

Scouts BSA
CHIEF SEATTLE COUNCIL
MT. Tahoma & Duwamish DISTRICTS

2022 Spring Camporee
Leader's Guide

(New and revised as of February 11, 2022)

Important Dates

Camporee Starts	20 May 2022
Camporee Ends	22 May 2022
Online Registration Ends	12 May 2022

GENERAL INFORMATION

Our staff anticipates and expects your spirited participation in the scout-skills competition, exhibitions, adventure, and of course the FUN. It is our intent to provide the atmosphere and opportunity for your unit to thrive and “have a blast.”

Please read the entire leader’s guide. The most successful units at this event will have thoroughly read and attained a complete understanding of all the sections covered in this leader’s guide. We hope these changes will be for the better and enhance your unit’s experience at Camporee.

The leader’s guide contains the following sections to help you prepare for the Duwamish and Mt. Tahoma Districts’ Spring Camporee.

We are pleased to hold this year’s Camporee at Camp Edwards in Snohomish, WA. We are privileged to be able to use the facilities provided by our host, but in doing so, certain restrictions are imposed on us to protect our host’s property. Moreover, these and other expectations fit right into “Leave No Trace” Scouting and are addressed in the “Location” section and in the list of “DOs and DON’Ts”.

SO, PLEASE FAMILIARIZE YOURSELF WITH THESE ITEMS.

Camporee is primarily an activity to enhance the PATROL METHOD within your unit. It is also a chance for scouts to show off their skills at camp-making, cooking, teamwork, and cooperative methods of taking on tasks. All activities are run with the patrol method in mind. Camping is set in large troop areas, but each patrol (as registered) will be judged on their ability to camp and complete scout skills as a team. Each patrol should maintain an individual camp site within the larger troop area. Camporee can only be as strong as unit participation. This includes unit-sponsored games, as well as our program of afternoon exhibitions and demonstrations. Please see the “Exhibits” and “Special Activities” sections for further details.

A Scout is Obedient

Camporee Staff govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code (“Leave No Trace”). We will also insist and work to ensure that all participants live within the Guidelines of Safe Scouting (<http://www.scouting.org/filestore/pdf/34416.pdf>).

Remember, Camporee Staff consists of youth members; young men and women who have put in extra time to ensure we all have fun. Each of them is required to respect and be respected by each participant, in turn. The youth will be in leadership roles the entire weekend and will benefit from your help, patience, and guidance when required.

Regardless of the situations that may arise, Scouts do their best and we would appreciate your unit's respect and cooperation. In following the rules as good Scouts and citizens, we should be provided with a successful Spring Camporee.

If deviation from scouting philosophy does occur, it will be dealt with by Staff and may ultimately require the removal of an individual or unit from the Camporee. The Camporee Chairperson reserves the right to exercise his/her authority and will always uphold the Scout Law.

A Scout is Informed

The following are some important elements to keep in mind for this year's Camporee.

SITE:

- There is very good drainage and conditions should be good in case of inclement weather.
- There will not be any outdoor lighting in your area.
- Some campsites may have enough tents in it, or limited tent so be prepared and bring one.
- Most of the campsites are flat but each site is different.

RESTROOMS/SHOWERS:

- Access to restrooms at Camp Edwards will be just like summer camp. Please remember that girls are participating. They will be using the restrooms designated for women at the campsites and public areas where there are restrooms.

A Scout is Friendly

We are privileged to invite and expect scouts from the Girl Scouts of America, Boy Scouts, Varsity Scouts, Venture Scouts, and Webelos from other districts, councils, and states. It is indeed a pleasure to remember that scouting is a worldwide activity and that we should enjoy participation and competition from everyone, now both boy and girl scouts.

A Scout is Prepared

UNIT LEADER

Each unit leader is responsible for having in their possession: permission slips, medical releases, and medical histories of ALL PARTICIPANTS from their unit.

EQUIPMENT

Each unit is required to provide all equipment required to participate in the Camporee. That includes tents, stoves, cooking and eating utensils, and materials for camp equipment/gadgets, an entrance gate, water, etc.

Each patrol will need to bring its own water transport vessel and each patrol will be expected to keep a supply of fresh, potable water in its camp area at all times.

An equipment list for patrols/dens who are overnight camping is provided as a guideline. Units should review equipment requirements with their youth. Those units participating in special events will provide the necessary equipment called for in that event.

UNIFORMS

The complete Scout "Field Uniform" (AKA: Class A) should be always worn properly during the Camporee – No Merit Badge Sashes.

However, "Activity Uniforms" (Class B) may be worn during Scout Skills games and contests.

Class B shirts worn must be scouting-theme appropriate. Complete Field uniforms are required for all assemblies, campfires, and at the Camporee-wide Scout's Own.

Those individuals participating in Order of the Arrow activities during the Camporee should bring appropriate uniform items (sashes!).

MEDICAL FACILITIES

Each unit should have its own first aid kit. However, a first-aid kit will be on site in the event of a medical emergency. **Each unit leader will be responsible for the first aid treatment of minor injuries, and for the safe transport of participants in the event of a medical emergency while maintaining two-deep leadership with the Scout and the remainder of the troop on site.**

Facility	Address
Evergreen Health Monroe	14701 179 th AVE SE, Monroe, WA 98272 (360) 794-7497

DRUGS AND ALCOHOL

Drugs and alcohol are not permitted on the premises at any time. The presence of illegal drugs or alcohol may necessitate a call to local law enforcement. Standard rules from the Guide to Safe Scouting apply with respect to prescription medications.

KNIVES and FIREARMS*

These “items” are NOT required for Camporee and should be left at home. **Sheath knives (fixed blade) and folding knives with blades over 3 inches are not permitted.** Use or possession of any of these items will result in immediate dismissal from Camporee, and may result in disciplinary action and a call to law enforcement agents.

Larger knives used for food preparation should be left in the patrol cook site and be properly cared for and put away with the other cooking utensils. Each participant should be knowledgeable in the use of knives and axes and have in their possession a Tote-N-Chip Card, which is proof of their proper knowledge and use of such equipment.

LOADING AND UNLOADING: PEOPLE, PARKING, AND EQUIPMENT

This process is the most challenging part of Camporee for the Staff, youth and adult leaders. Be prepared and be patient with all the volunteer staff. If you have any participants in your unit that have a “special need” or mobility issue, please bring it to the attention of the adult parking advisor/ Camporee Chairperson before coming.

The gate to the Camporee area will be locked between 11:00 pm – 6:30 am. Contact staff members if you have an emergency need to pass through the gate.

PEOPLE

Remember that the staff is made up of volunteers, both youth boys, girls, and adults. They will have complete authority in any disputed matter. If a participant does not heed to the direction, of a staff member. The scout and/or their unit will be subject to sanction by the Camporee Chairperson or SPL with Chairperson approval from either district.

PARKING

Vehicle parking will be provided in an area away from camping sites. Parking rules will be strictly enforced. If a vehicle is parked improperly and the driver has been warned it may be towed. Vehicular type campers (RVs) will be set up in a separate area. Remember, unit campsites are for tent camping only!

EQUIPMENT

By following these simple rules units will facilitate entering and exiting Camporee with their equipment.

- This site has no road access to campsites.
- **Youth and adults are required to carry their personal gear (in the confines of a pack or duffel bag) to and from their campsites. No motorized vehicles/devices will be used to transport personal gear.**
- Please bring a wheeled cart for your unit gear. There are some wheeled charts but it's limited.
- Upon conclusion of Camporee, the loading of vehicles to leave will be conducted in a like manner as unloading.

THE REGISTRATION PROCESS

REGISTRATION IS ESSENTIAL FOR ALL UNITS

When you choose to register online your check-in is quicker more hassle free. Moreover, register online it helps to reduce costs for Camporee as it is important for Camporee Staff to have an accurate count of heads and units in order to prepare sites, ribbons, prizes, etc.

- Registration online limits the confusion and stress of checking in on Friday night, as camp site assignments will be "Jamboree style" and will occur at check-in.
- Dutch oven teams must pre-register by May 13th.
- Help ensure your unit's speedy arrival, registration, and site placement through proper planning.

PLEASE REGISTER YOUR GROUP AND GAME!

As units registered online, they will be assigned campsites and notified of location with a detailed map, by mail, as time allows. The more prepared you are to registering online (no penalty for increasing attendance or any other last-minute changes) the more informed we can make you.

FEES

- The cost for each registered youth and adults is \$15.00 for those attending overnight (one night or two) with or without approved game.
- Fees are to be paid on-line **before May 12th at 11:59pm** no fees are to be **paid on-site**.
- Any fees paid by scout bucks must be paid before coming to camporee. These must be paid to the troop's districts DE's before May 13th
- The fee for those who are attending only for Saturday is \$10.00 per person. Saturday participants must also furnish a completed registration form.
- Day registration and extra participants will need to pay at registration.
- Please see the registration form for additional information summarizing these fees.
- Anybody without a wrist band on will be counted as not completing a registration

ALL PRINTED DEADLINES WILL BE ENFORCED.

Pre-registration fees should be paid on-line or by check to:

Chief Seattle Council, BSA
Account #1-6801-721-20 – (write the account number on the check)

at the following address:

SPRING SCOUT CAMPOREE c/o Chief Seattle Council BSA,
3120 Rainier Ave. S
P.O. Box 440408,
Seattle, WA 98114

If there is time before the deadline, the form may be FAXED to (206) 206-721-8985 and your check mailed. Include the above account # on both check and registration form. If you are late getting registered, consider driving to the scout office or faxing a copy of the registration form.

FEES ARE NOT REFUNDABLE unless showing signs of Covid-19 and an email to camporeescoutmaster@gmail.com.

CHECK IN

Regardless of prior notification, entrance to Camporee and to your campsite must begin with checking in at the registration desk. Upon arriving at the Camporee, the primary contact and focal person for registration concerns and questions is the Camporee Chairperson and/or the registration person.

Once at your appointed site, you immediately need to send over a member of your group to confirm the total number signed-in on site. This check-in is necessary for safety/evacuation requirements, headcounts, etc., will facilitate speedy unloading from parking areas, and allow direct access to your campsite.

EARLY CHECK OUT

Please let the Registration Staff know of ANY intentions your UNIT may have for EARLY DEPARTURE.

- Arrangements should be made as soon as possible upon arrival.
- Vehicle loading near sites will be restricted to after Scout's Own on Sunday.
- Early check out is available for units requiring leaving Saturday evening. However, we encourage you to remain until after campfire ceremonies are completed or leave before campfire. **Registration is closed during campfire.**
- Checkout on Sunday is only available after Scout's Own services.

OTHER REGISTRATION REQUIREMENTS

- All units are required to check in with the registration staff upon arrival, even if you have pre-registered.
- All units participating in this Camporee will be required to provide the following information:
 - An updated number of adults and youth if any changes were made.
 - Confirmation of late payment from the scout office.

- Each unit leader is responsible for, and will have in their possession, the proper permission slips and medical release forms for each youth participant attending.
- Evidence of two-deep leadership and use of the “buddy system” will be strictly enforced throughout the Camporee by all staff.
- Webelos units staying the night must or we recommend being sponsored by a participating troop and have one-to-one adult to youth supervision for safety.
- Webelos dens coming to spend the day at Camporee are welcome and do not need an invitation from or sponsorship by a troop. However, they must have a minimum one-to-four adult to youth supervision and be prepared to be self-sufficient.
- Visiting Cub packs must have one adult for every four youth with a minimum of two adults (1-to-1 is advised).
- Units not meeting the above requirements may not be permitted to check-in.
- Note: Girls Scouts troop need to complete the "Travel Application for Short Trips" for camping.
<http://www.girlscoutsw.org/content/dam/girlscouts-girlscoutsw/documents/travel-application-for-short-trips.pdf>

UNIT CAMPSITE/GATEWAYS **(Not Scored)**

UNIT CAMPSITE FORMAT

There are limitations on usage of the Camporee site. Please follow the guidelines and markers and stay within the assigned camping area. There will be markers in the camping areas to designate which unit is to occupy that space.

Our intended campsite format is designed to get the most out of the space available and yet still give each unit a clear, defined area they can turn into their own community.

If your unit campsite is not large enough or has a problem, contact Camporee Staff at the registration desk and ask for assistance in finding a solution.

PLEASE DO NOT MOVE TO ANOTHER AREA SITE WITHOUT CONSULTING STAFF.

GATEWAY CONSTRUCTION

The GATEWAY is an opportunity for your unit to uniquely identify its campsite and provides a formal entrance to your unit campsite. Its construction, size, and complexity are of your choosing. Gateways can be as elaborate as archways or bridges, and as simple as using unit flags and banners. Your unit can construct its gateway, set up individual patrol sites, and contribute to the overall Camporee community.

This is not only fun and a source of unit pride and scout spirit, it is useful in identifying your unit. Your unit should bring materials to mark off this area so that it can be clearly defined and identified by the inspectors, other troops, and your own unit members.

Formal identification of your unit’s campsite by a gateway is not required, but a visible entrance should be marked.

Remember to exercise the patrol method! Give scouts the opportunity to provide guidance and input into their unit’s gateway and let them provide the manpower. Remember to consider time constraints due to schedule and the scouts’ physical capabilities and limitations.

INSPECTIONS

CAMPSITE INSPECTIONS

Unit and patrol site inspection will be conducted during the Camporee. Check-sheets are provided in the special events section for your review. Unit registration, arrival, and conduct; along with patrol participation and campsite are factors to consider in the judging of this activity.

This inspection is required for safety reasons and the sheet will be returned to you to use as a training tool. There will only be one inspection, so make sure you are ready. The inspection will take place during morning games. It is expected that your entire unit will participate in the games. This will allow the youth staff inspectors to do their job quickly, efficiently, and thoroughly. Inspections will be made on a unit basis rather than by patrol. Interiors of individual tents will not be evaluated because it is “a Scout’s home away from home”. Keep them neat and safe, please!

The completed inspection forms will be included in your unit’s take home packet – be sure to pick it up before you leave. Awards for the best campsites will be announced at the Awards Ceremony.

DO NOT HINDER YOUR SCOUTS.

REVIEW THE CHECKLIST, EQUIPMENT LIST, AND GUIDELINES OF THIS GUIDE WITH YOUR UNIT.

GAMES

SCOUT SKILL GAMES

Your unit is urged to “sponsor” and come up with the makings of a “scout skill test” and present it to the entire Camporee as a scout skill contest. It is extremely important that each unit try to sponsor and run such a game. All units who sponsor an event will be recognized during the event. It makes for greater fun when your unit makes plans and implements a game.

These Saturday morning games are exactly what the scouts have been working towards all year. Scouts expect games that will test their scout skills and all the knowledge they have acquired over the past year. Remember: the more activities, the stronger the Camporee, and the more fun for patrols.

These activities should not be run by the Scoutmaster. They should be run by the unit’s Committee Members and other trained adults, as well as scout leaders. Your Scoutmaster’s job this weekend is to provide leadership to your youth and enjoy as much free time as possible. The required equipment for all Scoutmasters is a traveling coffee mug.

RESOURCE MATERIALS FOR SCOUT SKILL GAMES

Each unit will be expected to provide all necessary equipment for participants in the games.

- We have found that it is easier to spot each unit’s game when you provide a flag or marker. The name of the game and the unit that is sponsoring it. So that scouts can move more easily from game to game.

- Wood for above-ground fires will have to be brought in, so you should be prepared to supply your unit with the firewood it needs. A good resource is to solicit your local grocer for a couple of firewood “packets” for each patrol.
- Your unit’s game is not exempt from Camporee Rules. Please verify that your setup complies.

UNIT-RUN GAMES OF SCOUTING SKILL

Unit games are the focal point and main event of the Camporee. The current system for judging and awarding the games has been in place for several years now, but please review all information in this section if your unit intends to run or participate in unit games. The information below is important to your unit leaders and scouts. Please share this information with all those attending.

SPONSOR A GAME

Since these games are the point behind the Camporee, we ask that all units who attend to sponsor and run a game or relay.

THOROUGHLY PLAN YOUR GAME

It is your unit’s responsibility to provide any and all materials needed for your game. Your unit will be responsible for scoring the game and determining the winners. We will provide a Summary of Winners Sheet for your use to turn into the Games Chief. The Summary of Winners Sheet indicates who the 1st, 2nd, and 3rd place finishers are for Webelos; First Year Scouts; Regular Scouts.

Preferably, games should be related to Scout Skills and combine team building using the Patrol Method to attain a good/high score. Games must be well monitored, fair, safe, and FUN!

KNOW THE GAMES’ PROPER PARAMETERS

Games should be contests of scout skills that have patrols competing as a team against time or themselves, but never against another patrol. When scoring your event, please develop and use a scoring sheet that reflects the goals of the game and can easily determine a winner. We also want to emphasize that good scouting spirit needs to be a part of judging your game. Your scoring should be convertible to a scale of zero (did not participate or finish) to seven (top score) on the provided score sheet.

FLAGS AND YELLS ARE AN IMPORTANT PART OF SCOUTING AND SHOULD BE CONSIDERED.

GAMES AND SCORING

Unit games will begin Saturday morning at 9:00 AM sharp. You must be completely set up (some planning required!) and have checked in at the games table, which will be located just inside the Staff Headquarters area next to the games field.

- All games will START at 9:00 AM and CONCLUDE at 11:00 AM to 11:30 AM.
- All games should be scorable from 0 to 7, with 7 being the highest.
- All units will be provided with a Summary of Winners Sheet. On it, you will designate the 1st, 2nd, and 3rd place winners for Webelos; First Year Scouts; Regular Scouts (please include all ties).
- All Summary of Winners Sheets must be turned into the Games Chief’s table by 12:00 PM.

PARTICIPATION

The total time allotted for scouts to compete is two and a half hours. The patrol/den must compete in at least six different events to be recognized as winners in the Overall Award. Leaders, please encourage your scouts to compete for the entire time, because the more events they compete in, the more chances for awards. Awards will be recognized during our Saturday evening events. The actual awards will be included in each unit's take home package – please be sure to pick up your unit's package before you go home.

JUDGING

KNOW THE JUDGING CATEGORIES: It is important for everyone at the Camporee to understand these categories and their differences.

1. Webelos: are Scouts representing a pack in a den.
2. First Year Scouts: are Scouts with 18 months or less as members of a scout troop, formed in a patrol. We realize that troops do assign guides to patrols, but we will not recognize any patrol (as First Year) with more than one scout not fitting this description as a first-year scout.
3. Regular Scouts: are Scouts with more than 18 months as members of a scout troop formed in a patrol.

Each of these categories will be judged and awarded separately. This will allow for better competition, as Scouts of relative ages will be competing against one another.

If you have any questions, concerns, or just want to know more, please do not hesitate to contact our Games Chief, or Camporee Chairperson.

EXHIBITS

AFTERNOON DEMONSTRATIONS/EXHIBITS/ADVANCEMENTS

We are pleased to provide numerous demonstrations and exhibits put on by groups who have signed-on to come out and run a hands-on, informative presentation for all scouts and guests to enjoy.

These exhibits take considerable effort to put on, and we need to support their effort through our continued enthusiasm and high attendance. We expect many of the traditional exhibitors to come back, and some new exhibitors will be added.

Troop leaders are encouraged to run a simple advancement program for a requirement needed by ranks Scout through First Class. Sign up Saturday at the morning leader briefing.

PLEASE BE SURE YOUR SCOUTS KNOW THIS IS A MANDATORY EVENT.

Scouts will not be permitted to remain in their campsites during the exhibitions, without valid reason from their unit leaders. If scouts are found in their campsites during the campsites inspections, **a penalty will be assigned to the entire unit**, which may eliminate your unit's recognition of having a superb campsites inspection.

SPECIAL ACTIVITIES

- Tot'n Chip for new Scouts
- Trail to First Class
- BB Gun range
- Archery range
- OA Chapter Meetings
- Tomahawk throwing
- Climbing tower
- Flag presentation

Any other activities will be announced/listed at Camporee check-in.

CAMPFIRE

Each unit is encouraged to provide **original entertainment** for the camp-wide campfire. Do not forget the 4 S's, so bring your Songs, Skits, Stunts, and Stories. Our Master of Ceremonies will provide the showmanship! Your activity will be previewed prior to acceptance – please be appropriate.

Units are encouraged to practice prior to Camporee -- a great activity for troop meetings. Let us make this full of fellowship and fun, with great entertainment. The campfire is typically presented in a natural 'bowl' (hillside, or stadium, if available) to provide both a 'stage' for the participants, and easy viewing for all. Tip: there is no amplification, so have your Scouts practice their "theatre voice" so we can hear them in the back row.

AWARDS

Special emphasis will be put on the fair awarding of ribbons to participants. This year there are more ribbons for more categories. The more your scouts participate, the better their chance of receiving awards. Every unit and patrol will return home with recognition for attending the Camporee.

BEHAVIOR

Campfires are for the enjoyment of all attending and are run in observance of the Scout Oath and Law, which will be the rule again this year. All songs/skits/stunts/stories will be pre-screened by Staff. Any improper behavior will be promptly dealt with.

ASSOCIATED ACTIVITIES

ORDER OF THE ARROW

The Order of the Arrow may be conducting several events during the Camporee. These activities, as with most OA events, are run by chapters represented at Camporee.

Questions should be directed to your chapters' chiefs and advisors.

REMEMBER – CAMPOREE IS FUN – LET'S MAKE IT A SUCCESS – PG 11

CHAPTER MEETING

Your chapter may be conducting a chapter meeting during the noon recess at Camporee. These meetings are for current members of the chapters. There will be business conducted at these meetings along with fellowship.

Chapters are required to provide their own meeting equipment; an area will be provided for set up.

Time has been made for meetings and for lunch yet be prepared to bring your lunch to the meeting if required.

LOCATION

Camporee Location	
Camp Edwards 25600 Monroe Camp Rd, Snohomish, WA 98290	ALL CAMPERS NEED TO REMAIN ON THE CAMPOREE SITE.

“LEAVE NO TRACE” CAMPING IS THE RULE

Camp Edwards has proved us with a great venue to hold our Camporee. We are very excited to be able to use this facility and would be pleased if we could use it again in the future.

- **Garbage: Pack it in – Pack it out**
- Please remember - NO DIGGING. When planning your gate, keep this in mind.
- Also, the only area that may be wet or lack good drainage is the parking area.
- There may also be some very rocky areas where the games will be held - plan for it!
- Recommended method of construction is lashings, tripods, etc.

The abuse of these facilities will not be permitted. Abuse will be defined as, but not limited to

- any misuse of resources,
- any actions that cause the areas to become unsightly or unsanitary,
- any dishwashing disposal of waste (water or otherwise) in the campsites,
- the continued running of water on the ground.

These resources have been made available to us as a convenience and may be revoked if we abuse them. Violations or improper use will result in counseling from Staff; any continued violations or disregard will be dealt with by the Camporee Chairperson and may result in removal of individuals or units.

PLAN WELL AND HAVE FUN

DO'S AND DONT'S FOR SPRING CAMPOREE

Do:	Do Not:
Take the time to pre-register. It is essential for a successful event.	Dig any holes for any reason, including for gateway building.
Bring your own fire suspension set-up and firewood if you plan to have a fire or dutch oven charcoal fire.	Build any fires on the ground. All fires must be suspended at least 12 inches off the ground.
Dispose of wash water properly. Cool it, strain it, and fling it in a safe area - outside of all campsites (leave-no-trace)	Leave the camporee site without an adult from your unit. Unit leaders are 100% responsible for your scouts and use of the buddy system.
Wear your scout uniform at all times during the camporee. Your activity uniform may be worn during scout skills games.	Participate in any contact sports (touch football will not be allowed to ensure a safe camporee).
Bring all that is needed to run the game you wish to sponsor.	Bring fixed blade knives or folding knives with blades longer Than 3", drugs, alcohol, or firearms.
Bring garbage sacks and expect to remove all your own trash at the end of the camporee.	Wash dishes at or near the water distribution area. All dishwashing must be done in your camp area.
Exercise and follow the safety guidelines found in the guide to safe scouting.	Bring or play any electronic devices, games, radios, or artificial noisemakers - per standard scouting regs.
Be respectful of all staff and volunteers.	Block the roadways. Park only in the designated parking areas.
Enjoy yourself and have lots fun!	Drive into the camping areas.

RECOMMENDED EQUIPMENT LIST

(For all units and individuals camping overnight)

Patrol	Individual
* Patrol Flag	Field and Activity Uniforms
Shovel	Pack/duffel bag
* Adequate # of tents	Sleeping bag/blankets, sleeping pad
* 1 filled fire bucket per tent	Eating utensils, cup, plate, bowl
* 2 fire buckets or class B/C fire extinguisher for each cooking site	Waterproof matches
Cook kit	Scout Handbook
Dishwashing supplies	Flashlight w/extra batteries & bulbs or 2 flashlights
* Duty roster in plastic	Extra clothes as needed
* Menu in plastic	Rain gear
* Dishpans	Toilet articles w/soap & toothbrush, towel, wash cloth – bringing extra toilet paper is a “good thing.”
* Trash bags	Jacket or sweater (highly recommended)
* Bleach or sanitary tablets	Pocket knife – with Tote-N-Chip Card
* Dining fly	Extra boots/shoes as required
* First Aid Kit	First Aid kit
* Sunscreen	Canteen/water Bottle
Patrol Box	Compass
* Water container(s) filled (5 gal minimum)	Personal Chair
* Food storage container	
Stoves	
*Hand Soap and or Hand Sanitizer	

Unit	
Lanterns (Remember –there is no outdoor lighting)	* Gateway materials
Campfire song/skit	Boundary materials (stakes/rope)
Dutch Oven Cooking Contest Equipment	Unit sponsored game/relay

NOTE: Items marked with an asterisk (*) will carry points for the inspection on Saturday at noon.

Reminder: portable, internal combustion engine type, generators are not permitted. However, the staff will have generators to provide needed electricity to facilitate the program and emergency needs.

This list is provided as a guide. Patrols, individuals, and units should have equipment to meet their requirements.

Mt. TAHOMA AND DUWAMISH DISTRICT SPRING CAMPOREE 2022 REGISTRATION FORM

PACK # _____ TROOP # _____ POST # _____ DISTRICT _____ Council _____

NAME, PHONE # & E-MAIL OF UNIT LEADERS

Scoutmaster: _____ Phone: _____ e-mail: _____

NO ONLINE REGISTRATION DEADLINE

Registration					
	Weekend Youth			Saturday Youth	
_____ X	\$15.00	= _____	_____ X	\$10.00	= _____
	Adult			Adults	
_____ X	\$15.00	= _____	_____ X	\$10.00	= _____

Make checks payable to: BSA Account # 1-6801-721-20

Game your unit is sponsoring: _____

Game contact person & telephone: _____

"Cast Iron Chef" Competition – Registration Deadline May 13		Top 3 Camp Sites You Would like- note you may not be in one depending on # of people at Camporee
Yes	No	1 st : _____ 2 nd : _____ 3 rd : _____

Mail this registration form and fees to:	Mt. Tahoma & Duwamish DISTRICTS SPRING CAMPOREE 2022
	Chief Seattle Council BSA
	3120 Rainier Ave. So. Or P.O. Box 440408
	Seattle, WA 98114

Or you may **fax** this form to (206) 206-721-8985 and **hand deliver** the fee to one of the DE's at the Council Office

CAMPOREE SCHEDULE

FRIDAY - MAY 20

6:00 PM	UNIT REGISTRATION – CHECK IN BEGINS
9:00 PM	UNIT CRACKERBARRELS – REGISTRATION CLOSES
11:00 PM	TAPS - LIGHTS OUT (PARTICIPANTS AND STAFF)
GATES WILL BE Closed AT <u>11:00 PM</u> – talk to Camporee SPL if accommodation is required	

SATURDAY - MAY 21

6:30 AM	REVEILLE (Birdie Song)
7:45 AM	SCOUTMASTERS & SPL MEETING WITH CAMPOREE STAFF
8:00 AM	REGISTRATION OPENS FOR SATURDAY ARRIVALS (or late on Friday)
8:00 AM	MORNING STRECHES (OPTIONAL)
8:30 AM	CAMP-WIDE ASSEMBLY - ALL STAFF/UNITS, OPENING FLAG CEREMONY
9:00 AM	REGISTRATION CLOSES UNIT SPONSORED GAMES AND CONTESTS BEGIN
9:30 AM	CAMPSITE INSPECTIONS
12:00 PM	UNIT SPONSORED GAMES END Summary of Winners Score Sheets must be turned in to the Games Chief LUNCH
12:30 – 1:45 PM	ORDER OF ARROW CHAPTER MEETING (NOTE: Will be announce Saturday morning if we are having OA meeting.)
1:00 – 4:00 PM	SPECIAL EXHIBITIONS AND DEMONSTRATIONS
1:30 PM	DUTCH OVEN COMPETITION SET-UP
1:45 PM	DUTCH OVEN COMPETITION TEAM and JUDGES CHECK-IN
2:00 – 4:15 PM	DUTCH OVEN COMPETITION “THE CAST IRON CHEF”
4:15 – 4:30 PM	DUTCH OVEN COMPETITION JUDGING/EATING
4:30 - 5:30 PM	CHECK OUT FOR DAY REGISTRATION (or those units not staying the night)
5:30 PM	DINNER

Saturday MAY 21 Schedule (continued)

6:30 PM	SITE CHECK-OUT INSPECTIONS FOR EARLY DEPARTURES
7:30 PM	CAMP-WIDE ASSEMBLY - ALL STAFF/UNITS, FLAG CEREMONY STAFF-HOSTED CAMP-WIDE CAMPFIRE, AWARDS, ANNOUNCEMENTS BRING YOUR CHAIRS
10:00 PM	ORDER OF THE ARROW ACTIVITY - please check with your local Chapter Chief. CHECK - OUT FOR EARLY DEPARTURES – please make sure that you first check out with registration and obtain your patches and ribbons.
10:00 PM	TROOP FRIENDSHIP CRACKER-BARRELS
11:00 PM	TAPS – Lights Out (Quiet)

SUNDAY - May 22

7:00 AM	REVEILLE (Rise and Shine Song)
7:15 AM	BREAKFAST
8:30 AM	CAMP-WIDE ASSEMBLY - ALL STAFF/UNITS, FLAG CEREMONY SCOUT'S OWN – ADMINISTERED BY THE ORDER OF THE ARROW
9:00 AM	CLOSING FLAG CEREMONY
10:00 AM	CLEAN UP, PACK UP, AND FINAL INSPECTIONS
11:30PM	FINAL PARTICIPANT CHECK-OUT

2022 Spring Camporee Campsite Inspection Form

(JUDGES - please do not share this sheet with unit members during inspections)

Troop / Pack # _____

District _____

I. Patrol Equipment

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Tent spacing	20	_____	
Cooking gear	20	_____	
First Aid Kit	30	_____	
Kit hung or posted	10	_____	
	80		<input type="text"/>

II. Campsite

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Camped in assigned site	20	_____	
Rain fly pitched	20	_____	
Tents properly pitched	20	_____	
Hand washing facility	20	_____	
Clean, dry eating area	20	_____	
Patrol equipment stored	20	_____	
Personal equipment stored	20	_____	
Organized campsite layout	20	_____	
No digging	50	_____	
	210		<input type="text"/>

III. Patrol Commissary

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Menu posted	20	_____	
Duty roster posted	20	_____	
Food prep/kitchen area clean	20	_____	
All food stored properly	40	_____	
	100		<input type="text"/>

IV. Health, Safety and Sanitation

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Dishes washed properly	20	_____	
Proper disposal of wastewater	20	_____	
Garbage disposed of properly	20	_____	
Clean campsite (-5 points for each piece of litter)	30	_____	
Cook fire on safe spot	20	_____	
Drinking water supply handy	20	_____	
Water/soil cooking fire control buckets	40	_____	
An ABC Fire Extinguisher (1 per patrol) OR Water Buckets (1 per tent)	40	_____	
	210		<input type="text"/>

Any scouts in camp during exhibitions
without legitimate reason

- 40

Penalties

Maximum possible score 600

Total