

ANTELOPE VALLEY DISTRICT CAMPOREE GUIDELINES



AV DISTRICT CAMPOREE 2020



| Instacamp

April 24-26, 2020

Welcome to the 2020 Antelope Valley District Camporee, the social media-themed event called “Instacamp”. This guide contains information that your unit will need to have a successful, fun filled time. The Camporee is designed to emphasize the patrol method and Scout skills. The patrol method focuses on both leadership and teamwork, which are critical to the success of the patrol. ***Please make sure all attendees are advised of all the rules prior to arrival at camp.***

Disclaimer: As with any program, we need to embody the Spirit of Scouting by “Being Prepared”. The Camporee staff has worked long hours to ensure a safe, well planned, and enjoyable Camporee. When issues occur beyond our control we ask that everyone just “Soar with Eagles” and trust that all issues will be handled professionally without bias.

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Welcome Campers! Prepare to share your scout spirit as we launch our new viral platform to showcase your Scout Skills – Instacamp!

This year we have **6** scored events for Webelos patrols and **10** scored events for Scouts BSA patrols. There will also be **2** shared events for both Webelos and Scouts BSA. There could be some additional bonus events, depending on availability. The planned events are included in this Packet and are subject to change if necessary. The judging criteria will be designed to be as objective as possible with the weighting of scoring factors being assigned by the event directors. There will be Spirit points (maximum 30) awarded at each event for teamwork, patrol yell, patrol appearance, patrol flag, greeting, thanking the judge, demonstrating Scout Spirit, and in keeping with the theme of this year's Camporee, **presentation of a patrol meme**. Total Spirit points from all events will be the sole criterion for determining the Webelos and Scouts BSA Patrol Spirit Award recipients.

Patrols

Scouts will be competing by patrols; a patrol is preferred to consist of between 5 and 8 Scouts. If a unit is unable to form a patrol of this size, please contact the Director and we will work with you to try to combine scouts from different units into patrols.

Scoring

Scoring will be at the discretion of each event director, and each event may use its own scoring system. The only camporee-wide scores will be Spirit points as explained in the introductory paragraph above. Patrol scorecards will be distributed during Uniform Inspection immediately following the Opening Ceremony and will be retained by patrol leaders throughout the competition day. Scorecards must be turned in to headquarters no later than 4:00 pm to ensure that scoring can be completed.

Headquarters & Medical Lodge

Headquarters will be located in the Camp Three Falls Dining Hall near the camp flagpoles. **No Scout is permitted to enter the Headquarters without permission.** The Medical Lodge will be located approximately 80 yards East of the flagpoles. Please inform a leader from your unit of any visits made to the Medical Lodge during Camporee.

Registration

Registration this year will be completed on DoubleKnot, and each unit is asked to register all participating members under a single registration. The direct link to register may be accessed from the District website. The registration fee per person will be **\$25.00** for Scouts BSA and their Adult Leaders, or **\$10.00** for Webelos and their Adult Leaders. **Note that Webelos will not be able to camp overnight this year due to restrictions on Camporees published in the Guide to Safe Scouting.** There is no charge for staff (event directors, OA advisors, scorers, registrars, and medical staff) who are not competing or providing unit leadership per BSA mandatory ratios. Staff camping overnight are requested to register separately from any unit registration (procedure provided on request). Staff not camping overnight do not need to register on DoubleKnot but should contact the Director at craig.moles@sbcglobal.net for required information. Accommodations for fee waivers in certain need-based situations may be made at the Director's discretion. Please contact the Director to request a fee waiver.

There are three forms available on the DoubleKnot registration page. First, a Medical (Parts A & B) form is required to be turned in to Headquarters for every individual (youth or adult) upon arrival at camp. For youth participants in Camporee activities, a Youth Release form is required to be turned in to Headquarters at check-in. In addition, any youth who plans to participate in shooting sports competitions must carry a signed Firearms Permission form to be presented to rangemasters for BB Gun, Archery, Rifle, and Shotgun ranges.

General Guidelines

Adult Supervision

Each Unit attending must have a Minimum of 2-Deep Leadership at Camporee. Webelos Dens must have Two Adult Leaders per eight Scouts. If a Unit is having problems with parent participation, please contact the Camporee Director. Due to the limited campsite space at Camp Three Falls, if possible, please attempt to keep adult attendance limited to key support of unit or event functions. Observers are welcome (with completed medical forms and Youth Protection Training), but we may ask them to help out as needed!

Footprint and Outdoor Code

All participants and visitors to Camp Three Falls will follow the BSA Outdoor Code, and Forestry Rules. **No individual or individuals shall leave the mapped Camporee footprint. This includes no hiking outside of the designated Camporee zones.**

Campsite Assignment

When Unit registrations are received, the Director will begin the process of identifying camp site size and location. All registrations will be given the best available size site based on the amount of individuals registered. Patrols should select their own sites within the Unit's designated footprint, and all patrols should set up separately from the Unit Leaders. Judging during Campsite Inspection will include criteria for Patrol Layout.

Camp Check-in

Check in will start at 2:00 p.m. **Only designated Camporee staff will be allowed to enter Camp Three Falls until 2:00 p.m. on Friday.** All Medical and permission forms will be collected and verified at check in. A representative from each unit should have their DoubleKnot receipt available to confirm payment in case of any records discrepancies. Scouts BSA units planning to leave Camporee after campfire on Saturday night should make their departure plans known to staff at check-in. Webelos dens will be expected to leave camp after campfire on Saturday.

Camp Set-up

Maps of campsite assignments and event locations will be provided at check-in. After check-in, one vehicle per unit may be driven to the assigned campsite to unload gear. **Please adhere to this policy even when staff are not actively restricting traffic since we need to respect the camp's own permitting restrictions which severely limit the number of vehicles within the campsite areas.** Where possible, traffic direction within camp will be provided by designated staff.

Check-out

All units must check out with Camporee staff prior to departure. Please inspect your site for environmental impact as well as cleanliness prior to checking out. Remember **Leave NO Trace**. When everything is in order, a staff member will provide a check out packet that will include participation patches and permission forms. Units that plan to leave Saturday night may load their vehicles prior to campfire, but all vehicles must again be out of camp by 6:45 pm. Check-out for Saturday departures will be after campfire.

Drop-off & Pick-up

For safety reasons, all individuals arriving at camp must check in at Headquarters. Those drivers who are dropping off participants do not require any forms as long as they leave camp after they have dropped off their passengers. Any individual youth who is being picked up separately from their unit before Sunday morning must be checked out by a responsible adult at Headquarters prior to leaving camp.

Lights-out

A Scout is **Courteous...** 10:30 p.m. to 6:00 a.m. are considered Lights-out time. Please be respectful of all attendees of the Camporee and observe these times. Lights-out is considered quiet hours for all....

Camporee Driving and Parking

The road to Camp Three Falls is well-maintained and should not pose a problem for most vehicles. Vehicle traffic inside the camp gates will be limited, so upon arrival, expect direction from parking staff regarding unloading of gear at your campsite. All parking is expected to be in a field near the campmaster's house, so **plan to move your vehicle to the parking area as soon as you are done unloading gear.**

Camporee Campfire

Campfire will begin at 7:00 p.m. on Saturday evening with a serpentine walk to the campfire bowl. Units in Chawanakee, Chumash, Dakota, Sioux, and Shawnee campsites should stand ready to meet the serpentine on the trail outside Aztec. Units in all other campsites should wait for the serpentine to pass and then join single file at the end. The serpentine will be led by members of the Order of the Arrow accompanied by a solitary drum. Please help the OA by keeping your unit quiet during the procession. We are honored to have the OA run the campfire ceremony this year as they plan to bring it to an amazing culmination for the day's events.

Fire Safety

Due to Camp Three Falls' policy, open fires are not allowed in campsites at any time during Camporee. Only propane bottle stoves are allowed for cooking. The only campfire that will be permitted during the Camporee will be the awards campfire on Saturday night conducted under strict supervision of the Order of the Arrow and Camporee staff.

Uniforms

Full Field Uniforms will be worn for Opening and Closing Ceremonies and for Campfire. In addition, all scouts and scouters are expected to arrive at camp and to leave camp wearing their full Field Uniforms. Uniform inspection is Saturday morning, following the Opening Ceremony and will be judged for the best-represented Patrol. At other times during the Camporee, patrols are encouraged to show their unity and Scout Spirit by wearing patrol shirts or other common attire (provided it is scout appropriate).

Description of Field Uniform

- BSA shorts or pants (preferred) but uniformity in pants among the patrol will be judged
- BSA shirt with patches (in proper location)
- Troop hat/neckwear (per troop standard), belt, socks (if shorts are worn).
- Patches on shirt should include (in the proper location): Council shoulder emblem, Unit number, World Crest, Patrol emblem & Badges of Rank.

Equipment List

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|--|---------------------------------------|
| ✓ Scout's Ten Essentials | ✓ Blanket or sleeping bag / tent |
| ✓ Totin' Chip & Firem'n Chit | ✓ Patrol First Aid Kit (BSA Handbook) |
| ✓ Cooking Gear / food | ✓ Patrol Flag/stand |

Shotgun Start

A **Shotgun start** is when all patrols start at the same time simultaneously at different events. Check your scorecard when you receive it to determine where your patrol will start. After their starting events, patrols may proceed to events in any order.

Cracker Barrel

Cracker Barrel will be Friday night at 9:00 p.m. One youth leader and one adult leader of each Unit are required to attend for last minute updates and announcements not included in this Packet. This event will be held at Headquarters.

Other Important Information

- ❖ Every Unit will be responsible for supplying their own food for the full weekend. Webelos dens should plan to bring food that does not require onsite cooking, but arrangements for Webelos will be made with host troops.
- ❖ Potable water will be available at or near most campsites but be prepared with supplemental water.
- ❖ Each Unit will be responsible to collect trash and dispose of refuse; the Camp Three Falls' dumpster may be used for disposal but check with the Camporee staff for use instructions. **Do not put trash on top of the dumpster (it is an end-opening unit).**
- ❖ Camp equipment will vary by site (benches, tables, etc.). If you have specific needs, bring your own!
- ❖ We will supply the K.Y.B.O. **you may need to supply the TP, be prepared.**
- ❖ Attention all Units!!! Stay up to date on the weather and come prepared.

Order of the Arrow

The Order of the Arrow (OA) will provide multiple resources as staff this year. They will assist with parking, campsite inspections, skit judging, and they plan to operate a snack bar on site during Saturday events. The OA will also plan and run the awards campfire on Saturday night.

Policy on Alcohol, Controlled Substances and Smoking

"It is the policy of the Boy Scouts of America that the use of alcoholic beverages controlled substances will NOT be permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participations of youth members." "The Boy Scouts of America's position on smoking strongly discourages leaders from the use of all tobacco products. No use of any form of tobacco shall be allowed in the presence of youth. All Scouting functions, meetings, or activities shall be conducted as a smoke-free program. Permitted smoking areas are strictly located away from all participants." At AV Camporee 2020, smoking will only be allowed away from all participants in a designated area. NOTE: AV Camporee operates a zero tolerance with violators of alcohol or controlled substances at any Scouting event. If you do not heed this warning, you will be asked to leave.

Youth Protection Guidelines

All adults on site during the AV Camporee are required to have current Youth Protection Training. The Youth Protection guidelines of the BSA shall be adhered to at all times!!! Especially in light of the social media theme of this Camporee, Cyber Chip guidelines also must be followed by all participants and electronic devices should not be used for purposes other than competitions and photo documentation of the Camporee. The goal of Camporee is to get out and compete in a wholesome, team oriented and camaraderie-based environment.

Scouts BSA Events

Mapping the Social Landscape

(Map / Compass / Height / Distance)

Demonstrate your proficiency in navigation. Bring paper, pencil, compass, and knowledge. Two heights and two distances will be judged. Refer to the Boy Scout Field book for this event.

Burn the Cable (Go Wireless)

(String Burn)

It takes teamwork to stay connected with no strings attached. In a two-part timed event, patrols will be given a measure of pine shavings and a whole pine/fir log (or equivalent). This is the only fuel that may be used for the event. A maximum of ten minutes is given to prepare the wood for use and put it in a pile. The timed competition will be from the start of fire building and lighting to when the string breaks. For fire starting, patrols are granted one match, with a 15 second penalty added per match for the remaining maximum two additional matches allowed. Sole use of matchless, wood-on-wood, friction-type starting (e.g., hand drill, bow drill) is worth a 30-second bonus. ***Firem'n Chit and Totin' Chip required!*** Matchless devices, axes, knives & hatchets will NOT be provided - Be prepared.

Lash Your Network Together

(Chariot Race)

To transport an important message, your patrol needs to create a network vehicle to drive through cyberspace. You will need your best lashing skills to assemble your cyber chariot. Lash 3 poles into an A-frame using the appropriate lashings. Patrols will pull one Scout on the A-frame chariot over a 25-meter course. If rider falls off or the lashings come undone, it is back to the starting gate.

Social Drama

(Campfire Skits)

What's more fun than some drama? Get your patrol together and act out your best (scout appropriate) campfire skit. Winners of this competition will present their skits during the awards campfire on Saturday night.

Ultimate Skill Mashup

You will need to mashup your best rope, knot tying, and organization skills to succeed at this challenge. A patrol member will throw the end of a rope over a beam 6-8' above the ground. Scouts then run to the thrown end, tie it to a large log using the correct knot, then pull the log off the ground and tie the other end of the rope to a stake using the correct knot. Log must stay off the ground for 10 seconds with no intervention.

Contain the Ransomware Virus

(Hot Isotope)

A new ransomware virus has been detected. To prevent it from infecting your network, you will need to remove this virus to a safe zone without exposing any of your devices. Patrols will be required to transport a tennis ball-shaped "virus" from the point where it was discovered to a designated safe zone using an inverted coffee can with five+ suspension ropes as a handling device. If the "virus" falls off the handling device prior to reaching the safe zone, the patrol will be required to return to the pick-up point and start over! Note that the virus may only be handled by specially trained event staff.

Link In to Climb the Corporate Ladder

(Climbing Tower)

Your climbing skills will your future success. Two members of each patrol will be outfitted with climbing gear. Once both are ready and safety-checked, a timer will start and one then the other will climb to the top of the Camp Three Falls climbing tower and back down in relay fashion. The timer will stop when the second climber is safely back on the ground.

Targeted Messaging

(22 Shooting)

Highly skilled consultant range masters will train patrols on essential techniques to focus on their targets and then will evaluate how well their training is put into practice. ***Signed consent form required!***

Wide Range Marketing

(Shotgun Shooting)

Patrols will select their two best marksmen to track and hit their targets. The range masters will assist with all the tools you need to find your mark! ***Signed consent form required!***

Cyber Attack Recovery

(First Aid)

A cyber attack has compromised a local hospital and all the medical equipment has been rendered inoperative. Using your own resources and knowledge, you must be ready to treat patients who arrive at the hospital. Be prepared to treat these patients based on scenarios in the Scouts BSA handbook. Don't forget your complete first aid kit!!!

Webelos Events

NOTE: It is our intention to assign a Den Chief (who is a Scouts BSA scout of First Class rank or higher) to each Webelos patrol to guide the Webelos through the competition day at Camporee. The Den Chiefs should invite their Webelos patrols to have meals with their respective troops, but the Webelos patrols and their leaders may be asked by the host troop to bring their own food. We intend to make Den Chief and troop pairing assignments at least a week prior to Camporee to facilitate the required meal coordination.

Flashmob Organization

(Platform Balance)

You will use your best organizational skills to get all members of your patrol on a balance platform and keep all sides of the platform (and all members of the patrol) from touching the ground for at least five seconds. This is a timed event. The patrol taking the shortest time to reach balance will receive the best score.

Phishing Rescue

(Rescue Sled)

Your patrol will have to one unfortunate member who has fallen victim to a phishing scheme. A Webelos “victim” will sit on a sled and will use a short piece of rope to tie a bowline knot around his torso, then another patrol member will tie a longer segment of rope to that piece using a square knot or sheet bend. The Webelos patrol will then use the longer rope to pull the “victim” to safety along a set course.

Crowdsource Your Objective

(Sharpshooter Catapult)

Get all members of your patrol to assist to maximize the number of times you can hit a target with projectiles. Each patrol will test their accuracy in shooting tennis balls at a target using a catapult. Each patrol member will get two minutes of time to hit the target as often as he can. A total of 16 minutes will be available for each patrol, so patrols with less than 8 members may have scouts who shoot multiple times.

Blogger’s Skill Test

(Kim’s Game)

Your patrol only gets a brief look at a campsite with multiple violations of Leave No Trace, but you later have to create a blog to describe what you saw. See how many things out of place you can identify in a small natural area. The better your memory, the better your score.

Knock Off the Lurkers

(BB Shooting)

Demonstrate your best technique as you target unwanted lurkers on your site. Accuracy is a must! ***Signed consent form required!***

Avenge Your Avatar

(Archery Shooting)

Target the cyber stalkers who have captured your avatar. ***Signed consent form required!***

Shared Events

Tie Into the Network

(Knots)

Interconnections are the framework of any network. Make sure you know how to tie in. Scouts BSA patrol members need to tie 8 different knots and Webelos need to tie 7 as listed below.

Scouts BSA

- 1 Square Knot
- 2 Two half hitches
- 3 Taut-line hitch
- 4 Bowline
- 5 Sheet bend
- 6 Slipknot
- 7 Clove hitch
- 8 Timber hitch

Webelos

- 1 Overhand knot
- 2 Square knot
- 3 Two half hitches
- 4 Taut-line hitch
- 5 Bowline
- 6 Sheet bend
- 7 Slipknot

Direct the Collective

(Land Skis)

Keep all your posts in order to allow your patrol to proceed through a race course seamlessly while strapped into a pair of five-footed "land skis". This challenge takes practice as well as coordination so be prepared.

All activities and games are subject to change based on the resources available so Be Prepared for the unknown...you never know what might come your way!!!

Judged Activities

Uniform Inspection

(Saturday Morning at Opening Ceremony)

Patrols will be judged on proper full Field Uniform: pants, shirt (with the proper patches), socks, belt, (and hat/neckwear per troop standard).

Campsite Inspection

(Saturday Morning During Competitions)

Troop campsites will be judged on organization, gateway originality and execution (built on site with poles & lashing, etc.), site cleanliness, patrol tent layout, patrol cooking area layout, flag display, and duty rosters. This is the time for your Senior Patrol Leader to shine.

Camp Three Falls is located near Frazier Park, California. From the Antelope Valley, take Hwy 138 West to Interstate 5. Head North on Interstate 5 to Frazier Mountain Park Rd. (exit 205) then head west. In the town of Frazier Park, turn left on Lockwood Valley Rd. and travel west for 8 miles. Turn right on Boy Scout Camp Road, and follow that road until it ends at Camp Three Falls.

