

2020 Venturee

November 6th to 8th, 2020

Camp Jackson Sawyer

33990 South Overseas Highway, Big Pine Key, FL 33043

The Scouting Games!



Event Staff

Event Chairperson

VOA President

VOA VP of Administration

VOA VP of Program

VOA VP of Communications

VOA Advisor

Caitlin LaPierre

Kelly Norman

Andrea Marron

Andrew Beckman

Rolo Coto Jr., IV

Tom Fretch

Event Contacts

Event Chair:

Caitlin LaPierre.....celapierre03@gmail.com

VOA President:

Kelly Normanvoapresident@sfcbsa.org

VOA Vice President of Program:

Andrew Beckman.....voavpprogram@sfcbsa.org

VOA Advisor:

Tom Fretchvoaadvisor@sfcbsa.org

VOA Staff Advisor:

J.P. GrilloJon.Grillo@scouting.org

Camp Ranger:

Mike Piekenbrock (573)-564-3042

Event Chair Welcome Message

The Venturee Committee welcomes you to join us at Camp Jackson Sawyer for this years' Venturee. Our South Florida Venturers will be participating in districts composed of each crew for extravagant morning activities such as a water balloon toss, relay races and many more! We need all of our crews to come out and join us in this very fun and exciting weekend.

On Friday night, we will be having our Leaders/Adult Volunteers Meeting and we will need all of our Crew Presidents to be there for an overview of the games and schedule for Saturday. Then on Saturday our Venturing Crews will compete in a series of challenges and games that will test their ability to survive in a "high risk" competition! In the afternoon, each Crew will provide two "tributes" to participate in specific activities that will count towards the overall Venturee Champion and Spirit Award! After the games, each crew will be able to compete in 2 Scavenger Hunts, take a trip down the water on the kayaks or paddleboards, or just relax around camp. Additionally, please be aware that dinner is being provided for a nominal fee of \$6 payable to council with your registration fee. After free time we will reconvene for our Campfire and skit/costume competition. There also will be a movie night for all. Please keep in mind that all activities that occur will have social distancing rules in mind to ensure everyone's safety.

The Venturing Officers Association is excited to see everyone at Venturee! Please if you are in a Venture Crew promote and encourage not only this event, but venturing as a whole. We look forward to seeing you in November! May The Odds Be Ever In Your Favor!

Yours in Venturing,
Caitlin LaPierre

Caitlin LaPierre, Venturee Activity Chair

Venturee Schedule

Friday

5:00-9:30 PM Check-In
9:30 PM Advisors and Presidents Meeting (Ask about reserving kayaks)
12:00 AM Lights Out

Saturday

7:00 AM Wake up/ Breakfast
8:30 AM Flags/ Announcements
9:00 AM District Games
12:15 PM Lunch
1:15 PM Tribute Games
3:30 PM Free Time/ Water Activities Available
6:30 PM Dinner
8:00 PM Campfire/ Contest Competition
9:00 PM Movie Night (Hunger Games)
12:00 AM Lights out

Sunday

8:00 AM Wake up/ breakfast
9:00 AM Flags/Announcements/Scouts Own/Awards
10:30 AM Break down and Depart Camp

General Information

Registration

Upon arrival one or more youth leaders and an adult unit representatives will check in at the registration table located underneath the bathrooms. At this point your crew will be assigned a designated area to camp. A complete registration form with ALL Youth and Adult names must be filled out at this time.

- This is every unit's opportunity to reserve the water activities (kayaking/canoeing, etc.) as well
- The crew advisors are responsible for the possession of BSA medical forms and swim tests for **all** (youth and adult) attending

Check-Out

THINK LEAVE NO TRACE. The campsite should look better than you found it on arrival. After Breakdown, loading, and cleaning of the campsite, the Crew will report to the registration table and request a checkout inspection conducted per "Leave No Trace". Once the inspection is complete, the unit will receive the final Venturee packet. All units are asked to check their packet for completion before they leave the registration area.

Adult Leaders

Each unit is required to have two adult leaders present. If your crew has any female Venturers attending you must have at least one female adult registered. Crews may camp together if they need to share any leadership. However, this is to be out prior to the event. In addition, each unit is responsible for providing at least one Adult to assist in running the games and activities. Should any adult leaders have any questions you may reach out to Mr. Fretch at (786)-356-6903 or voaadvisor@sfcbsa.org

First Aid Station

First Aid will be located underneath the bathrooms. Please remember that all units must have someone First Aid certified in order to camp

Campfire

The Campfire will begin promptly at 8:00 pm. The skits for the campfire will be submitted by lunch time the latest on Saturday in order to have time to prepare for the skits.. After the skit competition feel free to continue sitting and relaxing around the campfire until lights out.

Watercrafts

Kayaks and Paddleboards will be of use to you and your crew during free time on Saturday afternoon. If you do choose to venture onto the water please remember to follow BSA safety rules and ensure that each crew provides the safety monitor they need for the aquatic activities. ***It is the Crew's responsibility to provide property water safety personal, failure to provide these individuals will result in the crew not being able to participate in these water activities.*** Keep in mind that any youth or adults wanting to participate must have completed a swim test within the last year. There must be at least 1 shoreside supervisor for every 10 scouts on the water. Failure to follow these rules will result in the immediate removal of your crew from the water.

Scavenger Hunt

There will be two scavenger hunts that will take place in Camp Jackson Sawyer on Saturday. If your crew chooses to participate, official rules and clues will be handed out on Saturday during lunch.

“Selfie” Scavenger Hunt

Each crew will be provided a list of clues and will need to take pictures of whatever the clue indicates and then will need to text in their responses to the Venturee Remind Account.

In-Person Scavenger Hunt

There will be different items hidden around camp. Each Crew will receive a list of clues about the items. Each item will be collected and held onto until each crew brings them to the Campfire.

Key West

This year Crews are not allowed to leave Camp for Key West as we have done in the past due to COVID-19. However, we do have plenty of fun activities planned for the evening including Dinner that can be purchased with your registration. If for any reason any Venturer needs to leave camp their Advisor will need to get permission from our VOA Advisor, Mr. Fretch

Venturee Champion

Each game will be scored individually, then combined to provide an overall score. The winning Crew will be announced on Sunday morning.

Venturee Crew Spirit Award

To earn the spirit award you clan must present good sportsmanship, a positive ap-proach to competition, and of course spirit. Points will be awarded throughout the entire day. The Crew that obtains the most spirit points will be awarded the new Spirit Champion.

District Games

District games are all derived from different activities that would occur during the Hunger Games in which you are fighting for your survival. We will ensure that everybody is socially distant in order to keep these games and activities fun and safe.

Game Descriptions

Morning Games

Water Balloon Toss:

- Each team will be tossing a water balloon back and forth, backing up after each toss. This activity will be used to test your reflexes and team skills.

Relay Races:

- This activity will be testing your speed and agility. The activity will be using cornhole bags as the marker you must pass the bag into a basket for each person to continue.

Archery:

- In the spirit of the theme, we will be participating in archery activities in which we try to test your ability to hit a target and test your aim.

Competitive Fire Building

- Each team will be provided with the materials needed and will be competing to see which team can build a fire quicker and more efficiently

Water filtration activity

- Each team will have to filter a bucket of dirty water hand made filter into another bucket until they fill up the second bucket.

Tomahawk throwing

- A competitor throwing an axe at a target, attempting to hit the bullseye as near as possible.

Afternoon Games-

Each district (crew) will choose two tributes to participate in each leg of the relay in order to identify the district that would more likely survive the hunger games.

The legs of the competition are the following:

- **Slingshots**
- **Archery**
- **Javelin/ Spear Throwing**
- **Tomahawk Throwing**

With each activity, the districts will be awarded points and the district with the most points at the end wins

Camp Sawyer Rules

1. All units must Check In and Check Out with Campmaster or Camp Ranger.
2. Overnight camping and day use of camp is only for properly registered camp users.
3. Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times, and must be out cold when campsite is not occupied.
4. Smoking and tobacco products are NOT permitted anywhere on the Camp property.
5. No dogs or pets of any kind are allowed in Camp at any time. Please leave them ome.
6. No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
7. No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
8. Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
9. No bicycles, roller skates, roller blades, skate boards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a preapproved organized and reserved Scout Activity ie: Merit Badge Course or Belt Loop Activity)
10. Swimming and boating is only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
11. Fishing is permitted only from the shore by registered campers under adult supervision.
12. All garbage must be bagged properly, and placed in the dumpster nightly or taken home. Please keep your campsite and the restrooms clean at all times. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.
13. No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.
14. Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.
15. Vehicles may unload/load at Campsite Gear Drop Off Area and must then immediately be parked properly in the parking lot. 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 to campsites or 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. 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

Venturee 2020 Crew Roster

Crew #: _____ District Name: _____

Youth in Charge: _____ Contact #: _____

Adult in Charge: _____ Contact #: _____

	Youth Attending	ST		Adults Attending	ST
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
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19			19		
20			20		

Adult Volunteer: _____