



2023 Fall Camporee  
October 13 – 15, 2023

Beaumont Scout Reservation - Shippey Field

Campmaster: Declan O'Leary  
Campmaster: Adviser: Jennifer O'Leary

# Welcome Everyone!

Hello everyone, my name is Declan O'Leary and I will be your Campmaster for the 2023 Fall Camporee!

The theme for this Camporee is **The Scouting Olympics**. Throughout the Olympics, your Patrol will compete in various events to earn fame and glory for your Troop. In the morning there will be several events to compete in such as fire building, knot tying, camp gadgets, first aid, orienteering and archery! After lunch, your Patrol can join the Parade of Patrols to show off your flag, yell, and costume before heading to skit judging. The afternoon game will be Track and Field.

During skit judging, we will hold a food drive for the Greater St. Louis Area Food Bank. This organization provides food to those who need it, making a huge difference in our community. Bring non-perishable food for the food drive to receive bonus points for your Patrol.

We need staff! Scouts who are 14 years old with Star Scout Rank are welcome to join our camp staff. By staffing, Scouts get a chance to practice leadership and help make this event even more amazing for everyone. Every member of staff I've talked to has loved this experience and keeps coming back year after year. If you have Scouts who are interested (which they should be), reach out to me with my contact info below. Staff Development dates are August 20, 27, September 17, October 1, 8 at 5 PM.

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# Camporee Information

## Registration

Registration for the 2023 Fall Camporee will take place **online only** at

<https://www.scoutingevent.com/312-PFFallCamporee>

- Registration opens on **Wednesday, September 6** and will close at **11:59 pm on Wednesday, October 4**. The cost to attend the Camporee is:
  - \$10 per person – Scout BSA Youth or Adult
  - \$12 per person – Webelos Youth or Adult
- **Late registration** will be available starting **October 5, closing at 11:59 pm:**
  - **on Sunday, October 8 for Webelos/AOL unit**
  - **on Thursday, October 12 for Scouts BSA units**
  - The fee for late registration will be an additional \$5 per person.

Be prepared to enter the quantity of Troop Youth and Troop Adults from your unit that are attending Camporee when you register.

**\*\*\*\*You must also register the Webelos/Arrow of Light Scouts, and the Adult Webelos Leaders who will be attending with the Pack you are hosting. \*\*\*\***

## **Webelos Registration Closes Sunday, October 8 at 11:59 pm**

- Use the [Pathfinder Unit Directory](#) to identify and invite a Cub Pack to camp with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

## **Rosters**

When registering, please enter all participants (both Troop and Pack Scouts and Adults) that will be attending within the registration site. At check-in Friday night we will be looking at that roster to verify attendance. If your online registration isn't accurate, you will need to turn in a paper copy with all the information that the roster requests (name, address, phone, age, etc.). A printed sheet from Excel, Troopmaster, Scoutbook or some other similar format is acceptable.

## **Patrol Registration Form**

Every unit that has Patrols competing in the Camporee needs to turn in the Patrol registration page when they turn in their rosters. The form is attached in the back of this manual.

## **Health Information**

Be sure to have health information forms on all your participants (adults and Scouts). This information should be readily accessible at your campsite. All leaders in camp, in case of an emergency, should know its location.

## **Participation**

It should be noted that Camporee events are separated into two programs. The Scouts BSA and Webelos each have their own manual and participation is only for the intended group. However, during non-event times we highly encourage Scouts BSA to spend time with the Webelos and Arrow of Light Scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & etc.).

## **Arrival and Check-In**

Do **not** arrive earlier than 5:00 pm on Friday. After your vehicles are parked and while camp is being set up, please have an adult come to District Headquarters to check in with complete rosters, Patrol registration forms, and final payments. Please check in between 7:00 and 9:00 pm.

## **SPL/Scoutmaster/Webelos Leader Meeting**

This meeting is important, so Senior Patrol Leaders, Scoutmasters, and Webelos Leader should attend. It will be held on Friday night at 9:30pm at District Headquarters. This meeting will cover any last-minute changes to information pertaining to the Camporee program, as well as answer any questions you may have concerning the Camporee.

## **Religious Services**

“A Scout is Reverent”. We ask that all Scoutmasters encourage their Scouts to attend the religious service of their choice in **Field (Class A) uniforms**. Locations of religious services will be discussed at the SPL meeting on Friday evening. In addition, those not attending religious services need to remain in their respective campsites and not be loud.

## **Campfire Program**

Saturday night the staff will put on a campfire including some of the top skits from the participating Scouts. This is a camp wide activity and we encourage everyone to attend in Field (Class A) uniforms.

# Camp Rules and Guidelines

## **Camp Code**

The Scout Oath and Law is the camp code at all times. Violations to following the Scout Oath and Law may result in the individual, or the entire Troop, being asked to leave the event.

## **Parking**

Parking is allowed only in parking areas designated by the staff. You are only allowed to park in front of your Troop's camping area. **Please do not park in front of another Troop's campsite.**

We have made it district policy to leave room for a walkway in the grass, between parked cars and each Troop's camping area. This is to allow Scouts to move from campsite to campsite without getting on the road. Please keep this grass easement open after your camp is completely set up.

## **Garbage**

All trash must be put into trash bags and disposed of properly off of the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

## **Fires**

Ground fires are allowed but should be placed in existing fire pits if possible.

## **Pressurized Fuel**

Pressurized fuel lanterns and stoves are allowed, and must be operated by Scouts with proper training. Adult supervision must be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

## **Alcohol, Drugs**

Alcohol and drugs are simply not allowed. Period.

## **Sheath Knives**

Sheath knives are not permitted on Council property or at any Council activities.

## **Transportation**

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

## Schedule

<b>Friday</b>	
5:00 PM	Arrival and setup. Please do not arrive before 5:00 p.m.
7:00 PM - 9:00 PM	Check-In @ HQ (turn in roster and den registration form)
9:30 PM	Scoutmaster/SPL/Webelos Leader meeting at HQ
11:00 PM	Lights out / all quiet
<b>Saturday</b>	
6:30 AM	Reveille, Breakfast at campsites
8:30 AM	Flag Raising/Opening Ceremony at HQ (Uniforms required)
9:00 AM – 12:00 PM	Morning Event Time
10:00 AM	Adult Leader Koffee Klatch++
12:00 PM	Lunch at campsites with Webelos/Arrow of Light Scouts
1:00 PM	Optional Leader Activity: Pressurized Fuel Training++
1:00 PM	Parade of Patrols (Judging of Costumes and Flag and Yell)
1:30 PM	Judging of Skits, Food Drive Collection
2:00 PM	Track and Field
<b>4:00 PM</b>	<b>Scorecard &amp; Evaluation Form Turn-In at District HQ</b>
5:00 PM	Dinner at campsites Adult Leader Cook-Off Turn In++
7:00 PM	Religious Services (Uniforms encouraged) - Those not attending services should stay quiet in their campsite
8:30 PM	Campfire (Uniforms encouraged) *After Campfire Order of the Arrow Social (for members only)
11:00 PM	Lights out / quiet time
<b>Sunday</b>	
6:30 AM	Reveille & Breakfast at campsites
8:30 AM	Closing and Award Ceremony at HQ (Uniform required)
9:00 AM	Break down camp (Your site must be inspected and approved by your hosting Troop prior to leaving Camp.)
11:00 AM	<b>All Troops Must Leave the Camping Area</b>

++Adult Events Only

## Point Breakdown

Morning Skills Events	720 points
Campsite Inspection	100 points
Campsite Gateway	75 points
Game	50 points
Game 1st place	15 bonus points
Food Drive (Donation)	50 points
Costume Competition	20 points
Top 3 Costumes	15 bonus points
Skit Competition	30 points
Top 3 Skits	15 bonus points
Flag and Yell	30 points
Evaluation	10 points
Staff Participation	20 points
Koffee Klatch	15 points
Roundtable Attendance (September & October)	30 points
Hosting a Webelos Den	5 points
<b>Total Points</b>	<b>1200 points</b>

\*\* The Top 3 scoring Patrols will receive award plaques in recognition of their performance at the closing ceremony on Sunday morning. \*\*

## Morning Events

### Lighting The Torch

Oh no! The Olympic Committee forgot to light the brazier for the opening ceremony! Your Patrol has been designated to light the brazier but you've only got 20 minutes before the games start. Your Patrol must light a fire in the designated carrier and transport it to the brazier while leaving it intact enough to burn through a string 8 inches above the platform.

**Patrol Must Bring:** Gloves/Oven Mitts

Successfully placing a fire on the brazier: 30 points

Burning through the string: 55 points

Meet the time limit: 30 points

Flag & yell: 5 points

*Total for event: 120*

### Olympic First Aid

With hundreds of athletes pushing themselves past their limits, Olympians can have many injuries. Your Patrol must show that you're prepared to deal with common sports injuries.

You will be presented with 6 different first aid scenarios and asked to describe and/or demonstrate how you would respond to each.

6 scenarios at 15 points each: Up to 90 points

Patrol Flag & yell: 10 points

*Total for event: 100*

### The Many-Legged Race

Your Patrol showed up for the many-legged race only to discover that they forgot to mark the course! As a last-minute fix, the race organizers handed you a map and compass since Scouts are great at orienteering. Your Patrol must navigate the course with your legs tied together and try to finish within 15 minutes.

Complete the course on the right path: 75 points

Finish within the time limit: 20 points

Patrol flag & yell: 5 points

*Total for event: 100 points*

### Archery

Archery is a classic Olympic event that is also well-known by Scouts. Your Patrol must select 4 members to shoot 5 arrows each. Arrows will be scored based on where they hit the target.

Arrow score: Up to 100 points

Patrol Flag & Yell: 10 points

*Total for event: 110 points*



### Gadgets

A Scout athlete is thrifty. Your Patrol will have 20 minutes to lash together a gadget that an athlete could use in any Olympic event (from the real Olympics). At the end of the 20 minutes, you will need to explain and demonstrate your gadget to the referees, who will award points based on creativity, complexity, and usefulness. Patrols must bring their own materials for this event. Examples of gadgets could include flippers for swimming, a bow for archery, a catapult for shot put, a set of parallel bars, and so on.

Built a gadget: Up to 55 points

Includes at least three lashings: 30 points

Meet the time limit: 30 points

Patrol Flag & Yell: 5 points

*Total for event: 120 points*

### Emergency Repairs

Somebody picked the wrong contractor to build this year's stadium, and the place is falling apart! Your Patrol will be presented with 5 situations, and must pick and tie the correct knot to fix the stadium. Be prepared to tie classic knots like the bowline, taut line hitch, and a sheet bend. Your Patrol can ask for a hint from the event head, but will lose half the points for that scenario.

10 points per situation (up to 50 points total)

8 points per solve without hint (up to 40 points total)

Flag & yell: 10 points

*Total for event: 100 points*

### Find the FOX

Athletes must adapt and learn new things in order to win in the Olympics. For this event, your Patrol will be taught how to use a FOX hunt radio system and then find the FOX, a radio transmitter, as quickly as possible.

Complete the course and find the FOX: 50 points

Finish within the time limit: 15 points

Patrol flag & yell: 5 points

*Total for event: 70 points*

## Other events

### Campsite Inspection

On Saturday a member of staff will go around to each campsite for inspections. Your inspection will factor into your final score and points will be awarded as follows. If your Troop has more than one Patrol, each Patrol will be graded separately on the Patrol evaluation.

#### Troop Evaluation:

Tents and flies are properly pitched and organized	Up to 20 points
Area is clean and free of trash	Up to 10 points
A full, non-expired fire extinguisher is placed in a common area	Up to 10 points
A properly equipped first aid kit is kept in a common area	Up to 10 points
Walkway is clear	Up to 10 points

#### Patrol Evaluation:

Menus and duty rosters are posted in cooking area in plain sight	Up to 10 points
Patrol box is neat, clean, and organized & stove is clean	Up to 10 points
Food is stored properly	Up to 10 points
Patrol site is clean and free of trash	Up to 10 points

**Total Possible 100 points**

\*\*\*Webelos/AOL Scouts will also be inspected separately and will earn points. Encourage your Scouts to introduce the concept of campsite inspection to the Pack.

### Olympic Gateway

To better show off your Scout spirit to your competitors, your troop must construct a camp gateway at the entrance to your campsite. Each Troop will construct a camp gateway that consists of at least 3 lashings. You will be graded on correct tight lashings, usefulness, and complexity of your gateway. It will be judged Saturday afternoon.

Proper lashings and materials used:	45 points
Incorporating the Camporee theme into the Gateway:	15 points
Displaying your troop flag on your Gateway:	15 points
Total:	75 points

\*\*\*Building a Gateway is part of the Webelos/AOL Scouts scoring. Only one gateway is required, however, Webelos/AOL Scouts must help with building your gateway to allow them to earn full points.

# Parade of Patrols

After lunch, Patrols will have a chance to participate around the Camporee field while showing off their costumes, flags, and Patrol yells. During the parade, staff will assess the Patrols based on the criteria listed below.

## Costume contest

Here is your chance to strut your stuff. Show the staff the best Scouting Olympics themed costume you have at 1:00pm at HQ during the Parade of Patrols. The top 3 costumes will get to show off their costumes at the campfire and earn bonus points.

**Recommended:** Share your costume them with the Webelos/AOL unit that you are hosting.

To earn the extra points costumes will be judged on the following:

- Creativity – How well does the costume show creativity and personality?
- Originality – Does the costume stand out from the rest?
- Complexity – Did the costume take time and effort?
- Theme/Authenticity – How accurate and thorough is the costume?
- Scout Appropriate – Is the costume appropriate for all ages of Scouts?

Participation: 20 points  
Top 3: 15 bonus points

## Flag & Yell

Here you and your Patrol will show off your flag and yell, at 1:00pm during the Parade of Patrols.

For the highest possible points, keep it theme related and Scout appropriate.

The flag is worth up to 15 points and the yell is also worth up to 15 points.

### Flag

Patrol Flag	0 or 5 points
Theme Related	1 - 5 points
Overall Design	1 - 5 points

### Yell

Patrol Yell	0 or 5 points
Theme Related	1 - 5 points
Enthusiasm & Originality	1 - 5 points

**Total: 30 points**

## Skit

Skit judging will happen at HQ right after the Parade of Patrols. Prepare a fun, appropriate skit that's related to the Scouting Olympics to get some bonus points for your Patrol. If your skit is ranked among the top 3, your Patrol will gain an extra 15 points. Patrols must present the attached skit application form when performing their skit.

Skit performance: Up to 30 points  
Top 3 skits: 15 points

## St. Louis Food Bank Food Drive – Do A Good Turn

During skit judging, we will hold a food drive for the Greater St. Louis Area Food Bank. This organization provides food to those who need it, making a huge difference in our community. Bring non-perishable food for the food drive to receive bonus points for your Patrol.

To receive maximum points, bring **1 container of food for every 2 Scouts attending**. *Of course, feel free to bring more!*

100% - 50 Points  
75% to 60% - 40 Points  
60% to 40% - 30 Points  
40% to 20% - 20 Points  
20% to 15% - 10 Points

## Track and Field

It wouldn't be the Olympics without track and field. For each track and field event, Patrols will send 1 member to each of the 4 events, which will take place consecutively. Scouts may not compete in more than one event unless their Patrol has less than 4 members who can compete. The 4 events will be:

- 50m Dash
- 100m Dash
- Shot put
- Long jump

Finally, there will be a 4-person relay across the Camporee field. Again, if possible, the competitors must be Scouts who haven't already competed.

Participation - 5 events at 10 points each: Up to 50 points  
Winning Team: 15 bonus points

# Adult Opportunities

## Koffee Klatch

This activity will be held on Saturday at 10:00 AM at Headquarters. This is an open-ended meeting, and is for adults in your Troop. This is the time to hear any new camping information from Council, discuss Scouting topics, and ask questions.

Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn each of your Patrols **15 points** towards their final score.

## Pressurized Fuel Training

This activity will be held on Saturday at 1:00 pm at Troop 362 Campsite. Council pressurized fuel policies will be covered which pertain to how you properly operate and maintain pressurized fuel devices. You may become certified so you can train the Scouts in your Troop.

## Adult Leader Cook-Off

Scoutmasters and Scouters registered as attending Camporee have the opportunity to earn "bragging' rights" by entering an **entrée** or **dessert** in the Adult Leader Cook-Off. The top entry in each category will receive a special award plaque at the closing ceremony. A troop may submit an entry for both categories, but each entry must be submitted by a different leader.

All entries, whether they are an entrée or a dessert, will be judged on taste, presentation, and Camporee Theme. Entries will be judged by adults that are not associated with participating troops.

## Other Opportunities

### Staff Participation

In order for this Camporee to run successfully, we need your Scouts to help Staff the events and activities. This is an opportunity for your Scouts who are at least Star Scout or 14 or older to get to know other Scouts within our district. If you ask any Scout who has staffed before, they always say it is a fun experience. Each troop who sends at least one Scout to staff will get **20 points**\*.

*\* If your troop is unable to provide a staff member due to the number of Scouts within the troop, please bring this to Headquarter's attention at check-in.*

### Roundtable Attendance

Important information about the Camporee is given at the two Roundtables before the Camporee. This is also your opportunity to ask questions about the manual to the Campmaster. Your troop will earn **15 points** for each Roundtable that a leader in your troop attends, for a total of **30 points**.

### Webelos Hosting

If your troop hosts at least one Webelos den, you can earn **5 bonus points**. This is a great opportunity for you to show your troop off to prospective members of the troop. Most Scouts who enter Scouts BSA come from a Webelos den.



# Skit Application

This Form needs to be brought with you when you perform your Skit.

The Patrol skit judging contest will be at **1:00pm** at Headquarters.  
Each Patrol that performs a skit will earn **points** just for participating.

The top 3 skits will be awarded **bonus points** towards their final score and will perform their skit at the closing campfire.

The scoring that will be used to determine the top 3 skits is at the bottom of the page

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

Name of skit, song, cheer: \_\_\_\_\_

Brief description of skit: \_\_\_\_\_

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## Staff Notes: To decide top 3 skits

<u>ENJOYMENT</u> How well did you enjoy the skit?	1 - 5	Score _____
<u>ORIGINALITY</u> Did the skit look original or put a new spin on an old skit?	1 - 5	Score _____
<u>PREPARATION</u> Did the patrol look like they practiced and were prepared?	1 - 5	Score _____
<u>THEME</u> How well did the skit fit the theme?	1 - 5	Score _____
<u>SCOUT APPROPRIATE</u> Is the skit appropriate for scouts?	0 or 10	Score _____
<b>TOTAL</b>		Score _____



# Patrol Registration Form

Troop # \_\_\_\_\_

Patrol 1 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

Patrol 2 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

Patrol 3 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

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## Troop OA Information

OA Troop Rep: \_\_\_\_\_

Email: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Adult OA Troop Advisor: \_\_\_\_\_

Email: \_\_\_\_\_ Phone Number: \_\_\_\_\_

# TROOP CAMP ROSTER

Event \_\_\_\_\_

Dates: From \_\_\_\_\_ To \_\_\_\_\_

Unit # \_\_\_\_\_

District \_\_\_\_\_

<u>Name</u>	<u>Address</u>	<u>Phone</u>	<u>Rank</u>	<u>Age</u>
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<u>Adult Leaders (2 minimum)</u>	<u>Address</u>	<u>Phone</u>	<u>Position</u>	<u>Gender</u>