

Camp-O-ree

Check-in Procedures

Patrol Check-in and Inspection

Each Troop will be presented to the registration committee by the SPL. The registration committee will be stationed in the HQ tent at the entrance to the Camporee field. The SPL will hand in all of the registration documents and take troop picture. At that point the patrols will split off for Inspection.

While on line to be checked in, the Scouts must be on their best Scout behavior as the scoring for Scout Sprit has begun.

Each Patrol is responsible for and will be judged on the below:

- All scouts in proper **Class “A” uniform. (Scout Socks)**
- Proper footwear BOOTS** (Each Patrol Member) **NO SNEAKERS**
- Backpacks properly packed.** One chosen at random for inspection
- Properly Waterproofed** Packs and Backpacks (Pack cover or heavy duty Garbage bag)
- Effective **Leadership by patrol Leader**

Each Scout Will have the Following Ten Essentials

- Navigation-** (Map & Compass)
- Sun Protection & Insect Repellent** (sunglasses, sunscreen, lipbalm)
- Insulation** (spare clothing)
- Illumination** (Headlamp/Flashlight)
- First Aid Kit**
- Fire starters and matches** (Only if scout has Fire'm Chit)
- Knife** (Only if scout has Totin Chip)
- Hydration (water)** *at least one liter per scout
- Rain Gear (Each Patrol Member)**
- Whistle**
- Nutrition** (trail mix/snack) *should be kept in patrol box when in campsite

Scoring will be first, Second and Third place in all Patrol Classification

Points earned will go towards Troop's overall score.

Name _____ Patrol _____

Patrol Flag

All Patrol flags must be constructed entirely by the patrol members. **Patrol leader must present the flag during check-in to the registration representative. Each Flag must have the name of the patrol, name of the patrol members and troop number.** The Representative will provide a form for the Patrol Leader to fill out and present to the Flag committee after the Saturday morning opening ceremony.

Patrol Classifications and Description of Events

Patrol Classification: We will have three classifications

- 1) Experienced Patrol
- 2) New Boy Patrol
- 3) Webelos Patrol

Competitive Events: The following Categories will be scored

1) Troop Events

- a. **Gateway** – Each unit will build and present a gateway that can only be constructed with lashing.
- b. **Troop Campsite** – Each unit is responsible for presenting a campsite that adheres to the principles taught in the Camping merit badge. We will not be judging on the patrol level but as troop. These principles should be universal across the entire unit and managed by the SPL and leadership core.

2) Patrol Management

- a. **Patrol Check-in** – Forms, Inspection, Scout Spirit
- b. **Patrol leader preparedness** –A list of required patrol gear that must be with the patrol upon inspection can be found on page [12].
- c. **Patrol Chant/Song/Cadence**
- d. **Patrol Flag** – The flag needs to be present during check-in but will be judged after Saturday's opening.

3) Stations

- a. **Patrol Stations** – **Each unit will be required to complete all six stations.** The six Scout based stations will each carry the same point weight.
Scout Spirit- each unit must present themselves in a respectful scouting way. They must also demonstrate their chant/cadence and display scout spirit while at the station We will have a number of Commissioners walking around during the event judging the unit with the best Scout Spirit.

The six of stations are:

- 1) Tomahawk Throw- (**ONLY 2 Scouts per Patrol**)*
- 2) Fire Building – split and burn
- 3) Bucket Brigade
- 4) 1st Aid
- 5) Orienteering/Compass Skills
- 6) Archery Challenge (**ONLY 2 Scouts per Patrol**)*

*The same scout cannot participate in both stations 1 & 6

Troop Gateway Information

Troop Gateway - Should Represent Lenape Indian Lore

The Camp-O-Ree gateway competition is conducted to inspire Scouts to use imagination, creativity and inventiveness in the spirit of teamwork and unit pride. This is a friendly competition. Gateways/Entrance ways should be “Scout Built” and should be located at the entrance to the unit’s campsite. Gateways will be judged in the following criteria:

Construction: Safety must be followed at all times. Digging holes on the field is not allowed. All materials used must be in accordance within Scout Guidelines. All construction materials shall be assembled in a safe and secure fashion.

Imagination: This is your units chance to put their stamp on the gateway. The more imagination you put into your gateway the higher the score.

Visual Impact: Gateways should gain the attention of passersby in a dynamic way. Use color, movement, size and content will be reviewed. No electric equipment / batteries will be allowed in the gateway display.

Required Items: []Troop number, []American Flag, []Troop Flag.

Judging will be subject to the degree of quality and imagination your unit puts into their gateway. All judges are impartial.

Events

a. **Midway** - This year we will be offering a midway of different groups and activities for your unit to participate in.

b. **SPL Cook-off** - Each Troop will only have their SPL compete in a cooking event (no adult help). The event will consist of the SPL preparing, cooking, and presenting an entrée to the Judges. The Spirit of the cooking event will be to following “cooking” merit badge. The entrée will be **CHILI**. A description (Mild, Hot) and ingredient list will be presented before the judging occurs. All food **must** be prepared during the event. Any pre-prepared food items will lead to disqualification. Bring all food, utensils, cook stoves, etc needed to cook and present the meal.