

The Scouting Games

Scout Run

SPRING 2016 CAMPOREE
NORTH STAR DISTRICT
Sam Houston Area Council
Boy Scouts of America



April 1st -3rd, 2016
Duke Scout Camporee Site
Bovay Scout Ranch
3450 County Road 317, Navasota, TX 77868

Troop leader Guide

GENERAL INFORMATION

Contacts: SPL\MC:	Shane Jacob	xlr8shane@gmail.com	
Program Chair:	Rick Smith	ricksmithtx@gmail.com	832.526.3176
Adviser:	Daniel Cawthon	n.s.o.a.advisor@gmail.com	281.415.3664

Location: Duke Energy Camporee Site 3450 County Road 317, Navasota, TX 77868

Directions: US 290 out of Houston exit RT 6 before Hempstead towards College Station. Roughly 13 miles on the right will be the entrance to Bovay S.R. Signage will guide you to camp.

Registration: The deadline for forms and fees on-line through Doubleknot

Registration Fees: \$15.00 per scout/adult members

Cancellation: We will not have an alternate or rain date, so barring extreme weather conditions; camporee will take place rain or shine. Because we have certain set expenses, we ask that troops limit changes to their camp roster. Unfortunately, we can not refund any fees.

Medical Records: BSA Annual Health and Medical Record required at check-in for each individual attending. In addition a SHAC Medication Form for each individual must be submitted for all medications to be taken / administered at Camporee. Each unit should maintain one additional copy of each participant's medical forms in their respective campsites.

Talent Release: A Talent Release is included with the BSA Health and Medical Record. If you have scouts or adults that do not wish to have their photo taken, please let registration know.

Tour Permits: Each troop will need to complete a Local Tour Permit as required.

Welcome to “the Scouting Games-Scout Run” North Star District Spring Camporee 2016

This District camping activity is designed to give new scouts as well as seasoned scouts an opportunity to experience the traditional values of scouting as well as enjoy unique challenges and competition. The theme emphasizes a renewed commitment to the values of the Boy Scout program. It also promotes a camporee executed by scout design and leadership. It is our vision a spark will kindle other scouts to step forward for the next adventure. The “spirit” represents the ideals of Scouting as expressed through the Scout Oath, Law, Motto and Slogan. Through fellowship and fair competition, participants are encouraged to demonstrate their knowledge, skills of fair play, patrol spirit, and leadership.

Webelos scouts will be sponsor through a troop and camp with the troop in accordance to BSA policies addressing age appropriate pairing as necessary in camp sites. Share troop\patrol duties as executed by the patrol structure. Webelos will blend into the event activities in a fair process through troop patrol leadership monitored by event leadership. A patrol\team of webelos will not be placed against a patrol\team of star\life scouts for any event. A patrol\team may consist of all ranks where senior scouts of the patrol\team will foster fairness within the event to insure safety measures are addressed for the patrol\team. On the other hand, webelos could challenge all levels of scouts with chess or horse shoes as these are individual events. Games are typical non-contact sports. There may be ad-hoc opportunities available for individual low impact activities.

A program synopsis is provided in advance to provide troops and patrols\teams opportunities for E.D.G.E. teaching and practice in advance of the camporee. The theme this year is games with fair competition as the scouts broaden their interactions with scouts from other troops. Team pick-up games will be kept to manageable sides and minimal scores to generate movement for waiting participations. Camp site inspection and cooking competition are by and for scouts. Scouters are highly encouraged to come to headquarters and do some face time with your fellow scouters. We do see a value with fellowship, so as the scouts broaden their circle of friendship, let's do the same.

CAMPSITE INFORMATION

- Parking:** Parking space will be clearly marked so plan accordingly, *park in designated parking areas only*. Unit Trailers may remain at the campsites if necessary, but if possible unloaded and moved to a parking area. No vehicles will be allowed in the camping area... period. Trailers should have the wheels blocked and be secured when unattended.
- Check-in/out:** Troops may start to set-up at 6:00 pm, Friday evening. Registration and check-in at Headquarters after 8:00 pm. Checkout is Sunday morning, after the worship service. When you are ready to leave on Sunday morning, send SPL to the Camp Headquarters to have a staff member visit your campsite for inspection. If your campsite is ready for departure, you will be given your patches and health forms.
- Campsites:** Campsites will be assigned at check-in. Each site will be an equal width apart, with plenty of depth for Troops of any size and clearly marked with appropriate signage. Terrain and geographical features may vary, so be prepared. Most sites will NOT include any covered spaces, picnic table pads, or campfire rings. Troops need to bring fire buckets, first aid kits, trash bags, etc.
- Cooking & Fires:** Each Troop will be responsible for their own food, as well as provide all equipment for preparation, serving, and cleaning up meals. Campfires are permitted in elevated platforms, using bricks or other materials to prevent charring of the ground. A Fire Station/Fire Guard Posting must be in place before any cooking or campfires may occur. No liquid fuels are allowed per SHAC policy. Please bring in your own wood/charcoal/fire pit/sand if you choose to build a fire. Propane stoves are allowed. Remember that all materials brought in must be taken out. Strain your wash water before discarding. Campsite ash must be removed as well.
- First Aid:** There will be a First Aid station staffed 24 hours per day for any scout or scouters needing assistance. The First Aid station will be centrally located and marked with a Red Cross sign. Please be sure to advise your Troop and Patrol members of its location, which will be announced at Friday's Leaders Meeting.
The nearest Emergency Room will be: **Grimes St. Joseph Health Center 210 Judson St, Navasota, TX 77868 tel: 936.825.6585.**

Restrooms: Portable toilets will be available in the field of the camping area. No trash is to be disposed of in these facilities. It is recommended that each troop bring toilet paper, just in case. Please consider others and keep them clean. Toilets will be designated as “Handicap Accessible”, “Men” and “Women”. Please use only the one that applies to you.

Trash: We will adhere to the LEAVE NO TRACE practices. All trash must leave with your unit to include ashes and unburned firewood should be carried out. Remember “Carry in – Carry Out.” ***There are no dumpsters on site.***

Water: All troops should bring their own supply of potable water and additional means to transport in camp by hand if camp potable water is available.

Weather: Please be prepared for all types of weather and conditions. We do not have an alternate or rain date.

TENTATIVE SCHEDULE:

FRIDAY

4p-11p	Arrival / Check-in
10:15p-10:45p	SPL/SM Meeting (cracker barrel)
11p	Lights Out

SATURDAY

5:30a	Reveille
6:30a-8a	Breakfast/Clean-up
8a	Opening Ceremony
09:00-11:50	Event
11:30-1:30	Lunch break
1:00-1:30	registration for cook –off, skits and songs for camp fire
1:30p-4:30	Event
4:30p-7:30p	Dinner and troop time
5:30p-6:30p	Camp Chef Cook-off
7:30p-8:30p	Campfire and Skit/Song Competition
8:30p-9p	OA Callout
10:30p	Lights Out

SUNDAY

6:30a	Reveille
6:30a-8a	Breakfast
9a-9:30a	Camp assembly
9:30a-10a	Scouts Own Service
10a-12p	Break Camp/Departure

PROGRAMMING INFORMATION

Leaders Meeting: The Senior Patrol Leader and a Scoutmaster from each Troop should be in attendance at a brief meeting of final instructions and programming notes. Please bring a cup, a pen, and a chair. The meeting will start roughly at 10:15pm on Friday evening.

Uniforms: Full Field Uniform will be worn while traveling to and from Camporee, Campfire Saturday evening and to worship service Sunday morning. All other times Activity uniforms (any Scout T shirt) is to be worn.

Buglers' Corps: We invite all troop buglers to participate in a District Bugler's Corps. The Bugler's Corp will provide calls during Flag posting and retrieving, reveille, and Taps. Please bring your own Bugle. A Bugler's meeting will take place following the Leader's meeting on Friday night.

Camp Inspection: There will be an award for the best campsite based on inspection of judges. The judging form is available in this leadership guide.

Campfire The success of our campfire depends on the participation of scouts from each troop. Sign-up for participation will take place prior to the end of lunch on Saturday. No acts will be permitted that have not been reviewed by the campfire chair. Awards will be assigned at camp fire. There will also be a brief flag retirement ceremony following awards, so bring any flags you have for retirement. There will be an Order of the Arrow call-out to conclude campfire program.

Scouts Own

Service: Each unit is requested to attend Sunday morning service.

Activities: The scouts will have an opportunity to participate in several activities on Saturday, including individual, patrol, and troop wide. Based on registration information patrols or teams may be assigned Friday evening or Saturday morning during the opening ceremony. Awards will be presented to top finishers in each event and category, and an overall champion's award.

Proposed means of

Fair assessments: For Patrol/team-level competitions, patrols/teams may consist of at least 4 members (preferably 6-8). Patrols/teams will be divided into 3 categories (Colts, Bulls, and Stallions). To determine a Patrol's "level" you must calculate the average rank level for the patrol using the following formula:

1. List the members of your patrol and their rank.
2. Assign a point value for each member of the patrol, based on the chart below.
3. Find the total points by adding the point values together.
4. Find the patrol point value by dividing the total points by the number of patrol members.

Rank Point Values

- 1 – Scout/Webelos
- 2 – Tenderfoot
- 3 – Second Class
- 4 – First Class
- 6 – Star
- 7 – Life
- 8 – Eagle

Patrol/team Point Value Scale (PVS)

- COLTS (Webelos and new scouts) - Less than 3
- BULLS (experienced scouts) – 3 to 5.99
- STALLIONS (older/senior scouts) – 6 to 8

Note: There are no separate classifications for Individual or Troop events.

EVENTS

Ultimate Frisbee

Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team. Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score. The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count. When a pass is not completed (e.g. out of bounds, drop, and block, interception, stalled), the defense immediately takes possession of the disc and becomes the offense. No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made. When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone. No **Substitutions** this weekend.

Dodge Ball

The typical Dodge ball court is about the size of a small Volleyball court, with a centerline and 2 sidelines. Dodgeball is primarily self-refereed, and played with the honor rules. During league play, there are 4 referees, in which 2 are stationed at the end of the centerline, that help facilitate the game. Referees start the game, confirm hits and catches, and count ball possession time. There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush (when the game starts), you may only grab the balls to your right. You are out if: 1) you step on or over a sideline or centerline; 2) a thrown live ball hits your body; and 3) you throw a live ball and it is caught by an opponent. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to hit players out. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body

afterwards), you are out. If you are out, line up on the side in the order you got out (think of it as being in a "resurrection" line). If your teammate catches a ball, the player at the start of your team's "resurrection" line comes back into play after touching the wall (the teammate must be in the line at the time of the catch to be eligible to be brought back in). You can only hold a ball for 10 seconds, afterwards, it will be considered dead. Dead balls need to be rolled over immediately to the other team. If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins. Have fun, shake hands, make friends and be spirited!

Capture the flag

Since a big part of this game involves hiding and ducking around corners, a more forested area would be ideal. As far as how many players you need, it doesn't really matter as long as both teams are equal (although at least five per team is generally a good number). The playing field must be divided into three areas, with the two teams separated by a neutral space. Each team must hide their flag somewhere in their area, making sure that nobody from the opposing team can see where it is. If you don't have a couple of flags handy, pretty much anything will do (stuffed animals, CDs, a poster of Hilary Duff, etc). Now, both teams get five minutes to hide their flags. Once the flags are hidden, the game begins. Obviously, in order to win the game, you must capture the other team's flag (duh!) and bring it back to your own territory. But if an enemy team member grabs you while you're standing on their part of the field, they are allowed to take you straight to jail (which is a small patch of land in their territory). You can be freed from jail if one of your team members touches you, and there's no limit to how many times you can be thrown back into the slammer.

Chess anyone

If you do not know how to play chess, this will be a great opportunity to learn. Bring your chair and water. You may be here for a while. Rules of play are basic and can be explained if this is your first time, a great way to exercise the E.D.G.E. method.

Horse Shoes

Each player pitches both shoes followed by the opponent's two shoes. In pitching a shoe, the player may not cross the foul line. When playing teams, half the team throws from one stake and half throws from the other. Games can be played to 40 points in a point limit game or 40 shoes in a shoe limit game. In the shoe limit game the player with the highest points wins. If a tie exists then each player can take a half win or a two inning tie breaker can be thrown. Any shoe must be within one horseshoe-width (measured across the outside of the open end of the shoe) of the stake to be considered for points. (Official rules call for 6 inches max). The closest shoe to the stake gets 1 point. If you have two shoes closer than any of your opponent's, you get 2 points. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake. If you have the closest shoe and a ringer, it's 4 points. If your opponent throws a ringer on top of yours, they cancel and no points are scored. Leaners are worth 1 point and are considered closer than any adjacent shoe except ringers.

Tug-of-War

Teams may consist of no more than 9 members. Troops may enter as many teams as they want, but members may only be on one team. Competition format will be based on the number of entries. 6 or fewer teams will use a double elimination draw format. Seven or more teams will use a single elimination bracket. Team seeding will be based on arrival of entries (the first entry will be seeded 1; second entry will be seeded 2, and so on).

Chef Cook-off

This is a traditional camp cook-off for scout patrols only; the "chef" may utilize the assistance of up to 3 additional scouts. Presentation of a single meal will be presented for Judging. Dish will be based on quality of the meal, well-rounded menu, and presentation. Chefs must sign-up for a judging time before lunch.
(Takes place from 5:30p to 6:30p)

Campsite Inspection

Traditional campsite inspection *(takes place throughout the day).*