



Balboa Oaks District



SPACE Vikings

Adventure!

Camporee 2019 May 3 - 5

**Camp is what the boy looks forward to in Scouting...
The open-air is the real objective of Scouting and the key to its
success.**

Robert Baden-Powell



Greetings Leaders, Parents and Scouts!

Camporee is many things – a time to enjoy a weekend campout with old and new friends, the camaraderie of the Balboa Oaks scout family, the energy of the open air, and the warmth of campfires on a cool California evening. It's packs and troops demonstrating the power of teamwork and shared Scout skills through friendly gaming in the Great Outdoors. Most of all, Camporee is celebrating our community of Scouting through FUN!

For my finale event, the theme this year is **"Space Vikings' Adventure"** – which means scouts will push their limits in challenging Space Cadets and Viking-styled games in the adventurous Spirit of Scouting! And throughout the event, we all have the opportunities to demonstrate the real-life meaning of the Scout Oath and Scout Law.

A special aspect of the Balboa Oaks' Camporee is our inclusion of Cub Scouts with Scouts BSA. This provides opportunities for Cubs to catch glimpses of the Boy Scout program and troops, and for the Scouts BSA to set an example for our Cubs to aspire to.

Webelos 2/Arrow of Light scouts are all invited to ceremonially bridge to their Boy Scout units during Saturday evening's campfire – a memorable rite of passage for these youth. Our Order of the Arrow scouts will call out their names as they make the journey from the Cub Campfire to the Scout Campfire.

Lastly, to build this great experience for scouts, parents, and leaders, we need everyone's assistance to make it happen. Please respond to our call for volunteers to cover the duty roster – 1 to 2 hours for each adult will cover our needs easily.

Questions, comments or ideas? Call or e-mail me at (323) 356-1291 / ScouterGregV@gmail.com.

Yours in Scouting,

Greg Veneklasen
2019 Camporee Chair

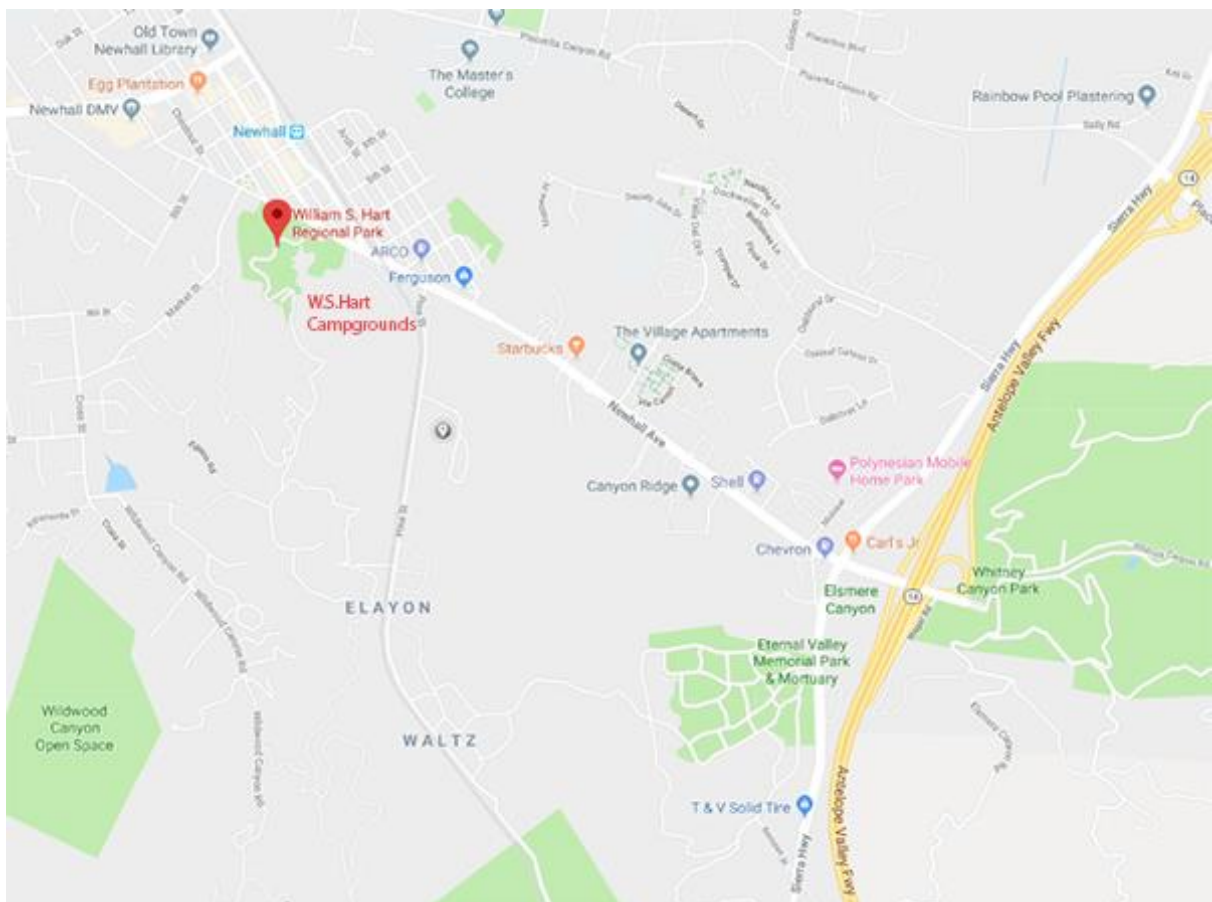
Directions to William S. Hart Park

Address: **24151 Newhall Ave., Newhall, CA 91321**

1. Take US-5 North
2. Go East to **Hwy 14**
3. Stay on the 14 to **Newhall Ave. exit (first exit)**.
4. Take the exit and go under the 14. Stay on Newhall Ave. through the lights and into the “round-a-bout” and back to park entrance so you won’t be waiting to make a left turn, backing up traffic.
5. Turn **RIGHT** into main entrance of Hart Park, then **LEFT** at the large sign. Continue past the old buildings, train station, little town and on through that dirt road. We will have parking crew to guide you. If you’re entering after dusk (7:30 ish) and the main gate is closed, go to the next gate.

There will be signs posted for Check-in/Registration and drop-off points **Friday afternoon** and early **Saturday morning** only. All vehicles **MUST** check in at the campground entrance for site directions and parking passes. PLEASE follow directions of parking crew – AND GO SLOW! **5 mph SLOW**

NOTE TO ALL: Please drop-off large items at camps quickly and then park where directed; we cannot block the fire road. Keep car running and **drop-n-go**. Tote small items from your vehicles in a wagon or cart (not provided).



2019 Camporee Schedule

May 3, 4 and 5

<u>Day</u>	<u>Activity</u>	<u>Loc</u>	<u>Start</u>	<u>End</u>
Friday Afternoon	Check in / Registration	Entr	3 p.m.	8:30 p.m.
	Unit Leaders come to HQ			
	Cracker Barrel – Cubmasters & Den Leaders	HQ	8 p.m.	8:30 p.m.
	Cracker Barrel – Troops SPLs, ASPLs, Scoutmasters	HQ	8:30 p.m.	9 p.m.
	LIGHTS OUT		10:30 p.m.	6 a.m.
Saturday	Reveille		6:30 a.m.	
	Breakfast & Day Camper Check in		7 a.m.	8 a.m.
	Opening Flag Ceremony & Announcements	Site #4	8 a.m.	8:30 a.m.
	Uniform Inspection		8:30 a.m.	8:45 a.m.
	Morning Games		9:30 a.m.	12:30 p.m.
	Lunch: Scouts BSA		12:30 p.m.	1:30 p.m.
	Lunch: Cub Scouts		12:30 p.m.	2 p.m.
	Troop Games, Activities:		1:30 p.m.	5:30 p.m.
	Boy Scout Foosball		1:30 p.m.	4:30 p.m.
	Trail to First Class Orienteering		3 p.m.	5 p.m.
	Boy Scout Climbing Wall		2-3 p.m.	4-5 p.m.
	Outpost Tower Judging			5 p.m.
	Dutch Oven Cook-off & Judging	Site #1	3:00 p.m.	5:00 p.m.
	Leader and SPL Competition	TBA	4:30 p.m.	5:00 p.m.
	Cub Scout Activities		2 p.m.	5 p.m.
	Cub Foosball		2 p.m.	3 p.m.
	Cub Only Climbing		3 p.m.	4 p.m.
	Capture the Flag – Cubs & Sibs		3 p.m.	5 p.m.
	Webelos Visit Boy Scout Camp		5 p.m.	5:30 p.m.
	Dinner/Free time		5 p.m.	6:30 p.m.
	Cub Campfire	Site #1	6:30 p.m.	8:30 p.m.

<u>Day</u>	<u>Activity</u>	<u>Loc</u>	<u>Start</u>	<u>End</u>
	Webelos Cross-over		7 p.m.	
	Boy Scout Campfire	Site #7	7 p.m.	9 p.m.
	OA Call-out		9 p.m.	
	LIGHTS OUT!		10 p.m.	6 a.m.
Sunday	Reveille		7 a.m.	
Morning	Breakfast		7 a.m.	8 a.m.
	Closing Ceremony, Scouts' Own	Site #4	8 a.m.	9 a.m.
	Break Camp, Check-Out		9 a.m.	12 noon



GENERAL INFORMATION AND RULES

CHECK-IN is Friday 2 p.m to 8:30 p.m.

All campers CHECK IN at campgrounds entrance (down road after town). Late arriving units will have **25 camper points deducted** for every 15 minutes after 9 p.m. Can't make it by check-in time on Friday? See you Saturday at 7 a.m. Please arrive before Flag Ceremony at **8 a.m.** Main Gate is closed **at dusk** and made a one-way exit (**7:30-ish p.m.**), so don't plan to run out for fast food (or home to sleep).

REQUIRED FORMS:

NOTE – Every driver **must** have current license, registration and insurance.

- **Any participant under 18** must have a parent/guardian-signed **Activity Consent Form** filed with their unit.
- **All participants** – scouts, leaders, parents, siblings – **must have Parts A & B of the BSA Annual Health & Medical Record dated within a year.**
Each unit should have all medical forms in one 8.5" by 11" envelope or binder with Contact Name and Unit Number written on the front for leader to present at Check-in.

NOTE: The Unit's Health Forms Packet will be returned to Unit Leader only at CHECK-OUT table; do not go to the medical trailer and request forms before checking out



Find the activity consent and health forms online here: [BSA Scouting - FORMS.](http://www.scouting.org/scoutsourc/HealthandSafety/Forms.aspx)
(<http://www.scouting.org/scoutsourc/HealthandSafety/Forms.aspx>)

MEDICAL/FIRST AID INFO: Our Medical Officer will be onsite at all times; at or near the First Aid Station at the middle campsite #4. ***All injuries must be reported to Camporee staff.*** Your BSA Health and Medical Records must be on file with the Medical Officer for emergency reference.

Nearest Emergency Care:

- Henry Mayo Newhall Hospital, 23845 McBean Parkway, Valencia 91355 (661) 200-2000
- Providence Holy Cross Medical Center, 15031 Renaldi Street, Mission Hills 91345 (818) 365-8051
- Olive View-UCLA Medical Center, 14445 Olive View Dr., Sylmar 91342 (818) 364-1555

CAMP/EVENT AREA: FOR YOUR SAFETY, we are authorized to only use the campgrounds for activities from Friday afternoon to Sunday at 10 a.m. During this time, **the historic town, museum, area, park welcome center, picnic area, house and downtown Newhall itself are NOT part of event area and OFF-LIMITS, as are the access roads.** Impromptu hikes are not appropriate this weekend. Anyone found outside the designated Camporee areas may be sent home! (Adults who need to leave camp temporarily please notify Camporee Staff so that we know that you are not in camp). Sunday afternoon is your time if you'd like to stay.

CAMP BEHAVIOR: A Scout is **Courteous**, A Scout is **Kind**.

- **NO PETS – dogs, cats, birds, snakes, etc.**
- **Please observe Lights Out.** Be in your tent and quiet by 10 p.m. taps. The scouts need to rest up to be prepared for the competitions. Lights, voices and other sounds inside your tent can extend far past your tent and prevent others from sleeping. If you snore, try to minimize this with nose strips, wedge pillows, etc.
Any unit still up and about will lose 50 Overall Camper points per every 15 minutes still active.
- **Do not walk through other units' campsites.** Do not enter other unit's campsite unless invited.
- **Profanity, shouting or fighting will NOT be tolerated.** Incidents may result in the participants or even their entire unit sent home.
- **Alcohol and/or drug use is strictly prohibited** and will result in your entire unit's removal and forfeiture of unit points - **NO EXCEPTIONS!**
- **NO Electronic Entertainment Equipment permitted at Camporee.** i.e. iPods/MP3 players/**RADIOS**. Smart phones are allowed out of necessity, but please do not use them for gaming or music. (Note: reception is poor in the park area). Anyone seen wearing headphones will be called out - this is a safety issue. Also please NO POKEMON GO, trading cards or toys (i.e. Pokémon/YuGiOh or similar) allowed, with the exception of standard playing cards. Just leave that stuff at home and enjoy the time in the great outdoors with your Scouting family!

CAMP HOURS: The exit is open for safety at all times, but main gate is **exit only** after closing at dusk (7:30p) Please do not leave and attempt to return between the hours of 7:30 p.m. and 6:30 a.m., we will not have Camporee staff up front to let you back in.

CAMPSITE ACCESS: FOR EVERYONE'S SAFETY, camp area access is limited – please **bring wagons and carts to transport gear**. There will be a nearby parking area designated for equipment trailers. Roadside drop-off only areas are for rapid off-loading of equipment – NO PARKING in the fire lane! Cars and trucks are not allowed inside the Cub campsite areas once scouts are in the camp areas on Friday, or during Saturday's activities. For Scouts BSA, vehicles are allowed on Friday with guides, and only before dark. For Sunday morning departure, trailers will be allowed back in to the Boy Scout area load up *after* camps are struck.

CAMPSITE ASSIGNMENTS: Campsites are allocated based on number of participants registered by April 6 (late registration runs from April 7 to camp day).

Unit leaders or designated adults will turn in health forms and pick up their wristbands and info packet at HQ in camp. Please make sure that the designated person is known to all participants, and that person arrives first. There will be maps to direct the participants to sites.

EQUIPMENT: Each unit is responsible for bringing their own equipment. See the “**What to Bring**” list on page 10. If your unit needs something, please ask before the event weekend and we will try to help locate it - another unit may be able to lend or share what you need. Scouts are helpful!

FIRE, FUELS AND STOVES: Fire safety is particularly critical. **IF the Fire Marshal allows**, all cooking must be done with propane stoves or Dutch Ovens and charcoal. Only stoves and lanterns using propane or butane fuel may be used. All stoves or Dutch Ovens must be on stable raised stands or heat-resistant tables at least 18” above ground and well clear of tents. (Please note that wind conditions could prevent use of coals for Dutch Ovens, so plan accordingly). NOTE: Only battery-powered flashlights and electric lanterns are permitted inside tents.

- **No Liquid, Chemical or Gel fuels (ie. white gas, gasoline, alcohol, Sterno, lighter fluid, etc.)**
- **No charcoal Weber or Hibachi-style grills, or wood smokers.**
- **No open wood fires or ground fire pits anywhere in camp or campsites.**
- **No flame/burning items inside tents - stoves, heaters, lanterns or candles!**

LEAVE NO TRACE Principles will be in place throughout Camporee:

- **Leave What You Find** - Throwing of non-gaming objects – rocks, sticks, etc. - will NOT be tolerated.
- **Do not dig holes or trenches.** Do not cut or damage trees or shrubs. Do not take wood or rocks.
- **Respect Wildlife** – There are many animals in the area, do not chase, catch or throw things at them.
- **Minimize Campfire Impacts** – See Fire, Fuels and Stoves above.
- **Be Considerate of Other Visitors** – see CAMP BEHAVIOR above.
- **Dispose of Waste Properly** - Each unit is responsible for its own trash. There is a large GREEN dumpster located at the campgrounds entrance, as well as trashcans around Snackoree. **Please use them.**
- **Recycling** – Each unit should have a bag designated for recycling containers.

LOST AND FOUND: The Camporee lost and found area will be located at the Snackoree. Please make sure to mark all your equipment and clothing with at least your name and/or unit.

UNIFORMS: BSA Guidelines state that Field Uniforms (Class A) should be worn for travel to and from Camporee (that means arrive and leave in BSA uniform because we are representing Scouting), at Flag Ceremony, and Campfires. Activity Uniforms (Class B) may be worn at all other times.

VEHICLES: NO camper trailers or RVs; Park rules limit area to tent camping only. (Medical station is exception.) We will designate areas specifically for parking equipment trailers, the parking crew will direct you. Please no vehicles in campsites – this is for safety! Park in designated areas only.

WATER: There are water taps throughout the campground area. Each unit should **bring pre-FILLED containers** for cooking and wash water. “Grey water” must be disposed of properly - see below.

Gray Water Disposal: Do not dump wash water on ground/trees/bushes. Instead, please strain out food material, then pour into gray water containers near Kybos (aka “Porta-potties”)

CHECK OUT PROCEDURES

LEADERS:

Please stay for Closing Ceremony at 8 a.m. Sunday if at all possible. Since the travel time is so much less than previously, do you really need to run off?

Checks out will start at 9 a.m.

Before you depart:

- Troop Scouts and Cub Leaders fill out evaluation sheets.
Cub Leaders, please let your scouts tell you what they think and feel, don't do for them.
- Sweep campsite area and make sure it is clear.
- Flag down camp inspector to judge site. Inspector will radio HQ with unit #.
- Bring evaluations to HQ.
- Camp director or staff will give patches.
- Go to Medical officer to obtain health form packet. Do NOT attempt to get this before checking out.
- Saturday check-outs will need to pick up patches and awards at the June Roundtable meeting.

**Remember, if Mother Nature did not put it there then we did -
Pick it up and leave a clean site!**

The Outdoor Code

As an American, I will do my best to

- Be clean in my outdoor manners
 - Be careful with fire
- Be considerate in the outdoors
 - Be conservation minded.

BSA HEALTH FORM: CONSENT, RELEASE and HEALTH HISTORY

All participants must complete Parts A (Consent) and Part B (Medical History) and file with Headquarters on Check-in.

All participants on site, including scouts, and any adult who will helping with games or scoring, must have a current (not older than 12 months that weekend) BSA Health Form A & B on file with the Camporee Chief Medical Officer Diane Freeman. Unit leaders and volunteers should turn this in at Headquarters on Check-in.

The latest forms can be found on the web at:

<https://www.scouting.org/health-and-safety/ahmr/>

After final inspections units will have these returned, along with their camporee patches and ribbons.

Tour and Activity Plans Are no longer required within the Council and Region.

Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

DOB: _____

High-adventure base participants:

Expedition/Crew No.: _____

or staff position: _____

Informed Consent, Release Agreement, and Authorization

I understand that participation in scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about these activities may be obtained from the venue, activity coordinator, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that he/she must be treated by the medical personnel at the emergency contact. I authorize the medical provider and/or adult leader. In the event that this permit is reached, permission is hereby given to the medical provider (doctor, nurse, or other medical professional) to provide medical care, including hospitalization, surgery, or injections of medication for me or my child. Medical personnel are authorized to disclose protected health information to the adult in medical staff, camp management, and/or any physician or health care provider involved in providing medical care to the participant. Protected Health Information (PHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.102, 160.103, as amended from time to time, includes examination findings, treatment provided for purposes of medical evaluation of the patient, and communication with the participant's parents or guardian, and of the participant's ability to continue in the program activities.

If applicable, I have carefully considered the risk involved and have informed consent for my child to participate in all activities offered by I further authorize the sharing of this information on this form with all professionals who need to know of medical conditions that may be considered in conducting scouting activities.

I understand that, if any information I/we have provided is found to be participating at Philmont, Philmont Training Center, Northern Tier, or other activities, including height and weight requirements and none of these requirements are not met. The participant has no health care provider. If the participant is under the age of 18, a parent

Participant's signature: _____

Parent/guardian signature for youth: _____

Second parent/guardian signature for youth: _____

Complete this section for youth participants Authorized to Take to and From Events:

You must designate at least one adult. Please include a telephone number.

Name: _____

Telephone: _____

Adults NOT Authorized to Take Youth To and From

Name: _____

Telephone: _____

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinator, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the electronic and/or electronic information on the council's website.

Part B: General Information/Health History

Full name: _____

DOB: _____

Age: _____ Gender: _____ Height (inches): _____ Weight (lbs): _____

Address: _____

City: _____ State: _____ ZIP code: _____ Telephone: _____

Unit leader: _____ Mobile phone: _____

Council Name/No.: _____ Unit No.: _____

Health/Account Insurance Company: _____ Policy No.: _____

Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.

In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate phone: _____

Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	Last HbA1c percentage and date
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/heart condition/heart murmur/congenital artery disease. Any heart surgery or procedure. Explain all "Yes" answers.	Last attack date
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member (before age 50).	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Asthma	
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Seizure	
<input type="checkbox"/>	<input type="checkbox"/>	Serious/infectious problems	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Musculoskeletal condition/injury or bone issue	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Allergic sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Behavioral/neurological disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/hemolytic cell disease	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Alcoholism	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Seizures	
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/intestinal/digestive problems	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Excessive fatigue	Last seizure date
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Uti all surgeries and hospitalizations	Last surgery date
<input type="checkbox"/>	<input type="checkbox"/>	Uti all other medical conditions not covered above	

Prepared. For Life.™

BSA-001
2010 Printing

Camp Stuff List: What to Bring (and not to bring)

The following is to be used only as a general guideline. Use your judgment depending on your needs, and the expected weather conditions. If in doubt, ask experienced campers in your unit.

Pack as you would for car camping but avoid over-packing – what you pack in, you pack out.

Camp Basics

WATER

Tent, stakes, ties
Sleeping bags, cots
Ground cover, drop cloths
Lantern – battery or propane only
Camp chairs
EZ-up Canopies
First-aid Kit
Fire extinguisher
Rope
Trash bags



Clothing

BSA Field Uniform (aka Class “A”) must be worn during travel and for Flag Ceremony:

Pants or shorts, shirt, socks belt
Neckerchief, slide, and hat

Activity uniform (aka Class “B”)
Jacket or sweatshirt and long pants for evening

Shorts

Underwear

Closed-toe Shoes only (**no flip-flops!**):

Hiking boots or sturdy tennis shoes

Socks

Sleeping clothes

Toiletries/Personal

Sun Screen
Medications
Toothbrush
Toothpaste
Comb/Brush
Towel
Disinfecting wipes
Lip balm
TP/tissues

Cooking and Eating

WATER

Food (do not store inside tents!)
Water jugs/containers (there will be water buffalos for wash water)
Pots/Pans
Mess kits (plate, bowl)
Utensils (knife, fork, spoon)
Dish Soap/Sponge
Wash basins
Propane Stove/Grill
Coolers for Food/Drink
Camp Table
Cleanup towels
Screened ‘no-bug’ room for food prep.



You may cook with propane stoves or Dutch Ovens only! No wood, white gas or other liquid or gel fuels allowed. No charcoal lighter fluid, please. Stoves/ovens must be 18” off the ground and away from tents. Hibachi- or Weber-style grills are not permitted.
Note: Wind conditions may prevent use of charcoal, so be prepared.

Miscellaneous

Paper and pens/pencils
Camera
Scout Handbook
Compass
Flashlights/Headlamps and Batteries
Water bottle/canteen
Rain Poncho
Insect Repellent

What NOT to Bring:

NO - Alcohol or recreational drugs
NO - Guns and other weapons
NO - Sheath Knives
NO - Fireworks, Firecrackers, etc.
NO - Electronic Entertainment Devices
NO - Skateboards, Skates or Scooters
NO - Laser pointers
NO - Flip-flops or Sandals
NO - Cigarettes, Cigars or Pipes
NO PETS – dogs, cats, birds, snakes, etc.

Snack-o-ree 2019

Stop by to Say Hello!

HOURS	Friday:	6:00 until 9:00 p.m.
	Saturday:	6:30 a.m. to 7:00 p.m.
	Sunday:	7:00 to 9:00 a.m.

Menu & Pricing

Bagels w/ Cream Cheese -	\$1
Danishes, Muffins, Sweet Rolls-	\$1-\$1.50
Apples, Oranges, Bananas -	\$1
Hot Dogs -	\$2
Hamburger -	\$2.50
Cheeseburger -	\$3



All Beverages -	\$1
Orange Juice, Milk, Coffee, Hot Tea, Hot Cocoa	
Bottled Water, Soda	



Candy, Chips, Cookies, Assorted Snacks - \$1



SPACE VIKINGS' ADVENTURE! CUB SCOUT PATROL GAMES & ACTIVITIES

MORNING GAMES

9:30 to 12:30 p.m.

(subject to change)

- **Hydroships** (Raingutter Regatta) – **P. 431**
- **Saturn's Rings** (Ring-Cone Toss) – throw rings onto cones to score. **P. 564**
- **Through the Wormhole** – Patrols climb through the wormhole and perform challenges in best time! –**P. 307**
- **Laser Blasters** – Shoot NERF rifles at targets to SCORE! **P. 415**
- **Asteroid Field** (Minefield) – patrol attempts to find their way through the asteroids without getting crunched! **P. 118**
- **Space Essentials** – patrol sorts out what every Cadet Scout needs *in space*. **P. 229**
- **Meteor Shower** (Water Balloon Catch) – not moving off their circle, patrol attempts to toss most water balloons into basket on head of tallest scout. **P. 911**
- **Empire Attack** (Kubb) – toss the batons at the Empire's outposts for points! **P. 49**

AFTERNOON ACTIVITIES

2:00 to 5:00 p.m.

- **Meteor Soccer** (Foosball) tournament - 2 to 3 p.m.
- **Hoth Mountain** (Climbing Wall) for Cubs only – 3 to 4 p.m.
- **Ender's Game** (Capture the Flag) – 3 to 5 p.m. Mixed teams of Lions, Tigers, Bears, Wolves, Webelos, Siblings
- **Camp Raiders** (Scavenger Hunt) – 3 to 5 p.m.

Extras

- **Webelos Visit** to Scouts BSA camps 5 to 5:30 p.m.
- **Dutch Oven Cook-off** for Cub Leaders – 3 to 5 p.m.
 - Cook up Dutch oven delights for a real pro!

CUB SCOUT KNOTS

Within their Patrol, Adventurous Cub Scouts should be able to tie and use these during Camporee.

PRACTICE, PRACTICE, PRACTICE.



Square Knot

You can loosen the square knot easily by either pushing the ends toward the knot or by "upsetting" the knot by pulling back on one end and pulling the other through the loops. (Right over left, left over right.)



Taut-line Hitch

Since it will only slide one way, the Taut-line hitch is often used on tent ropes. The taut-line hitch will hold firmly on a smooth pole such as a scout stave. Place rope end around pole, make a turn below it, then bring rope up across the standing part around the pole and tuck through.



Two Half Hitches

This is a reliable and useful knot for attaching a rope to a pole or boat mooring. As its name suggests, it is two half hitches, one after the other. To finish, push them together and snug them by pulling on the standing part.



Bowline

The bowline has been called the king of knots. It will never slip or jam if properly made and, thus, is excellent for tying around a person in a rescue. Begin by formatting an overhand loop in the standing part. Then take the free end up through the eye, around the standing part and back where it came from.



Clove Hitch

This is one of the most widely used knots. Because it passes around an object in only one direction, it puts very little strain on the rope fibers. Tying it over an object that is open at one end is done by dropping one overhand loop over the post and drawing them together. The other method of tying it is used most commonly if the object is closed at both ends or is too high to toss loops over. The latter is used in starting and finishing most lashings.



Sheet Bend

The sheet bend is the most important knot for joining two rope ends, especially if the ropes are of different sizes. Sailors named it in the days of sailing ships when they would "bend" (tie) the "sheets" (ropes in the rigging of a ship).

Begin with a bight in the larger rope. Then weave the end of the smaller rope through the eye, around the bight, and back under itself. Snug it carefully before applying any strain to the knot.

SPACE VIKINGS' ADVENTURE!

SCOUTS BSA PATROL COMPETITIONS

NOTE: Results will be adjusted according to Patrol classifications.

MORNING GAMES

9:30 to 12:30 p.m.

(Subject to change)

- **Hoth Mountain** (Climbing Wall) – 4 scouts in each patrol climb 25' vertical wall fast and high. **T. 10**
- **Plot the Stars** (Compass Navigation) Patrols search out assigned missions with compasses and Star Wars trivia! **T. 229**
- **Viking Essentials** –patrol produces and demonstrates Scout essentials for proper Viking adventuring. **T. 92**
- **Cloud City** (Friction Bridge) – arrange 4' spars to make a stable bridge that will support a scout – no lashes! **T. 550** (Diagram for practice next page)
- **Saturn's Rings** (Frisbee Ring Throw) – fire off skills shots through hoops to score! **T. 911**
- **Battle of the Long Axes** (Slack-line Bridge) – patrol crosses lengthy bridge in woody wilds, but watch out for rogue bands of trolls! **T. 307**
- **Thor's Hammers** – toss wooden hammers at targets - accurately. **T. 549**
- **Crossbows Challenge** – Shoot NERF crossbows at targets to SCORE! **T. G10**
- **Viking Snow Shoeing** (Group Ski Walking) - trek through the wastelands using teamwork! **T.431**
- **Meteor Shower** (Water Balloon Catch) – not moving off their circle, patrol attempts to toss most water balloons into basket on head of tallest scout. **T.G92**
- **Asteroid Field** (Blindfolded Obstacle Course) – blindfolded scouts follow the voice of their leader to safely pass through the asteroids! **T. 415**

AFTERNOON ACTIVITIES

1:30 to 6:00 p.m.

- **Outpost Tower** – 12:30 to 5 p.m. - build lashed structure, either 14' or 8' high. See next pages and website for designs. Pre-commit to size/type before camporee weekend.
- **Meteor Soccer** (Foosball) tournament – 1:30 to 3 p.m.
- **Galaxy Quest: Trail to 1st Class Orienteering** with CA National Guard – from 3 to 5 p.m. knock out your 4.a) requirements for rank advancement.
- **Hoth Mountain** (Climbing Wall) **Open Session** – 2 to 3, 4 to 5:30 p.m.
- **Leaders and SPLs Challenge!!** (*TBA*) – 4:30 to 5 p.m.

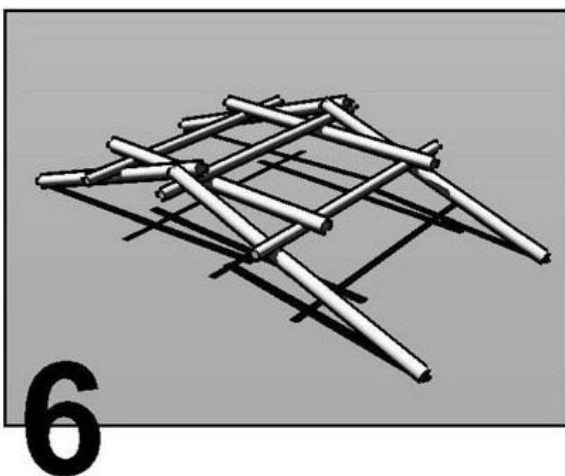
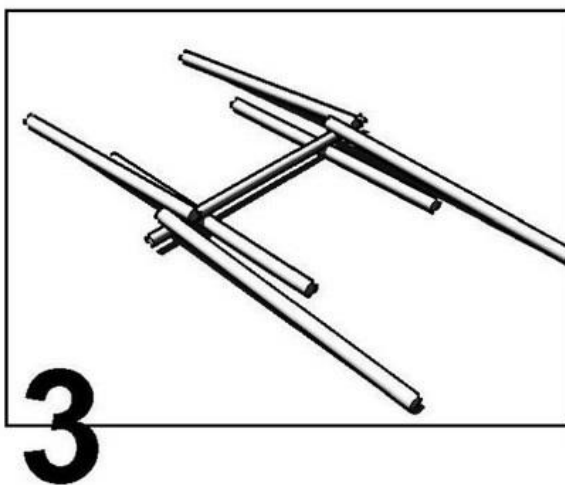
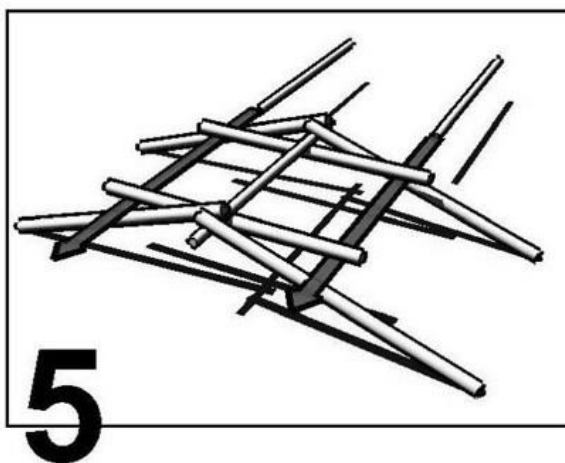
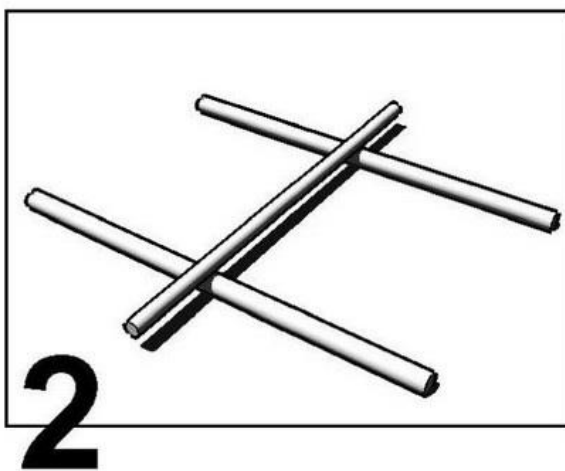
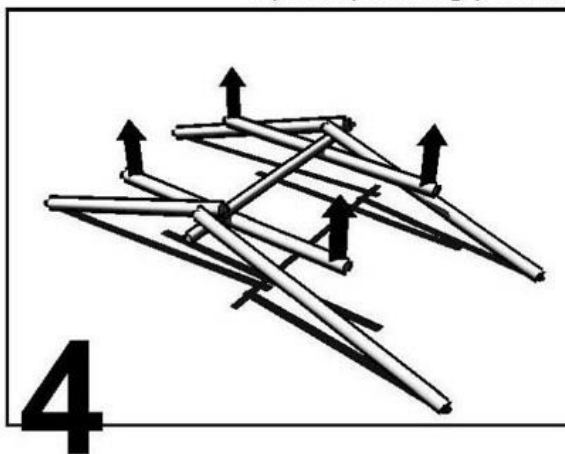
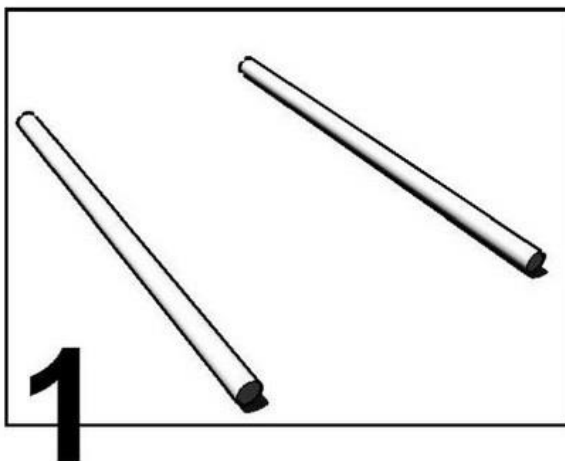
Extras

- **Dutch Oven Cook-off** for Scouts and Leaders – 3 to 5 p.m. (register at 2)
 - Cook up Dutch oven dessert delights for a real pro!
- **Webelos Visit** to Boy Scout camp - 5 to 5:30 p.m.

Friction lock bridge

step-by-step

ropesandpoles.blogspot.com



Outpost Tower Building

Troop's choice of either:

- 14' Double Ladder Signal Tower
<https://scoutpioneering.com/2013/02/02/14-double-ladder-signal-tower/>
- or
- 8' Square Tower with Platform
<https://scoutpioneering.com/2013/08/07/climbing-towers-at-the-jamboree/>

No pre-built sections, of course - we will go around and check for the pile of materials before calling "GO" at 12:30. Leaders advise but do not build, of course. Towers will be judged starting at 5 p.m., all work must stop at that time.

Need tips on what type of materials to buy for these, if this is new for your unit and leaders?

<https://scoutpioneering.com/2015/04/19/lashing-ropes-and-spars/>



Camp Gadgets

Earn bonus points for troop sites with useful camp gadgets! Limit 3 per Troop.

<https://scoutpioneering.com/favorite-projects/>

Balboa Oaks District Camporee 2019
Dessert Cook-off Rules for Scouts & Adult Leaders
Presented by Sami Dahdal, DutchOvenGear.com

1. Dutch Oven Cook-off is fun competition to encourage development of Dutch Oven skills. Demonstrate your favorite Dutch Oven dessert recipe!
2. All participants should register at **2p.m.** at the designated “Troll Feed” Dutch Oven Cook-off area. Each will receive a numbered index card for the recipe and another to list any possible allergy-triggering ingredients (e.g. nuts, milk, eggs, etc.). Please **DO NOT** put your name or unit name on the card!

A= Scout Youth may participate representing a Patrol or a Troop. {Limit 3 scouts per troop, either separately or as a team}.

B= Adult Leaders from Troop or Pack. {Limit 2 leaders per team}.

3. At **3 p.m. sharp** participants should return to the Dutch Oven Cook-off area with:
 - A. Recipe Card with recipe written out, and Allergy Ingredients card.
 - B. All ingredients necessary to make dessert recipe of your choice.
 - C. Dutch Oven, metal cooking stand or table, and charcoal briquettes.

Note: If you do not have metal cooking stand or a Dutch oven, please call Sami Dahdal at 818-915-1411 at least **one week prior** to Camporee and he will try to provide what you need.

4. Prepare and cook dessert item in the Dutch Oven Cook-off area.

Note: All participants **MUST** practice safe food handling procedures. This is part of the judging.

5. When ready, notify Director that dessert is ready for judging – no later than 5 p.m. Turn in recipe card and place matching # card next to your Dutch Oven entry. Then leave the area.
6. Dessert must be presented in a Dutch oven or on a Dutch oven lid. No additional sauces or condiments may accompany the dessert. Doilies are allowed in presentation.
7. Garnishes are allowed: they should be **SIMPLE** and complement the dish being presented. This is not a garnishing contest. Garnishes should be edible. Doilies are allowed.
8. Comments to the Director such as “Mine’s is the best.” and “Here’s the winner!” along with your submission will be cause for disqualification. Keep it quiet!
Un-sportsmanship-like behavior in general will be cause for disqualification.
9. 1st, 2nd and 3rd place winners for youth and for leaders will be announced at Camp Fire. Winners will receive a nice Cast Iron prizes, sponsored by www.dutchovengear.com. Score sheets are available after awards are given. All judging decisions are **final**.



Thanks to the
Order of the Arrow
Achoicominga Chapter
for
Service and Support of
CAMPOREE 2019

The Achoicominga Chapter of the Order of the Arrow is supporting our Camporee program by directing Troop parking, leading the Webelos Bridging Ceremony, and conducting the OA Call Out - AND they'll award the OA Spirit Stick to a worthy Troop.

Webelos Cross-over - This will also be the signal for all Arrow of Light / Webelos 2 to prepare for their Crossover from the Cub Scout Campfire to the Boy Scout Campfire. An OA dance team will come to the Cub Campfire and gather these scouts to guide their way to the Boy Scout Campfire and be greeted by their receiving troops. ALL AOL/ Webelos 2 are invited to Crossover, whether the scout has chosen a troop to bridge to or not. An adopting troop will host them for the evening. Webelos/AOLs MUST wear their Class-A uniforms.

IT IS THE SCOUTMASTER AND PARENTS' RESPONSIBILITY TO NOTIFY US WHICH BOYS ARE BRIDGING, AND TO WHICH TROOP. Send names and unit information to Ann Rosenthal at aneemal@sbcglobal.net

Campfire - the drum for Campfire will start beating at 7:00 P.M. **SHARP!** This will be the signal for the Troops to make their way over to the designated Boy Scout Campfire area.

It is very important that Troops be assembled and ready to leave their campsite at 7:00 p.m. when the drum starts to beat.

OA Callout - at end of Campfire.

All Scouts and Scouters must be in Class-A Uniforms for the entire ceremony. We request that all Order of the Arrow members in your Troop wear the OA sashes since this is an OA event.

and the OA SPIRIT STICK AWARD

SCORING

One of the goals of Camporee is for scouts to demonstrate in “real time” what they have learned through their scouting experience. Primary among these is conducting themselves and treating others according to the Scout Oath and Scout Law while at Camporee.

ROSTERS: Scoring is adjusted (“weighted”) based on scout’s ranks within their patrols as reported on the patrol rosters turned in before the event. It is important, therefore, to keep patrols to these rosters. For Boy Scout patrols, we also need the Patrol Classification Forms. These forms **must** be turned in at the time of check-in or **no later than 9 p.m. Friday** evening during Cracker Barrel. All forms can be found on the website: <http://www.balboaoakscamporee.org>.

Units usually create “Camporee Patrols” for the event which are not necessarily their usual dens or patrols. Cub patrols should be between 3 to 5 scouts (4 is ideal); Boy Scout patrols should be between 4 and 6 scouts (5 is ideal). For best results, patrols should be mixed-rank.

BOY SCOUT UNITS: To ensure balanced scoring, Patrol Classification Forms **must** be turned in at the time of check-in or **no later than 9 p.m. Friday** evening during Cracker Barrel. (Forms in back of booklet).

CAMPOREE AWARDS – SCOUTS BSA: Presented at Campfire and Closing Ceremony

Patrol Games – Each Game: 1st, 2nd, 3rd

Patrol Games – Overall: 1st, 2nd, 3rd (average of individual game performance)

Troop Games – Foosball, Dutch Oven, Orienteering: 1st, 2nd, 3rd each activity

Scout Spirit – Overall: 1st, 2nd, 3rd, based on game evaluations, campfire skit

Overall Camper : 1st, 2nd, 3rd based each activity and average of all together

- **Camp Inspection**
- **Uniform Inspection**
- **Outpost Tower**
- **Participation in games and activities**
- **Bonuses: Camp Gadgets, Flag Poles, VIKING SHIP PROWS at Opening**
- **NOTE: any late arrival and lights-out penalties will be taken from this score.**

CAMPOREE AWARDS – CUB SCOUTS: Presented at Campfire and Closing Ceremony

Patrol Games – Each Game: 1st, 2nd, 3rd

Patrol Games – Overall: 1st, 2nd, 3rd (average of individual game performance)

Pack Game – Foosball: 1st, 2nd, 3rd

Scout Spirit – Overall: 1st, 2nd, 3rd, based on game evaluations, campfire skit

Overall Camper : 1st, 2nd, 3rd, based each activity and average of all together

- **Camp Inspection**
- **Uniform Inspection**
- **Participation in games and activities**
- **Bonuses: Camporee Patrol Flags, District Circle-Up**
- **NOTE: any late arrival and lights-out penalties will be taken from this score.**

SCOUT SPIRIT:

Camporee Spirit is evaluated by appearance, enthusiasm, listening to and following instructions, and good sportsmanship. For Cub Scout games, 40% of the game score is “Scout Spirit.” For Boy Scout games, 30% of the game score is “Scout Spirit.”

OA SPIRIT STICK: A separate award presented by OA, see previous “Order of the Arrow” section.

B.S. CAMPFIRE SKITS: Evaluation based on:

Advance Submission, Scout Appropriate, Originality, Performance, Audience Engagement (i.e. a sing-along or call-and-response would score better than a standard skit).

OUTPOST TOWER: Evaluation based on:

Size, complexity(as committed to in advance), appearance, quality of lashings, functionality

DUTCH OVEN COOK-OFF: Submissions should be to our Dutch Oven judge Sami Dahdal during specified session. Evaluation based on International Dutch Oven Cooking standards.

UNIFORMS: BSA uniform standards are found at <https://bsauniforms.org/>. SPLs will judge other troops; Scoutmasters will judge other packs. We will be judging very simply:

- **Standard.** Each scout should have the basic uniform for his rank: neat and tucked shirt with patches, neckerchief and slide, pants or shorts with BSA belt. Hats and/or sashes are optional. (no rulers will be used, not to worry).
- **Uniformity.** All scouts in the troop or pack should be dressed the same. If shorts are worn, ALL should be in shorts. If hats are worn, ALL should have hats on. If sashes are worn, ALL should have sashes.

"Show me a poorly uniformed troop and I'll show you a poorly uniformed leader."
Robert Baden-Powell



2019 BOY SCOUT CAMPSITE INSPECTION CHECKLIST

Troop # _____

Value	Points	Inspection Items	Comments
30		Tents are arranged neatly on a grid, by Patrol, with adult leaders separate.	
		Tents in good condition, no tears or broken poles.	
		Scout tent doors are rolled up, fly screens zipped closed, personal gear neatly stowed in tent, Class 'A' uniforms folded on pillow. No food or gas-type lanterns in tents.	
		All guy lines are either reflective or marked with bright safety tape.	
		Overall site is clean and organized, pathways clear, and troop gear is neatly stowed.	
10		American and Troop flags properly and securely displayed.	
40		Kitchen Area: Covered with a fly or awning.	
		Tables and equipment clean and neat.	
		Food is properly stored.	
		Garbage bags raised at least 18" off ground.	
		Stove is raised at least 18" from ground and at least 5' away from nearest tent.	
		AB or ABC Fire Extinguisher, fully-charged, and bucket of water are in place nearby stove.	
		Propane tanks stored properly, shut off.	
10		Patrol/Troop Duty Rosters and Patrol/Troop Menus for entire weekend complete, clear and prominently posted.	
10		First Aid Kit is clearly marked and easily accessible. Kit should have standard items in reasonable quantities for size of unit: gauze, bandages, tape, gloves, antibacterial ointment or spray, finger splints, alcohol wipes, etc.	
BONUS	5 to 25 ea	EXTRA: Camp Gadget(s). Evaluated on usefulness and quality of build.	
	5 to 25	EXTRA: Flag Pole. 3 lashed staves high. Evaluated on quality of build.	

_____ **Total Points Awarded**

Inspector: _____

2019 CUB SCOUT CAMPSITE INSPECTION CHECKLIST

Pack # _____

Value	Points	Inspection Item	Comments
30		Tents are arranged neatly on a grid plan: large in back and on perimeter, smaller in front and inside. All personal gear neatly stowed in tents and doors are zipped closed.	
		Tents in good condition, no tears or broken poles.	
		All personal gear neatly stowed in tents and doors are zipped closed.	
		All guy lines are either reflective or marked with bright safety tape.	
		Overall site is clean and organized, pathways clear, and pack gear is neatly stowed.	
10		American and Pack flags properly and securely displayed.	
40		Kitchen Area: Covered with a fly or awning.	
		Tables and equipment clean and neat.	
		Food is properly stored.	
		Garbage bags raised at least 18" off ground.	
		ABC Fire Extinguisher, fully-charged, and bucket of water are in place nearby stove.	
		Propane tanks stored properly, shut off.	
10		Pack Duty Rosters and Menus for weekend complete, clear and prominently posted.	
10		First Aid Kit is clearly marked and easily accessible. Kit should have standard items in reasonable quantities for size of unit: gauze, bandages, tape, gloves, antibacterial ointment or spray, finger splints, alcohol wipes, etc.	

_____ **Total Points Awarded**

Inspector: _____

