

PIONEER TRAILS DISTRICT • DENVER AREA COUNCIL
2017 FALL CAMPOREE



**SCOUTAN
GAMES**

LEADER'S GUIDE

SEPTEMBER 22-24, 2017
CASTLE ROCK SCHULL'S RANCH

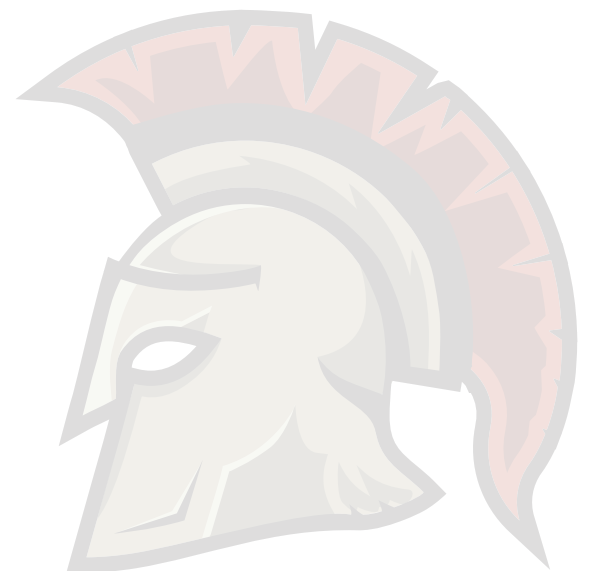
Revised September 5, 2017





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ONLINE REGISTRATION

REGISTER NOW!

ONLINE REGISTRATION

<http://www.pioneertrails.org/registration/calendardetail.aspx?ActivityKey=2126119&OrgKey=1775>

Fall Camporee is a special event in our district each year. Units will camp out over the weekend, Friday-Sunday. Webelos are welcome and will need to be hosted by a Troop. During the day, Patrols/Dens will participate in activities that will test their scouting skills. Camporee will take place in Castle Rock at Schull's Ranch which is about 1 mile south of Castle Rock.

Registration fees are \$15 per person. Late Registration fee will be an additional \$5 per person. Late fee will start 2 weeks prior to the event.

**A note to all units: Make sure you bring your Troop camping supplies and your Scout Basic Essentials.

Cancellation Policy: Please plan ahead accordingly. **NO REFUNDS** will be issued.

The 2017 Fall Camporee activities will focus on basic scout skills, with classic camporee events that emphasize teamwork, communication, Patrol method, and basic scout/camping skills. Troops can prepare for the camporee by reviewing the events and practice the skills needed to be successful at each event. Of course, an orderly campsite, camp gadget and flags will help in your Troops overall competition score. There are a series of events planned to test your Patrols scouting skills which can be found in the rank requirements thru the 1st Class Rank. The events will be a free flowing schedule between 9:00 am – 3:00 pm on Saturday.

"It is important to arrange games and competition so that all Scouts of the Troop take part."

-Robert Baden-Powell

- **Pre-Registration by September 4, 2017:**
\$15 per Scout and Adult/Leader
- **Late Registration received after September 4, 2017:**
\$20 per Scout and Adult/Leader

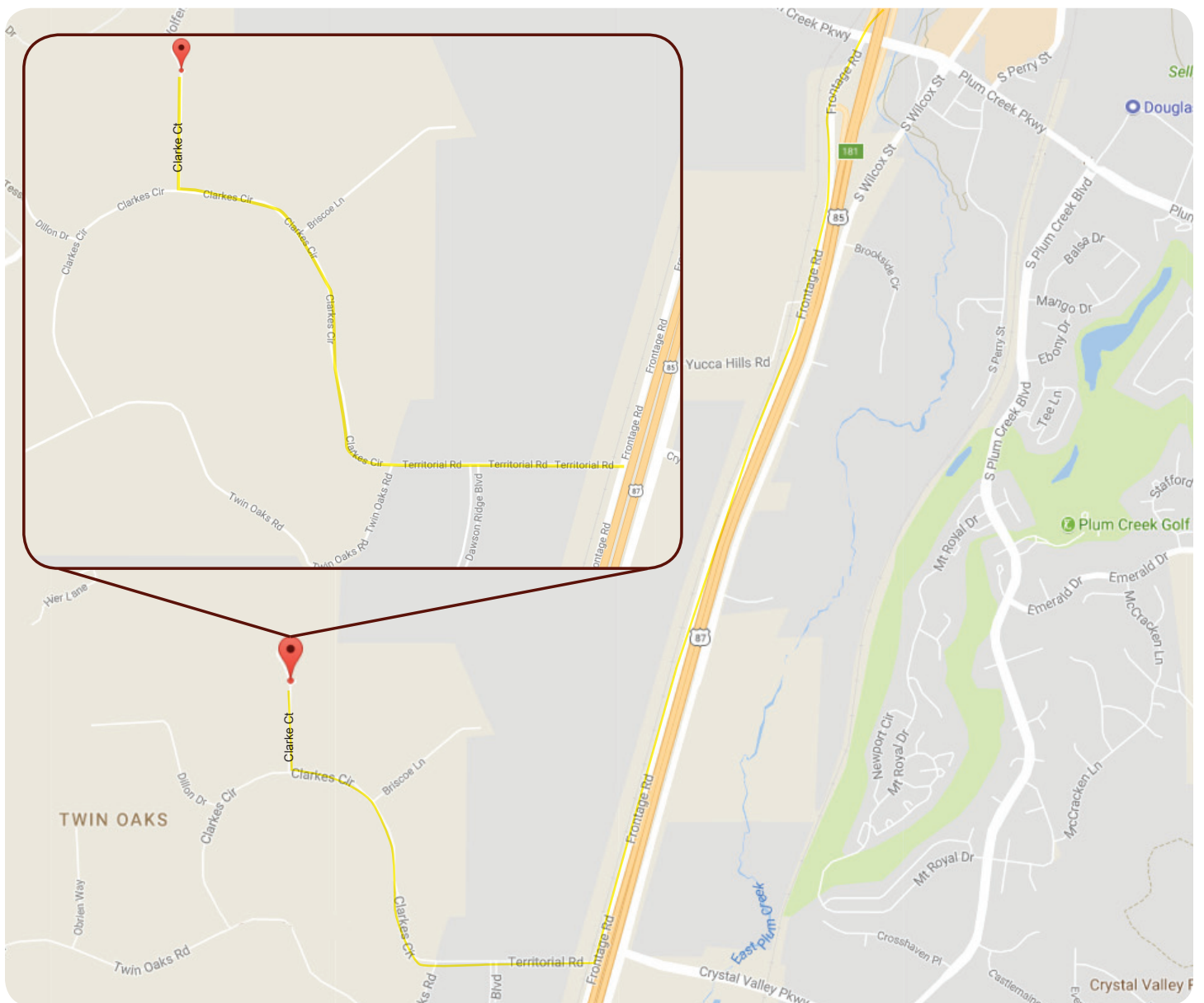
Camporee Chairman:
Brian Dawson
303-710-9910



Doug Schull's Ranch

1000 South Clarke Court
Castle rock, CO, 80109

Take exit #181 (Plum Creek Pkwy) then proceed south on the I25 frontage road (west side of I25) approximately 1 mile.





SCHEDULE OF EVENTS

Friday Night

5:00 pm – 8:00 pm	Check-In <i>(Troops will be taken to their campsite first and then will check-in at the District Headquarters.)</i>
7:30 pm – 8:30 pm	Archery Safety Briefing
7:30 pm – 9:00 pm	Friday Night Activity (Paintball Range)
8:00 pm – 8:30 pm	Leaders' Meeting (SM and SPL) Cracker Barrel
10:00 pm	Camp Quiet Hours
10:30 pm	Lights Out

Saturday

6:00 am	Reveille
6:30 am	Troop Breakfast at Campsite
7:00 am – 8:30 am	Saturday Check-in
7:30 am	Archery Safety Briefing
8:30 am	Morning Flags/Announcements (Activity Uniform)
9:00 am – 11:30 am	Morning Patrol Activities begin
11:30 am – 1:00 pm	Lunch with your Troop
1:00 pm – 3:00 pm	Afternoon Patrol Activities
4:30 pm – 5:00 pm	Awards Ceremony/Closing Flags
5:00 pm	Troop Dinner at Campsite
6:30 pm – 8:00 pm	Dutch Oven Cooking Area (Coals available)
8:00 pm – 9:00 pm	Campfire/Skits
9:00 pm – 9:30 pm	Dutch oven Dessert Social <i>(All Troops are invited to bring a Dutch oven dessert to the campfire to share at the dessert social)</i>
10:00 pm	Camp Quiet Hours
10:30 pm	Lights Out

Sunday

6:30 am	Reveille
7:00 am – 9:00 am	Troop Breakfast/Breakdown Campsite
9:00 am – 9:20 am	Non-Denominational Service
10:00 am	Depart for Home



Attention: Scoutmaster and Senior Patrol Leaders

This manual explains Troop and Patrol participation, the registration procedure, the schedule of activities, the Patrol events, the scoring system, and the expectations for Patrol Evaluations.

Troop Records

A roster of those Scouts, Adult Leaders and Webelos in attendance at the Camporee should be turned into the District Headquarters on Friday Evening during check-in. You can use the form enclosed in this guide on page 13.

Medical Forms

All participants (Leaders and Scouts) attending the Camporee need to fill out Part A and B of the BSA Medical form. These forms will be handed in at check-in and returned to the units when they checkout.

Preparation

Troops and Patrols will derive the greatest benefit from the Camporee by preparing for it. Review the events to determine the scout skills that will help your Patrols compete. These scouting skills are requirements included in rank requirements thru 1st Class. At the next Patrol Leaders Council meeting, review the guide with your Leadership Corps and Patrol Leaders. Each Patrol Leader should have a copy.

Your Leadership Corps should conduct demonstrations and provide instruction at Troop meetings. The Patrols should practice the skills they have learned in the meetings.

Before the Camporee

Prior to the Camporee, your Troop should prepare at meetings and on camping trips. Your Patrol should practice and prepare for the events described in this Guide.

Patrols

Scouting works best when the Troop's members are divided into Patrols. The optimum number of boys in a Patrol is 6-10.

Each Troop's Patrol structure should be formed before the Camporee and each Patrol should practice for the events as a unit. All activities are designed for Patrols and the most successful Patrols will be the ones who have practiced together. Try to avoid mixing scouts from different Patrols at the Camporee, as that reduces the time to develop the teamwork used in the Patrol Method. (However, Troops/Patrols are encouraged to host **WEBELOS** and should be supportive and include these Scouts into your camping and camporee activities)

Patrols are encouraged to show their spirit by carrying their Patrol flag to events and sharing their Patrol yell at the successful completion of the events.

Uniforms

Scout uniforms will be the Activity Uniform (Class B) for Saturday morning flags and during the camporee events. Field Uniform (Class A) will be required at camp-wide assemblies (such as the Awards Ceremony/Closing flag ceremony and the campfire. Feel free to give your Patrol yell at the end of an event.



IMPORTANT INFORMATION

Fire Fuel

NO campfires permitted on Schull's Ranch; propane cooking stoves should be limited to designated campsite locations only. Troops are responsible to provide their own cooking gear and food. **DO NOT CUT DOWN TREES** or vegetation, **LIVE OR DEAD.**

Lanterns

No type of open flame is allowed in any tent (candles, kerosene lamps, etc.)

Use of Water

It is recommended that Troops bring water to the camp. We expect to have water available for drinking and filling water containers only. Do not wash your dishes at the water buffaloes. Dispose of waste water in accordance with Leave No Trace practices.

Latrines

Port-a-Potties will be open and available to participants. Please reinforce to your Scouts that a Scout is Clean, and should not leave a mess in the Port-a-Potties. Scouts are expected to always use the port-a-potties.

Waste

Each Troop needs to bring sufficient waste bags to be used through the weekend. It is the responsibility of each Troop to ensure their campsite is policed after each meal and all food waste properly collected and disposed of in waste containers to avoid attracting unwanted animal visitors. Food and other "smellables" should not be left in tents or otherwise unsecured. Troops should police their campsite upon departing camp leaving the ranch in better condition than upon arrival.

Camping Code

The Scout Oath and Law shall be the law of the camp. Scouts should also practice 'Leave No Trace Camping' whenever possible and follow the Outdoor Code.

Parking

Parking will be directed by the District, and will be in designated areas only. A single vehicle and Troop trailer is allowed in the camping area. No other vehicles will be allowed to park in the camp areas. Scouts will hike in to the campsite from the parking area with their day packs/Scout Basic Essentials.

Emergency Procedures

If a situation arises that requires the evacuation of camp. You will hear 2 short blasts followed by 1 long horn blast. If you hear this, please report to the flagpole where Troops will be counted and evacuated from the camp. Troop leaders should carry their Troop rosters with them at all times. All vehicles will be parked in camp facing out for a faster evacuation.

Basic Policies

Adhering to these policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

Scout Basic Essentials (formerly 10 Essentials)

A Scout is Prepared. Scouts and Adult Leaders must have their Scout Basic Essentials with them, whenever away from their campsite. Points can be deducted at some events if scouts are missing their Scout Basic Essentials.

Fireworks

Absolutely no fireworks are permitted at the camporee.

Alcohol/Drugs

No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council/District camps.

Smoking

Smoking is not allowed at any Scouting event



NOTES TO PARTICIPANTS

Troop Campsite Locations

Check in will be at the District Tent. Troops will be directed first to their campsite and then can proceed to the District Tent for Check in. Please set up camp in the designated Troop camping areas only, leaving the remainder of the area for the camporee events.

Patrol and Scout Participation

The Camporee Staff will inspire every scout in a Patrol to participate in events. One emphasis of the Camporee events is to encourage Patrol competition, cooperation and teamwork.

Organization

Scorecards will be held at each activity area by the event coordinator. At each event, the Patrol must inform the event leader of their Unit Number and Patrol Name (as some units will have more than one Patrol). The scorecard will remain with the event Staff Member for the entire Camporee. At each event the Staff Member will write the Patrol's results on the card, and then the Patrol Leader will initial it. Scorecards will be collected **NO LATER THAN 3:15pm on Saturday**. Results will be announced at the Awards Ceremony and closing flags at 4:30pm.

District staff members will be assigned to inspect the unit campsite between 9:30 am – 2:30 pm as this will be added to your Patrols overall scores.

Webelos Dens and Leaders are Welcome at the Camporee

Webelos Dens are encouraged to attend and participate in the Camporee. The Webelos need to buddy up with a sponsor Troop for camping and should be integrated into each of the Patrols to help prepare them for crossover in the upcoming spring. Webelos can attend for the day with a sponsor Troop if they cannot camp overnight. Please contact the Camporee Committee Chair if you need help finding a partner Troop.

No other Cub Scouts or siblings (-non Boy Scouts) are allowed at this Camporee.

Venturing and Varsity Scouts

Pioneer Trails District would like to welcome all Venturing and Varsity Scouts to attend and participate in this year's Camporee.

Note: all the events are planned around Boy Scout Rank Advancement, so you may want to buddy up with a partner Troop.

Campfire Skit

All Patrols are highly encouraged to perform a skit at the campfire on Saturday night, or to lead the Scouts in a song (not both). **Notification of your Patrol's participation should be submitted to Staff Headquarters by 3:15 PM Saturday. The Scoutmaster must sign the submission.** Turn in a copy of the skit or song, with your Unit number, Patrol name, and Skit/Song title clearly written at the top of the page. The bottom half of the registration page can be copied and used for convenience. **BE PREPARED TO TAKE CHARGE ON STAGE – THIS IS YOUR SHOW!**

Dutch oven Dessert Social

All Troops are encouraged to bring a Dutch oven dessert to share with other Troops immediately after the Saturday evening campfire to celebrate a day of fun competition. A cooking area will be setup with charcoal to cook your desserts starting at 6:30 pm. Please bring your desserts already prepared in the Dutch oven to the cooking area.

OPENING ANNOUNCEMENTS

Scoutmasters and SPLs - come down at 8:00pm on Friday night to the District Tent for information and a Cracker Barrel. 20 participation points will be given to units who attend the opening announcements with both a Scoutmaster and a Senior Patrol Leader.



CAMPSITE EVALUATION

Staff members will perform a campsite evaluation, using the checklist presented below as a guide. Camping is more than just setting up some tents. The site will be evaluated for layout, cleanliness and organization, arrangement in preparing and cooking the meal.

Campsite and Equipment Scoring

Scoring: 80 points maximum

Campsite Area	35 points	
Campsite Layout	5	Overall relationship of fire pits, tents, fly
Adequate Protection	5	Drainage, circulation and wind
Tents and Dining Fly	5	Properly raised, no ropes in pathways
Patrol Area	5	Well organized, clean and free of clutter
Duty Roster	5	Filled out and posted
Campsite Entrance	5	Gateway or camp gadget constructed
Troop/Patrol Identification	5	Troop sign or flag, Patrol sign or flag
Equipment	10 points	
Personal Gear	5	Stored in tents or out of way
Troop/Patrol Gear	5	Properly stored, sufficient for trip
Cooking Area	25 points	
Properly Located	5	Away from tents, not in pathways
Food Supplies	5	Food properly stored
Menu	5	Posted, well-balanced and complete
Cooking Equipment	5	Clean, stored/used properly and neatly
Cleaning	5	Proper Supplies for Clean-Up
Safety and Sanitation	10 points	
First Aid Kit	5	Easy access, complete and sufficient
Garbage Disposal	5	Away from Food Prep area, contained



The field events will occur on Saturday as specified in the schedule. All Patrols should participate in all of the Field Events. Scoring for the events will be done as objectively and impartially as possible. We ask that all participants respect the judges and each other and enjoy the activities to their fullest. The Scout Law and Oath will be the guidelines for the weekend. Patrols can earn points for successfully completing each activity; and additional points will go to the top 8 Patrols for timed events.

Friday Night Event

Paintball Range

Scoring Points Description: No Points – Simply a fun activity

Saturday Events

Report to the King (Kim's Game)

Event Description:

Patrols will be given a specified amount of time to silently inspect the enemy camp and return to answer questions about what they saw.

Scoring Points Description:

Points will be awarded for each correctly answered question.

“But It’s Only a Flesh Wound”

Event Description:

Patrols will be required to demonstrate first aid skills. Scout should have their first aid kits with them; however, first aid supplies will be provided. The wounded warrior will be carried in a stretcher across the finish line to complete the activity.

Scoring Points Description:

This is a timed event with points awarded for correctly dressing the injuries and awarded to the fastest 8 Patrols to complete the activity.

Chariot race

Event Description:

Patrols will build a chariot with the poles and rope provided and race across the finish line with the Patrol Leader on the chariot. Diagonal and Square lashings will come in handy in this event.

Scoring Points Description:

This is a timed event with points awarded for proper lashings and additional points awarded to the fastest 8 Patrols to complete the activity.

Run to Marathon

Event Description:

This is a compass orienteering event. Scouts will use their compass to locate orienteering points.

Scoring Points Description:

This is a timed event with points awarded of each orienteering point found and additional points awarded to the fastest 8 Patrols to complete the activity.



Saturday Events *(continued)*

Jousting

Event Description:

This event will require teamwork as the Jousting Pole (Patrol Leader) will use a jousting pole to hook rings along an obstacle course. The Patrol will carry the Jousting Pole on his mighty steed thru the course.

Scoring Points Description:

This is a timed event with points awarded for each ring hooked and additional points awarded to the fastest 8 Patrols to complete the activity.

Archery Competition

Event Description:

All Patrol members will participate with the two highest and one lowest score counting toward the Patrol overall event score. Scout must attend one of the Safety Briefings on Friday evening or Saturday morning in order to participate.

Scoring Points Description:

Points awarded based on the total target points of the two highest and one lowest Patrol member score.

Sink the Persian Fleet

Event Description:

Water Balloon target event. Using a three-person water balloon sling shots, the Patrol takes aim at the Persian ships to earn points.

Scoring Points Description:

The Patrol will be awarded points based on the target points hit with the water balloons

3-Way Tug of War

Event Description:

This is an elimination tournament event. Teams will be provided times for when they are to participate in the event.

Scoring Points Description:

Points will be awarded based on performance in the tug of war, and for participation points.

Fire Building

Event Description:

This is a timed event with the Patrols starting a fire and ends by burning thru a string tied above the fire pit.

Scoring Points Description:

Points will be awarded for 1st thru 8th places based the time taken to burn through the string. Penalty time will be added if matches are used *(Patrol must bring the matches)*.



OVERALL SCORING

Troop: _____ Patrol: _____

	Event	Points	Maximum Score (without bonuses)
1	Friday Night SM/SPL Meeting		20
2	Campsite Evaluation		80

Events

	Event	Points	Maximum Score (without bonuses)
1	Report to the King (Kim's Game)		30
2	"But It's Only a Flesh Wound"		30
3	Chariot Race		30
4	Run to Marathon		30
5	Jousting		30
6	Archery Competition		30
7	Sink the Persian Fleet		30
8	3-Way Tug of War		30
9	Fire Building		30

Note: Other events may be added at the discretion of the Camporee Staff. These events will not require any advance preparation, and will most likely be participation-based for scoring. Please have your SPL attend the meeting on Friday evening for up-to-date information on the weekend's activities.

We hope you enjoy the 2017 Scoutan Games! Be safe out there!



REGISTRATION

Check One:

Troop Team Post Crew # _____

We will be sponsoring Pack #s _____
(They must register separately)

Attending Leadership

Scoutmaster: _____

Asst. Scoutmaster: _____

Other Adults: _____

Unit Head Count	
# of Scouts:	
# of Adults:	
# of Webelos:	
Total:	

Campfire Program

Troop: _____ Patrol: _____

(Check one)

Song / Skit / Run-on

Name: _____

Scoutmaster Signature:

Troop: _____ Patrol: _____

(Check one)

Song / Skit / Run-on

Name: _____

Scoutmaster Signature:



Senior Patrol Leader: _____

(Check Patrol Leader)

Patrol Name:	
<input type="checkbox"/> 1	
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Patrol Name:	
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WHAT TO BRING

Patrol

Meals	Bring enough food for your Troop for Friday Night; breakfast, lunch and dinner on Saturday; and breakfast on Sunday if you stay for Sunday.
Tents	Bring your Troop tents
Firewood	NO FIRES
First Aid Kit	A first aid station will be open during our camp, but each Troop should be prepared for small accidents.
Tarps	To use for shelter building
Water	There will be drinking water available; however, Troops should plan on bringing their own water.
Garbage Bags	Garbage bags to hold your Troops trash. Troops are expected to bring their trash home with them.
Lanterns	When it gets dark, It's extremely dark! Please use propane lanterns.
Stoves	Propane stoves are required to cook your food
Kitchen Setup	Whatever is needed to prepare and cook your Grub!!!
Troop Flag	Post your Troops flag at your camp.
Patrol Flag	Bring and post in your campsite.
American Flag	Post an American flag at your campsite.
Trip Plan	No longer required by the National Council

Personal

Sleeping Bag	The temperatures can get quite cold in September, be prepared for the conditions.
Sleeping Pad	A sleeping pad is as important as a sleeping bag for keeping you warm at night. This should be a closed cell foam pad or a pad with insulation. An air mattress will not provide enough insulation by itself.
Tarp	A small tarp to put under your sleeping bag. If you choose to sleep outside
Socks	Bring a couple pairs of wool socks. Be sure to change your socks often if you believe they are getting moist or wet.
Coat	Depending on the forecast temperature, a light jacket or heavy winter coat is needed
Water Bottle	A water bottle must be carried by every scout when away from your designated campsite
Scout Basic Essentials	The Boy Scout Basic Essentials (formerly 10 Essentials) are required to be carried by each Scout and Adult Leader whenever away from your designated campsite.
Sun Glasses	We will be out in the sun
Snacks	Any extra food a scout may want while camping.
Flash Light or Head Lamp	Even if the moon is out at night, it still gets extremely dark where we are camping.



The principles of Leave No Trace might seem unimportant until you consider the combined effects of millions of outdoor visitors. One poorly located campsite or campfire may have little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone's responsibility.

1. Plan Ahead and Prepare

Proper trip planning and preparation helps hikers and campers accomplish trip goals safely and enjoyably while minimizing damage to natural and cultural resources. Campers who plan ahead can avoid unexpected situations, and minimize their impact by complying with area regulations such as observing limitations on group size. Schedule your trek to avoid times of high use. Obtain permits or permission to use the area for your trek.

Proper planning ensures:

- Low-risk adventures because campers obtained information concerning geography and weather and prepared accordingly
- Properly located campsites because campers allotted enough time to reach their destination
- Appropriate campfires and minimal trash because of careful meal planning and food repackaging and proper equipment
- Comfortable and fun camping and hiking experiences because the outing matches the skill level of the participants

2. Travel and Camp on Durable Surfaces

Damage to land occurs when visitors trample vegetation or communities of organisms beyond recovery. The resulting barren areas develop into undesirable trails, campsites, and soil erosion.

Concentrate Activity, or Spread Out?

In high-use areas, campers should concentrate their activities where vegetation is already absent. Minimize resource damage by using existing trails and selecting designated or existing campsites. Keep campsites small by arranging tents in close proximity.

In more remote, less-traveled areas, campers should generally spread out. When hiking, take different paths to avoid creating new trails that cause erosion. When camping, disperse tents and cooking activities—and move camp daily to avoid creating permanent-looking campsites. Avoid places where impacts are just beginning to show. Always choose the most durable surfaces available: rock, gravel, sand, compacted soil, dry grasses, or snow.

These guidelines apply to most alpine settings and may be different for other areas, such as deserts. Learn the Leave No Trace techniques for your crew's specific activity or destination. Check with land managers to be sure of the proper technique.

3. Dispose of Waste Properly (Pack It In, Pack It Out)

This simple yet effective saying motivates backcountry visitors to take their trash home with them. It makes sense to carry out of the backcountry the extra materials taken there by your group or others. Inspect your campsite for trash or spilled foods. Accept the challenge of packing out all trash, leftover food, and litter.

Sanitation Backcountry users create body waste and wastewater that require proper disposal.

Wastewater. Help prevent contamination of natural water sources: After straining food particles, properly dispose of dishwater by dispersing at least 200 feet (about 80 to 100 strides for a youth) from springs, streams, and lakes. Use biodegradable soap 200 feet or more from any water source.



Human Waste. Proper human waste disposal helps prevent the spread of disease and exposure to others. Catholes 6 to 8 inches deep in humus and 200 feet from water, trails, and campsites are often the easiest and most practical way to dispose of feces.

4. Leave What You Find

Allow others a sense of discovery, and preserve the past. Leave rocks, plants, animals, archaeological artifacts, and other objects as you find them. Examine but do not touch cultural or historical structures and artifacts. It may be illegal to remove artifacts.

Minimize Site Alterations

Do not dig tent trenches or build lean-tos, tables, or chairs. Never hammer nails into trees, hack at trees with hatchets or saws, or damage bark and roots by tying horses to trees for extended periods. Replace surface rocks or twigs that you cleared from the campsite. On high-impact sites, clean the area and dismantle inappropriate user-built facilities such as multiple fire rings and log seats or tables.

Good campsites are found, not made. Avoid altering a site, digging trenches, or building structures.

5. Minimize Campfire Impacts

Some people would not think of camping without a campfire. Yet the naturalness of many areas has been degraded by overuse of fires and increasing demand for firewood.

Lightweight camp stoves make low-impact camping possible by encouraging a shift away from fires. Stoves are fast, eliminate the need for firewood, and make cleanup after meals easier. After dinner, enjoy a candle lantern instead of a fire.

If you build a fire, the most important consideration is the potential for resource damage. Whenever possible, use an existing campfire ring in a well-placed campsite. Choose not to have a fire in areas where wood

is scarce—at higher elevations, in heavily used areas with a limited wood supply, or in desert settings.

True Leave No Trace fires are small. Use dead and downed wood that can be broken easily by hand. When possible, burn all wood to ash and remove all unburned trash and food from the fire ring. If a site has two or more fire rings, you may dismantle all but one and scatter the materials in the surrounding area. Be certain all wood and campfire debris is cold out.

6. Respect Wildlife

Quick movements and loud noises are stressful to animals. Considerate campers practice these safety methods:

- Observe wildlife from afar to avoid disturbing them.
- Give animals a wide berth, especially during breeding, nesting, and birthing seasons.
- Store food securely and keep garbage and food scraps away from animals so they will not acquire bad habits. Never feed wildlife.

Help keep wildlife wild.

You are too close if an animal alters its normal activities.

7. Be Considerate of Other Visitors

Thoughtful campers respect other visitors and protect the quality of their experience.

- Travel and camp in small groups (no more than the group size prescribed by land managers).
- Let nature's sounds prevail. Keep the noise down and leave radios, tape players, and pets at home.
- Select campsites away from other groups to help preserve their solitude.
- Always travel and camp quietly to avoid disturbing other visitors.
- Make sure the colors of clothing and gear blend with the environment.
- Respect private property and leave gates (open or closed) as found. Be considerate of other campers and respect their privacy.



Troop 316
Castle Pines, CO