

2017 FIREBALL DISTRICT CAMPOREE



SCOUTS THE MODERN KNIGHTS

8 September - 10 September

Camp Elmore

3551 SW 142 Avenue, Davie, FL

Event Chief:

Curt Spaeth 305-965-1767, cspaeth@bellsouth.net

Activity Chair:

Juan Urbano juanurbano@yahoo.com

District Executive:

Ayesha Carter Ayesha.Cater@scouting.org

2017 FIREBALL DISTRICT CAMPOREE

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2017 FIREBALL DISTRICT CAMPOREE

Letter from the Chief

Date: July 2017

To: **All Scouts and Scouters of Fireball District**

From: **Curt Spaeth, Camporee Chief**

Dear Friends,

First let me apologize for the lateness of this guideline. Having assumed the mantel of Camporee Chief at the last minute I am working without any Vice Chiefs or staff. Our Camporee will be held September 8-10. I look forward to a successful weekend of fun and fellowship, but it will require help from all Troops attending.

The boys have always looked forward to the fun times and the spirit of competition at this annual event. We have some great events, new and traditional, that the scouts will be able to show off their scouting skills and will enjoy participating in.

This year's theme is "Scouts the Modern Knights". I came up with this theme from the early Scout Handbooks that compare Scouts to the Knights of old that went throughout the countryside doing good deeds. The boys should be creative and campsites and gateways should represent the theme. There is also 15 bonus points for the Troop that has the best themed outfits. I envision a cross between King Arthur's knights of the roundtable and Monty's Python and the Holy Grail, the boys should have fun with it.

Something you all should know, I am a member of the Campmaster Corp, I take the mistreatment of the camp and abuse of the camp rules very seriously, by both the Scouts and Adults. Please pay close attention to the rules concerning cars and garbage provided later in this guidebook, points will be deducted if rules are not followed, not only by the Scouts, but be the Adult Leaders. Remember, as Leaders we set the example.

I am committed to fairness to all troops and this will be reflective in the scoring of each and every event. And I look forward to seeing all of you at this year's Fireball Camporee. Tell all your friends to join in the fun and excitement that is Fireball's District Camporee.

Yours in Scouting,

Curt L. Spaeth.

Curt L. Spaeth., Camporee Chief
2017 Fireball Camporee

2017 FIREBALL DISTRICT CAMPOREE

Staff Directory

Camporee Chief Curt Spaeth 305-965-1767 cspaeth@bellsouth.net1

1rd Vice Chief

2nd Vice Chief

3st Vice Chief

4th Vice Chief

Registration/ Public Relations

Scoring

Darlyn Espinosa

Awards

Camporee Chief and all Vice Chiefs

Campfire Coordinator

Armando Espinosa and the OA

Patrol Events

1st Vice Chief –

Troop Events

2nd Vice Chief –

Logistics

3rd Vice Chief –

Hospitality

First Aid

TBA

Security

Camporee Staff

Camp Coordinator

Check-Out

2017 FIREBALL DISTRICT CAMPOREE

Check-in Procedures

Check in will open at 3:00 pm and close at 8:00 pm

Campsite/Gateway set up can begin at 3:00 pm

Please have the following ready to be submitted by **Friday night**:

- At checking in, units will be subjected to a uniform inspection. Each scout will receive a wristband. Cut off time will be 8:00 pm. SPL must notify registration at Check -in if a scout will be arriving after 8:00, so arrangements can be made for inspection. 15 points will be deducted if scout checks in after 9:00pm, without prior approval from registration.
- Registration Form
- Health forms available for inspection
- Final Rosters must be turned in at check in. Provide initial patrol rosters by Sep. 2nd, via email to cspaeth@bellsouth.net and submit the final rosters at time of check in.
- Tug-of-War registration due **Friday at the SPL meeting**
(Weight estimates; final weigh-in Saturday between 1:30pm through 2:00pm)
- Volleyball registration due **Friday at the SPL meeting**
- Send skit for pre-screen by Sep. 2nd, via email to cspaeth@bellsouth.net. Final skit due **Friday at the SPL meeting**

***Units that are checking-in will be subjected to a uniform inspection. Every scout who is on the roster needs to be in full and proper class A uniform. Units need to inform scouts to be ready since no time will be given for scouts to “get ready”. If there are some scouts who are on the unit’s roster and are not present during the check-in inspection must report to the headquarters first before heading to camp, if units fail to do so will receive a 50 point penalty. One point will be deducted for every item that is missing or wrong. Up to 10 points (Refer to your scout handbook for proper class A).**

2017 FIREBALL DISTRICT CAMPOREE

Camp Rules & Regulations

1. REGISTRATION: You must check in with the Camporee staff on Friday evening. All units must check out before leaving on Sunday.

2. ADULT LEADERSHIP: Units must follow the “two-deep leadership” BSA policy. A registered leader (21 years or older) and at least one other adult (18 years or older) must be present at all times during outings. UNIT LEADERS WILL BE RESPONSIBLE FOR THE BEHAVIOR OF THE UNIT.

3. ALCOHOLIC BEVERAGES: Alcoholic beverages are ABSOLUTELY NOT ALLOWED on the camp property. Violators will be asked to leave.

4. VEHICLES: Speed limit is 15 MPH around the camping area. Pick-up trucks are to be used for transporting equipment only. All passengers must ride in the cab. NO RIDING IN THE BED OF TRUCK OR ON TRAILERS.

On Friday night, the number of vehicles allowed per unit will be limited to two at any time. Vehicles will be allowed in to drop off equipment only, this also includes any vehicle dropping off a trailer. Another vehicle from the unit will not be allowed in until one of the two leaves. All vehicles must be out of the camp area and in the main parking lot by 9:00 pm. You must follow the one way traffic pattern (signs are being erected now at camp for the fall, see map attached). If the Campmaster or Camporee Staff asks you to move your vehicle, you will have ten minutes to comply. For each vehicle that does not comply, the Troop will receive a penalty of 5 points for every 5 minutes past that time up to 25 points off their final score.

After 9:00 pm, no vehicle will be allowed on camp for any reason until Sunday at check out.

5. PARKING: Vehicles MUST be left in main parking lot only. Parking in campsites, site entrances, and along the roadside is a violation of fire safety regulations and is strictly prohibited. This pertains to Staff as well as participating Troops.

6. ICE: Ice will not be available Friday night in accordance with Camp rules. Units should come with ice in their coolers, if not there are several locations in the area where it can be purchased.

7. WOOD: Use only dead wood for fires, no pallets or treated wood. The cutting of standing trees or shrubs is prohibited.

8. FIRES: Campfires may be built only in fire rings or above ground containers 18 inches from the ground. Fire buckets or fire extinguishers must be easily accessible. **NOTE: Local fire ordinances require that the Ranger or the Camporee Chief be notified PRIOR to the lighting of any ground fire. Cooking fires not in the fire ring must be at least 18 inches above the ground and approved by the Ranger or Campmaster and Camporee Chief prior to lighting.**

SAFETY NOTE: NO OPEN FLAME FROM CAMP FIRE, LANTERN OR COOKING STOVE ARE NOT ALLOWED UNDER THE THACHED HUTS AT THE CAMPSITE

9. Fuel and Cooking area:

(9.1.0) COOKING FUEL WOOD, CHARCOAL, LIQUID AND/OR PROPANE GUIDELINES

(9.1.1) **Wood, charcoal:** Stored off the ground protected from water.

(9.1.2) **Liquid fuel not in use:** Metal screw top containers, lanterns stored in a separate roped off open safe area. Liquid fuel cannot be stored in the trailer unless properly vented. Liquid fueled stoves may be left in the kitchen area.

(9.1.3) **Propane, butane, or other fuels in pressurized containers not connected to a lantern or stove:** Small containers 2.5 lbs or less - Stored upright in a box or crate in a separate roped off, open, safe area. Other containers (I.E. 20lb BBQ type container) - Stored upright in a separate roped off, open, safe area. Stoves may be left connected in the kitchen area. All tank valves must be closed except when cooking.

Lanterns connected to tanks of any size shall be left connected and stored in same area as containers when not in use. All tank valves must be closed. Lanterns connected to the same container as the stove in the kitchen area may be left connected with tank valves off except when in use.

10. FIREWORKS/ FIREARMS: Fireworks and firearms are NOT allowed on the camp property at any time. Violators will be asked to leave.

11. LATRINES: DO NOT wash dishes, throw trash or grease in the hand wash sinks or toilets. This can harm the septic system. Units are responsible for maintaining and cleaning the latrines. No troop will be allowed to check out Sunday morning if the latrines are not clean.

11. TRASH: Keep campsites clean and free of debris. Trash must be removed and disposed of in the dumpster provided. Do not dump cooking grease in the campsite. Pour grease into a can; allow it to cool and dispose of it properly. If the dumpster is full, trash must be taken off the premises. **Only household type of trash is allowed in the dumpster. No chairs, tents, projects, props, etc. If any unit is found dumping chairs, tents, projects, props, etc, there will be a 10 point deduction from their final score and they will be required to remove the items from the dumpster.**

12. PETS: Health and safety regulations do not allow pets on camp. Parents coming to pick up Scouts with pets in the vehicle must wait at the Main Parking lot, in their car, with their pet. (service dogs are exempt)

13. SWIMMING: Unauthorized swimming is NOT allowed in the lake, during the Camporee.

14. DITCHING: The ditching of tents or the digging of holes for any reason is not permitted.

15. FISHING: All fishing must be done in accordance with the current regulations of the Fish and Game Commission. Please practice "catch and release". Fishing permitted from the shore only, not the dock.

16. BICYCLES: No Bicycles, skateboards, roller skates/ blades/hover boards, ATVs or motorized carts are permitted.

17. WILDLIFE: DO NOT collect, feed, molest, injure or otherwise harm wildlife or their nesting areas. The camp is their home; we are the visitors.

18. BOUNDARIES: All campers and visitors must stay within the fenced boundaries of the camp property. Units wishing to leave camp must first notify the Ranger or Campmaster and Camporee Chief.

19. DAMAGE: Units will be responsible for any damage, which may occur during their use of the camp facilities and equipment; and may be required to pay for any required repairs for negligence/vandalism.

The above listed guidelines are for everyone's benefit. All groups are expected to honor them. THE TROOP LEADERS SHOULD READ THIS TO ALL CAMPERS AND VISITORS.

Any units found violating the above rules may incur a point penalty of up to 75 points off their final score.

The Ranger, Campmaster and Camp Staff, as official representatives of the South Florida Council BSA, have full authority and responsibility of enforcement.

2017 FIREBALL DISTRICT CAMPOREE

Camporee General Rules

These rules are the general framework around which all Camporees will operate. A spirit of Scouting, Courtesy, and Brotherhood must prevail during the entire Camporee, if it is to be a success. **The Scout Oath, Law, Outdoor Code and Guide to Safe Scouting are the guides for all behavior at the Camporee. Troops or individuals that do not conform to this spirit WILL be asked to leave the Camporee.**

1. Payment of \$20 for scout or \$17 for adults will be due by 09/01/17. There will be no registration accepted after 09/01/17. All fees should be paid at the South Florida Council office. Registrations may also be faxed (305-821-6222) or emailed (Myrna.Pedrayes@scouting.org).

2. **Troops WILL arrive and depart in full Class "A" uniform.** Units will be scored and inspected upon arrival of camp. If there are scouts who are not present at the time their unit is being inspected, they are ordered to go get inspected at the registration site before they can set-up camp. The uniform is required to be worn for Saturday's Opening ceremony and flag raising, Flag lowering, Campfire, and for Sunday's Scouts Own and Awards ceremony. **Points will be awarded for proper uniform, 5 pts for each of the preceding listed events.**

3. Scouts should dress for Saturday's activities in a manner appropriate for the weather and the events. This generally means Scout shorts and Class "B" t-shirt for the warm weather or tribal regalia. If the weather is cool, clothing should be layered. **No Military Camouflaged clothing, pants, jackets, etc. are to be worn at the event by Scouts and or Leaders.**

4. The Camporee Staff will assign campsites. Size of the site will be determined by the unit's size. Units will be required to stay within the boundaries of their campsite. A perimeter must be built by the unit and maintained until teardown.

5. Troops should not plan to arrive at the Camporee before 3:00 PM on Friday. If unit needs to drop-off trailer before 3:00pm contact Curt Spaeth at 305-965-1767 to make arrangements.

Troops should plan to arrive at the Camporee before 8:00 PM on Friday. Under no circumstances will vehicles be allowed on camp after 9:00 pm.

6. A map of the Camporee grounds will be located at the Camporee headquarters.

7. Any unsafe or improper use of knives, axes or other tools will result in a lowering of the Campsite Inspection score.

8. **Taps will be at 12:00 AM Friday night! Lights out at Camp Elmore is 11:00PM. Plan accordingly, for quiet time at 11:00 PM. Scouts can work after that, quietly, until 12:00, but quiet time is 11:00 PM.** Plan your gateway to have it, almost, completed Friday night. All troops will have from 6:00 AM until 7:30 AM Saturday to finish the gateway and prepare the campsite for inspection. Taps will be at 12:00 AM Saturday night. Reveille will be at 6:00 AM Saturday and 7:00 AM Sunday. Please respect the quiet hours between taps and reveille. Activities such as cooking, setting up camp and playing will not be permitted during quiet time. Plan

to arrive at the Camporee with ample time to set up camp prior to taps. **A 25 point penalty will be assessed to any troop working on their gateway or campsite after 12:00 AM Friday and 6:00 AM Saturday and after 7:30 AM Saturday by the Camporee Staff only!**

9. If available Camporee patches will be included in your check-out packets, otherwise they will be presented to the Troop at a later date during Round table.

10. Visitors (other than registered participants) are welcome at the Camporee; however, they must check in at the Camporee headquarters. They may watch the events, partake of meals and join us at the campfire. All visitors must depart before taps.

11. **ALL SCORES ARE FINALL!!** (Patrol leaders should qualify event scores at the time of the competition.) If there are discrepancies, they will be decided then. The Camporee Chief will be available at headquarter on Saturday night to discuss any matters relative to scoring. **ONLY** the Senior Patrol leader or a designated junior leader may participate in the scoring review. **NO ADULTS! PLEASE ALLOW THE JUDGES TO DO THEIR WORK TO THE BEST OF THEIR ABILITY. Camporee Chief has the final decision!!!**

12. **BSA Medical Health Form (Class 1&2) Audit.** Please bring your BSA Medical Health Forms to the registration table before 8:00 PM on Friday night. All scout names from your Camporee registration form will be reviewed and a current and completed health form must be presented. If a Scout does not have a current and completed BSA Health Form, that scout will have to be sent home. The medical forms must remain in the campsite during the Camporee and will be part of the Campsite judging.

13. **HAVE FUN!!!**

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Camporee Schedule

Friday

3:00pm	Check-in begins *
8:00pm	Check-in and uniform inspection ends
9:30- 10:00pm	SPL Meeting *+ Bring all required materials
10:00- 10:30pm	Staff & Scoutmaster Cracker barrel
10:30- 11:00pm	Staff meeting
11:00- 12:00am	Quiet Time, lights out!!! You may continue to work on Gateway/Campsite but do so quietly!
12:00am	Taps! All work on Gateways for the night must stop.

Saturday

6:00am-7:00am	Quiet Time You may continue to work on Gateway/Campsite but do so quietly!
7:00am	Reveille You may continue to work on Gateway/Campsite until 7:30 am
6:30-7:30am	Breakfast and Clean-up
7:45am	Invocation and Opening Ceremony *+
8:30am	Campsite and Gateway Inspections
8:30- 12:30pm	Patrol Activities
12:30- 1:30pm	Lunch and Clean-up
1:15pm	SPL Meeting *+
1:30- 2:00pm	Report to Headquarters Bring Patrol Flags Weigh in for Tug of War
2:00-5:00pm	Troop Events Tug-of-War and Volleyball and Best All Around
6:00pm	Pick-up Patrol Flags, Turn in Hunt for Holy Grail+
6:15pm	Retrieve the Colors *+
6:30- 8:00pm	Dinner and Clean-up/ PM inspections (if needed)
8:15- 10:15pm	Campfire Skit Competetion, OA Tap out *+
10:30pm	SPL, Staff, and Adult Cracker barrel *+
11:00pm	Lights Out, Quiet Time!!
12:00am	Taps!

Sunday

7:00am	Reveille
7:15- 8:30am	Breakfast and Clean-up DO NOT break camp; doing so will result in a 25 pt deduction
8:45am	Flag Raising *+
9:00- 9:30am	Scouts Own
9:30- 10:30am	Awards Ceremony
11:00am	Check-out process begins

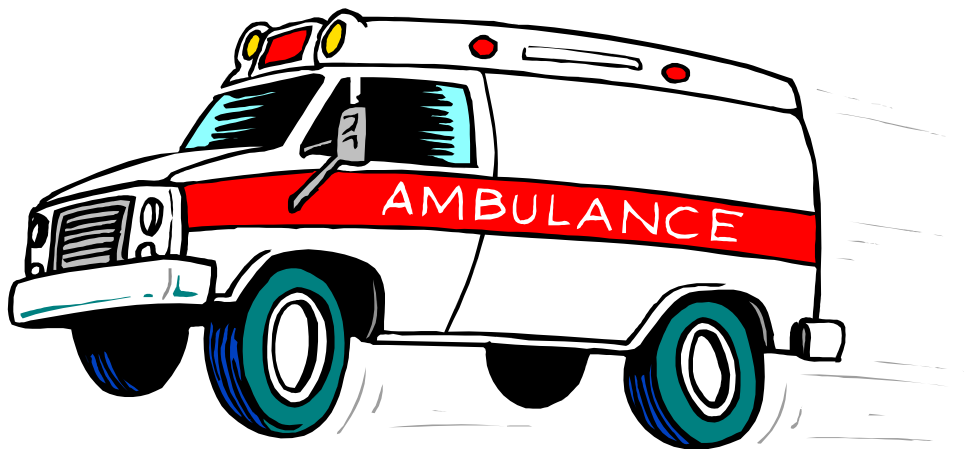
* Points will be awarded to Troops whose scouts are in proper Class A uniform

+ Points will be awarded to Troops whose scouts are on-time to these events

2017 FIREBALL DISTRICT CAMPOREE

Safety & First Aid

1. At this time First Aid support has not been finalized. While at the camp site Troop Leaders will evaluate any medical emergency or injury and if needed call 911, then call the Campmaster and Camporee Staff. If the medical emergency or injury occurs during the events the judge and/or available Adult Leader will evaluate any medical emergency or injury and if needed call 911, then call the Campmaster and Camporee Staff.
2. In case of an accident or any type of injury, please report to the Camporee headquarters immediately.
3. If, an accident or injury cannot be handled by available personnel, then the person or Scout may be transported to a nearby hospital if necessary, by two responsible adults from his respective unit or 911 if necessary, (Please have parent permission slips and emergency contact forms available at all times) Parents of injured Scouts will be notified immediately. *Unit leader will set up their procedures with parents. Unit Leaders , parents or EMS should transport Scouts. Camporee Staff generally does not do this. Incident Reports will be completed by the Camporee Medical Staff and given to South Florida Council*
4. Safety **FIRST**. Please review the rules (pages 6 through 10) with all your participants and visitors. We want you to have fun safely.



2017 FIREBALL DISTRICT CAMPOREE

Parking & Security

1. Upon arrival at the camp, units using a Troop trailer may be permitted to tow their trailer into the campsite for the sole purpose of unhitching the trailer from the vehicle.
2. Fire safety regulations require that all vehicles be parked in designated parking areas only. Parking along any camp road, in campsite entrances or any other area not specifically designated as a parking area is strictly prohibited.
3. Watch your speed! The camp speed limit is **15 MPH**.
4. BSA National policy requires all vehicle passengers wear seat belts (buses exempted). Pick-up trucks can be used for the purpose of transporting equipment only- no passengers (except in the cab) may ride in the bed of the truck. Riding in or on trailers or flat beds is prohibited.
5. Security will be provided during Camporee; however, all units are reminded that everyone has access to the camp, so please exercise your own vigilance and report any problem or incidence to the Camporee headquarters. Do not leave any valuables inside car, lock all vehicles.
6. Please place the 3 x 5 card (you will receive for each vehicle) with your Troop # on the dashboard where it is clearly visible.
7. During night activities, please watch for pedestrians and young children in the parking areas.

Note: These vehicle policies are necessary in order to provide a safe camping environment and to protect the camp and those who used it from injury.

2017 FIREBALL DISTRICT CAMPOREE

Awards

Patrol Event Awards

Ribbons will be awarded to the top three placing patrols for the following events:

- Ye Old Knot Tying Relay
- Dragon's Fire (String Burning)
- Knight Finds His Way
- Chariot Race
- Knight Has Fallen (First Aid)
- Cross The Moat
- Joust
- Hunt For The Holy Grail
- Patrol Flags

Troop Event Awards

Trophies will be awarded to the top three placing troops for the following events:

- Campsite Inspection
- Gateway Inspection
- Skit
- Tug-of-War
- Volleyball
- Overall Camporee Championship

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Awards cont'd

Spirit Award

One troop will be awarded the "Spirit Stick" for good sportsmanship, a positive approach to the Camporee and how much you cheer. Points will be awarded during opening ceremony, patrol events and troop events. The troop with the most spirit points will be the winner. In the event there is a tie, the winner will be decided by a vote Saturday night at the closing meeting, by the Camporee Staff, the SPL's and the Scoutmasters of all the troops.

Adult Spirit Award

One registered leader will be awarded the "Spirit Stick" for good sportsmanship, a positive approach to the Camporee and how much you cheer. The adult leader with the most spirit as determined by the Camporee Staff will be the winner. In the event there is a tie, the Camporee Chief will make the decision.

"The Torch is Passed"

The tradition lives on. The Fireball Camporee Chief Stick is bestowed onto the next year's Camporee Chief as the torch is passed on.

2017 FIREBALL DISTRICT CAMPOREE

Scoring

1. **All scores are final.** The Camporee staff will remain fair in all situations. Any disputed result, should be addressed at the time of the event with the event coordinator. If the matter cannot be resolved, the SPL should bring it to the Camporee staff immediately. (Either the Camporee Chief, 1st Vice Chief, or 2nd Vice Chief) See page 4.
2. Patrol Events will be scored as follows. **Only the highest placing patrol can earn points for one troop in each event. (I.e. Troop 1 has two patrols, both earned 1st & 2nd place in knots; however, only the top score will receive points and the 3rd place winner from a different troop will get bumped up and so forth).** The patrol who places in 1st will receive 25 points. The patrol who places in 2nd will receive 15 points. The patrol who places in 3rd will receive 10 points. The total number of points that a troop earns will be added to their overall Camporee score.
3. Troop Events will be scored as per their criteria. No points will be awarded towards the Overall Score for the Spirit Stick, Troop Display, Tug-of-War or Volleyball Tournament. Points will be awarded for being in proper Class "A" uniform when asked and for being on-time to meeting and planned events (flag ceremonies, etc.) These times are noted on the schedule. Bonus points (15) will also be award for the best theme costume, this may be just a tee shirt or more, it will be award to just one Troop.

<u>EVENT</u>	<u>POINTS</u>
Campsite Inspection	110
Gateway Competition	75
Skit Competition	100
Patrol Flag	50
Cumulative Points (8 patrol events X 25 points)	200
<u>1st place = points, 2nd place = points, & 3rd place = points</u>	
<u>BONUS POINTS</u>	
On-time to scheduled events (8 X 10 points)	80
Proper class "A" uniforms (8 X 10 points)	80
Themed outfit 15 points one Troop only	15

FIREBALL CAMPOREE CHAMPIONSHIP

TOTAL: 710

2017 FIREBALL DISTRICT CAMPOREE

Campsite Inspection

The campsite inspection is conducted for our Boy Scouts to develop a clear sense of individual, as well as team responsibility by having them follow a given set of rules and maintain a tidy, well-organized campsite. This is a challenge for the whole unit and requires the efforts and cooperation of each scout member. During the inspection, the judges require the SPL or another junior representative to be present to answer question they may have. If no one is available, the judges will use their discretion. Do not interfere with the judges' work. No one else should be in the campsite during the inspection other than the SPL. If your SPL did not make it out to the weekend then an ASPL can fill in and if both are not at the Camporee, then a junior asst. scoutmaster can fill in. (please refer to glossary) A time will be given when the campsite will be judged. The campsite is judged independently. Section off Adult area so that it is not part of campsite inspection.

Campsite Inspections Score Sheet

ITEM	MAX.	SCORE
1. Troop site general appearance	5	_____
2. Patrol site general appearance	5	_____
3. Duty Roster posted	5	_____
4. Balanced menu posted (4 food groups)	5	_____
5. Medical and permission slips readily available	5	_____
6. Troop Display Picture Board, showing Troop Events since last Fireball	10	_____
7. Tents/ Flies properly erected	5	_____
8. Fire buckets WATER (2 per tent) next to tents or in a central accessible area of the campsite.	5	_____
9. Appropriate rate fire extinguisher in each cooking area	5	_____
10. Patrol Flags displayed	5	_____
10. Garbage (of the ground and covered)	5	_____
12. Troop and Patrol First Aid Kit marked and available and well stocked	5	_____
13. Kitchen area clean and neat	5	_____
14. Food and water properly stored of the ground and covered	5	_____
15. Patrol method evident (in cooking and cleaning/mesh kit)	5	_____
16. Dishwashing area (3 bucket area)	5	_____
17. Appropriately sized Ax yard based on "blood circle", properly fenced and identified	5	_____
18. Fuel yard safe, with equipment stored correctly, fenced and identified	5	_____
19. Emergency plan/ Fire escape plan posted	5	_____
20. Camporee Theme Apparent	5	_____
21. Campsite improvements, Scout made (useful gadgets 1 point per 3 max)	3	_____
22. Campsite perimeter	2	_____
TOTAL MAXIMUM POINTS	110	_____

TROOP NUMBER: _____

SCOUT ON SITE: _____

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Gateway Competition

The gateway competition is conducted to inspire Scouts to use imagination, creativity and inventiveness in the spirit of teamwork and unit pride. This is a friendly competition. Gateways should be "Scout built" and located at the entrance of the unit campsite. The gateway will be judged on the following criteria. The gateway judging will be concurrent with the campsite inspection. If your SPL did not make it out to the weekend then an ASPL can fill in and if both are not at the Camporee, then a junior asst. scoutmaster can fill in. If the gateway is tied off to the perimeter, then the perimeter becomes part of the Gateway Inspection as well. If any adult from any unit is caught working on a gateway will have 25 points deducted from their gateway score.

Gateway Competition Score Sheet

<u>ITEM</u>	<u>MAX.</u>	<u>SCORE</u>
1. Unit Identified on gateway (Troop Identification)	5	_____
2. Sponsor identified on gateway	5	_____
3. United States Flag and Troop displayed properly	5	_____
4. Scout made	5	_____
5. Made with "natural materials"	5	_____
6. Gateway safe and sturdy (no guidelines)	5	_____
7. Skill used in building	5	_____
8. Proper knots and lashing	10	_____
9. Rope ends whipped or spliced	5	_____
10. Proper rope size proportion	5	_____
11. Working announcer on Gateway	5	_____
12. Creativity and originality	5	_____
13. Camporee theme displayed	10	_____
TOTAL MAXIMUM POINTS	75	_____

TROOP NUMBER: _____ **SCOUT ON SITE:** _____

2017 FIREBALL DISTRICT CAMPOREE

Skit Competition

RULES:

1. Only 1 skit per Troop may be entered.
2. Skit must be registered Friday by the end of the SPL meeting at 9:30pm. Each troop should email skit to cspaeth@bellsouth.net by September 1th. This will give you time to make adjustments if asked. If skit turned in on Friday night are deemed inappropriate, a troop will not be allowed to perform the skit and will therefore lose those points.
3. Each skit must be presented in typed form with the following information:
 - Title of Skit
 - Number of Scouts involved (**NO ADULTS!**)
 - List of costumes, props, etc. to be used in skit
 - The content of the skit (script, stage instruction, etc.)
 - The source of the skit (What book or Scout author)
4. Skit must be prepared prior to the Camporee and must not exceed 7 minutes in length and this time limit will include all set-up time and dismantling time.
5. The Troops final score will be an average of the 3 Camporee judges' score.

Skit Sheet

<u>Dance</u>	<u>MAX.</u>	<u>SCORE</u>
1. Typed form- turned in on time	10	_____
2. Presentation (Well rehearsed)	10	_____
3. Costumes & Props	10	_____
4. Creativity/ Originality	10	_____
5. Camporee Theme	10	_____
6. Within Time Limit (7 minutes)	10	_____
TOTAL MAXIMUM POINTS	100	_____

TROOP NUMBER: _____

2017 FIREBALL DISTRICT CAMPOREE

Patrol Flag Competition

Patrol Flags need to be turned-in at headquarters no later than 2:00pm, Saturday. They will be judged on the following criteria.

All materials must be “natural” with the exception of the grommets. The flag backing may be leather, canvas or a synthetic type alternative. No screws, nails or other type of mechanical devices, only scout skills fastening methods maybe used to join. Fasten or bind any part of the flag. Flag may be painted, drawn or contain other forms of decorations including glued or sewn scout made decorations.

Each patrol may submit a flag for this event. The highest scoring flag from each troop will be scored for the final troop score; however, the 1st, 2nd or 3rd place winners cannot be from the same troop.

Patrol Flag Competition Score Sheet

<u>ITEM</u>	<u>MAX.</u>	<u>SCORE</u>
1. Overall length cannot exceed 7'-0" (+/- 2") (Includes the top embellishment)	5	_____
2. Top of pole decorated	4	_____
3. Troop #, District, Fleur-de-lis, & Council identified	4	_____
4. Flag hemmed or bound	4	_____
5. Fastening hole is reinforced or grommet	4	_____
6. Pole finished or decorated	4	_____
7. Durability & Portability (can it be carried easily)	4	_____
8. Proper knots and lashing	4	_____
9. Useful attachments- Does not have to be natural (use your imagination)	4	_____
10. Patrol identity clearly defined	4	_____
11. Scout made	9	_____
12. Bonus – Portable Stand	3	_____
TOTAL MAXIMUM POINTS	50	_____
	Bonus 3	_____

TROOP NUMBER: _____ **PATROL NAME:** _____

PATROL LEADER: _____

Patrol Events

Ye Old Knot Tying Relay

Dragon's Fire (String Burning)

Lost Knight

Chariot Race

Knight Has Fallen (First Aid)

Cross The Moat

Joust

Hunt For The Holy Grail

2017 FIREBALL DISTRICT CAMPOREE

Ye Old Knot Tying Relay

Objective:

The patrol must correctly tie eight out of a possible 12 knots. After all the patrols have completed tying their knots, their times are recorded and the knots are reviewed. * Use the Scout Handbook for reference.

Method:

Scouts will line up at the starting line (Station 1) in patrols of 8 boys. If a patrol does not have 8 boys, patrol members will repeat the process until 8 boys have completed the relay. There will be a monitor at the starting line to regulate the advancement of the boys through the relay. After "go" signal, scout will run to station number 2 to pick up a card with a name of a knot. Scout will run to station 3 where he will tie the knot listed on the card. If the scout does not know how to tie the knot he will say "I pass". If the knot is normally tied in the hand such as a square knot it can be, or it can be tied on the bar provided. After the knot is tied the monitor at station 3 will thank the scout for tying the knot, or if the scout passes thank him for passing. Upon hearing the thank you the scout is to say "**Your Welcome.**" Any other response is not sufficient. Your Welcome is the only answer unless the scout does not speak English where in that case Gracias will be sufficient. After the scout says your welcome, the monitor at station 3 will give the scout a card with a number. The scout is to run directly back to station 1 and hand the card to the monitor at station 1 whereby the monitor will advance the next scout through the process. When all 8 knots have been tied and the monitor at station 1 has received the 8th card the patrol is to shout "done" and the time will be stopped. After the 8 knots are tied the boys will be called over to station 3 to be shown which knots were correct and which, if any, were incorrect. The patrol will be shown how to tie any incorrect knots correctly and explained why a knot was incorrect if it was found to be so. The decision of the monitor at station 3 is final. When any boys are participating that are associated with the troop of the monitor at station 3 a third party will be used to verify the scoring of that patrol.

Scoring:

The patrol that ties the most knots correctly with the shortest amount of time will win. Time will be the tiebreaker. There is a maximum of 7 minutes per patrol before the patrol will be disqualified. As most patrols will know most of the knots (8 out of a possible 12), number of knots tied correctly is much more important than time. Boys are encouraged to run as fast as they can through the process and take as much time as necessary to tie the knot correctly. 25 participation points go towards overall score.

Knots to Know:

Taut-line hitch	Square Knot	Bowline
Carrick Bend	Sheet Bend	Zeppelin Bend
Double Fisherman's	Sheep Shank	Slip Knot
Two Half Hitches	Figure Eight	Overhand Knot
Clove Hitch	Timber Hitch	Larks Head

Materials:

- Rope- Eight pieces approx. 3 feet
- Hitching post
- Stopwatch
- Cards with knot names

2017 FIREBALL DISTRICT CAMPOREE

Dragon's Fire a.k.a String Burning

Objective:

The patrol must build a fire 12" high to burn a string 18" high in the least amount of time. Proper use of knife and ax, fire building and ability to work as a team are needed for this event.

Method:

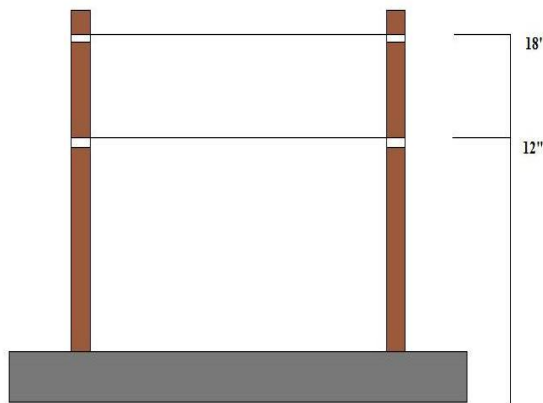
The whole patrol will be given a block of wood, 5 cotton balls and 3 matches. There will be an ax area to prepare the wood to be used in the fire. Only one scout will be allowed in ax yard at a time. You are given a 5 minute limit for "ax time". Two strings will be stretched between two vertical poles; one string will be 12" above the ground and the second will be 6" above the first string. The wood is to be piled no higher than the 12" string and the fire must burn through the higher string. The patrol will be given time to build the fire to the height of the first string 5 min. max. Time will begin with the lighting of the first match and end when the top string breaks. After lighting, the fire must not be touched, nor can more wood be added. **TOTIN CHIP REQUIRED!!!**

Scoring:

This is a timed event, from the strike of the first match until the break of the top string. Patrols will be given time to cut wood in the ax yard. Note patrols will only be given 3 matches. If the fire is not lit with the 3 matches or if the string does not burn within 5 minutes then no points will be awarded to the patrol. The top 3 patrols with the fastest times will be awarded. 25 participation points go towards overall score.

Materials:

- Wood
- 5 cotton balls
- Hand ax
- Poles with string at 12" and 18"
- Ax yard
- 3 matches
- Stop watch
- Pocket knives (provided by patrols)



2017 FIREBALL DISTRICT CAMPOREE

Lost Knight

Objective:

Every member of the patrol should be able map symbols, demonstrate how to orient a map to north and be able to answer question concerning map symbols and colors. All this is covered by Second Class Requirement 3a., in the new Boy Scout Handbook.

Method:

Each patrol member will be given a page of map symbols to identify, the Scout will be required to write down what the symbol is, then the judge will select five Scouts at random, one will then be required to orient a map to north using a compass, the other four will each be asked a simple map question.

Scoring:

Winners will be based on the best score and the fastest time to complete.

Scoring to determine the winner:

1. The number of each correctly identified map symbol will be added together and an average taken by dividing by the number of Scouts in the patrol, a total of 10 points is possible.
2. Ten points will be given for correctly orienting the map.
3. Each correct answer to the judge's question will be worth 2.5 points, for a possible total of 10 points.

25 points for participation will go towards overall score.

Materials:

Sheet with Map Symbols Symbol
Answer Sheet
Map
Compass
Stop Watch
Pencils

2017 FIREBALL DISTRICT CAMPOREE

Chariot Race

Objective:

This will test the scouts lashing ability. This event is based on time and the correctness of the lashings. Refer to the Scout Handbook.

Method:

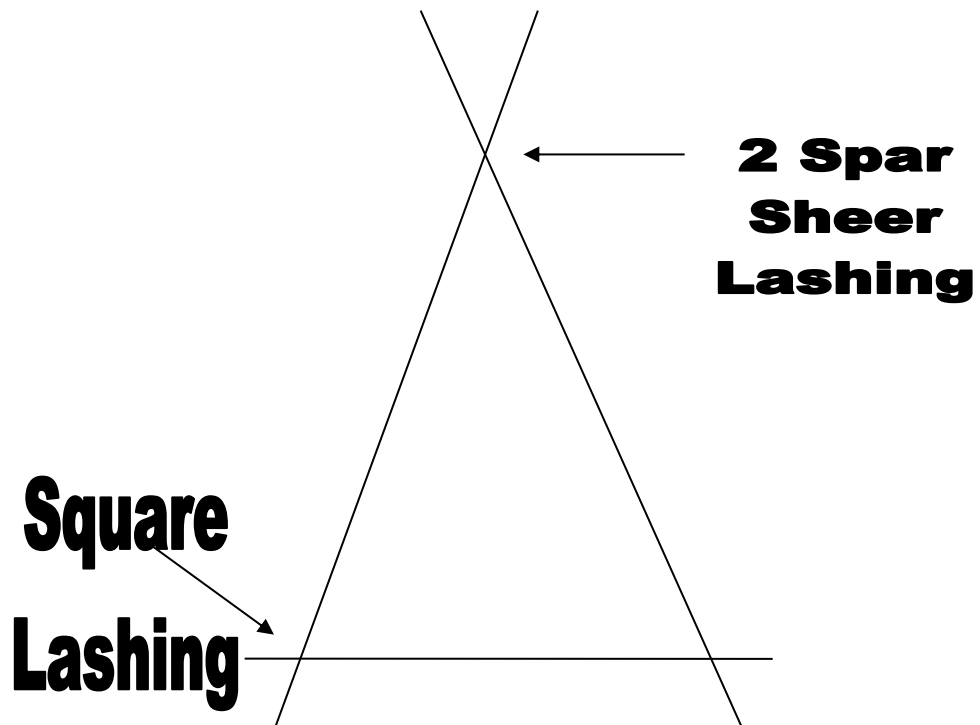
The judge will furnish two 8 foot spars for the A-Frame legs; one 6 foot spar for the ledger and three pieces of lashing ropes. Patrols will discuss their plan of attack. It is decided who is to tie what lashing, who is to assist, and who will ride. The time will start on signal, patrols lash together an A-Frame using a two-spar sheer lashing at the tips of the 8' spars and square lashings at the butt ends for the 6' ledger. When chariot is build, it is raced around a preset course or to a turnaround line and back. Once they cross the designated finish line, the time will stop. The judge will then look at the lashings to verify if they are tight and tied correctly. After the judge has seen the lashings the patrol will take apart the chariot and put the materials back to how they were before.

Scoring:

The fastest times will win. Thirty seconds will be added to the time for each lashing that is improperly lashed or fails to hold to the point that a pole can be easily removed from the lashing without undoing the lashing. In case of a tie, the patrols will have to redo the event until a winner is decided. 25 participation points go towards overall score.

Materials:

- Two 8 foot spars
- One 6 foot spars
- 3 pieces of rope
- Stopwatch
- Cones



2017 FIREBALL DISTRICT CAMPOREE

Knight Has Fallen First Aid Station

Objective:

Scout must demonstrate their knowledge in basic first aid and of bandages. (Refer to pages 111-115 of the new Scout Handbook).

Method:

The patrol will be presented with an injured victim. They will be given a list of the eight steps of the "First Aid Method", which they will have to put in correct order. The patrol will then treat the victim in accordance with the eight steps. The patrol should be prepared to treat the victim for shock and injury such as a broken bone, cut or puncture wound. The rescue victim cannot help the patrol with the event and will remain silent unless asked a direct question concerning what happened and how he feels. Time will begin at the sound of the whistle. The patrol will treat the victim based on what they find out from the victim and what they see. Once they are done the patrol must yell "Stop", and then time will be stopped. The judge will review the patrol's actions and will then pick at random 3 scouts to ask them a question a piece on basic first aid procedures. (Refer to the Scout Handbook). No one but those 3 scouts can answer the questions; they cannot be helped by the remaining patrol. There is a 1 minute time limit for each question. If the patrol does not have enough scouts, then one of the scouts can answer a second question. Scout may not use any handbook or cheat sheets during this event.

Scoring:

Event is scored by performance and time:

Event is scored by the having put the eight steps in the correct order (1 point for each correct, total 8), by using these steps to correctly assess the victim, correctly treating the victim (8 points), and correctly answering questions (3 points each, total 9). Fastest time will be the tie-breaker.

25 participation points go towards overall score

Materials:

- Bandages
- Whistle
- Splints
- Stop watch
- Scout handbook (for judges use only)

2017 FIREBALL DISTRICT CAMPOREE

CROSS THE MOAT

Objective:

Get the Patrol across the Moat in the quickest time.

Contest Rules

- The Moat will be defined as distance from one point to another.
- Each participant will be given a stepping stone. The Patrol will cross the moat by laying down the stones and using them to step across the moat.
- Once a stone is laid down there must be some part of a person touching that stone at all time. If it is left unattended, even for a second, that stone is removed from play.
- If someone steps off a stone into the water, the whole patrol must start again.

Scoring

1st, 2nd and 3rd place will go to the top three fastest times win. 25 participation points go towards overall score.

Materials:

- Rope To Define Moat
- 10 each 1' X 1' Plywood Squares

2017 FIREBALL DISTRICT CAMPOREE

JOUST

Objective:

The objective is to have fun.

Method:

You'll see when you get there.

Scoring:

25 participation points added to the overall score.

2017 FIREBALL DISTRICT CAMPOREE

Hunt for The Holy Grail

Objective:

The Patrol will complete treasure hunt for the holy grail of Scouting.

Method:

Each patrol will be given a sheet with an initial clue. The patrols will follow the clue which will lead them to a location where they will find a general scouting question to answer. They will write down the answer in the space provided. Below the question there will be the next clue to follow, so on and so forth, until they have answered all the question. They will then use the highlighted letters from there answers to figure out the final answer at the bottom of the page, after which they will turn in their sheet to the Camporee headquarters for scoring.

Scoring:

Winners will be based on performance and time:

The first patrol handing in a completed sheet will get 5 points, the second patrol 3 and the third 1. Each sheet will be evaluated for the correct answers, 2 point each for a correct answer and five points for the Holy Grail answer (if it is correctly based on the other answers). It may not matter if you are 1st, 2nd or 3rd, if you do not have the correct answers. Tie breaker will be the order in which the sheets were turned in. 25 participation points go towards overall score.

Materials:

Answer sheet and pencil will be provided.

THIS EVENT WILL TAKE PLACE IN THE AFTERNOON THE SHEETS WILL BE HANDED OUT TO THE AT THE 1:15 PM SPL MEETING, THEY MUST BE TURNED BACK IN BY 6:00 PM. THIS EVENT RUNS CONCURRENTLY WITH THE TUG OF WAR AND VOLLEYBALL EVENTS, SO THE SPL AND PTL'S MUST UTILIZE TIME MANAGEMENT TO COMPLETE THIS

Troop Events

Tug-of-War

Volleyball

2017 FIREBALL DISTRICT CAMPOREE

Troop Activity

Tug-of-War

Rules:

1. Participating Troops must turn in the Tug-of-War participants, with approximate weights, during the check-in process, or no later than the SPL meeting Friday night. Weigh-In will take place at 1:30 in the headquarters pavilion.
2. The total combined weight for the Troop participants cannot exceed 1,000 pounds. Participants stated weight will be verified prior to the units' first pull. If an individual is found to cause the team to be over the 1,000 pounds, he may be substituted for, at weigh-in. If there is nobody to substitute, the team must drop the weight below the limit by excluding a scout.
3. Pullers must complete in the same outfit they weigh-in in. This includes shoes and clothing. Scouters will not be able to go back to campsite to change shoes.
4. Registered participants will be the only individuals allowed to "pull". If a registered participant is unable to continue, he forfeits his spot, there will be NO SUBSTITUTIONS.
5. Competition will be determined by a random drawing of all the participating units. The draw will be filled Friday night.
6. No spiked or cleated shoes, gloves, or any other equipment or device that will give an advantage, will be allowed.
7. Any Troop (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match and 50 points will be deducted from the troop's overall score.
8. This is a double elimination tournament. If a Troop has zero losses in the final pull and loses, they will get another pull.
9. Units must remain in the marked area. If a team pulls out of bounds, they will be disqualified.



2017 FIREBALL DISTRICT CAMPOREE

Troop Activity

Volleyball

Rules:

1. Participating Troops must turn in the Volleyball rotation form by the SPL meeting on Friday night.
2. All registered Scouts, in each troop MUST participate, unless there are medical reasons. (This must be discussed with camporee staff at SPL meeting Friday night). Upon moving to the next round, the next six boys on the rotation sheet will start the game.
3. Competition will be determined by a random drawing of all the registered units.
4. Games will be to 12 points, with scoring on each server whether it is the serving team or not scoring the point, winner must win by two (2) points. However, the Championship game will be to 15 points and with scoring only on the serve. During the finals, the match is to 15 and the winner must win by two (2) points.
5. Any Troop (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match; this includes the use of bad language.
6. This is a double elimination tournament. If a Troop has zero losses in the final round and loses, they will get to play another match.
7. Rotate on serve (same player does not serve consecutively). Only serving team rotates on serve.
8. Server stands within the service area (the right-hand corner behind the outside court line) and hits the ball with his hand (open or closed) to send it over the net (without touching the net) into the other team's court. The server may jump up in the process of serving and after hitting the ball may enter the court and play. If the server steps on or over the outside line before hitting the ball, service is lost.
9. Each team may touch the ball up to three (3) times, however, not the same player consecutively, before sending it over the net. The ball may be hit with any part of the body (except on serve) above the waist as long as it is not held, scooped, or carried in any way.

2017 FIREBALL DISTRICT CAMPOREE

Volleyball Con't

1. A hit is good if the ball touches the net (except on service) between the side markers and drops into the opponents' court. The ball is out of play if it touches the ground outside of the court. However, the ball is good if it hits the line.

2. A team loses the serves or the point if:
 - a. A player "spikes" the ball.
 - b. A player crosses the vertical plane of the net.
 - c. A player interferes with an opponent's play.
 - d. The ball touches the ground.
 - e. A team plays the ball more than three times in succession.
 - f. The ball touches the player below the waist.
 - g. A player touches the ball twice consecutively.
 - h. A team is out of position at service.
 - i. The ball is held or pushed.
 - j. A player touches the net (unless the ball knocks the net against the player).
 - k. A player crosses the center line when play is progress.
 - l. The ball does not pass over the net between the uprights.
 - m. The ball touches the ground outside of the court.
 - n. A player reaches under the net and touches the ball or the opponent during play.
 - o. The team delays the game.
 - p. A player/s leave the court without permission.
 - q. A player intimidates an opponent.
 - r. A serve is illegal.

3. All play calls, made by the game officials, are FINAL!!



2017 FIREBALL DISTRICT CAMPOREE

Scout's Own

1. All units should be assembled at the flagpole by 9:00am Sunday.
2. Attendance is mandatory and class "A" uniform is required.
3. Flag raising will begin at 8:45am sharp, followed by Scout's Own at 9:00am.
4. The Awards Ceremony will follow Scout's Own

A Scout is Reverent!



Take time to WORK, it is the price of success
Take time to PLAY, it is the secret of perpetual youth
Take time to THINK, it is the source of power
Take time to READ, it is the foundation of wisdom
Take time to PRAY, it is conversation with God
Take time to LAUGH, it is the music of the soul
Take time to LISTEN, it is the pathway to understanding
Take time to DREAM, it is hitching your wagon to a star

Take time to WORSHIP, it is the highway to reverence
Take time to LOVE AND BE LOVED,
It is the gift of God.

2017 FIREBALL DISTRICT CAMPOREE

Check-out Procedures

1. No campsite, gateways or perimeter fences may be dismantled on Sunday until after the conclusion of the Awards Ceremony. **A penalty of 50 points will be deducted from the troop's overall score if this happens.**
2. No unit may leave the Camporee on Sunday before receiving an "Authorization to leave camp" from the Camporee staff who checks the unit out.
3. No individual scout, from any unit, may leave the Camporee until his unit has received the okay to leave camp. If a scout has a job to go to, prior permission must be granted.
4. Checkout will operate from headquarters. When your unit is ready to be inspected, send a scout representative to headquarters. You will be taken in order of your reaching headquarters to sign-up.
5. We will try to expedite the procedures to the best of our ability. Volunteers to help with check-out are always welcomed.
6. Units will be issued an "Authorization to leave camp" order once the inspector finds the campsite:
 - Free of litter and debris
 - The latrine/ wash area is as clean as found
 - The wood used for gateways, perimeter fences, camp gadgets, and fuel and axe yards has been dismantled and hauled away.
 - Garbage has been removed

Since there will be more than one unit per site and all units will be using the same latrine, SPL's will have to coordinate how the cleaning of the latrines will be divided. Additionally, Troops will need to provide Scouts on Sunday to clean the main latrine.

Each Troop will be assigned an area of the camp to police on Sunday.

7. Lost and found items will be held at headquarters. If any items are not claimed, they will be held at Council office for one week.

***Your unit must demonstrate the Scout Oath and Law as well as good sportsmanship, if a unit is found to break these rules during the duration of the Camporee, including arrival, but not limited to your departure on Sunday will have 50 points deducted from their overall score.**

2017 FIREBALL DISTRICT CAMPOREE

Glossary of Terms

Available Means:

1. At hand; accessible
2. Capable of being used or gotten; obtainable

If you are asked to have something available it should be visible, if nobody is present, or at hand and readily obtainable. The Camporee staff will remain available for comments, questions and critiques at all time during the weekend.

Class "A" Uniform Means:

Boy Scout issued	Shorts or Trousers
	Dress Shirt with Council and Troop Patch
	BSA Belt
	BSA socks
	Hat (Troop option)
	Patrol Patch

Class "B" Uniform Means:

Boy Scout issued	Shorts or Trousers
	Troop or Patrol T-Shirt
	BSA Belt
	BSA Socks
	Hat (Troop option)

On-Time Means:

The individual(s) required to be at a specific place at a specific time are there on or before the designated time. All SPL's must have a timepiece at Friday night's meeting, the Camporee clock will be set for "official time".

Natural Materials Mean:

Any article not made of plastic or metal. Any manufactured articles will be discounted.

Posted Means:

The article or document is displayed in plain view without the need to search for it.

Junior Asst. Scoutmaster Means:

This definition is strictly for Fireball Camporee purposes. This is a scout who is over the age of 18 but under the age of 21. This scout can be used in place of the SPL if he cannot be available for the inspections.

Patrol Events:

Patrol events are based on 8 scouts per patrol.

2017 FIREBALL DISTRICT CAMPOREE

Glossary of Terms Cont'd

Scout Made Means:

Scout has built it himself or with a unit of scouts. No Adult help at all. Adults who physically assist to build or make anything during the Camporee will get a 50 point penalty towards their overall score.

Camporee Theme Means:

Any part of the gateway or campsite that relates to the Camporee theme.

Unit and Sponsor identified Means:

Unit number and Sponsor must be on a wooden sign or on the Unit's Flag.

Food stored properly Means:

Food must be stored off the ground, food must be in dry bins or coolers, must be stored away from the sun and must appear clean.

Troop First Aid Kit Means:

A well stocked Troop First Aid kit includes, but not limited to; bandages, band-aids, updated medicine and ointments, tweezers, and gauzes. Ultimately the decision will fall under the judge's best judgement.

On-Time Means:

Scouts must arrive at the designated time to earn bonus points. A scout is late when they arrive one minute after the designated time. For example, scout arrives at 5:31pm but was supposed to arrive at 5:30pm (They will be regarded as late)

Scout Handbook Means:

The latest edition of the Scout Handbook will be used for any reference and/or questions regarding events at the Camporee. (13^h edition)

Camp Elmore Rules

1. All units must Check In and Check Out with Campmaster or Camp Ranger.
2. Overnight camping and day use of camp is only for properly registered camp users.
3. Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times, and must be out cold when campsite is not occupied.
4. Smoking and tobacco products are NOT permitted anywhere on the Camp property.
5. No dogs or pets of any kind are allowed in Camp at any time. Please leave them home.
6. No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
7. No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
8. Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
9. No bicycles, roller skates, roller blades, skate boards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a preapproved organized and reserved Scout Activity ie: Merit Badge Course or Belt Loop Activity)
10. Swimming and boating is only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
11. Fishing is permitted only from the shore by registered campers under adult supervision.
12. All garbage must be bagged properly, and placed in the dumpster nightly or taken home. Please keep your campsite and the restrooms clean at all times. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.
13. No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.
14. Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.
15. Vehicles may unload/load at Campsite and must then immediately be returned to parking lots. The Campsite Road gates will be locked from 10 PM Friday until 8 AM Sunday. Vehicles may only drive on designated roadways and park in designated parking lots. No vehicles/trailers are allowed in Campsites. No vehicles may be driven on or through grass on Camp.
16. Camp speed limit is 15 miles per hour. Seatbelts are required of every vehicle occupant.
17. Do not open plumbing, irrigation or electrical control boxes or fixtures, or attempt to make any changes, repairs or adjustments to them. Do not paint structures or add or change any signs.
18. Unit/Group Leaders are responsible to read all rules to each participant and distribute copies to all adults in their group prior to arrival and insure their Units compliance with all Camp Rules. Disregard of rules may result in forfeiture of all deposits and Unit being asked to leave camp.
19. The COPE Course and surrounding area is OFF LIMITS to all campers and guests unless they are participating in a reserved COPE/Climbing Activity.

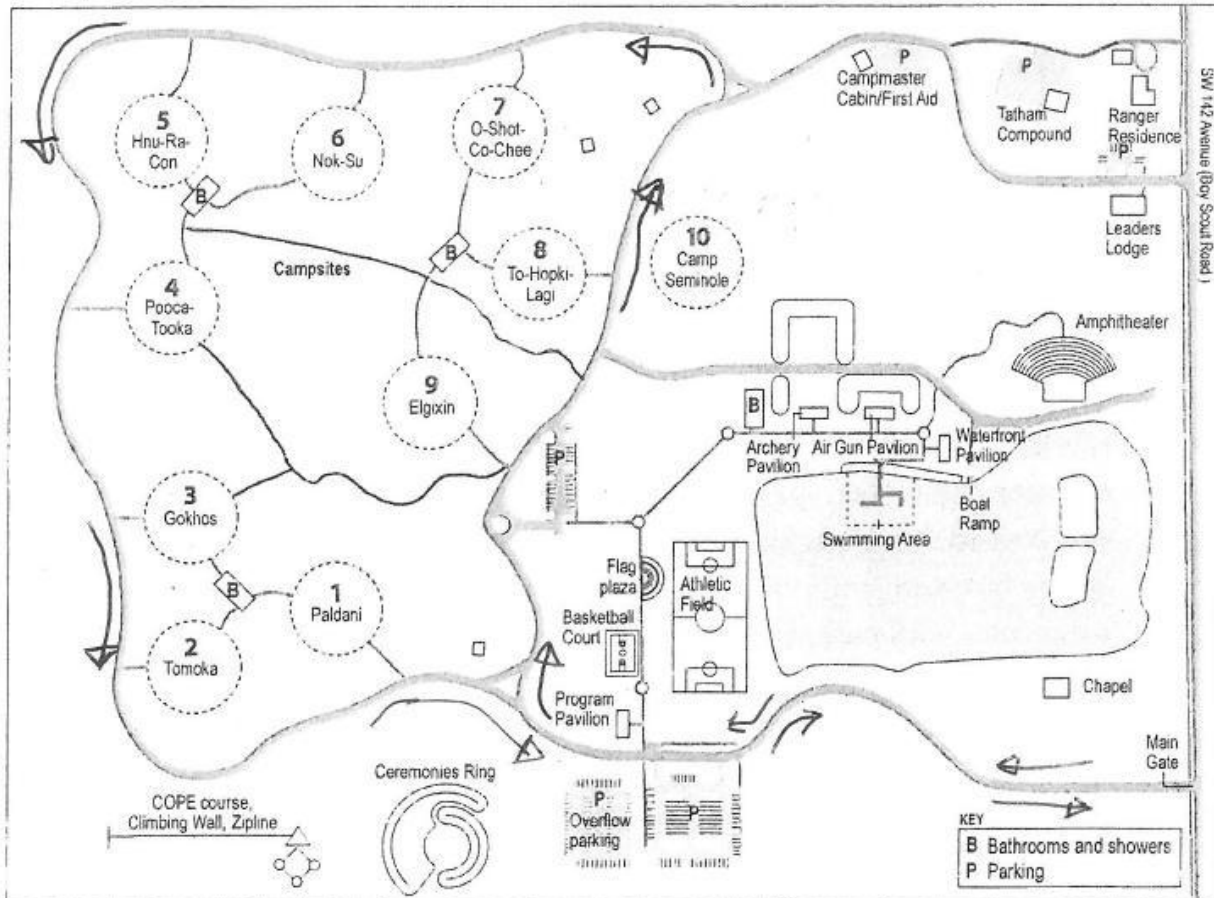
Let's all help in making this a safe and enjoyable outing for everyone at camp.

The Campmaster, Camp Ranger and Camping Director have the complete authority and responsibility to enforce all of the above Camp Rules by all participants.

Camp Elmore
Downrite Engineering Scout Reservation
 3551 SW 142 Avenue (Boy Scout Road)
 Davie, Florida 33330



Camp Elmore *ONE WAY Campsite Road*



**2017
 FIREBALL DISTRICT CAMPOREE
 Registration Form!
 September 8-10, 2017
 at Camp Elmore**

Registration & Fees: This is a rain or shine event, No refunds/cancellations accepted after SEP 1ST.

of Scouts _____ x \$ 20.00 each = _____

of Adults _____ x \$ 17.00 each = _____

Total Due _____

Troop _____ District _____

Leader Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Email: _____ Cell# _____

Type of payment, Check# _____ Credit or Debit Card _____ Unit Account _____

Exact Name on Card: _____

Card # _____ Exp. Date: ____/____/____ CV# _____

Signature _____ Date: _____ Total _____

Mail to:

South Florida Council -15255 NW 82nd Ave Miami Lakes, FL 33016
 Attn: 2017 Fireball Camporee
 Broward (954)584-4200 / Dade (305)364-0020 / Fax (305)821-6222
 Email Myrna Pedrayes at: myrna.pedrayes@scouting.org

Project Code: 501

**For more information contact Curt Spaeth
 at cspaeth@bellsouth.net
 305-965-1767**

2017 FIREBALL DISTRICT CAMPOREE Roster Sheet

Troop # _____

SPL: _____

ASPL: _____

ASPL: _____

Patrol Name & Members (type additional sheets if needed)

<u>Patrol 1 -</u>	<u>Patrol 2 -</u>
PL:	PL:
APL:	APL:

<u>Patrol 3 -</u>	<u>Patrol 4 -</u>
PL:	PL:
APL:	APL:

Adults:

SM:		
ASM:		

**2017
FIREBALL DISTRICT CAMPOREE
Tug-Of-War Registration Form**

Troop# _____

Scoutmaster: _____

Senior Patrol Leader: _____

	Scout's Full Name	Approx Weight (lbs)	Actual Weight (lbs)*
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
	TOTAL WEIGHT NOT TO EXCEED 1000LBS		

* Actual Weight will completed by staff at weigh in.

2017
FIREBALL DISTRICT CAMPOREE
Troop Volleyball Registration Form

Troop# _____

Scoutmaster: _____

Senior Patrol Leader: _____

***Troop Rotation MUST follow this form.

	Scout's Full Name		Scout's Full Name
1		16	
2		17	
3		18	
4		19	
5		20	
6		21	
7		22	
8		23	
9		24	
10		25	
11		26	
12		27	
13		28	
14		29	
15		30	

Fireball District Camporee Critique Sheet

To ensure a quality Boy Scout program, Please give us your feedback on how we did. Complete this form and give it to one of the Camporee Coordinators.

Rankings 5- Excellent, 4- Good, 3- Average, 2- Fair, 1- Poor, 0- Terrible

	Adults	Scouts
Was the event interesting?	{ }	{ }
Was the event organized?	{ }	{ }
Was the staff helpful and knowledgeable?	{ }	{ }
Was there enough publicity about/prior to this event?	{ }	{ }
Staff member's attitude and appearance?	{ }	{ }
Did you your scouts enjoy the activities/games?	{ }	{ }

Did you and your scouts have enough time to enjoy the activities and games? _____

What activity did you enjoy most? _____

What activity did your scouts enjoy most? _____

Which activity did you enjoy the least? _____

Which Activity did your scouts enjoy the least? _____

What would you do to improve this Event? _____

Additional Comments: _____

Would you support this event next year? { } Yes { } No

If you would like to help with this event next year please let the coordinators know.

Name _____ Pack _____

Phone _____ E-mail _____

Address _____