

**Lighthouse District
2018 Fall Camporee**

Scouting with a
mystery

November 9th – 11th, 2018

**Camp Elmore
3551 SW142 Ave
Davie, FL 33330**

A WORD FROM THE CHIEF

Hello, participants and welcome to the game mat, despite what you might think of the title the mystery is not what you think, when I think of mystery I think of dice, how every side is a mystery on its own, and when I think of dice, I think of board games, then I think of clue, this camporee is about board games that have a chance of luck or that have that wonderful feeling of suspense, as such each troop will be able to choose a board game of their liking, if you have any questions you can email us at scoutingwithamystery@gmail.com a little about me is I hope you have a wonderful time at my camporee and if you need me during the camporee just ask and I'll help you with the best of my ability

Yours in Scouting,
Anthony Guadagno
Youth Camporee Chief

STAFF

Youth Camporee Chief - Anthony Guadagino

Adult Camporee Chief - Michael Zaske

Youth Camporee Vice-Chief - John Callanan

Adult Camporee Vice-Chief - Brian Callanan

2nd Youth Camporee Vice-Chief TBD

2nd Adult Camporee Vice-Chief TBD

Registration - Corissa Demayo

LHD District Camping Chair

LHD District Executive – Warren Walter

LHD District Chair - Melissa Goupee

LHD District Commissioner - Bernie Peterman

Dean of Judges – Kevin Crowe

First Aid Station - Ed Pritchett

Parking/Blood Mobile-

Staff Cook - Jorge Leon

Graphic Designer - Denise Perez

CAMPOREE RULES AND INFORMATION

- Have fun!!! Live by the Scout Oath, Scout Law and Outdoor Code.
- You may not participate in Boy Scout games or competitions if your eighteenth birthday is on or before Friday the 9th
- Follow the Campmaster and camp rules. This means no alcohol, firearms, fireworks, etc.
- **Please pre-register with an approximate count of campers and your payment. See dates below.**
- **You may add additional campers as needed after initial registration.**
- The uniform for this Camporee's games and unit competitions is a Class B activity shirt, shorts or pants, and Scout type cap (if head covering is worn). Class A uniform will be worn for Scout's Own.
- Please attend cracker-barrel Friday and Saturday evening. Many announcements are made there, and you might miss important program information if you are absent. We request that each troop/pack attending bring snacks for cracker-barrel on Saturday night.
- Everyone is to remain in their campsites after midnight, except for emergencies. This means no camp wide manhunt or capture the flag. You are not to leave your specific campsite, unless you are using your bathroom/latrine. Any behavior that does not follow the Scout Law (i.e. damaging other's property, stealing, etc.) will result in the Scout being sent home.
- Judging: Judges who have been instructed, as to the rules set by the Camporee staff will do all judging.
- Times, as posted in the Camporee book, will be adhered to as best as possible. Any changes will be posted at Registration/Main Pavilion. It is the unit's responsibility to check there for any changes.
- Upon check-in Camp Elmore vehicle policy will be followed. Once unloaded all vehicles must return to the main parking lot. The Campmaster & ranger is the only person that can amend this policy. The Camporee staff has no say in this policy. Check-out Sunday morning will not begin until after Scout's Own. Break down, clean and police your site. Each Unit will receive a public area to police. When done send a runner to Registration/Main Pavilion and a Campmaster or staff member will inspect your area. Please do not hinder or delay your departure due to your inability to adhere to the rules.
- The Camporee staff reserves the right to change any of the information found in the Camporee booklet.
- Leadership skills require us to be able to improvise. We apologize in advance if this occurs. Camporee Chief's decisions are final and binding. Your participation in any events secures your agreement to all the rules as stated.
- All units are asked to provide two adults to donate one pint of blood each. This participation will provide you with points toward the spirit award.
- **All units are also asked to provide one water cooler for use by Camporee participants. Your unit number must be clearly marked on the cooler.** The coolers will be used to provide drinks during the day. Please deliver and pick up coolers at Registration/Main Pavilion.
- Each Scout and Scouter is asked to carry his or her own cups for the weekend. Your Camporee staff cannot provide cups for drinks. Expect hot weather and be prepared to keep your Scouts hydrated.
- Please have your teams ready and at the unit events when the event starts. Previously this has caused delays in keeping on time, and unfortunately also disqualifications. Each patrol will be given an event card to have initialed at each event. The patrol leader will be in charge of this card and will turn them in to dean of judges at the Main Pavilion on Saturday afternoon after the conclusion of patrol games and before the start of the Troop Games which begins after lunch. All Event Cards must be in on time otherwise they will not be accepted.
- Be Prepared for Gateway and Campsite competition. Patrol flags should remain at camp during campsite inspection. Patrol Flags must be turned in with your patrol cards and then picked up after Troop games before returning to your campsites for dinner
- We Challenge YOU to bring your BEST Song/Skit to camporee. Auditions for skits will be accepted at the main pavilion during patrol games. Be ready! The top three will be chosen to perform at Saturday night's campfire.
- DO NOT take speakers out of your campsite I understand you like listening to music but not everyone wants to hear it, if you are caught with one it will be turned into your scoutmaster.

SCHEDULE

Friday, November 9th, 2018

- 5 pm: Registration and Campsite setup
- 10 pm: Cracker Barrel
- 11 pm: Lights-Out

Saturday, November 10th, 2018

- 7 am: Breakfast
- 8 am: Opening Flags
- 9 am: Patrol Games start
- 12 pm: **Turn in Patrol cards at main pavilion
along with patrol flags and troop board game**
- 12 pm: Lunch
- 1 pm: Adult and Youth Cooking competition
- 1 pm: Troop Games start
- 1 pm: Skit and song submittal at the main pavilion
- 5 pm: Dinner
- 7 pm: Campfire and Awards Ceremony (Costumes or class A)
- 9 pm: Cracker Barrel @ main pavilion
- 11 pm: Lights-Out

Sunday, November 11th, 2018

- 7 am: Breakfast
- 9 am: Scout's Own (Class A only)
- 9 am: Awards Ceremony
- 11 am: Clean up

****Must be out of camp by 12:30pm on Sunday afternoon****

2018 LIGHTHOUSE DISTRICT SPRING CAMPOREE

November 9th-11th 2018 @ CAMP ELMORE 3551 S.W. 142 Avenue, Davie, FL

For Questions please contact: Event Youth Chief: Anthony Guadagno scoutingwithamystery@gmail.com

District Executive: Warren Walter warren.walter@scouting.org

Troop/Pack (circle one) Unit Number _____ Charter Organization _____
 Unit Leader's Name _____
 Address _____ Telephone (cell) _____
 City _____ Zip Code _____ E-Mail Address _____
 Troop board game choice: 1st _____ 2nd _____ 3rd _____
 Event your Troop Pack will supervise/Judge 1st _____ 2nd _____
 Junior Leader in Charge (SPL) _____
 Adult Volunteering with Activities/ Inspections _____

Scouts X \$25.00	Adults X \$25.00	If Paid By October 14 th (ON TIME)
Scouts X \$30.00	Adults X \$30.00	If Paid By November 1 st (LATE)
		TOTAL DUE
Cash	Unit Account	
Check	Credit Card	

METHOD OF PAYMENT:

Check, cash or credit. No refunds, this is a rain or shine event.

Email: Myrna.Pedrayes@scouting.org fax: (305) 821-6222 Cost Center #202

Name on Card: _____

Address _____ City _____ St _____ Zip _____

Card Number: _____ Signature: _____

Expiration Date: _____ Vcode: _____ Date: _____

Adults/Position:		

Patrol Name & Members (type additional sheets if needed)

Patrol 1: _____ **Patrol 2:** _____ **Patrol 3:** _____

FOR OFFICE USE ONLY	DO NOT WRITE IN THIS AREA	FOR OFFICE USE ONLY
Registration No.	Data Received:	Payment Received:

Mail registration and payment to South Florida Council, BSA 15255 NW 82nd Ave., Miami Lakes, FL 33016
 Miami-Dade: (305) 364-0020 Broward: (954) 584-4200 Fax: (305) 821-6222

UNIT ROSTER

DISTRICT _____ TROOP/PACK (CIRCLE ONE) UNIT # _____
SCOUTMASTER/Unit Event Leader: _____

OTHER ADULT LEADERS: _____

SPL: _____

Troop board game choice: _____

(You will be notified once registration confirmed which of your choices was available)

Please submit One (1) copy upon arrival for Registration.

You must be sure that your patrol/den takes part in the events using the SAME patrol name under which you are registered. Retain a copy for your campsite/support area. Please list additional patrols on additional sheets.

Patrol Name: _____

Patrol Leader: _____

1. _____
2. _____
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10. _____

Patrol Name: _____

Patrol Leader: _____

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Patrol Name: _____

Patrol Leader: _____

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10. _____

PATROL EVENTS

Operation

Your patient needs help! Feed the supplies through the wires! Your patrol will feed the necessary supplies through the ropes without touching the rope.

Sorry not sorry!

Run through this race and complete activities, one card is a normal activity, one is a sorry! card

Mouse trap!

Use your knot tying skills to trap the mouse! Be ready to trap a mouse, you will be scored on how fast you trap the mouse.

The game of life

Find your way through life with cards! Find the location that the cards say!

Giant Jenga

Beat the other patrols in this giant game of Jenga! Tallest tower standing wins bring your team building skills

TROOP EVENTS

Scavenger hunt- a giant scavenger hunt, troops will have a list of items to find and take a photo (all of the items can be found in camp LEAVE NO TRACE)

Battle ship-Sink your opponent's! The Adult scouter moves the canoe, while the Youth scout is blindfolded and tries to sink the other canoe. The Adult scouter will be guiding the blindfolded scout to sink the other canoes. (**scouts must have swimming merit badge.**)

21 questions- in this event you have to identify a scout only using 21 questions, questions may only be yes or no, all questions are final.

Cooking competition-Your troop will have to cook something that can fit your design of your board game or may have the appearance of the game, some examples are cheese jenga, or brownie dominos be creative! (bring your own materials, adults may participate as a separate group more than one)

Troop skit/song- Come show us your best skits! The top three skits will be performed at closing campfire, where you can show off your spirit!

Get a clue!-someone has stolen the chiefs hat! Find out who for some bonus points (turn in by the end of the day)

Build-a-game-make a game for you and the chiefs to play! (score sheet included in packet)

Spirit Points opportunities!

Troops are encouraged to demonstrate Scouting Spirit at all times. Troops showing the highest level of Scout Spirit will be presented the Lighthouse District Spirit Award. Judges, who will remain anonymous, will be observing all weekend long. Represent the country you choose. Decorate and wear costumes.

Category/Skill	Detailed Description	Possible Points	Points Awarded
<i>Early commitment</i>	The youth chief wants to know if your unit is attending, please commit by	10 Maximum	
<i>Timeliness</i>	Attendance on time at all activities and events.	10 Maximum	
<i>Spirit</i>	Have enthusiasm and do lots of cheers!!! Costumes are recommended for scouts to get spirit points!	10 Maximum	
<i>Audition a skits OR song</i>	We would like your troop to audition either a skit or song for a chance to perform at our Saturday campfire!	10 Maximum	
<i>Blood Mobile</i>	1 to 2 adults are recommended to donate blood, or attempt to. (1 adult = 5 points)	10 Maximum	
	TOTAL	50	

BLOOD MOBILE

As in our past camporees, the Chiefs believe that giving blood is a very important aspect of Scouting. The adults are asked to give blood from 10 AM to 2 PM Saturday November 10th 2018. Each unit will receive points for each Scouter that donates blood, toward spirit.



Lighthouse District Camporee Judging Guidelines

Individual Event Scoring:

For every patrol and troop event, points will be awarded as follows:

1st Place = 6 points

2nd Place = 5 points

3rd Place = 4 points

4th Place = 3 points

5th Place = 2 points

All participating, non-placing teams receive 1 point

All non-participating teams receive -1 point

Best Overall Patrols:

Patrols are defined as groups of at least five youth.

Individual events may set the number of participants for scoring purposes.

All Patrol specific events including Patrol Flag competition are added together to determine the top three patrols.

Best Overall Unit:

All Troop/Unit specific events including Gateway and Campsite are added together to determine the Best Overall Unit.

Note: this may be sub divided by type of unit if appropriate to the theme, but only 1 unit can be THE Best Overall for the camporee and take home the traveling trophy.

Spirit Award

Criteria for the Spirit Award is at the discretion of the Camporee Chief, but must include unit participation as a criteria.

Judges

Should be familiar with the pioneering merit badge handbook, Leave no Trace, and BSA camping guidelines.

Use the same criteria on all units

Be from outside the District when possible, or not judge their own units if from within the District.

The following items cannot be modified without approval of the Lighthouse District Committee prior to the publication of the Camporee Booklet:

Scoring Guidelines

When the number of patrols attending increases to 20 or more, this should be reviewed by the committee to score by percentile instead of rank to keep the scores competitive.

Campsite Inspection Sheet

Patrol Flag Inspection Sheet

Board Game Sheet

Note: special scoring items may be added by a Camporee Chief to meet a particular theme with approval of the camping committee prior to publishing the camporee booklet.)

Custom board game score Sheet

Unit Type/# _____ **Game Choice** _____

Troop unit number on game	0 to 20 points _____
Includes some end goal/way to win	0 to 20 points _____
Constructed by Youth	0 to 20 points _____
Dice or cards involved	0 to 20 points _____
Creativity and Originality*	0 to 20 points _____
Decorated	0 to 20 points _____
Easy rules that are easy to understand	0 to 20 points _____

Total Possible Points =140

TOTAL EARNED= _____

Inspected By _____

Inspected By _____

Comments: _____

*Scouts need to be creative for things. Relating to this theme, there are no rules and creativity will work. Think of new ways to do things.

**Scouts need to use their scout skills in all situations. They can literally be lifesavers.

***To be determined by Staff or by a person designated by Staff.

Campsite Inspection Score Sheet

Unit Type/# _____

Site# _____

Campsite Cleanliness

- 1. No trash in campsite, for each piece of trash (paper, plastic, etc.) SUBTRACT 2 points _____
- 2. Food off ground 6 inch minimum (in container not open) 10 points _____
- 3. Garbage container clean and closed 10 points _____
- 4. Designated dish washing location and clean 5 points _____
- 5. Shower and latrine area clean (all units in area responsible) 10 points _____
- 6. Surrounding common area is clean 10 points _____

SUBTOTAL (45 point MAX): _____

SAFETY

- 7. First aid kit visible and ready to use 10 points _____
- 8. Ax, Fuel, Knife & Yard properly set up and labeled 10 points _____
- 9. Fire Extinguishers in Central Location* 15 points _____
- 10. Extra Extinguisher at each Cook site* 10 points _____
- 11. Adults in Campsite 5 points _____

SUBTRACT up to 25 points _____

SUBTOTAL (50 point MAX): _____

SCOUTCRAFT

- 13. Tents set up properly (flies, stakes, ground cloths, etc.) 10 points _____
- 14. Personal Gear stored neatly 10 points _____
- 15. Adult Area Separate from Scout Area 5 points _____
- 16. Duty Roster Posted 10 points _____
- 17. Menu Posted 5 points _____
- 18. Pioneering Gadgets (1 point per) labeled 10 points _____
- 19. Patrol Method Evident in Camp 10 points _____
- 20. American and Unit flags displayed correctly** 20 points _____
- 21. Gateway Built, Sturdy and Appropriate 15 points _____
- 22. Unit Number and Sponsor Displayed on Site 10 points _____

SUBTOTAL (105 points MAX): _____

CAMP AREA

- 23. Grace Posted 15 points _____
- 24. Patrol Itinerary Posted in general area 10 points _____
- 25. Outdoor Code Posted in general area 10 points _____
- 26. Camporee Theme clearly shown throughout campsite 25 points _____

SUBTOTAL (60 points MAX): _____

TOTAL (260 points MAX): _____

Inspected by: _____

Inspected by: _____

Comments: _____

*Fire Extinguishers must be fully charged and not expired. Inspection Tag not required.

**US Flag should be on the right-hand side as you exit the campsite.

Patrol Flag Scoresheet

Unit Type/# _____ Patrol Name _____

- | | |
|---|--------------------------|
| 1. Pole length is 6 Feet plus or minus 1 foot including any topper and base | 5 points _____ |
| 2. Top of pole decorated | 5 points _____ |
| 3. Pole finished (natural, painted, stained, lacquered, etc.) | 5 points _____ |
| 4. Patrol flag stand (sturdy and portable) | 5 points _____ |
| 5. Patrol flag hemmed or bound | 5 points _____ |
| 6. Patrol flag fastening holes reinforced or grommets | 5 points _____ |
| 7. Patrol flag double-sided | 5 points _____ |
| 8. Patrol name clearly defined | 5 points _____ |
| 9. Unit, District & Council identified on flag | 10 points _____ |
| 10. Youth made | 10 points _____ |
| 11. Patrol members clearly identified | 10 points _____ |
| 12. Portability (able to transport the flag easily) | 10 points _____ |
| 13. Overall durability (can the flag be left overnight in the rain) | 5 points _____ |
| 14. First Aid Kit attached | 10 points _____ |
| 15. Creativity | 5 points _____ |
| 16. Camporee Theme shown on flag | SUBTRACT 10 points _____ |

TOTAL POINTS (100 points MAX): _____

Inspected by: _____

Inspected by: _____

Comments: _____

NOTES

- THERE IS TO BE NO CAMPOREE THEME ON YOUR PATROL FLAG
- YOU MUST BRING YOUR REGULAR PATROL FLAG
- POINTS WILL BE DEDUCTED FROM A PATROL FLAG WITH THE CAMPOREE THEME **UNLESS IT IS CLEAR THAT THE REGULAR PATROL NAME HAPPENS TO RELATE TO THE THEME.**