

When Pigs Fly!



*Albemarle District's Spring Camporee
Leader's Guide
At Camp Maple*

Barco, NC

May 3rd, 4th and 5th

2019

April 1, 2019

Dear Albemarle District Boy Scout and Venturing Leaders,

“When Pigs Fly Camporee” is an exciting event where Scouts and Venturers will put their Scout skills to use while having a fun-filled, pig-packed day. The wearing of pig attire is encouraged!

In the following pages you will be introduced to the Albemarle District’s 2019 spring Camporee program. Please read this Leader’s Guide and prepare for the best experience – ever! We’re hoping that the experiences we are planning will provide a weekend of challenge, fun, and fellowship! The When Pigs Fly Camporee events will emphasize Patrol Teamwork, Scout Skills, and Scout Spirit. Each patrol will be judged on their knowledge, performance, and scout spirit. This guide is being sent to Troop and Crew Leaders. We hope that, after reading this and presenting it to your unit, your choice will be to join us in May at Camp Maple located in the Barco, NC.

We will also be asking for your assistance in making this a great experience for the Scouts and Scouters attending. We are asking that each unit supply, at least, one adult to volunteer to participate as a staff member assistant and/or judge. If you would like to be of help with the program, please feel free to contact us either via email or phone. Registration will take place online at <https://tidewater.tentaroo.com>. Registration for the event closes on April 27, 2018. No registrations will be taken after that date. No unit may register beyond the April 27th deadline.

The information provided in this Leader’s Guide should provide you with the necessary details for the weekend. Also, please note the specifics regarding Skills, Teamwork, and Scout Spirit within this guide. Most of the details are listed BUT, if you have any questions or concerns, please e-mail or call us through the contact listed below.

Yours in Scouting,
Albemarle District

For further questions please contact Jon Cooper at cooperj7600@yahoo.com or Scott Buggiey as sbuggey@yahoo.com (Please include “Camporee” in your subject line).

Patrol Registration

Troop registration will begin at 5:00 PM on Friday. The Troop Leader and /or SPL should arrive at the registration area to register the troop's patrol for the Camporee. **The Senior Patrol Leader will need to provide a roster of each patrol competing (it is recommended that patrols be a mix of scout ranks). Each patrol roster should contain both the name and rank of each member of the patrol.**

Please attempt to limit the size of your patrols to a MAXIMUM of eight Scouts.

Please note that troops should bring their troop flags to the Opening Ceremony. After the opening ceremony, troops should post their troop flags at their campsites, weather permitting.

Patrol Scoring

Each patrol will compete at all of the stations, instead of points the Scouts will earn Bacon Bucks. The patrols will be awarded Bacon Bucks based on their performance, Scout skill knowledge and their Scout spirit.

Preparation for Arrival

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. Ensure that all participants are registered Scouts, registered adult leaders, or parents/guardians. It is required all attending adult leaders are up-to-date with their Youth Protection training. Ensure that you have and bring all the necessary permission slips, medical forms, medications, and unit roster.

Check-in

Check-in will begin at 5:00 PM. Please do not arrive early. All units must check-in at the district site and receive their camporee details 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 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 at the district site. Units need to send one adult and one youth.**

Medical

Scoutmasters are required to have in camp a copy of the BSA Medical Form for each Scout and Leader attending the Camporee. If any Scout or Scouter has any special medical needs, please inform us ahead of time so we can try to make arrangements for them.

Serious injuries must be brought to the attention of the Camporee staff. If the situation allows, the individual should be brought to the district site for medical treatment and evaluation. If the medical situation is such that the individual cannot be brought to the district site, a runner with a buddy should be sent to the district site to notify the district staff.

Visitors

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

Campfire

All units are expected to attend the Saturday evening campfire. It is encouraged that all units provide a skit or song for the campfire. Skit proposals will need to be turned in at the district site by 4:30 PM 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 patrols based on their contest scores, as determined by the Activities Coordinators. Awards will be announced at Sunday Morning Colors.

Albemarle District Camporee Traveling Trophy – The Albemarle 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.

Scout's Own Service

The non-denominational Scouts' Own worship service will be held at 8:00 AM Sunday at after flags. All Scouts and adults are expected to attend.

Clean-up & Check-out

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

Units are to bring their evaluation sheets and notify the district 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. 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 District Chairman.

Emergency Situations

In the event of an emergency situation during the Camporee (extreme weather, lost Scout, etc...), the Camporee staff will utilize the air horn located at the district site. If the siren is heard, all campers should immediately report to the parade 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. 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.

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 Tshirt, 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.

Port-a-jon's

The campsite is equipped with port-a-jon's for Scout use. One port-a-jon will be off limits to youth, and are for adults and staff 18+.

Fires & Cooking

A Scout is careful with fire. All fires must be 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 or 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 seven principles of leave no trace during the Camporee. Trash receptacles and campsite trash/garbage should be disposed of by the unit.

Water

Water is available at the central pump 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 11:00 PM nightly.

Changes/Revisions to Leader's Guide

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

Schedule of Events: (Subject to Change)

Friday (May 3)

5:00 – 9:00 PM Check-in and campsite assignment (district site)
9:00 – 10:00 PM Leaders Meeting and Cracker Barrel for SPL's & SM's
11:00 PM Taps - Lights Out

Saturday (May 4)

7:00 AM Reveille
7:00 – 8:00 AM Breakfast and Clean-up Areas (at Troop Campsites)
8:30 AM Opening Assembly, Flag raising, Announcements

9:00 AM Activity Period I (AM)
12:15 Activity Period I ends
12:30-1:45 PM LUNCH
2:00 – 4:30 PM Activity Period II (PM)
4:30 Activity Period II ends (skits due to district site by 4:30)
4:45 – 7:30 PM Dinner in campsites (bacon bucks due to district by 6:30)
6:30 – 7:00 PM Scoutmaster/Scout Dessert Cook-off at district site
7:30 – 9:00 PM Campfire
9:00 – 10:45PM Cracker Barrel/Evening Fellowship
11:00 PM Taps - Lights Out

Sunday (May 5)

7:00 AM Reveille
7:00 – 8:00 Breakfast
8:30 – 9:00 Interfaith Service, Closing Ceremony
9:00 – 11:00 Break Camp, campsite inspections, Checkout (All Units must check out at **district site** before leaving camp. Every Unit should be gone no later than 11:00, so please plan accordingly.)

PLANNED ACTIVITIES

These are the planned activities for the Camporee. However, this list is subject to change. To successfully run all these events we need support from all the troops.

We will be recruiting adults from each troop to volunteer to as a staff member, assistant and/or judge. The volunteer should plan on eating and camping with their troop. Very small troops may supply one adult. However, if this will impose a hardship on your troop, please contact the Camporee staff.

Flying Pigs Tournament:

A skill game: you will feed the cannibal pigs using flying pigs. (Frisbees with pigs painted on them). This is a version of can jam. One scout will be behind the pig target (can) and the other scouts will attempt to throw the flying pig into the cannibal pigs mouth (opening in front of the can) otherwise the Scout behind the can smack the flying pig into the open top of the can. Bacon Bucks will be awarded based on how many the flying pigs have entered the can and by the entry point in which the pigs entered (through the mouth earns the most, through the top unassisted next and then through the top assisted least.)

Boar Me with the Details:

While hiking in the woods (which is infested with wild boars) members of your patrol get injured from minor injuries or even one may get severely injured by a wild boar. Can you treat the wounds and evacuate to help? In this event you will be tested on your knowledge of Tenderfoot, Second class and First class first aid requirements, the more you know the more Bacon Bucks you will earn!

Bacon? Did you say Bacon?

Start a fire without matches and get the bacon cooked (The District chairman calls first dibs on the bacon) we will supply the pans (or maybe sticks) and the bacon, along with some firewood. You bring your best fire starting techniques and supplies. You will be graded by the method used, i.e. flint and steel, steel wool and battery, and for a super bonus try using friction fire starting methods.

<http://www.fieldstream.com/photos/gallery/survival/fire/2006/10/seven-ways-light-fire-without-match/?image=0>. This event will also be timed and Bacon Bucks will be awarded by a scale (harder method of fire starting quickest time range will get the most Bucks).

Steal the Bacon:

A contest between patrols, Scouts of a patrol are assigned a number, which is shared by a member of the opposing patrol. The patrols line up on opposite edges of the playing area, which has the "bacon" (a small object which can be grabbed and carried) in the center. A referee calls out a number, and the scouts who have that number must run to the center, grab the bacon, and return to their patrol without being tagged by the other Scout with that number. Tagging of a Scout may not occur before that Scout has touched the "bacon". The referee may call out more than one number resulting in many pairs of Scouts, each Scout attempting to steal the "bacon". The referee continues calling out numbers until a patrol reaches the agreed amount and that patrol wins. Bacon Bucks will be awarded to the winning team and because we are great scouts the other team will get some too!

Even a Pig Needs a House:

Build a tent house for the pigs – blindfolded! We will be supplying the tents; this event will be judged by how well the scouts work together as a team. Listening and clear communication skills will be essential. Bacon Bucks will be awarded by how well the scouts work together and by how fast the tent is erected.

Pig Herding:

Using teamwork, blindfolded patrols must guide their pig through an obstacle course following directions from the leader. To accomplish this feat patrol members lock arms in a circle facing out with a pig in the middle. Fastest time wins.

Wild Pig Food Thieves:

Wild pigs are stealing food. Patrols must correctly pig-bag their food in a tree (Pigs don't climb very well). You will be given several pieces of rope (hint they may have to be tied together to make one long rope), a bag and some food items. Scouts will use the proper knots to properly protect their food. Think tying ropes together, attaching the rope to the bag and securing it to a tree. Bacon Bucks will be awarded based on skill in tying the proper knot for each function and how fast the task can be accomplished.

What to Bring

- Troop Roster
- Medical forms for all attending - Forms A and B
- Pig attire.
- A Great Attitude.

Other Planned Events for the Weekend

1. **Scout/Scoutmaster dessert cook-off** details to follow. Think pork, bacon, pork, bacon get the idea! We love all sweets but creativity in a dessert could be highly rewarded :-)
2. Campfire program.
3. Saturday evening cracker barrell for all Scouts and Scouters following campfire program (all guests must depart immediately after campfire).

Teamwork

A patrol needs to exhibit Teamwork when they are performing a task. As a patrol progresses through the events, each scout must get a chance to perform.

During the performance of the activity at the stations, teamwork skills should be exhibited. Below is a list of possible teamwork skills. Bacon Bucks are awarded utilizing but not limited to the following

- Patrol works as a whole team**
- Organizes work**
- Plans how to approach the problem**
- Respects others**
- Makes and follows agreements**
- Patrol members take responsibility for oneself**
- Patrol members contribute to the overall product/solution**
- Openness to others' ideas**
- Patrol members performed multiple roles during the project**
- Energy level was supportive**
- Energy level was inspiring the team/motivating the team**
- Conflicts, if occurred, were resolved effectively**
- Patrol members shared their ideas**
- Patrol actively looks for and/or suggests solutions to problems**
- Patrol members strengths were assessed and strengths were used.**
- The patrol contributed equally when required**

Scout Spirit

Scout spirit is an ideal attitude that **Scouts** around the world are supposed to show, based on adherence to the **Scout** Oath and Law. In the Boy **Scouts** of America, the **Scout's** demonstration of **Scout spirit** is discussed at the Scoutmaster conference and the board of review when the **Scout** advances to a new rank.

During the performance of the activity at a station Scout Spirit skills should be exhibited. Below is a list of possible questions that could help guide scout spirit. Bonus Bacon Bucks will be awarded based on how many skills are exhibited – (**???**Bacon Bucks – Many of the skills demonstrated by the patrol; **??**Bacon Bucks several skills **?** Bacon Bucks only a couple skills demonstrated)

A patrol exhibits Scout Spirit when:

- How well did the patrol participate in the activity?
- Did they try not to complain but greeted the activity with a positive outlook?
- Did the patrol keep trying even if they did not succeed after the first or second attempt?
- Did the patrol pay attention to all the instructions as they were being delivered?
- Did the patrol come prepared for the activity?
- Did the patrol handle the tasks without being asked?
- Did they act positively toward each other?
- Did they keep an eye on each other in the troop and try to help them out?
- If a skill had to be taught, did patrol members lend a hand for less experienced scouts?
- Did they pick up all their garbage?
- Did they return items in the workshop to their rightful space?
- Did they offer ideas to their patrol leader and the other members of the patrol?
- As a Scout may have explained what needed to be done, did the patrol members listen?
- Did patrol members watch for other scouts in their patrol and make sure they were doing OK?
- Are you ready to assist when things need to get done?
- Do you show respect for the Leaders?
- Can the patrol organize itself without yelling?

Albemarle District
Traveling Trophy Criteria

Unit _____

Unit Leader (Onsite) _____ SPL/Youth Leader _____

Contact Cell Number _____

CATEGORY

MAX POINTS POINTS AWARDED

VOLUNTEERING FOR CAMPOREE

Unit must volunteer to provide and run a scout event by Friday evening Leaders Meeting.

20 _____

EVENT PARTICIPATION (See Event Score cards)

For Units with multiple youth teams, the scores will be averaged (scorecards will be distributed at Friday evening Leaders Meeting.)

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 Camporee Staff.

0-100 _____

Total _____

Albemarle District Camporee Unit Roster

Please TYPE or PRINT ALL information.

Troop/Crew Unit # _____

SM/Advisor _____ Phone (C) _____

SPL (for the Weekend) _____

Total number of youth and adults attending _____ = _____ Youth + _____ Adults

Patrol _____

	Name	Rank
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____

Patrol _____

	Name	Rank
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____

Patrol _____

	Name	Rank
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____

Patrol _____

	Name	Rank
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____

Other Leaders and their Contact Information for the Weekend:

Adult Leader	Phone #	Troop Position
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Albemarle District: 2019 Camporee Evaluation

Your feedback is always welcome and will be used in future events. Please be honest with your thoughts about what was good and what needs improvement. Use back of the evaluation sheet for additional comments.

Fantastic

Great

Average

Poor

EVENT LOCATION	5	4	3	2	1	0
Comments:						
CHECK-IN PROCEDURE	5	4	3	2	1	0
Comments:						
ACTIVITY STATIONS	5	4	3	2	1	0
Comments:						
Awards	5	4	3	2	1	0
Comments:						
Leaders Guide	5	4	3	2	1	0
Comments:						
COOK-OFF COMPETITION	5	4	3	2	1	0
Comments:						
SATURDAY CAMPFIRE	5	4	3	2	1	0
Comments:						
SUNDAY SERVICE	5	4	3	2	1	0
Comments:						
SCORING	5	4	3	2	1	0



The Albemarle District would like to invite you to Spring Camporee at
Camp Maple.

Currituck Co. off Rt.158, then turn on the road
next to Central Elementary School

MAY 3 - 5, 2019



We're hoping that the experiences we are planning will
provide a weekend of challenge, fun, and fellowship!

The When Pigs Fly Camporee events will emphasize Patrol
Teamwork, Scout Skills, and Scout Spirit. Each patrol will
be judged on their knowledge, performance, and scout
spirit.

Pig attire is welcome!!

This event is open to all registered Boy Scouts,
Venturers, and Sea Scouts from any council.

UNIT SPECIFIC DETAILS

WOULD YOUR UNIT LIKE
TO PERFORM A FLAG
CEREMONY? YES NO

SATURDAY AM SATURDAY PM
 SUNDAY AM SUNDAY PM

UNIT TRAILER: YES NO

SPECIAL NEEDS: _____

RETURN THE RESERVATION FORM AND PAYMENT TO:

TIDEWATER COUNCIL, BSA
1032 HEATHERWOOD DRIVE
VIRGINIA BEACH, VA 23455
PHONE: (757) 497-2688

PLEASE SEE THE LEADER GUIDE FOR ADDITIONAL INFORMATION

INDIVIDUAL PROGRAM RATES

REGULAR RATE WHEN PAID IN FULL BY
04/28/19
\$18/YOUTH & \$18/ADULT

LATE FEE
ADD \$5 PER PERSON
PAYING 04/2/19 & AFTER

PURPOSE OF THIS FORM

- INITIAL REGISTRATION
- ADD CAMPERS

SCOUTING INFORMATION

UNIT TYPE/#: _____

DISTRICT: _____

COUNCIL: _____

CONTACT INFORMATION

NAME: _____

POSITION: _____

ADDRESS: _____

EMAIL: _____

PHONE: _____

PAYMENT INFORMATION

YOUTH:	_____ x 18	\$ _____
ADULTS:	_____ x 18	\$ _____
LATE FEES:	_____ x 5	\$ _____
TOTAL PMT:		\$ _____

REGISTER/ PAY ONLINE BY SETTING UP A TENTAROO
ACCOUNT. YOU MAY REGISTER ONLINE AND PROCESS
YOUR PAYMENT IN PERSON AT THE COUNCIL OFFICE OR
REGISTER USING THIS FORM AND PROCESS IT WITH
PAYMENT THROUGH THE COUNCIL OFFICE AS WELL.

