

PHOENIX DISTRICT

2020 CAMPOREE

SCOUT OF THRONES



MARCH 20TH – 22ND, 2020

CAMP ELMORE
3551 SW 142 AVENUE
DAVIE, FL

Event Chief: James Fulton (phoenixdistrictcamporee@gmail.com)

Event Vice-Chief: Enrique Rogers (enrique.rogers@comcast.net)

District Executive: Ayesha Carter (Ayesha.Cater@scouting.org)

Activity Chair: Tony Urbano (juanaurbano@yahoo.com)

2020 PHOENIX DISTRICT CAMPOREE

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2020 PHOENIX DISTRICT CAMPOREE

Letter from the Chiefs

Date: February 2020
To: All Scouts and Scouters of Phoenix District
From: James Fulton, Camporee Chief
Enrique Rogers, Camporee Vice-Chief

Dear Scouting Family,

As we embark upon Phoenix District's 1st annual Camporee, we would first like to thank you for attending and for continuing the tradition of District Camporees. This year's Camporee theme is "Scout of Thrones", and will be held on March 20th to 22nd, 2020 at "House Elmore".

The scouts have always looked forward to the fun times and the spirit of competition at this annual Boy Scout event, with this year being no different. We have great events planned (some theme related, and some traditional) which will let the scouts showcase their scouting skills, as well as their game skills. And at the same time, our commitment to fairness across all troops will be reflective in the scoring of each and every event.

We encourage all scouts to be creative when designing campsites, gateways & patrol flags to represent this year's GOT theme. Creativity can help during Camporee...By thinking outside-of-the-box and being creative, the Troops can earn bonus points. Ten (10) bonus points will go to the Troop whose Camporee patch design was selected as the 2020 Camporee patch, and an additional 22 bonus points will go to the Troop with the best GOT-themed outfits.

Let's have a great weekend; but please remember, we set the example. Each unit should familiarize themselves with the rules & procedures outlined in this booklet, including the rules concerning parking & garbage. If rules are not followed (*not only by the Scouts, but by the Adult Leaders as well*), **points will be deducted**.

Tell all your friends to join the fun and excitement....after all its *Phoenix District's 1st annual Camporee*. Let's make it the best.

Have fun competing to rule the Iron Scout Throne, and may the best house win!

Yours in Scouting,

JAMES E FULTON III
Camporee Chief

ENRIQUE ROGERS
Camporee Vice-Chief

2020 PHOENIX DISTRICT CAMPOREE

Staff Directory

Camporee Chief	James Fulton	305-528-0558	PhoenixDistrictCamporee@gmail.com
1st Vice Chief	Enrique Rogers	954-325-1615	enrique.rogers@comcast.net
2nd Vice Chief	Garry Taylor	305-333-2630	gtjr247@gmail.com
Activity Director	Tony Urbano	786-416-3905	juanaurbano@yahoo.com
District Executive	Ayesha Carter	305-588-5583	ayesha.carter@scouting.org
Wood Badge Ticket	Sharon Fischer	305-439-9935	sfischer@aol.com

Registration/ Public Relations.....	Camporee Staff (Isabelle, Stephany)
Scoring.....	Frances DeOliveira 786-537-6158
Awards.....	Camporee Chief and all Vice Chiefs
Campfire Coordinator.....	(OA) Garry Taylor 305-333-2630
Patrol Events.....	All troops to provide 2 members
Troop Events.....	1 st Vice Chief
Logistics.....	2 nd Vice Chief
Hospitality.....	Camporee Staff
First Aid.....	Chris Morando 305-301-7616
Security.....	Camporee Staff
Camp Coordinator/Camp Master.....	Steve Yemish
Check-out.....	Camporee Staff

2020 PHOENIX DISTRICT CAMPOREE

On-Line Registration

March 20-22, 2020

Camp Elmore

On-line registration:

<https://sfcbasa.org/events/phoenix-camporee/>

Rain or shine event

No refunds/cancellations

No. of Scouts _____ x \$20.00*ea. = \$ _____

No. of Adults _____ x \$20.00*ea. = \$ _____

Total Due: \$ _____

**Fee amount is valid until midnight on Friday, March 6th, 2020.*

**Per person fee increases to \$25.00 on Saturday, March 7th, 2020.*

REGISTRATION WILL CLOSE ON SUNDAY MARCH 15TH AT MIDNIGHT

Note: Please make sure to add your Troop # and House name when registering.

For additional registration information please contact:

District Executive

Ayesha Carter / ayesha.carter@scouting.org / 305-588-5583

Camporee Chief

James Fulton / PhoenixDistrictCamporee@gmail.com / 305-528-0558

Camporee Vice Chief

Enrique Rogers / enrique.rogers@comcast.net / 954-325-1615

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Check-in Procedures

Check-in will open Friday afternoon at 4:00 pm and will close at 8:30 pm.

- **Registration/Check-in** cut off is 8:30 pm.
 - If a scout/adult is expected to arrive after 8:30pm, the SPL must notify registration staff during the check-in process. **15 points will be deducted** if a scout checks-in after 8:30pm, without prior approval from registration.
- **Campsite/Gateway** set up can begin at 4:00 pm, after check-in
 - You can continue to work on gateway until midnight; but remember quiet time starts at 11pm.
 - Gateway work can resume Saturday morning from 6am – 8am, staff will be checking.

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

- Completed **Troop Registration** Form
- **Health forms (parts A & B)** have them available for inspection (do not email)
- **Patrol Rosters (page 43)**
 - **Initial** patrol rosters must be emailed no later than Fri., March 13th.
 - **Final** patrol rosters must be emailed no later than Wed., March 18th, and turned in at check-in process.
- **Tug-of-War registration/roster** (page 44) must be emailed no later than Wednesday March 18th.
 - Weigh-in will be held on Friday between 8:30pm – 9:00pm
- **Volleyball registration/roster** (page 45) must be emailed no later than Wednesday March 18th.
- **Tomahawk registration/roster** (page 46) must be emailed no later than Wednesday March 18th.
- **Skits** (page 20)
 - **Initial skit concept** and required information (page 20) must be emailed, no later than March 13th (for pre-screening)
 - **Final** skit due Friday at the SPL meeting, 9:30pm – 10:00pm
- **Patrol Flags** (see page 21 for rules) are due Friday, at 8:30pm for judging. Flags can be picked up after uniform inspections & before patrol events

All final registration forms & skit information **must be emailed, by the above required dates** to PhoenixDistrictCamporee@gmail.com

Note: Uniform Inspection

- Every scout who is on the roster needs to be in full, and proper Class A uniform. Units should inform scouts to be ready after flag on Saturday morning.
- **One (1) point will be deducted** (up to 10 points) for each missing/wrong item. Including if scouts are not present during uniform inspection. (Refer to scout handbook for proper Class A).

2020 PHOENIX DISTRICT CAMPOREE

Camp Rules & Regulations

1. REGISTRATION & CHECK-OUT:
 - a. You must check-in with the Camporee staff on Friday evening (4:00pm – 8:30pm).
 - b. All units have to check out with Camporee staff, before vehicles are allowed in campsite area 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.
 - a. **On Friday night, the number of vehicles allowed per campsite is limited to 3 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 campsite will not be allowed in until one of the other two vehicles leaves.
 - b. **All vehicles must be out of the camp area and in the main parking lot by 9:00 pm on Friday.** You must follow the one way traffic pattern (see map attached on page 43). 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.**
 - c. **After 9:00 pm, no vehicle will be allowed inside the campsite area or campsite inner road 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. Otherwise, there is a nearby Publix where ice can be purchased. (Publix at Regency Square: 4901 SW 148th Ave, Davie, FL 33330)
7. WOOD: BRING YOUR OWN WOOD, and only use dead wood for fires, no pallets or treated wood. The cutting of standing trees or shrubs is prohibited. (Home Depot: 15885 Rick Case Honda Way, Davie, FL 33331)
8. FIRES: Campfires may be built only in fire rings or in above ground containers that are at least 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 FIRES, LANTERNS OR COOKING STOVES ARE NOT ALLOWED UNDER THE THATCHED HUTS AT THE CAMPSITE

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Camp Rules & Regulations (con't)

9. FUEL and COOKING AREAS

a. COOKING FUEL WOOD, CHARCOAL, LIQUID AND/OR PROPANE GUIDELINES

- i. **Wood, charcoal:** Stored off the ground protected from water.
 - ii. **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 only be left in the kitchen area. **(NOTE: Not allowed under thatched huts)**
 - iii. **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.
- b. Stoves may be left connected in the kitchen area. All tank valves must be closed except when cooking.
- c. Lanterns connected to tanks of any size shall be left connected and stored in same, roped-off, areas 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.**

12. 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. (This means 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.**

13. 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)

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

15. DITCHING: The ditching of tents is not permitted.

16. 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.

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

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Camp Rules & Regulations (con't)

18. WILDLIFE: DO NOT collect, feed, molest, injure or otherwise harm wildlife or their nesting areas. The camp is their home; we are the visitors.
19. 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 Camporee Chief/Vice-Chief or Campmaster.
20. 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.
21. LIABILITY: As well as Sickness and Accident Insurance is provided for all registered members and leaders of the South Florida Council.

The above listed guidelines are for everyone's benefit and 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 penalty, of up to 75 points, off their final score.

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

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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. All fees must be paid thru SFC's online registration. <https://sfcbasa.org/events/phoenix-camporee/>
2. **Troops WILL arrive and depart in full Class "A" uniform.** In addition, Class A uniforms are required to be worn on Saturday during the Opening Ceremony and Flag Raising, Flag Lowering, and Campfire; and on Sunday during Flag Raising, Scouts Own and the 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 patrol 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 4:00 PM on Friday. If unit needs to drop-off trailer before 4:00pm contact/text James Fulton 305-528-0558 and I will do my best to make arrangements. It is not guaranteed.

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, and can be found on page 43 of this guide.
7. Any unsafe or improper use of knives, axes or other tools will result in **a 10 point deduction** 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 8:00 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, or before 6:00 AM Saturday and after 8:00 AM Saturday by the Camporee Staff only!**

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Camporee General Rules (con't)

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 Roundtables.

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 at midnight

11. **ALL SCORES ARE FINAL!!** (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 (SPL)** or a designated **junior leader** (e.g., ASPL) may participate in the scoring review. If SPL or ASPL chooses, they can ask for **assistance from their Scoutmaster/Asst. Scoutmaster. NO OTHER 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 (Part A&B) Audit.** Please bring your BSA Medical Health Forms to the registration table before 8:30 PM on Friday night. All scout names from your Camporee registration form will be reviewed and a current and completed health form (Part A&B) 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!!!**

2020 PHOENIX DISTRICT CAMPOREE

Camporee Schedule

Friday

4:00pm	Check-in begins *
8:30pm	Check-in ends
8:30pm	Patrol Flag judging. Each unit must bring their patrol flags.
8:30-9:00pm	Weigh in for Tug of War
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 until 12:00am; but do so quietly!
12:00am	Taps! All work on Gateways for the night must stop.

Saturday

12:00-6:00am	NO ACTIVITY
6:00am	Reveille - You may continue to work on Gateway/Campsite until 8:00 am
6:00-8:00am	Quiet Time - You may continue to work on Gateway/Campsite but do so quietly!
6:30-8:00am	Breakfast and Clean-up
8:20am	Flag Pole (in Class A)
8:30am	Invocation and Opening Ceremony *+
8:45-9:45am	Uniform Inspections
9:15-9:30am	Patrol Flag Pick Up
9:30am	Campsite and Gateway Inspections
9:30am-12:45pm	Patrol Activities (in Class B)
1:00-2:00pm	Lunch and Clean-up
1:45pm	SPL Meeting *+
2:00-2:30pm	Report to Headquarters
2:00pm	Cooking for Scoutmaster's Dutch Oven Cook-off can begin (Fires cannot be left unattended during cooking)
2:15-5:30pm	Troop Events Tug-of-War, Volleyball, & Tomahawk Throwing
5:30-6:15pm	Judging for Scoutmaster Dutch Oven Cook-off
6:15pm	Retrieve the Colors *
6:30- 7:30pm	Dinner and Clean-up/ PM inspections (if needed)
7:45- 10:15pm	Campfire Skit Competition, OA Tap out * (in Class A)
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 & Clean-up (DO NOT break camp; doing will result in 50pt deduction toward overall).
8:30am	Flag Pole (in Class A)
8:45am	Flag Raising *+
9:00- 9:30am	Scouts Own
9:30- 10:30am	Awards Ceremony
10:30am	Start breaking down campsites
11:00am	Check-out process begins

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

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Safety & First Aid



1. **First Aid support can be found at MAIN PAVILION.** 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 (Main Pavilion).
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.

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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.
 - a. Watch your speed! **Camp speed limit is 15mph**

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. 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.

4. 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.

5. 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 use it from injury.

2020 PHOENIX DISTRICT CAMPOREE

Awards

Patrol Event Awards

Awards will go to the top three placing patrols for the following events:

- King of the Knots (Knot Tying Relay)
- Dragon's Breath (Fire Temperature Competition)
- Knight's Found His Way (Navigation/Orientating Game)
- Top Archer (Archery Competition)
- GOT Flag Race (Flag Pole Building)
- Night's Watch Has Fallen (First Aid Competition)
- Navigating the Iron Islands (Canoe Race)
- Aiming Towards the Throne (Top Shot BB's)

Troop Event Awards

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

- Campsite Inspection
- Gateway Inspection
- Patrol Flag
- Skit
- Tug-of-War (*Does not go towards overall*)
- Volleyball (*Does not go towards overall*)
- Tomahawk Throwing (*Does not go towards overall*)
- Scoutmasters Dutch Oven Cookoff (*Does not go towards overall*)
- Overall Camporee Championship

Troop Event Ribbon

- Troop Display Picture Board, showing Troop Events that occurred during 2019 - 2020. (*1st place ribbon. Does not go towards overall*)

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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 Phoenix Camporee Chief Stick is bestowed onto the next year’s Camporee Chief as the torch is passed on.

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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, Volleyball Tournament, Tomahawk Throwing or Scoutmasters Dutch Oven Cookoff. 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 (22) are award for the best theme costume (this may be just a tee shirt or more). Only one troop will be awarded the Themed Costume points.

<u>EVENT NAME</u>	<u>POINTS</u>
Campsite Inspection	145
Gateway Competition	105
Skit Competition	100
Patrol Flag	73
Cumulative Points (8 patrol events X 25 points) <i><u>1st place = points, 2nd place = points, & 3rd place = points</u></i>	200
Participation Point 15 Per Patrol Event (Not Patrol Flag)	120
 <u>BONUS POINTS</u>	
On-time to scheduled events (8 X 10 points)	80
Proper class “B” uniforms during events (8 X 10 points)	80
Themed Costume Winner (one Troop only)	22
Patch Design Winner (one Troop only)	10
PHOENIX CAMPOREE CHAMPIONSHIP	Total possible points: <u>935</u>

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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. During the inspection, the judges require the **SPL/ASPL** to be available for question/clarifications. If SPL is not available, the SPL can choose the Scoutmaster/ Asst .Scoutmaster to be present. 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. 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. Patrol Duty Roster posted per Patrol	5	_____
4. Patrol Duty Roster protected from weather	5	_____
5. Patrol Balanced menu posted per patrol (4 food groups)	5	_____
6. Patrol Balanced menu protected from weather	5	_____
7. Medical and permission slips readily available	5	_____
8. Troop Display Picture Board, showing Troop Events 2019 to 2020	10	_____
9. Troop Display Picture Board, Protected from weather	5	_____
10. Tents/ Flies properly erected	5	_____
11. Tents/ Flies market for visibility	5	_____
12. Fire buckets WATER (2 per tent) next to tents or in a central accessible area in the campsite.	5	_____
13. Appropriate rated fire extinguisher in each cooking area or 2 SAND buckets per cooking area.	5	_____
14. Patrol Flags displayed in Patrol Area.	5	_____
15. Garbage (18 inches of the ground and covered)	5	_____
16. Recycle (18 inches of the ground and covered)	5	_____
17. Troop First Aid Kit marked and displayed	5	_____
18. Patrol First Aid Kit marked and displayed inside Patrol Area	5	_____
19. Kitchen area clean and neat	5	_____
20. Food and water properly stored off of the ground, and covered	5	_____
21. Patrol method evident (in cooking and cleaning/mesh kit)	5	_____
22. Dishwashing area (3 bucket area) empty, clean buckets	5	_____
23. Appropriately sized Ax yard based on "blood circle", properly fenced and identified	5	_____
24. Fuel yard safe, with equipment, gas containers stored, fenced and identified	5	_____
25. Emergency plan/ Fire escape plan posted per patrol	5	_____
26. Camporee Theme Apparent	5	_____
27. Campsite improvements, Scout made (useful gadgets 1 point per 5 max)	5	_____
28. Campsite perimeter roped and marked for visibility	5	_____
TOTAL MAXIMUM POINTS	145	_____

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

2020 PHOENIX DISTRICT CAMPOREE

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 will 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. During the competition, the judges require the **SPL/ASPL** to be available. If SPL is not available, the SPL can choose the Scoutmaster/ Asst. Scoutmaster to be present to answer question they may have. If no one is available, the judges will use their discretion. If the gateway is tied off to the perimeter, then the perimeter becomes part of the Gateway Inspection as well. If **an 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)	3	_____
2. Sponsor identified on gateway (Charter)	3	_____
3. District identified on gateway	3	_____
4. United States flag properly displayed on gateway	3	_____
5. Troop flag properly identified on gateway	3	_____
6. Scout made (No Adults can work on Gateway)	5	_____
7. Gateway made with "natural materials"	5	_____
8. Gateway safe and sturdy (no guidelines)	5	_____
9. 6' Adult must clear entrance identified	5	_____
10. Skill used in building. (Complexity)	15	_____
11. Proper knots and lashings.	15	_____
12. Rope ends whipped or spliced	5	_____
13. Proper rope size proportion	5	_____
14. Working announcer on Gateway (Door Bell)	5	_____
15. Working gate (Entrance door)	5	_____
16. Creativity and originality	10	_____
17. Camporee theme displayed	10	_____
TOTAL MAXIMUM POINTS	105	_____

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

2020 PHOENIX DISTRICT CAMPOREE

Skit Competition

RULES:

1. Only 1 skit per Troop may be entered.
2. Skits must be turned for pre-screening by March 13th. Each participating troop must email the skit (with information listed below) to James Fulton PhoenixDistrictCamporee@gmail.com. This will give you time to make adjustments if asked. If a skit is turned in late, (i.e., on Friday night), and is deemed inappropriate, the 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 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 three (3) Camporee judges' score.

Skit Sheet

<u>Dance</u>	<u>MAX.</u>	<u>SCORE</u>
1. Typed form- turned in on time (by March 13 th)	10	_____
2. Presentation (Well-rehearsed)	20	_____
3. Costumes & Props	20	_____
4. Creativity/ Originality	25	_____
5. Camporee Theme	15	_____
6. Within Time Limit (7 minutes)	10	_____
TOTAL MAXIMUM POINTS	100	_____

TROOP NUMBER: _____

2020 PHOENIX DISTRICT CAMPOREE

Patrol Flag Competition

Patrol Flags need to be turned-in at headquarters no later than 8:30pm, Friday. 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. Patrol flags turned in on time (by 8:30pm on Friday)	10	_____
2. Overall length cannot exceed 6’0” (+/- 2”, incl. top embellishment)	4	_____
3. Top of pole decorated	4	_____
4. Troop #, District, Fleur-de-lis, & Council identified	4	_____
5. Camporee themed	10	_____
6. Flag hemmed or bound	4	_____
7. Fastening hole is reinforced or grommet	4	_____
8. Pole finished or decorated	4	_____
9. Durability & Portability (can it be carried easily?)	4	_____
10. Proper knots and lashing	4	_____
11. Useful attachment: First Aid Kit	4	_____
12. Patrol identity clearly defined	4	_____
13. Scout made	10	_____
14. Bonus – Portable Stand	3	_____
TOTAL MAXIMUM POINTS (including bonus points)	73	_____

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

PATROL LEADER: _____

Patrol Events

(max of 8 patrol members)

KING OF THE KNOTS

(Knot Tying Relay)

DRAGONS BREATH

(Fire Temp Competition)

KNIGHTS FOUND HIS WAY

(Navigation Game)

TOP ARCHER

(Archery Competition)

GOT FLAG RACE

(Flag Pole Building)

NIGHTS WATCH HAS FALLEN

(First Aid)

NAVIGATING THE IRON ISLANDS

(Canoe Race)

AIMING TOWARDS THE THRONE

(Top Shot BB's)

2020 PHOENIX DISTRICT CAMPOREE

KING OF THE KNOTS

Knot Tying Relay (Timed Event)

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, “**You’re Welcome.**” Any other response is not sufficient. You’re Welcome is the only answer unless the scout does not speak English where in that case “Gracias” will be sufficient. After the scout says you’re 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. Additional 15 participation points go towards overall score.

Knots to Know:

Taut-line hitch	Square Knot	Bowline
Sheet Bend	Sheep Shank	Slip Knot
Two Half Hitches	Figure Eight	Overhand Knot
Clove Hitch	Timber Hitch	Larks Head

Materials: Provided by the Judge

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

2020 PHOENIX DISTRICT CAMPOREE

DRAGONS BREATH

Fire Temperature Competition (Timed Event)

Objective:

The patrol must build the hottest fire in a five (5) minute period. The patrol with the hottest fire measured by an Infrared Thermometer wins. 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”. Patrols will then all start at the same time after the command to start is given. They will have five minutes to build, light and record the hottest temperature after time is called, at the end of the five minutes. The patrols are allowed to prep the materials for the fire in any format they wish, i.e. log cabin, teepee, etc. The patrol with the hottest temperature measured will win. 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 time start is called until the five minute timer goes off. 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 fire burns out before the five minutes is up, then no points will be awarded to the patrol. The top 3 patrols with the hottest fires will be awarded.

25 participation points go towards overall score.

Materials:

- Wood
- 5 cotton balls
- Hand ax
- Ax yard
- 3 matches
- Stop watch
- Infrared Laser Thermometer
- Pocket knives (provided by patrols)



(For troops wishing to practice, the following can be purchased at [Harbor Freight](#): “AMES 12:1 Infrared Laser Thermometer” for \$26.99 -or- on [Amazon](#): “Etekcity Lasergrip 800 Digital Infrared Thermometer Laser Temperature Gun Non-contact -58°F - 1382°F (-50°C to 750°C), Yellow/Black” for \$25.99)

2020 PHOENIX DISTRICT CAMPOREE
KNIGHTS FOUND HIS WAY
Navigation Game (Timed Event)

Objective:

Every member of the patrol should be able to read map symbols, demonstrate how to orient a map to north and be able to answer questions concerning map symbols and colors. All of this is covered as a Second Class Requirement, in the 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.

Additional 15 participation points go towards overall score.

Materials:

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

2020 PHOENIX DISTRICT CAMPOREE

TOP ARCHER

Archery (Top Score)

Objective:

The objective is to hit the Target with an arrow and obtain the highest combined score as possible for each patrol. This event is based on your Archery skills.

Method:

Each Patrol member (max of 8 patrol members) will have a chance to shoot 5 arrows each (40 total arrows per patrol). All members of a Patrol must line up and begin shooting when the Range is Hot. When done put down the bow in your spot, step back and wait for instructions. Only when the Range Master says the Range is cold, may you go and retrieve your arrows. Then place them next to the bow, so they are ready for the next patrol.

*If the patrol has less than 8 boys, each scout will shoot 5 arrows, with the remaining arrows to be divided, as evenly as possible, between the patrols.

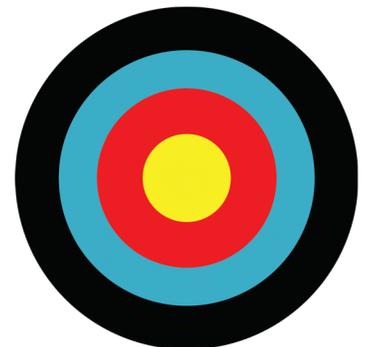
Scoring:

The score will be based on hitting the target, with higher scores given the closer the target is to the bull's eye. (e.g., bulls eye= 10pts, red=8pts, blue=6 pts., black=4pts, depending on available target at time of event.) Scores are tallied by Archery Rangers, and the combined score of the patrol will become the patrol's final event score. .

Patrols can earn up to a score of 400 and based the overall individual patrol scores, a 1st, 2nd and 3rd place award will be given. Scouts can earn the individual "Bull's-eye Award" for Marksmanship (out of all the scouts participating). Additional 15 participation points go towards overall camporee score.

Materials:

Materials will be provided by event coordinator. No Bows and/or Arrows (other than those provided at the event) may be used during the competition. In addition, safety glasses will be provided.



2020 PHOENIX DISTRICT CAMPOREE

GOT FLAG RACE

Flag Pole Building Race (Timed Event)

Objective:

The Patrol will show their lashing skills and the ability to work together as a team to build a flag-pole and have it stand for 1 minute. The patrol needs to fly their patrol flag during this event. They can fly their patrol flag from the judging competition or an alternate patrol flag for this event only.

Method:

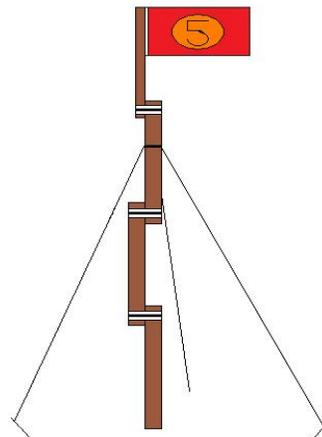
The entire Patrol **MUST** participate. The Scouts will be furnished 3 wooden staves, 9 pieces of rope, 3 stakes and a short handled sledge hammer (for driving stakes). Patrols line up with the materials in front of them; at the signal they construct a flag-pole. The 3 staves must be attached with 2 round lashes at each joint to form a pole approximately 20 feet in length. Their patrol flag and pole must be attached to the top along with the 3 guy lines (about 15' +/- off the ground). The Scouts must then raise the flag-pole and stake it to the ground. **DO NOT THROW** the sledge hammer between the stakes. Once all 3 guy lines are attached the Patrol Leader yells "start". The judge will allow 1 minute to run off the clock then yells "break". The Scouts then let the flag-pole drop (**CAREFULLY**) and dismantle the flag-pole. Once all the materials are returned to the original location the Patrol Leader yells "time". The time is then marked. If the flag-pole does not remain standing for 1 minute the Patrol may re-erect the pole and start the count again. There is a 10 minute time limit.

Scoring:

This is a timed event. Patrols will be ranked by fastest times. In the event of a tie, the patrols will have to re-do the event to determine 1st and 2nd place.

Materials:

- 3 Wooden staves
- Rope: 6 for round lashings, 3 for 30' guy lines
- Short handle sledge hammer
- 3 Stakes
- Stop Watch
- ***PATROL provides their own patrol flag and pole 4'to6' (feet) high. Size of the alternate flag, if used, Has to be a minimum size of (20"x20" Inches)***



2020 PHOENIX DISTRICT CAMPOREE
NIGHTS WATCH HAS FALLEN
First Aid (Timed Event)

Objectives/Scenario:

While on a hike, a Scout patrol finds a Park Ranger lying outside of the Ranger station. The Ranger received a cut on their left forearm that severs an artery. The Ranger also sustained a simple fracture of the right leg.

Materials:

Two sturdy, 6-foot poles, one blanket, one large coffee tin filled with water – and first aid supplies

Method:

The patrols line up in relay formation with the blanket and two poles. One patrol member is designated as “the injured” and lies on the ground twenty-five feet away at the rescue point. On signal, two scouts will run up to the injured and treat the injured scout. After treating the injured the two scouts will run back to the start line and the two scouts serving as stretcher carriers run up from the starting line with the blanket and two poles. When they reach the rescue point, they make a stretcher and put their “injured” on the stretcher. When ready, they lift the stretcher and a judge places the water filled large coffee tin on the “injured.” The “injured” holds the bucket of water on their chest. The carriers transport the “injured” on the stretcher to the starting line without letting the water spill out of the coffee tin. If it does, then the remaining liquid will be measured. . At the starting line, the carriers lift the “injured” off the stretcher, then time will stop and the remaining liquid will be measured.

Scoring:

The patrol that most carefully transports the “injured” to the starting line in the least amount of time and with the most liquid left in the large coffee tin, wins. Five seconds will be added to the overall time for incorrect treatment.

Start line

25”

Injured Scout

First Aid and Stretcher
supplies



2020 PHOENIX DISTRICT CAMPOREE

NAVIGATING THE IRON ISLANDS

Canoe Race (Timed Event)

Objective:

The objective is to reach the Target, press Horn and turn back to Land and press horn on land. This event is based on your canoe skills and teamwork. This is a time-based event.

Method:

Each Patrol will provide two teams, each team has two different members.

The Two members will lineup and be ready with vest and paddle.

The Race begins at the sound of the horn:

The 2 members will take the canoe from beach to the water... enter the canoe and race to the floating dock... press the horn... go around the dock and return to shore by canoe touching the shoreline... exit the canoe and run and press horn on land (Both Team members must touch horn only one needs to press horn).

Note: If the horn at the dock is not pressed, 5 point will be deducted. If the land horn is not pressed, 5 points will be deducted.

Scoring:

The fastest team wins the race.

15 participation points go towards overall score.

Materials:

Canoe, Paddles and Safety Jackets

Horns

2020 PHOENIX DISTRICT CAMPOREE

AIMING TOWARDS THE THRONE

Top Shot BBs (*Top Score*)

Objective:

This activity provides participants the opportunity to learn gun safety from experts, along with ability to practice and have fun shooting air rifles at targets. As each patrol member competes, each patrol member's score is combined to obtain an overall event score for the patrol. Patrols should aim to obtain the highest score possible.

Method:

Each patrol member will be given 5 BBs (40 BBs total) up to 8 scouts. The combined score of the patrol will become the final event score. If the patrol has less than 8 boys, each boy will shoot 5 BBs and the remaining BBs will be divided as evenly as possible between the patrol.

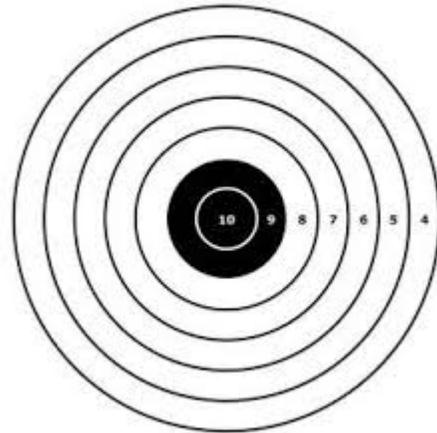
Scoring:

The score will be based on hitting the target. The closer to the bulls-eye the score will be higher. Scores will be tallied by BB Gun Range masters. Each target is worth a score of 50, for a possible patrol score of up to 400pts. Based on overall individual patrol scores, a 1st, 2nd and 3rd place award will be given. In addition, a scout can earn the individual "Bull's-eye Award" for Marksmanship (out of all the scouts participating in the camporee).

Materials:

To be provided by the Range master

- Safety glasses
- BB gun and BBs



Troop Events

Tug-of-War

(Event with travelling trophy. Does not go towards overall)

Volleyball

(Event with travelling trophy. Does not go towards overall)

Tomahawk Throwing

(1st place trophy. Does not go towards overall)

Scoutmaster's Dutch Oven Cook Off

(Event with awards. Does not go towards overall)

2020 PHOENIX DISTRICT CAMPOREE

Troop Activity

Tug-of-War (*Top Score*)

Rules:

This is an individual troop activity. Winning troop will take home a travelling trophy; but scores do not go towards the overall winning score for the Camporee.

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 Friday night at 8:30pm 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.



2020 PHOENIX DISTRICT CAMPOREE

Troop Activity

Volleyball (*Top Score*)

Rules:

This is an individual troop event. Winning team will take home a travelling trophy; but scores do not go towards the overall winning score for the Camporee.

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. **Must 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.
10. 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.

2020 PHOENIX DISTRICT CAMPOREE

Troop Activity

Volleyball (*con't*)

11. A team loses the serve 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.
12. All play calls, made by the game officials, are FINAL!!



2020 PHOENIX DISTRICT CAMPOREE

Troop Activity

Tomahawk Throwing (*Top Score*)

This is an individual troop event. Winning team will take home a trophy; but scores do not go towards the overall winning score for the Camporee.

Rules:

1. Participating Troops must turn in the Tomahawk rotation form by the SPL meeting on Friday night.
2. Because scoring is based per scout, the total number of participants for each Troop is based on the Troop with the least amount of registered camporee scouts. (e.g., If Troop #123 has 10 scouts; but Troop #ABC has 15 scouts, only 10 scouts from Troop #ABC can participate in this event).
3. Registered participants will be the only individuals allowed to “throw”. If a registered participant is unable to continue, he forfeits his spot, there will be NO SUBSTITUTIONS.
4. Three throws per turn for a total possible 18pts. per Scout.
5. All participants stand behind the designated line, twelve feet (12') from the target. If line is crossed score from that throw does not count.
6. GOT players are allowed to throw Tomahawks in one of two ways:
 - a. 1 Hand holding the Tomahawk with the blade facing the target before release.
 - b. 2 Hands holding the Tomahawk with the blade facing the target before release.
 - c. NO other style of throws are permitted.
7. No throws are thrown until the range is called **HOT**.
8. Throws must be taken within 10 seconds of each other.
9. Rotation: the axe must make approximately 1 rotation in order for it to count.
10. Participants are NOT allowed to retrieve Tomahawks until the range is called **COLD**.

Scoring:

1. 6 points for the bullseye.
2. 4 points for the 2nd ring.
3. 3 points for the 3rd ring.
4. 2 points for the 4th ring.
5. 1 point for the 5th ring.

Materials:

Safety glasses
Tomahawks (x3) (no outside Tomahawks permitted)



2020 PHOENIX DISTRICT CAMPOREE

Troop Activity

Scoutmaster's Dutch Oven Cook-Off (*Top Score*)

This is an individual troop activity. Winning recipe(s) will be given an award; but scores do not go towards the overall winning score for the Camporee.

Objective:

The primary purpose of this event is to socialize, have fun, and to enjoy cooking Dutch Oven recipes. The participants are encouraged to choose a recipe that can be prepared and cooked in the allotted time. No Exceptions will be granted. It is also encouraged to share your recipes with your troop (after the judges have finished with the taste test). Use your imagination....recipes will also be scored on Originality.

Method:

Scoutmasters or Assistant Scoutmasters submit a Dutch oven recipe to cook during the allotted time, which is either a **Main Entrée** dish, or a **Dessert** dish. Registration form is found on page 47.

Ingredients may not be precooked (wieners, Spam, etc.) and must be chopped, diced, prepared on site during the competition. Usage of pre-packaged, store-bought foods should be avoided. For example (a) to make pasta sauce, you can use canned tomato sauce; spaghetti sauce in a jar is not allowed. (b) to make Chili, you can use canned red beans, but not canned chili. (Exceptions will be made for canned fruit/fillings for pies & cobblers)

Please exercise personal cleanliness as well as cleanliness of utensils, ovens, ingredients, proper food preparation areas and disposal of waste. Keep all perishables cold in a cooler. Use good stove safety practices at all times.

Volcano stoves are permitted as long as fuel is charcoal briquettes. Wood embers may be used for cooking. All fires must be in designated campsite fire rings.

***Follow all fire safety guidelines as outlined in the Scout book. If a fire is left unattended (during cooking of recipe) 10 points will be deducted.**

Scoring:

Scoring will be based on **Presentation:** Judging on appropriate garnish, recipe color, pots should be clean and well-seasoned, overall look of the recipe. **Taste:** Judging on delicious tasting, pleasant and appropriate use of spices, overall natural food flavor, the evenness of cooking, aroma, etc. **Technique:** Judging on proper use of ovens, heat source, tools, and utensils. Perishables kept in cooler, etc. **Originality:** Judging on the creativity of a recipe, the combination of flavors, and if it's GOT-themed recipe.

A total of 40 points are possible (10 points for each of the four areas listed above), with three awards being given. Overall (Most points, and can be either Entrée or Dessert). Dessert (Most points in Dessert category or 2nd highest points if highest was chosen in Overall). Main Entrée (Most points in Entrée category or 2nd highest points if highest was chosen in Overall).

Materials:

Troop is responsible for supplying all necessary items needed to cook the submitted recipes. (a) All food and ingredients used in their recipes (including presentation materials). (b) Small paper bowls, plastic utensils, & paper napkins for sampling your entry. (c) Dutch Oven must be minimum size of 10 inches or maximum of 14 inches in diameter.

2020 PHOENIX DISTRICT CAMPOREE

Scout's Own (on Sunday)

1. All units should start to assemble at the flagpole by 8:30am 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

2020 PHOENIX 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, staff to have been notified on Friday evening.**
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, by the lake.

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 departure on Sunday, they will have 50 points deducted from their overall score.**

2020 PHOENIX 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
Patrol Patch
Hat (Troop option)

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 means:

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 Phoenix 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 means:

Patrol events are based on maximum 8 scouts per patrol. If less than 8 scouts they will rotate until 8 have participated

2020 PHOENIX 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 incur a 50 point penalty towards their unit's overall score.**

Camporee Theme means:

Any part of the gateway or campsite that relates to this year's Camporee theme of "Game of Thrones" or "Scout of Thrones".

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 (not expired) 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.

2020 PHOENIX DISTRICT CAMPOREE

Camp Elmore Rules

1. All units must Check-in and Check Out with the Camporee staff, 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 i.e.: 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 the 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.

2020 PHOENIX DISTRICT CAMPOREE

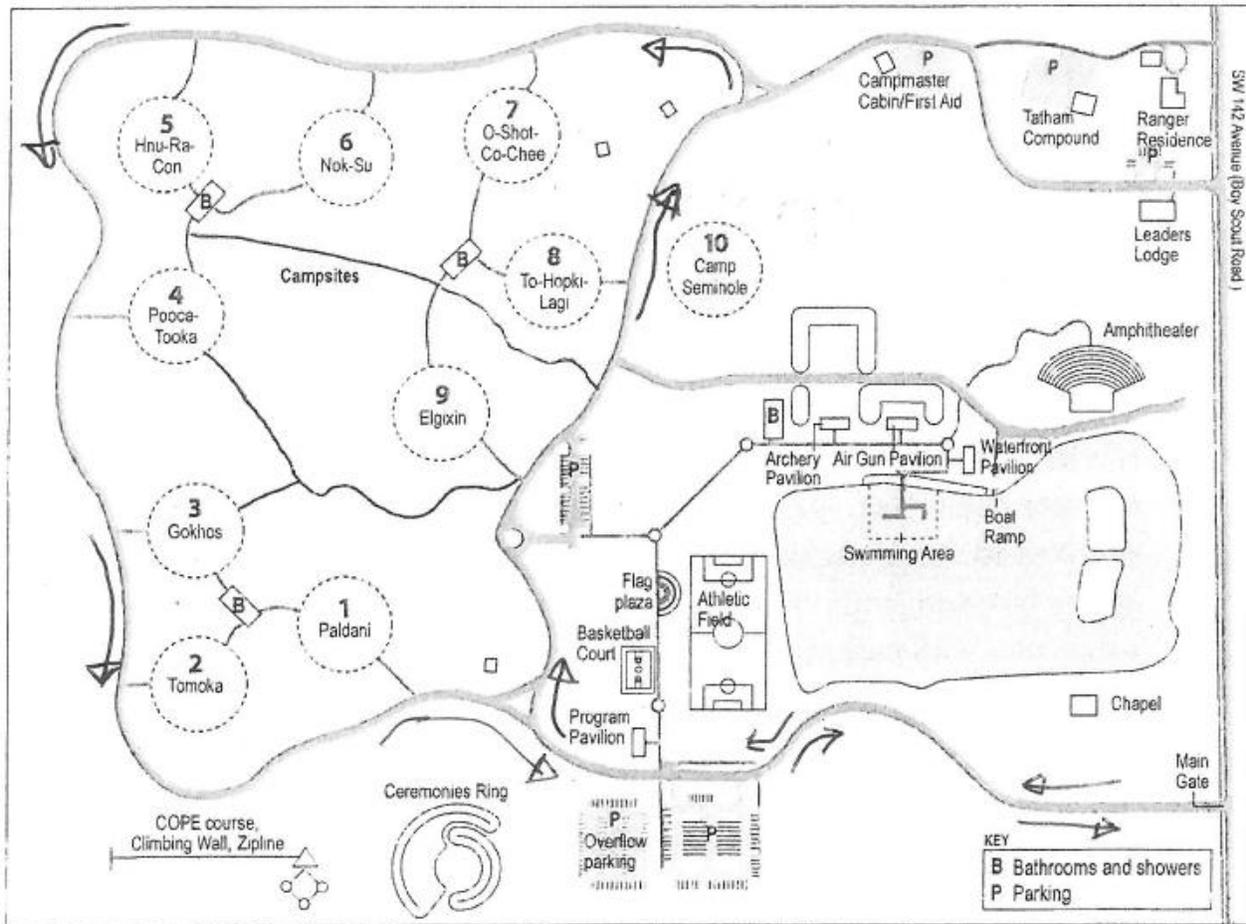
Camp Elmore Map

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



Camp Elmore

ONE WAY CAMPSITE ROAD



2020 PHOENIX DISTRICT CAMPOREE

Registration/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:		

2020 PHOENIX DISTRICT CAMPOREE

Tug-Of-War Registration/Roster Form

Troop # _____

SPL: _____

ASPL: _____

ASPL: _____

	Scout's Full Name	Estimated/Approx. Weight (lbs.)	Actual Weight (lbs)* <i>(completed by camporee staff, during weigh-in)</i>
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
	TOTAL WEIGHT NOT TO EXCEED 1,000LBS		

* Actual weight will be completed by staff at weigh in and will be taken without shoes.

2020 PHOENIX DISTRICT CAMPOREE
Troop Volleyball Registration/Roster Form

Troop # _____

SPL: _____ **ASPL:** _____

ScoutMaster: _____

*****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	

2020 PHOENIX DISTRICT CAMPOREE
Tomahawk Throwing Registration/Roster Form

Troop # _____

SPL: _____ ASPL: _____

ScoutMaster: _____

*****Troop rotation MUST follow this form. The competing troop, with the least number of registered scouts, will set the maximum number of scouts allowed to compete, per Troop. *(18pts. possible per scout)**

	Scout's Full Name	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

	Scout's Full Name	Score
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		

2020 PHOENIX DISTRICT CAMPOREE

Scoutmaster's Dutch Oven Cook Off Registration & Scoring Form

Cooking Category: Main Entrée [] Dessert []

Troop # _____ SM: _____ SPL: _____

Recipe Name: _____

Ingredients:

Recipe:

Scoring Area	Area Description	Score (1-10 pts)
Presentation	Judging on appropriate garnish, recipe color, pots should be clean and well-seasoned, overall look of the recipe.	
Taste	Judging on delicious tasting, pleasant and appropriate use of spices, overall natural food flavor, the evenness of cooking, aroma, etc.	
Technique	Judging on proper use of ovens, heat source, tools, and utensils. Perishables kept in cooler, etc. *10 Points deducted if fire is left unattended	
Originality	Judging on the creativity of a recipe, the combination of flavors, and if it's GOT-themed recipe.	
	Total Points (max of 40)	

2020 PHOENIX DISTRICT CAMPOREE

On-Time Scoring Form

Event Name _____

	Troop No. and House Name/Patrol	On Time To Event?
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		

	Troop No. and House Name/Patrol	On Time To Event?
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		

2020 PHOENIX DISTRICT CAMPOREE

Uniform (Class B) Scoring Form

Event Name _____

	Troop No. and House Name/Patrol	Proper Class B?
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		

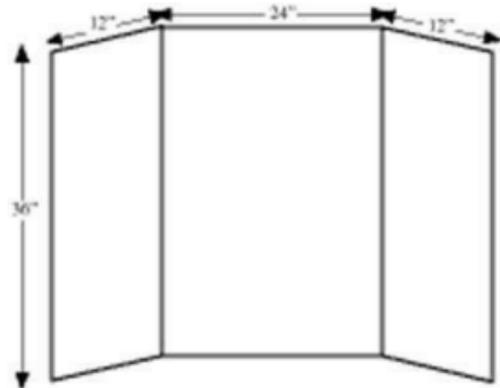
	Troop No. and House Name/Patrol	Proper Class B?
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		

2020 PHOENIX DISTRICT CAMPOREE

Troop Display Board Scoring Form

Troop No & House Name: _____

- The Troop Display Board is designed to incorporate all of your Troop’s activities throughout the year.
- Limited to 36” tall by 48” wide
- All items included must represent your scouting year
- The design should reference the current year’s Camporee theme.
- The display must be present during the campsite inspection.



	Criteria	Maximum Score	Actual Score
1	Service Projects	5	
2	Fundraising	5	
3	Camping – Competitive (i.e. Camporees)	5	
4	Camping – Family/Fun/Summer Camp	5	
5	Scout Advancements (i.e. Court of Honors)	5	
6	Camporee Themed-Design on board (“Scout of Thrones”)	25	
7	Each section appropriately labeled	25	
8	Overall Appearance & Complexity	25	
	Total Score:	100	

Name of Judge: _____

2020 PHOENIX DISTRICT CAMPOREE

Event Feedback / Critique Sheet

To provide you with more quality Boy Scout programs, please give us your feedback. Once completed, give the form to one of the Camporee Coordinators.

Please score the below areas using the following score guide: Excellent (5), Good (4), Average (3), Fair (2), Poor (1),

	Adults	Scouts
Interesting events	{ }	{ }
Organization of the Camporee	{ }	{ }
Helpful / Knowledgeable Staff	{ }	{ }
Event publicity about and/or prior to the event	{ }	{ }
Staff member's attitude and appearance	{ }	{ }
Enjoyment (by the scouts) of 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 year's Camporee? _____

Additional Comments: _____

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

Name: _____ Troop: _____

Phone: _____ -E-mail: _____

If you (or know anyone that) would like to help with this event next year please let the coordinators know.

Name: _____ Email/phone: _____