



Attendees Manual

(Youth and Leader Guide)



Welcome Letter

Thank you for considering attending the 2024 Fall Camporee.

We are looking forward to showcasing Camp Fife to the greater Chief Seattle Council Members and neighboring councils with our annual (but expanded) Fall Camporee.

This new attendee's manual includes a wide range of activities and experiences for the Scouts to create new memories, skills, and have fun in a safe environment.

Please read carefully to ensure you are prepared for the weekend and its activities. If there are any outstanding questions, please email shodgson@seattlebsa.org

Yours in Scouting,

Jeff

Jeff Larin
Camp Director

Saffron

Saffron Hodgson
Program Director

Contents

Welcome Letter	2
Getting to Camp	4
Making the Reservation.....	4
Packing for Camp	6
Event Specific Gear	6
Personal Equipment.....	7
Troop Equipment	7
Driving to Camp.....	8
Check-in	9
Medical Forms	9
At Camp	10
General Camp Reminders.....	10
Camporee Map	12
Camporee Program	13
The Competition	14
Saturday Rotations	14
Base A - Camp Inspection, Scout Uniform, and 10 Essentials.....	14
Base B - First Aid Challenge.....	14
Base C - Obstacle Course	14
Base D - Maritime Challenge	14
Base E - Challenge Trail.....	14
Base F - Archery and Throwing Sports	15
Base G - Scout Craft	15
Other Tasks and Challenges.....	15
The Dinner Challenge	15
The Camp Fire Participation.....	15
The Scouts Own Participation.....	15
Adults Only Event	17
Sunday The Service Project Paul Bunion Award	18
Leaving Camp	19
Check Out.....	19

Getting to Camp

Making the Reservation

All registrations are made through Tentaroo with payment being required at the time of the booking. If you have a troop and aren't sure of exactly who but are confident on the numbers, you can have a best guess at the names of the participants to lock in the spots and update them prior to the event.

Registration may be by Troop or Individual.

If attending as an individual a youth participant, they may be added to an existing troop or if enough are attending, then a new troop created. Adults attending will be reached out to discuss possible areas to volunteer or allocate to a task on the day.

To help with planning please register an 'expression of interest via our SignUpGenius so we know if we are planning for 50 or 500.

Registration closes 5 days prior to the event. This is not negotiable so please ensure you get your registration done early to avoid disappointment.

[Expression of Interest Link](#)

[Registration Link](#)

Special Registration Note

If you have an allergy, dietary requirement this field MUST be added to the Tentaroo registration OR emailed in detail to the program director. Once at camp if we are unaware there is NOTHING we can do.

Can Cubs Come?

The general answer is no, BUT each troop may bring Arrow of Light youth who are transitioning and/or looking to complete their scout troop activity requirement. However, the scout to Arrow of Light ratio may not go above 1:5 or 20% of the youth count.

General Camp Planning

- Camp Fire is off the grid – this means no phone (land line or mobile), no power (a generator is available for basic services sometimes during the day).
- Water is available but it is good practice to bring backup.

Cancelation Policy

The most recent and full cancelation policy can be found on the Chief Seattle Website here...

<https://seattlebsa.org/event/cancellation-policy-events/>

Volunteer-Led Events

We understand that life happens and sometimes plans change meaning you may need to cancel or modify your registration.

The Chief Seattle Council allows for funds to be transferred to future events or a cash refund is offered. The refund does not include the 3% transaction fee.

The Event is Cancelled

If your scout event/camp is canceled for any reason, you will get the option of transferring the fee to another event or receiving a full refund. All transfers and refunds must be requested within 30 days of the start of the cancelled event, otherwise all payments are considered a donation to the Chief Seattle BSA.

Please note that bad weather does not mean automatic cancellation. We'll notify you as soon as possible if your event is canceled.

Changed Your Mind

We may be able to move your reservation to a future date of the same program if there's space available.

To receive a full refund or transfer to another event, you must cancel at least 7 days prior to your scheduled event.

If you cancel between 7 days and the day prior to your event you will be eligible for a 50% refund only.

No Show

No shows or cancelation on the day of the event are not eligible for a refund or switching to another event.

Extenuating Circumstances?

Life can get crazy, if you feel that there is a good reason to request a special exemption for a full refund please reach out directly for consideration in writing; events@seattlebsa.org

Tip: forgetting, sleeping through your alarm, or being sidetracked by a movie-marathon are not examples of extenuating circumstances.

Packing for Camp

Event Specific Gear

- Change of clothes for obstacle course (may get wet).
- Cooking and serving equipment for the Cooking Challenge.
- First Aid gear to complete a First Aid Challenge.
- Safety and gardening equipment for the Sunday Service Project.

10 Essentials

TEN ESSENTIALS

'Be prepared'! Just like every Scout every camper should be equipped with these ten essentials on any camping trip:

Contingency & First Aid Kit 1

"Contingencies" (someone forgot a flashlight, wet weather makes fire building difficult, etc.) are more common than emergencies. A first-aid kit supplemented with a spare flashlight, spare whistle, trail food, matches, and fire starters is your 'air bag' – essential but you hope, (like the air bag in your car), you'll never need it.



First Aid Kit Bag
+ Spare Whistle
+ Spare Flashlight
+ Trail Food
+ Matches and Fire Starters

Flashlight 2

A sturdy headlamp is better than a hand-held flashlight. LED lights (one with a brightness of 35 lumens is more than adequate) use less power and batteries last longer.



Trail Food 3

Carry a few granola bars, protein bars, trail mix, or other compact, high-energy, high nutrition food (avoid sugar-based snacks). Carry a couple of additional nutrition bars in the Contingency & First Aid Kit.



Matches & Fire Starters 4

There are any number of fire starter alternatives; many can be made at home.

If you need to get a fire going in difficult circumstances, you want a proved fire starter and matches in a waterproof container.



Sun Protection 5

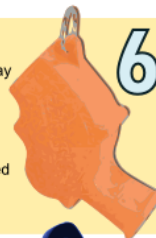
In direct sun in hot weather sunburn and some level of heat exhaustion are common. Staying hydrated, using sunscreen and wearing a broad-brimmed hat are important.



Whistle 6

If you become lost or separated stay put and use a whistle. Signal by blowing three blasts (a well-known emergency signal).

Spend a little more on one designed to signal over distances; cheap insurance should you need it.



Rain Gear 7

Staying warm is crucial, and it's hard to stay warm if you are wet.

Rain pants and a rain jacket are essential, Ponchos restrict movement and don't trap warmth near your body.



Water 8

An adequately sized (32 ounces), wide-mouthed rugged water bottle. In dry or hot climates carry two. Include some simple way to purify water, tablets or other chemical treatments don't take up much space.



Map & Compass 9

A simple base-plate compass is best.

Buy a reliable brand rather than a cheap knock-off, it's worth spending a bit more for an accurate compass.



Pocket Knife 10

A sturdy, well-made simple combination knife is ideal for camping.



SCOUTMASTERCG.com

Personal Equipment

- Mess Kit
- Scout Uniform
- Sweater or Jacket
- Rain Gear
- Hat and/or Bennie
- Long Pants
- Closed Toe Shoes or Hike Boots
- Pajamas
- T-Shirts
- Underpants & Socks
- Sleeping Bag
- Sleeping Mat
- Tent (or confirm one with the troop)
- Toothbrush and Toothpaste
- Towel and Washcloth
- Comb
- Soap
- Deodorant
- Paper with Pen or Pencil
- Flashlight (with charged batteries)
- Personal First Aid Kit
- Pocket Knife
- Day Pack
- Sunglasses (optional)

Troop Equipment

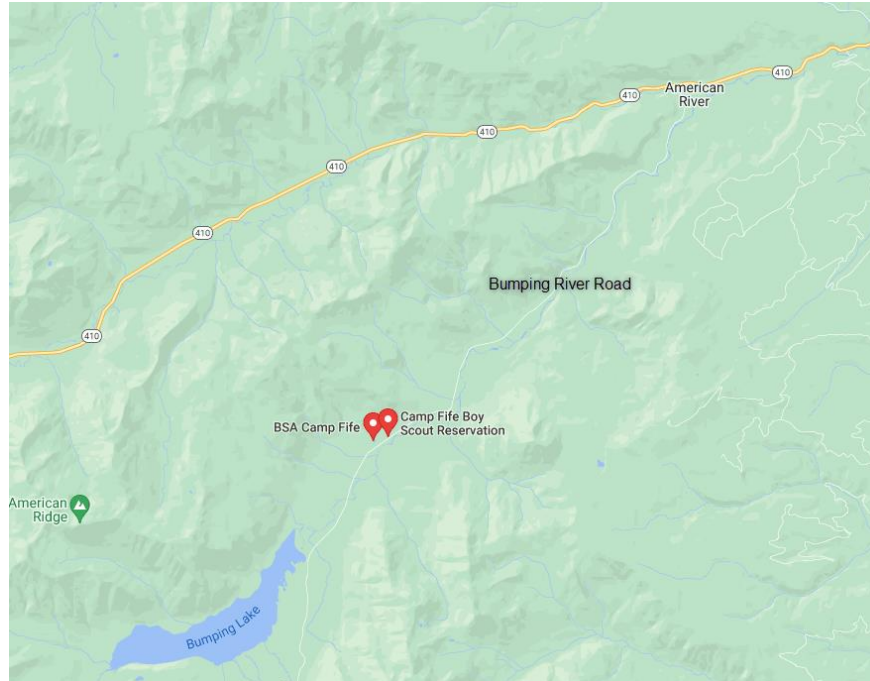
- Cooking Equipment
- First Aid Kit
- Troop Tents (or ensure campers are bringing)
- Troop Fag
- Lighting (lantern or similar)
- Medical Forms
- EPIRB or similar emergency positioning beacon (optional)

Meal Plan

- Friday Dinner – Before, on way, or bring to camp
- Saturday Breakfast – Self Provided
- Saturday Lunch – Bring a Picnic Lunch
- Saturday Dinner – Patrol Cooking Gear (Food will be provided)
- Sunday Breakfast - Self Provided
- Sunday Lunch – Camp to provide

Driving to Camp

Address for the GPS : **8370 Bumping River Rd, Goose Prairie, WA 98929**



Coming from the West Side:

1. Proceed to Enumclaw
2. Get on Hwy 410 East bound
3. Follow 410 east for 65.6 Miles
4. Turn Right on Bumping River Rd
5. Follow for 8.4 Miles
6. Just past the “7-up” sign is the driveway for camp.

Coming from the East Side:

1. Continue West on HWY 12 for 4.4 Mile
2. Proceed onto Hwy 410
3. Follow Hwy 410 West for 27.9 Miles
4. Turn Left onto Bumping River Rd
5. Follow Bumping River Rd for 8.4
6. Just past the “7-up” sign is the driveway for camp

Check-in

Check-in is between 4pm and 9pm on Friday night. If you are arriving outside this window, please coordinate with the Camp Director.

On arrival head to the check-in station where the team will review the following...

- Your Troop Roster
- Tentaroo Registration and Cross Reference
 - Membership of ALL adults is current
 - Youth Protection Training is valid for all 18+
 - All participants have paid
- Paperwork
 - Part A – Informed Consent, Release Agreement, and Authorization
 - Part B – General Information/Health History
- Youth Protection compliance regarding troop make-up and sleeping plans
- Special requirements finalization including health, dietary requirements, and similar.

From here you will be allocated to your campsite.

It will be necessary for you to walk from check-in to your campsite so please pack appropriately.



Medical Forms

Reminder that the 'Medical Forms' (*Part A – Informed Consent, Release Agreement, and Authorization | Part B – General Information/Health History*) **must** be completed to stay at camp by **all** attendees.

Suggestion...

Make 3 copies of the medical forms

1. Handed in to the camp medic (not negotiable) – COPY
2. Kept with the Troop Leader at the Campsite – COPY
3. Kept with a contactable adult back home - ORIGINAL

At Camp

General Camp Reminders

- No Scout is allowed to leave Camp Fife unless completing the checkout process. If leaving the site outside the departure time this is done via the safety office / first aid building. Any scout found off property will be sent home.
- No trees may be cut down without approval of the camp ranger or camp director.
- No private Range and Target Activity (RATA) items are prohibited without written permission and a safety check by the Camp Director or Program Director. This includes but is not limited to firearms, ammunition, BB guns, air guns, archery equipment, throwing hatchets, sling shots, throwing knives, and similar.
- Intoxicating substances are banned. This includes but is not limited to cigarettes, vaping, alcohol, marijuana, and illegal drugs.

Septic System

Camp Fife uses septic systems, for those not familiar, this is not like a plumbed network to your house.

- Only flush things coming out of our body or toilet paper.
- Do not leave taps running down the sink
- Do not let chemicals go down drains
- No dish washing in toilet blocks

Campfires and Fires

Camp Fife is located in a high fire risk area, so it is critical to be continually thinking about fire safety.

- Fires may only be lit after looking up the fire ban status and confirming they are allowed and any constraints.
- Water buckets and tools must be available and at a convenient distance from the fire.
- All fires must be attended by an adult at all times and contained within the fire pit.
- Fireworks are banned.
- No flames of any kind in tents.
- All liquid fuels and fire lighters must be stored in safe space and only used by an adult or under close adult supervision.

Leave No Trace

Leave No Trace™
Center for Outdoor Ethics | LNT.org

THE LEAVE NO TRACE SEVEN PRINCIPLES

- 1 PLAN AHEAD AND PREPARE**
Know the regulations and special concerns for the area you'll visit. Prepare for extreme weather, hazards, and emergencies. Schedule your trip to avoid times of high use. Visit in small groups when possible. Consider splitting larger groups into smaller groups. Repackage food to minimize waste. Use a map and compass to eliminate the use of marking paint, rock cairns or flagging.
- 2 TRAVEL AND CAMP ON DURABLE SURFACES**
Durable surfaces include established trails and campsites, rock, gravel, dry grasses or snow. Protect riparian areas by camping at least 200 feet from lakes and streams. Good campsites are found, not made. Altering a site is not necessary. In popular areas: Concentrate use on existing trails and campsites. Walk single file in the middle of the trail, even when wet or muddy. Keep campsites small. Focus activity in areas where vegetation is absent. In pristine areas: Disperse use to prevent the creation of campsites and trails. Avoid places where impacts are just beginning.
- 3 DISPOSE OF WASTE PROPERLY**
Pack it in, pack it out. Inspect your campsite and rest areas for trash or spilled foods. Pack out all trash, leftover food and litter. Deposit solid human waste in catholes dug 6 to 8 inches deep, at least 200 feet from water, camp and trails. Cover and disguise the cathole when finished. Pack out toilet paper and hygiene products. To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.
- 4 LEAVE WHAT YOU FIND**
Preserve the past: examine, but do not touch cultural or historic structures and artifacts. Leave rocks, plants and other natural objects as you find them. Avoid introducing or transporting non-native species. Do not build structures, furniture, or dig trenches.
- 5 MINIMIZE CAMPFIRE IMPACTS**
Campfires can cause lasting impacts to the backcountry. Use a lightweight stove for cooking and enjoy a candle lantern for light. Where fires are permitted, use established fire rings, fire pans, or mound fires. Keep fires small. Only use sticks from the ground that can be broken by hand. Burn all wood and coals to ash, put out campfires completely, then scatter cool ashes.
- 6 RESPECT WILDLIFE**
Observe wildlife from a distance. Do not follow or approach them. Never feed animals. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers. Protect wildlife and your food by storing rations and trash securely. Control pets at all times, or leave them at home. Avoid wildlife during sensitive times: mating, nesting, raising young, or winter.
- 7 BE CONSIDERATE OF OTHER VISITORS**
Respect other visitors and protect the quality of their experience. Be courteous. Yield to other users on the trail. Step to the downhill side of the trail when encountering pack stock. Take breaks and camp away from trails and other visitors. Let nature's sounds prevail. Avoid loud voices and noises.

Infographic by Earth River SUP, a proud partner of the Leave No Trace Center For Outdoor Ethics
Leave No Trace Seven Principles © 1999 by the Leave No Trace Center For Outdoor Ethics: www.LNT.org

Camporee Program

Friday

The check-in station will be open from 4pm to 9pm – if you are arriving outside this window please advise.

Camp set-up and troop time.

Saturday

- 0647 Sunrise
- 0700 Flag Ceremony – Sea Scouts
- 0730 Breakfast – Troop to provide
- 0830 Adults Meeting / Day Launch
- 0900 Rotation 1
- 1000 Rotation 2
- 1100 Rotation 3
- 1200 Picnic lunch on the parade field
- 1300 Rotation 4
- 1400 Rotation 5
- 1500 Rotation 6
- 1600 Rotation 7
- 1700 Dinner Challenge
- 18.45 Flag Ceremony – Sea Scouts
- 1902 Sunset
- 1915 Camp Fire
- 20 15 Flag Retirement Ceremony

Sunday

- 0648 Sunrise
- 0700 Flag Ceremony – Land Scouts
- 0730 Breakfast – Troop to provide
- 0830 Scouts Own (at Camp Fire Ring)
- 0900 Paul Bunion and Service Activity
- 1200 Hot Dog Lunch
- 1230 Award and Closing Ceremony
- 1300 Depart Camp at own speed, troop welcome to stay into the afternoon

The Competition

Points start from the moment that you arrive and include every activity until the awards ceremony at lunch on Sunday.

Saturday Rotations

Each activity starts exactly at the o'clock and lasts for 45 minutes. The 15 minutes between gives patrols time to reset, go to the bathroom, have a drink or snack, and then get to the next activity.

Base A - Camp Inspection, Scout Uniform, and 10 Essentials

At the trading post

Camp Inspection - When setting out for the day's activities, please leave your camp in a state ready to be inspected and scored. This may happen any time during the day. Make sure there is an obvious indicator of the troop/patrol name so points can be allocated correctly.

Uniform Inspection - during this time there will be points allocated for the correct wearing of the uniform. At this time a scout portrait will also be taken which will be made available post the event.

10 Essentials are expected to be carried throughout the day. At this station they will be checked and discussed.

Base B - First Aid Challenge

Health Safety Officers Led

At the first aid building

This station will consist of a variety of first aid challenges that cover situations that you may encounter while participating in scouting activities.

Base C - Obstacle Course

Rainy City Scouts – Chartering Organization Led

At the old low ropes course (COPE Climbing)

This fun base will test your skills on a variety of obstacle courses while also challenging your patrols leadership and communications skills.

Base D - Maritime Challenge

Sea Scout Led

At the pond

Sea Scouts in lieu of Camporees run Regattas and Rendezvous that similar to how land scouts develop outdoor skills, they develop seamanship. They are bringing a few of these challenges for you to try and get a taste of what is needed for activities on the water.

Base E - Challenge Trail

Order of the Arrow Led

At the flag poles

Hiking and trekking are popular scout activities. This base will offer a short hike with a range of challenges to complete on the trail. Keep your eyes open as you never know what you will find.

Base F - Archery and Throwing Sports

Range and Target Activities Team

At the archery range

Archery and throwing sports are popular scouting skills, at this base you can learn the safety, hone your aim, and earn point by trying a variety of challenges.

Base G - Scout Craft

Yakima Area Volunteers

At the firefox forge area

Try your hand at a variety of traditional scoutcraft challenges as you earn points at the fun base. Still need your Totin' Chip? This may be a great chance to learn these skills and practice them while earning points.

Other Tasks and Challenges

The Dinner Challenge

Collect the box (with instructions) from the food service area in the dining hall/kitchen

Each patrol will be given a mystery box of ingredients with enough food to feed themselves and two guest leaders/volunteers. (All leaders/volunteers will be allocated to a different patrol from the ones they arrived with for the judging).

It is then up to the patrol to cook the food on their patrol equipment to earn points throughout the process and on the final product. Points will include teamwork, hygiene, appearance, taste, creativity, and a social media photo.

The Camp Fire Participation

NYLT Led

At the Camp Fire Bowl

Each Patrol must attend the campfire and participate through singing loudly, doing actions, and laughing at the skits (even if they aren't funny).

Flag Retirement

The solum and ceremonial flag retirement ceremony will be taught and demonstrated. If the fire ban status allows, each patrol will then be given a flag to retire.

The Scouts Own Participation

At the campfire bowl

This morning an interdenominational scouts own will occur allowing each youth to self-reflect on the scout law of Reverent.

REVERENT. Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

A registration slip will be available on Friday evening and Saturday for each patrol to provide a person to participate in one small part of the experience. Each patrol must complete participate to receive their points.

Please be ready to sing the following song...

The Butterfly Song

Hear the tune here [The Butterfly Song](#)

Words and Music by Brian M. Howard

If I were a butterfly
I'd thank you Lord for giving me wings
If I were a robin in a tree
I'd thank you Lord that I could sing
If I were a fish in the sea
I'd wiggle my tail and I'd giggle with glee
But I just thank you Father for making me, me

CHORUS

For you gave me a heart and you gave me a smile
You gave me life and you made me your child
And I just thank you Father for making me, me

If I were an elephant
I'd thank you Lord by raising my trunk
If I were a kangaroo
You know I'd hop right up to you
If I were an octopus
I'd thank you Lord for my fine looks
But I just thank you Father for making me, me

If I were a wiggly worm
I'd thank you Lord that I could squirm
If I were a crocodile
I'd thank you Lord for my great smile
If I were a fuzzy, wuzzy bear
I'd thank you Lord for my fuzzy, wuzzy hair
But I just thank you Father for
making me, me

Copyright © Mission Hills Music
www.ButterflySong.com
All rights reserved. (BMI)
International copyright secured.
CCLI - 35445

Adults Only Event

At the training room in the dining hall above the kitchen

This new event is to encourage networking between adults across the council and to ask questions about programs and events. It will also be the thank you to the Volunteer Led Events teams from 2024 winter, spring and summer programs.

Finger food will be provided to supplement the scout challenge cooked food or just as an evening snack while socializing.

DRESS CODE: Please wear a scout shirt that represents what you are most passionate about, this may be NYLY, Wood Badge, your Unit shirt, Shooting Sports Shirt, Day Camp, Camporee, Chapter Shirt, Climbing shirt, or any other. This will allow people to reach out and ask about how they can attend, get involved, or volunteer.

Adult includes all participants over the age of 18 (Adults and Program Adults).

Sunday | The Service Project | Paul Bunion Award

Paul Bunion Award



1. Explain the most likely hazards you may encounter while using woods tools listed in requirement 5 and what you should do to anticipate, help prevent, manage, and respond to these hazards.
2. Show that you know first aid for injuries that could occur while using woods tools.
3. Earn the Totin' Chip.
4. Help a Scout or patrol earn the Totin' Chip, and demonstrate to them the value of proper woods-tools use.
5. Be familiar with the proper and safe use, maintenance and storage of woods tools including:
 - Axe
 - Hatchet
 - Loppers
 - McLeod
 - Pulaski
 - Saw
 - Shovel
 - Pick Axe
 - PryBar
6. Demonstrate proper use of four of the tools listed in requirement 5.
7. With unit leader approval and supervision, using woods tools, spend at least two hours doing one of the following conservation oriented projects:
 - Clear trails or fire lanes for two hours.
 - Trim a downed tree, cut into four-foot lengths, and stack; make a brush with branches.
 - Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

Totin' Chip



This certification grants a Scout the right to carry and use woods tools. The Scout must show their Scout leader, or someone designated by their leader, that the Scout understands their responsibility to do the following:

1. Read and understand woods tools use and safety rules from the Scouts BSA handbooks.
2. Demonstrate proper handling, care, and use of the pocketknife, ax, and saw.
3. Use knife, ax, and saw as tools, not playthings.
4. Respect all safety rules to protect others.
5. Respect property. Cut living and dead trees only with permission and good reason.
6. Subscribe to the Outdoor Code.

Leaving Camp

Check Out

All participants must check out

- At the end of camp this is done in the same place that they checked in.
- If a need arises to where someone needs to leave during the camp this is done via the First Aid building.

Prior to checkout each patrol must clear out their camp site and complete the camp cleaning task assigned to them.

Lost and Found

During the camp this will be located at the first aid building.

At the end of camp these items will be moved to the sign-out location.