.

Clean-up & Check-out

All units are expected to clean their campsite area and latrine. Additionally, all units will be assigned a program area to help clean.

Units are to bring their Camporee Check-out Campsite Checklist and Evaluation sheets and notify the campsite inspection team at Burton Center and arrange to have their campsite inspected prior to departing camp. Once campsites are inspected and approved, units will receive their Check-out Package with participant patches and ribbon. Please do not leave camp before your site has been inspected.

First Aid

Units are expected to provide their own first aid for minor problems. For more serious problems or injuries, notify the Health & Safety Chairman. The Health Lodge will be staffed during Camporee.

Emergency Situations

In the event of an emergency situation during the Camporee (extreme weather, lost Scout, etc...), the Camporee staff will utilize the siren located at the Burton Center. If the siren is heard, all campers should immediately report to the field in front of the flag poles by the Awesome Field for a head-count by their units. Units will notify the Camporee Staff if they are missing any youth, and emergency measures will be taken from there. In the case of extreme weather, the Dining Hall and OA Shelter will be used as a shelter. The siren will be tested during the opening ceremony on Saturday morning.

Inclement Weather

Be Prepared. There is no rain date for the Camporee. All units should prepare for foul weather.

Guide to Safe Scouting

Follow Guide to Safe Scouting guidelines at all times.

Leadership

Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings. There are a few instances, such as patrol activities, when the presence of adult leaders is not required and adult leadership may be limited to training and guidance of the patrol leadership. Appropriate adult leadership must be present for all overnight Scouting activities; coed overnight activities—even those including parent and child—require male and female adult leaders, both of whom must be 21 years of age or older, and one of whom must be a registered member of the Boy Scouts of America (BSA). The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

Off Limit Areas

The following areas are off limits during the Camporee.

- Pool & Pool Showers/Bathrooms
 - Waterfront Area – Both the Lake and River
 - Ranger's Home & Gregson Building
 - Maintenance Areas
 - Camp Staff Living Areas
 - Dining Hall
 - Cliffs
 - Any other areas not being utilized for Camporee Activities.

General Restrictions

- Sheath knives, fireworks, pets, personal firearms, personal ammunition, personal bows/arrows, alcohol, and illegal drugs are prohibited in camp.
- Electronic games, radios, walkie-talkies, TV's and tape/CD/DVD/MP3 players, etc. are not permitted.
- Smoking - Anyone under 18 years old is prohibited from using tobacco in any form while at camp. 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 field stripped and placed in a trash receptacle.
- Scouts are not permitted to roam through campsites during scheduled activities.
- Scouts are not permitted to leave the boundaries of the Camporee site.
- No riding in the back of pick-up trucks.
- All other policies regarding camping at Pipsico Scout Reservation are in effect.

Uniforms

Be sure to travel in your Field Uniform (Class A) and have Scouts in full uniform (properly worn - shirts buttoned and tucked in) for the following events: check-in, check-out, and campfire. Throughout the day, Scouts should wear their Activity Uniform (Class B) which, for this event, should include: Scout shorts and/or pants (if the youth have them), along with either a unit T-shirt, other Scouting T-shirt or plain T-shirt.

Footwear

Closed toed shoes or boots are to be worn at all times in order to prevent foot injuries. We insist that everyone wear shoes at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Camporee and are prohibited.

Garbage Disposal

All refuse and trash will be placed in plastic garbage bags (provided by the unit) and taken with you when you leave camp or placed in the appropriate dumpster.

Latrines/Bathrooms

Each campsite is equipped with a latrine for Scout use. Bathrooms in the Burton Center are offlimits to youth, and are for adults and staff 18+.

Fires & Cooking

A Scout is careful with fire. All fires must be off the ground and contained in an established campfire ring or fire barrel, and all fires must be of moderation. Lanterns can be used in the campsites if elevated off of the ground. All units should plan to cook using propane stoves or fully contained charcoal grills elevated off of the ground. Dutch oven or charcoal cooking will be allowed if the charcoal is raised off the ground and contained in an established campfire ring or fire barrel. Do not dig into the ground to form fire pits. There is ample dead wood on the ground around camp, which you are welcome to cut and burn; do not cut any standing trees or saplings, dead or alive. For safety, you should establish a properly marked ax yard. The Camporee staff will update units on the current fire policy (restrictions) at check-in.

Meals are to be done in camp by the Unit.

Leave No Trace

We will be practicing all 7 principles of leave no trace during the Camporee. Trash receptacles will be provided for campers to discard waste appropriately in the program areas. Campsite trash/garbage should be disposed of by the unit.

Water:

Water is available at all campsite latrines and will be at certain program areas throughout the day. Units must bring their own water containers to transport water to their site for use. Scouts are recommended to carry their own water bottle during Saturday's activities.

Taps:

Scouts and adults are asked to observe quiet time after taps. Taps is at 11:00PM nightly.

Changes/Revisions to Leaders Guide

Any changes or revisions made to the Camporee Leaders Guide will be distributed to the units registered. Final event schedules will be distributed at the Friday night Leaders Meeting.

Have questions after reading through the entire Leaders Guide? Contact

Chip Emler – pwemler@verizon.net

Doug Hankins – doughankins@cox.net

Appendix A

2019 Three Rivers District Spring Camporee Schedule of Events

Friday April 5, 2019

5:30 PM	Camp opens – Check-in at Burton Center
5:30 PM – 9:00 PM	Arrive & Set-up Camp
9:00 PM – 10:00 PM	Leaders Meeting and Cracker Barrel – OA Shelter
11:00 PM	TAPS – Lights out

Saturday April 6, 2019

7:00 AM	Reveille
8:30 AM – 8:45 AM	Morning Colors/Opening Ceremony – Awesome Field
9:00 AM – 11:30 PM	Activities
11:30 PM – 12:30 PM	Lunch (at your unit)
1:00 PM – 4:30 PM	Activities
Skit proposals due to at Burton Center by 3:30PM	
5:30 PM – 7:30 PM	Dinner (at your unit)
All scored event sheets due at Burton Center by 6:00 PM	
8:30 PM – 9:30 PM	Campfire, Skits and Songs
11:00 PM	TAPS – Lights out

Sunday April 7, 2019

7:00 AM	Reveille
8:00 AM	Scout's Own Service - Chapel
8:30 AM – 9:00 AM	Morning Colors/Closing Ceremony/Awards – Awesome Field
9:45 AM – 11:00 PM	Break Camp/Clean-up Campsite/Clean-up Assigned Program Area/Final Campsite Inspection/Check-out at Burton Center
12:00 PM	Camp Closed

Note: Schedule subject to change

Appendix B

Unit Roster Unit _____

Unit Leader (Onsite) _____

Contact Cell Number _____

SPL/Youth Leader _____

Patrol Name _____

Patrol Leader _____

Members:

Patrol Name _____

Patrol Leader _____

Members:

Patrol Name _____

Patrol Leader _____

Members:

Patrol Name _____

Patrol Leader _____

Members:

Unit Adults

Appendix C
Skit/Song Request Form

Unit _____

Patrol Name _____

Name of Skit/Song _____

Brief Description _____

Unit Leader's Approval _____

Form must be completed in full and turned in to Camporee Staff at Burton Center by Saturday, April 6, 2019 by 3:30 PM.

Appendix D
Traveling Trophy Criteria

Unit _____

Unit Leader (Onsite) _____ SPL/Youth Leader _____ Contact
Cell Number _____

<u>CATEGORY</u>	<u>MAX POINTS</u>	<u>POINTS AWARDED</u>
VOLUNTEERING FOR CAMPOREE Unit must volunteer to provide and run a contest by Friday evening Leaders Meeting.	20	_____
SERVICE PROJECT PARTICIPATION Unit must check-in their donations with the upon Camporee check-in.	20	_____
EVENT PARTICIPATION (See Event Score cards) For Units with multiple youth teams, the scores will be averaged.	0-100	_____
SKIT/SONG CAMPFIRE PARTICIPATION Unit must submit a skit/song registration form by the time designated, and it must be no more than 5 minutes long. The skit/song must be of good taste. Skits/songs will be judged by the Camporee Staff.	10-50	_____
SCOUT SPIRIT This will be based on Scouts' uniform appearance, enthusiasm, compliance, helpfulness, manners, and overall attitude, etc... as judged by the Commissioners/Staff present.	0-100	_____