

64th ANNUAL
SCOUTMASTERS CAMPOREE

**“South Florida's Wild Things...
Rise of the Exotics”**



Version 1.1

February 16-18, 2024
Markham Park
Sunrise, Florida



South Florida Council
Boy Scouts of America
1910 – 2024

Download Full Color Camporee Maps Here



64th Scoutmasters Camporee

South Florida Council - Boy Scouts of America

CAMPOREE CHIEF'S WELCOME

The Scoutmasters Camporee Committee of the South Florida Council – BSA would like to extend a warm welcome to all our Cubs, Scouts, Venturers, Sea Scouts, Explorers, and Scouters and Invite all to our 64th Annual Camporee. This year we have an amazing theme “South Florida’s Wild Things...Rise of the Exotics”.

I was always interested in the local “Flora and Fauna of South Florida”. I was one of the high school students (North Miami), that took Environmental Science back in 1971, and I have been fascinated by the diversity of the native plants and animals and their niche in the local environment. It got even better, in 1975, I took a Field Biology course while attending Miami Dade Community College-N, and guess what, our classroom was “The Florida Everglades”. One of the requirements was to be able to identify the plants and animals in the ecosystem.

I just searched the Internet for the % of the world that has a tropical climate, survey said, 36%, South Florida, included. That means if we are not careful in handling exotic plants and animals, we could or will be home for this cornucopia. Too late, we already are. Look, I like going to the zoos and to the aquariums in selected cities, the animals look great in their exhibits, and that’s where they should be and stay. When animals are released accidentally (hurricanes) or intentionally (pet owners?), they can out compete the locals because they have no natural predators to control their numbers.

As Scouts, we should all be good stewards of the environment, being knowledgeable of local plants and animals, and sharing that information, that we can keep our environment as pristine as possible. It’s not too late, even though the Burmese Pythons are eating everything that moves in the Everglades. Now, It is time to share the native species and some of those exotics you have discovered, displaying them on your gateways and campsites. I WILL BE CHECKING THEM ALL.

Please stop at the Midway Tent to compete in the game: **Native or Exotic**, and then visit the Dirt Patrol to check learn about Native and Exotic plants and their remediations.

Have FUN and enjoy all our activities.

Stay Safe and Be Prepared,
Yours in Scouting
Paul Spalding
2024 SMC Chief

TABLE OF CONTENTS

Contents

CAMPOREE CHIEF'S WELCOME	3
TABLE OF CONTENTS.....	4
SCOUTMASTERS CAMPOREE PURPOSE.....	8
HISTORY OF THE SCOUTMASTERS CAMPOREE.....	8
2024 PATCH DESIGN SUBMISSIONS	9
THANK YOU TO OUR DONORS AND SPONSORS	9
SCOUTMASTER, CUBMASTER, ADVISOR, OTHER YOUTH GROUP LEADER CHECKLIST....	10
2024 SCOUTMASTERS CAMPOREE COMMITTEE.....	11
ADVISORY STAFF OF PAST CHIEFS	11
COMMITTEE-AT-LARGE RESPONSIBILITIES.....	11
GENERAL ACTIVITIES AND INFORMATION	12
MAIN SCOUT ACTIVITY FIELD EVENTS	12
EAST AIRFIELD SCOUTS BSA AND OLDER YOUTH ACTIVITIES.....	12
EXHIBITION MIDWAY AREA AND TENT	13
NORTH CUB SCOUT AND YOUNGER YOUTH ACTIVITIES	13
CAMPOREE SCHEDULE.....	14
RELIGIOUS SERVICES.....	17
SCOUTMASTERS CAMPOREE INTERFAITH SERVICES	17
GRACES.....	17
SCOUTMASTERS CAMPOREE SHABBAT SERVICE.....	17
EVENT REGISTRATION.....	18
UNIT REGISTRATION AND SITE RESERVATION	18
PARTICIPANT REGISTRATION	18
T-SHIRT AND TRADING POST PRE-SALES.....	18
ON-SITE CHECK-IN AND REGISTRATION.....	19
PARKING and PARKING PASSES.....	19
PARK ENTRY/RE-ENTRY	19
LOADING/UNLOADING VEHICLES AND PARKING RULES.....	19
CAMPOREE LOGISITICS.....	20
CAMPSITE LAYOUT	20
WATER, BATHROOM FACILITIES AND TRASH	20
FIRE / COOKING RULES AND GARBAGE	21

UNIFORMS.....	21
ADULT LEADERS.....	21
JUNIOR LEADERS	22
CAMPOREE RULES AND SAFETY.....	22
CAMPOREE POLICY ON ALCOHOL, TOBACCO, DRUGS AND PROFANITY	22
SAFETY AND SECURITY	23
OFF LIMITS - OUT OF BOUNDS	23
STRICTLY PROHIBITED ITEMS AT CAMP.....	24
DISCIPLINE.....	24
FIRST AID AND HEALTH.....	24
EMERGENCY SAFETY PROCEDURES.....	24
SEVERE WEATHER WARNINGS.....	24
EMERGENCY ALERTS.....	25
VISITORS.....	25
SUNSET PARADE	26
OUTSIDE VENDORS, CONCESSIONS & TRADING POST.....	26
CONCESSION STAND	26
TRADING POST.....	26
BLOOD MOBILES.....	27
SERVICE PROJECT	27
ARENA SHOW.....	27
AREA COMPETITION AND AWARDS.....	28
COMMENTS AND CRITIQUE	28
CHECKOUT PROCEDURES.....	29
CLEANUP MAP AND ASSIGNMENTS.....	30
CAMPOREE ACTIVITIES	31
5k Run – 1 Time Only, Saturday 06:00 A.M.	31
Chili Cook-off	31
Volleyball	32
Basketball	33
Exhibition Midway	33
Trail of Flags	33
Orienteering	33
Native or Exotic	33
CAMPOREE MAP.....	34

<i>DIRECTIONS TO MARKHAM PARK.....</i>	<i>36</i>
<i>EXITING MARKHAM PARK.....</i>	<i>37</i>
<i>SCAVENGER HUNTS.....</i>	<i>37</i>
<i>ORDER OF THE ARROW EXHIBIT.....</i>	<i>38</i>
<i>MAIN ACTIVITY FIELD #1.....</i>	<i>38</i>
GaGa Ball.....	38
Spike Ball.....	39
Hole Wall Plank Game	39
Obstacle Course.....	39
Eagle’s Nest	39
Human Foosball.....	39
Vertical Climbing Wall	39
Horizontal Climbing Wall.....	39
Soccer Ball Pass Master Challenge	39
Tic-Tac-Toe.....	39
Fishing	40
Tug of War	40
<i>EAST/AIRPORT ACTIVITY FIELD #2 – OLDER SCOUTS ONLY.....</i>	<i>40</i>
Archery.....	40
Marksmanship	40
<i>NORTH CUB SCOUT ACTIVITY FIELD #3 – until Noon.....</i>	<i>40</i>
Pack Games and Activities	40
Cub Scout Climbing Wall	40
<i>NORTH CUB SCOUT ACTIVITY FIELD #4 – until Noon.....</i>	<i>40</i>
Archery.....	40
Marksmanship	40
<i>SOUTH ACTIVITY FIELDS #1 After Lunch</i>	<i>40</i>
<i>COMPETITION AWARDS.....</i>	<i>41</i>
<i>PATROL RIBBON FOR EXCELLENCE.....</i>	<i>42</i>
<i>PATROL FLAG / DEN FLAG / PAPER MÂCHÉ COMPETITIONS.....</i>	<i>42</i>
<i>PAPER MÂCHÉ MODEL COMPETITION.....</i>	<i>42</i>
PATROL FLAG COMPETITION SCORE SHEET	43
<i>PAPER MÂCHÉ COMPETITION SCORE SHEET</i>	<i>44</i>
<i>SMCC CAMPSITE INSPECTION SCORE SHEET.....</i>	<i>45</i>
<i>CRITERIA FOR CAMPSITE INSPECTIONS.....</i>	<i>46</i>

CHIEFS CHOICE GATEWAY AWARD	47
SMCC GATEWAY INSPECTION	48
SCOUTMASTERS CAMPOREE GATEWAY INSPECTION SCORE SHEET	50
CRITERIA FOR GATEWAY INSPECTION.....	51
CUB SCOUT PACKS.....	55
WELCOME	55
CAMPING AREA	55
CRACKER-BARREL (Friday night and Saturday night)	56
CHECKOUT	56
ACTIVITIES	56
DEN FLAG/GATEWAY/CAMPSITE JUDGING.....	57
SATURDAY AFTERNOON ACTIVITIES.....	58
SCOUT SPIRIT	58
DEN FLAG COMPETITION SCORE SHEET	59
CUB SCOUT GATEWAY DESIGN INSTRUCTIONS	60
CRITERIA FOR CUB SCOUT GATEWAY INSPECTIONS	61
SCOUTMASTERS CAMPOREE CUB SCOUT GATEWAY INSPECTION SCORE SHEET	63
OTHER YOUTH GROUPS AND OTHER GUESTS.....	64
WELCOME	64
CAMPING AREA	64
OTHER YOUTH GROUP AGE BASED PARTICIPATION	65
Other Youth Groups / Units.....	65
Other youth in K-5 th grades	65
Other youth in 6th-12th grades	65
CRACKER-BARREL (Friday night and Saturday)	65
CHECKOUT	65
2025 SCOUTMASTERS CAMPOREE PATCH DESIGN COMPETITION.....	66
MEMORIAL DAY PARADE AND CEREMONY.....	67



The Scoutmasters Camporee Committee celebrates the life of Dean Kubler. Who was a lifelong Scout and Scouter. Dean earned his Eagle in 1961 and received his Vigil Honor in 1985. He was the Camporee Chief in 2002 with the theme "Many Cultures - One Spirit" as the theme to recognize one of the most diverse Scouting communities in America. He was awarded the Methodist Church's Cross and Flame Award as well as the Fleur-de-Lis Award. He supported the Trading Posts for O-Shot-Caw Lodge and for the Scoutmasters Camporee for many years.

Dean passed away in March 2023.

SCOUTMASTERS CAMPOREE PURPOSE

The Scoutmasters Camporee was formed in 1960 in response to a field competition that was held between local troops in Broward County, Florida. The competition was so popular and successful that a Scoutmasters Camporee Committee was formed to oversee the development and implementation of an annual Scoutmasters Camporee designed with the Boy Scout as the focal point.

The Scoutmasters Camporee Committee consists of five volunteer members with a Chief and four Vice-Chiefs being responsible for a specific area one year and rotating upward through the ranks until each one has served in each Vice-Chief capacity and finally serves as the Camporee Chief. It is the goal of the Scoutmasters Camporee Committee to provide a weekend of quality fun and activities for all Scouts in keeping with the true purpose and values promoted within the Scouting program. The participation of all Scouts is encouraged for a rewarding and memorable Scouting experience.

HISTORY OF THE SCOUTMASTERS CAMPOREE

As the Scoutmasters Camporee continues its long history, many of our Past Chiefs have passed on to the "Camporee Eternal." We will miss these fine Scouters. Their names are followed by an asterisk (*). A description of each Camporee is on our website at smcc.us/history.

1960. ZEKE LANDIS* was elected by the Scoutmasters to serve as "Camporee Chief," hence becoming the "Father" of all Scoutmasters Camporees and served as Chief three times.

1960. <i>Zeke Landis*</i>	1961. <i>Zeke Landis*</i>	1962. <i>Ray Heaton Sr.*</i>
1963. <i>Pete Hite*</i>	1964. <i>Guy Stanton, Jr.*</i>	1965. <i>Zeke Landis*</i>
1966. Jack Lindeman	1967. <i>Jim "Big Daddy" Bryan*</i>	1968. Clay Olsen
1969. <i>Bill "Wet Back" Thatcher*</i>	1970. <i>A.M. Archie Wilson*</i>	1971. <i>Howard Sypher*</i>
1972. <i>Bob Shipman*</i>	1973. Henry Swen	1974. <i>John Jordan*</i>
1975. <i>Dick Kaiser*</i>	1976. <i>Dick Kaiser*</i>	1977. Dave Thompson, Sr.
1978. <i>Jim Griewisch*</i>	1979. Steve Welch	1980. Tom Foster, Sr.
1981. Jim Fields	1982. <i>Horace Nardone*</i>	1983. Ron Broman
1984. <i>Jim Hayes*</i>	1985. <i>John Howe, Sr.*</i>	1986. Tom Foster, Jr.
1987. Al Gericke	1988. Ray Harris, Sr.	1989. Dan Lavrich
1990. Mike McDaniel	1991. <i>Jack Quinlan*</i>	1992. Walker Ellis
1993. <i>Doug Carlton*</i>	1993. <i>Claudia Hite (Honorary)*</i>	1994. <i>Joe Latona*</i>
1995. <i>Bill Casson*</i>	1995. Honorary Dick White	1996. Chris Zimmerman
1997. <i>Kit Taylor*</i>	1998. Rick Kaiser	1999. <i>Larry Hudson*</i>
2000. Jeff Griewisch	2001. Jay Foster	2002. <i>Dean Kubler *</i>
2003. Marty Truss	2003. Honorary <i>Mike and Joyce George*</i>	2004. Bill Schulz
2005. John Griffith	2006. Mitch Katz	2007. Jimbo Carlsen
2008. Fred Kimball	2009. George Gilmore	2010. Gary Beerman
2011. Cliff Freiwald	2011 <i>Andy Buglione (Honorary)*</i>	2012. Matt Kinsey
2013. <i>Rick Putman*</i>	2014. Jack Daugherty	2015. Ken Wiedman
2016. Jose Quintero	2017. Fernando Gutierrez	2018. Tom Brown
2019. Jeanine Kinsey	2020. Scott Martinie	2021-22. Albert Garver, Jr.
2023. Jose Kudja	2024. Paul Spalding	

2024 PATCH DESIGN SUBMISSIONS

We will announce the winner of the patch design contest at the Arena Show, Saturday, February 17, 2024.

The Scoutmasters Camporee patches are a design by a youth under the age of 18. See the patch competition design rules on page 66 of this booklet or the flier in the check-out packet or visit the Scoutmasters Camporee website at smcc.us.

THANK YOU TO OUR DONORS AND SPONSORS

The Scoutmasters Camporee would like to thank the following companies/organizations for the contributions to the success of this event.

Arena Show Stage Town of Davie Davie, Florida	<i>Trailer Hauling</i> The Ryan Companies 1700 S. Powerline Road Deerfield Beach, FL 33442 954-427-6305 http://www.ryanflorida.com
<i>Bobcat Loader with Auger and Forklift for Activity Field</i> Sunbelt Rentals 1001 NW 58th Ct, Ft. Lauderdale, FL 33309 (954) 757-0531 http://www.sunbeltrentals.com/	<i>Dumping of all refuse from Camporee</i> Wheelabrator South Broward Inc. 4400 S State Rd 7, Fort Lauderdale, FL 33314 (954) 791-8701 http://www.wheelabratortechologies.com/
<i>Video Projector and Screen for Arena Show Media Stage</i> 350 International Pkwy Sunrise, Florida 33325 (954) 838-8000	<i>Arena Show Scaffolding</i> Sunbelt Rentals 1001 NW 58th Ct, Ft. Lauderdale, FL 33309 (954) 757-0531 http://www.sunbeltrentals.com/
<i>School of Rock</i> Coral Springs 7544 Wiles Road, Suite 102-C Coral Springs, FL. 33067 (954) 757-ROCK	Sound System Acoustic Art Creations Davie, Florida (888) 587-0325
Firepower Fireworks Displays 14240 SW 256th Street Princeton, FL. 33032 (305) 258-8820	

SCOUTMASTER, CUBMASTER, ADVISOR, OTHER YOUTH GROUP LEADER CHECKLIST

Friday

Needs to be done	Assigned to	Done?
Complete "Roster of Participants" and return to Registration (near Midway Tent) at time of check-in. REQUIRED TO CHECK IN!		
Select junior leader volunteers, fill out the form and have the form delivered to Registration as soon as possible.		
Give a Youth Leader Handbook to each youth leader and review the important parts of the booklet and the Activities card with him.		
Junior Leader meeting at 9 p.m. (Exhibition Midway)		
SPL meeting at 9:30 p.m. (Exhibition Midway)		
Adult Cracker-barrel - Pack adults at 9:00 PM at the North Pavilion. Troop/crew adults/SPLs at 10:15 at the Exhibition Tent.		

Saturday

Youth activities begin at 9:00 a.m.		
Turn in patrol flags/den flags by 1:00 p.m.		
Patrol cards and scavenger hunt forms due at the Registration Tent by 4:30 p.m.		
Send a Scout with American flag to the parade form-up area by 4:30 p.m.		
Arena Show at 7:30 p.m.		
Adult Cracker-barrel - Pack adults at 9:30 PM at the North Pavilion. Troop/crew adults/SPLs at 10:00 at the Exhibition Tent.		

Sunday

Attend Scout Interfaith services.		
Review the NEW "Checkout Procedures" on page 29 of the Camporee book.		
Send Scouts and Adults to the assigned clean-up area located underneath your Unit # on your Checkout Card at 9 a.m. Take your card with you to obtain the signature of the designated Cleanup Staff Leader.		
Complete campsite cleanup and tear down. Send Scouts to request Campsite Inspection when site is clear, after 10 a.m.		
Fill out the Adult critique sheet and have your Unit Youth Leader complete the Youth critique sheet and take them, with the checkout card and stakes, to the registration area.		

2024 SCOUTMASTERS CAMPOREE COMMITTEE

CAMPOREE CHIEF	Paul Spalding	(C) 786-251-5504 (callpaulfirst@yahoo.com)
1 st VICE CHIEF	Allen Pinkley	(C) 305-394-0630 (allen@thepinkleys.com)
2 nd VICE CHIEF	Adam Ramirez	(C) 305-234-7633 (ScoutmasterSFC@protonmail.com)
3 rd VICE CHIEF	Frank Schwartz	(C) 561-315-0209 (scoutmt199@hotmail.com)
4 th VICE CHIEF	Michelle Chiever.....	(C) 954-865-6030 (mjchiever@gmail.com)
CUB SCOUT AREA ACTIVITY CHAIR	George Gilmore.....	(C) 954-465-5997 (cubchief@smcc.us)

ADVISORY STAFF OF PAST CHIEFS

Walker Ellis	Chris Zimmerman	Jay Foster
John Griffith	Mitch Katz	Fred Kimball
George Gilmore	Gary Beerman	Cliff Freiwald
Matt Kinsey	Jack Daugherty	Jose Quintero
Jeanine Kinsey	Scott Martinie	Al Garver, Jr.
Jose Kudja		

COMMITTEE-AT-LARGE RESPONSIBILITIES

PHYSICAL ARRANGEMENTS	Allen Pinkley, 1 st Vice-Chief	305-394-0630
REGISTRATION	Adam Ramirez, 2 nd Vice-Chief	305-234-7633
ACTIVITIES	Frank Schwarz, 3 rd Vice-Chief.....	561-315-0209
SUNSET PARADE	Michelle Chiever, 4 th Vice-Chief	954-865-6030
EXHIBITION MIDWAY	Michelle Chiever, 4 th Vice-Chief	954-865-6030
CUB SCOUT AREA	George Gilmore.....	954-465-5997
JR LEADER STAFF/ YOUTH VICE-CHIEF	TBA	

GENERAL ACTIVITIES AND INFORMATION

ARENA SHOW John Griffith 954-345-9337 imgriffith@att.net
CAMPSITE LAYOUT Jay Foster 954-434-2191 fosterjay317@outlook.com
FIRST AID (City of Sunrise Fire Explorers) ...Cliff Freiwald...954-488-8400 cliff.freiwald@scouting.org

JUDGING ALL AREAS

Chief Judge..... TBA
*Gateways TBA
*Campsite TBA
*Patrol Flags/Paper Mâché..... TBA
*Den Flags/Paper Mâché..... Cub Scout Staff

MAIN SCOUT ACTIVITY FIELD EVENTS

Activity Field

WATER SWING
CLIMB THE WALL
MONKEY BRIDGE
ROPE BRIDGE
HUMAN FOOSBALL
HORIZONTAL WALL
ROLLING CART
CRAWL UNDER
ORIENTEERING COURSE
GAGA PIT
SOCCER BALL PAST MASTER CHALLENGE

OTHER: BUCKET BALL, SLACK LINE, BEAN BAG THROW, & EAGLE CLAW

EAST AIRFIELD SCOUTS BSA AND OLDER YOUTH ACTIVITIES

MARKSMANSHIP.....

ARCHERY

EXHIBITION MIDWAY AREA AND TENT

*CHILI COOK-OFF Jeff Gravenstraeter954-822-8598 JPGraven@aol.com
*FIVE K RUN Michelle Chiever954-865-6030 mjchiever@gmail.com
*GEOCACHING Jim Wheeler305-338-9791 jww3pumper@aol.com
*ORIENTEERING Fred Kimball.....786-385-3832 fkimball@smcc.us
INDIAN VILLAGE..... Order of the Arrow, O-Shot-Caw Lodge
TRADING POST Jay Foster 954-434-2191 fosterjay317@outlook.com
..... Jose Quintero 954-495-6109..... joseq071@gmail.com

**Ribbons Awarded for 1st, 2nd and 3rd*

NORTH CUB SCOUT AND YOUNGER YOUTH ACTIVITIES

CUB SCOUT / WEBELOS AREA George Gilmore954-465-5997 donemailn@aol.com



As a Scout, you are obliged to do at least one Good Turn every day.

CAMPOREE SCHEDULE

FRIDAY

- 4:00 p.m.** CHECK IN and REGISTRATION opens at Pavilion near Midway Tent (South side of lake) **ONLY**. Set up Campsites and Gateways (see map.)
ALL UNITS will check-in and complete their registration at the Registration Pavilion next to the Midway tent on the South side of the lake.
- 7:30 p.m.** Jewish Committee Shabbat Service at Pavilion 7. See page 17.
- 9:00 p.m.** ADULT CUB SCOUT CRACKER BARRELS at the Corporate Pavilion. Each unit should be represented by at least one (1) adult leader, but all adults are welcome. THIS IS AN IMPORTANT INFORMATIONAL MEETING FOR ALL UNITS.
- 9:00 p.m.** ACTIVITY AREA HEADS will meet with 3rd Vice Chief and the weekend Activities Chairman, to discuss logistics and any last-minute changes or concerns. Meet promptly at 9:00 p.m. at the back of the Exhibition Midway tent (see map).
- 9:00 p.m.** ASSEMBLY OF JUNIOR LEADERS who want to work on Staff – meet at the Exhibition Midway tent (see map).
- 9:30 p.m.** SENIOR PATROL LEADER ASSEMBLY. Bring your mugs to the Exhibition Midway tent for Cracker Barrell.
- 10:15 p.m.** ADULT TROOP/CREW CRACKER BARREL – Troop/crew Leaders, bring your mug to the Exhibition Midway tent. Each unit should be represented by at least one (1) adult leader, but all adults are welcome. THIS IS AN IMPORTANT INFORMATIONAL MEETING FOR ALL UNITS.
- Midnight** TAPS - Lights out "All Quiet." **ALL GATEWAY ACTIVITY MUST STOP AT THIS TIME. TROOPS NEEDING ADDITIONAL CONSTRUCTION TIME MUST MAKE ARRANGEMENTS WITH REGISTRATION FRIDAY NIGHT BEFORE MIDNIGHT. TROOPS MAY BE DISQUALIFIED FOR FAILURE TO COMPLY WITH THIS RULE. ALL YOUTH MUST BE IN THEIR CAMPSITES.**

SATURDAY

- 6:00 a.m.** Line up begins for 5K Fun Run at the road in front of the Midway Tent location.
- 6:00 a.m.** Resume Gateway construction.
- 6:15 a.m.** 5K Fun Run begins.
- 7:00 a.m.** Cooks and Fire Builders up and at 'em!
- 7:30 a.m.** REVEILLE by camporee Bugler - Everyone Up!!! - Breakfast in Unit Campsite.
- 8:30 a.m.** CALL TO COLORS - Units raise their flag in their own Campsite.
- 8:30 a.m.** Stop/Finish Gateway construction.

- 9:00 a.m.** CAMPOREE OFFICIALLY OPENS
PATROL ACTIVITIES - Patrols move between activities in Activity Fields 1, 2 & 5.
DEN/PACK ACTIVITIES – Pack activities in Activity Fields 3 & 4
- 9:00 a.m.** EXHIBITION MIDWAY AND OA VILLAGE OPEN. Scouts may visit the Exhibition Midway and OA Village and participate in the demonstrations. (See Site map).
- 10:00 a.m.** Chili Cook-off Setup
- NOON** LUNCH - Everyone returns to Unit Campsites for lunch.
NO YOUTH ARE PERMITTED IN THE ACTIVITY FIELDS!
- 1:00 p.m.** RESUME ACTIVITIES FOR ALL AGES in Activity Fields 1 & 5, OA Village and the EXHIBITION MIDWAY. Activity Field 2 is also open for younger Scouts.
- 1:00 p.m.** Turn in PATROL FLAGS for Judging and have Score Card signed in Exhibition Midway. Turn in DEN Flags for Judging at the North Pavilion. Turn in Paper Mâché Models at the same location as the flags for your unit.
- 2:00 p.m.** National Anthem Try-Outs at the Arena Show
- 3:30 p.m.** Wood Badge Beading Ceremony at the Midway Tent.
- 3:30 p.m.** END OF ACTIVITIES. Pick up Patrol Flags/Den Flags and Paper Mâché Models.
- 4:00 p.m.** PATROL CARDS AND SCAVENGER HUNT FORMS DUE AT REGISTRATION TENT.
(No Card, NO SCORE)
- 4:30 p.m.** One Scout from each Unit, in **Field Uniform**, takes the Unit American Flag to the Parade Form-Up area at parade start area. See parade map in check-in packet.
- 5:00 p.m.** SUNSET PARADE: Units, form up in **Field Uniform**, with unit Flag, **along the Parade Route** and join Parade at the end of the Column as it passes. There will be a flag lowering ceremony at the end of the parade.
- 6:00 p.m.** DINNER – Dinner and Clean-up in Unit Campsites.
- 7:00 p.m.** ARENA PRE-SHOW.
- 7:30 p.m.** ARENA SHOW - Parents and Guests are invited to attend. Scouts and Scouters will sit on the grass in front of the designated area for chairs. Remember, "A Scout Is Courteous."
The designated area for those individuals bringing chairs is in the rear of the viewing area just in front of the event control platform.

DUE TO THE FIREWORKS AND FIRE REGULATIONS, THE FIELD NORTH OF THE AIRPORT WILL BE CLOSED TO ALL PERSONS. IT IS ESSENTIAL THAT EVERYONE COOPERATE WITH SECURITY. DRONES ARE PROHIBITED BY THE PARK AND THE FIRE MARSHAL.

At the arena show we will present Campsite and Gateway Overall 1st, 2nd and 3rd place awards for troops and packs, as well as Chiefs Choice for best theme gateway.

- 9:30 p.m.** PACK LEADER CRACKER-BARREL Please bring a chair along with your mug to the Corporate Pavilion - All adults are encouraged to attend. Activity Awards will be distributed. A brief critique and discussion of checkout procedures will be held.
- 10:00 p.m.** TROOP/CREW CRACKER-BARREL - TROOP ADULT/SENIOR PATROL LEADERS Please bring a chair along with your mug to the Exhibition Midway Tent. All adults and junior leaders (invited by unit leaders) are encouraged to attend. Activity Awards will be distributed. A brief critique and discussion of checkout procedures will be held.
- 11:30 p.m.** TAPS by camporee Bugler - Lights Out! **ALL YOUTH MUST BE IN THEIR CAMPSITES.**

SUNDAY

- 6:30 a.m.** Cooks and Fire Builders - Get Up!
- 7:00 a.m.** REVEILLE - Everyone Up!
- 7:30 a.m.** CALL TO COLORS - Units raise flags in their own Campsite.
- 8:30 a.m.** RELIGIOUS SERVICES – Identical Scouts Interfaith Services at North Pavilion and at Exhibition Midway tent. **Field Uniforms Required.**
- 9:00 a.m.** **CLEAN DESIGNATED AREA** in preparation for departure. Please refer to page 29 of the Online camporee booklet "Checkout Procedures" for specifics instructions **and clean up areas. BE SURE TO TAKE YOUR CHECKOUT CARD WITH YOU TO BE SIGNED!**
- 10:00 a.m.** DROP TENTS AND BREAK CAMP **CLEAN YOUR CAMPSITE AREA!**

When ready for checkout – and NOT BEFORE 10 a.m. **and after you have your checkout card signed by the Staff Cleanup Leader,** follow the directions for your area to have your site inspected,

Once your Checkout Card is signed by both the Staff Cleanup Leader and the Campsite Inspector, send a representative, with your **Site Marker Stake(s) and Evaluation Forms** to the Registration Pavilion on the South side of the lake or Corporate Pavilion on the North side of the lake. There you will receive your checkout packet and are cleared to leave the Camporee.

THE PARK MUST BE VACATED BY 1:00 p.m. NO UNITS WILL BE RELEASED UNTIL THE ARENA AND ACTIVITY FIELDS ARE CLEARED.

Please see the following “CHECKOUT PROCEDURES” on page 29 for specific instructions.

NOTE: Units attending the Camporee from Counties outside Miami-Dade and Broward or needing to leave on Saturday night can arrange for Early Checkout by contacting the Registration Staff **before 9:00 on Friday night.**

Please don't leave without your checkout packet!

A SCOUT IS TRUSTWORTHY, HELPFUL AND CLEAN!

Please do your part to leave Markham Park in better condition than we found it!

RELIGIOUS SERVICES

SCOUTMASTERS CAMPOREE INTERFAITH SERVICES

One of the main points of the **Scout Oath** is **Duty to God** on Sunday morning, there will be identical Interfaith Worship Services at the North Side Cub Scout Pavilion, and at the Exhibition Midway; the locations will be announced again during Saturday Night's Cracker Barrel and are also indicated on the map. All Scouts and Scouters are expected to attend the services. Dress is Full Scout Uniform (**Field Uniform for Scouts BSA/Cub Scouts**). The Sunday services will be led by Scouters and youth from the Scoutmasters Camporee and OA, and are non-denominational. **A SCOUT IS REVERENT!**

GRACES

PHILMONT GRACE

For Food, For Raiment
For Life, For Opportunity
For Friendship and Fellowship
We Thank Thee, O Lord.
Amen

CAMP EVERGLADES GRACE

We thank thee for the morning light.
For rest and shelter of the night
For health and food, for love and friends
For everything thy goodness sends.
Amen

SCOUTMASTERS CAMPOREE SHABBAT SERVICE



Jewish Committee on Scouting SOUTH FLORIDA COUNCIL

BSA

Presents

Our Annual

**Scoutmasters Camporee
Shabbat Service**

February 16, 2024

7:30 p.m.

Markham Park

Pavilion 7



We will have our beautiful Shabbat service beginning at 7:30 p.m., followed by an Oneg Shabbat. All Scouts, Scouters, parents and siblings are cordially invited to attend. It's a great way to start the weekend.

For additional information, contact:

JCOS-South Fla. Chair: Steven Yermish 954-494-2386 E-mail: snyermish@yahoo.com

EVENT REGISTRATION

Online Registration is the only registration method and can be linked to by two websites:

- BSA South Florida Council Events Registration Web site:
<https://southfl.tentaroo.com/admin2/events/4208/29198/2024-Scoutmasters-Camporee>
- Scoutmaster Camporee Web site <https://smcc.us/> click on link “online registration.”

For any questions or adjustments contact Past Chief Jeanine Kinsey at 954-778-0599 or email the current chief, Paul Spalding, at chief@smcc.us

UNIT REGISTRATION AND SITE RESERVATION

- Campsites are \$20 per Site. This is a non-refundable Registration Fee and does not include any participant fees.
- All Campsites are large enough to accommodate a unit of 40 Scouts and Scouters. No unit can reserve more than one (1) Campsite without the permission of the registration Vice Chief.
- Units must select a site in the assigned area for their unit type, and only one unit may register per site.
- **In-site Porta lets are \$115 each and must be reserved and paid for by January 31st**
- **Reserved campsites not occupied by 8:00 PM, Friday may be reassigned to another unit at our discretion.**

Registration questions should be directed to Adam Ramirez.
email: vicechief2@smcc.us

PARTICIPANT REGISTRATION

Broward County charges us a camping fee per person for the use of Markham Park. This fee is included in the weekend camporee fee. Participants are also covered by supplemental insurance as long as they are listed on the Unit Roster.

On-Time Camper w/patch - \$20 per person registration fee must be paid by January 31st.
Late Registration Camper w/patch - \$25 per person from February 1st on.
Day Visitors w/patch - \$12 per person
Non-Scout Parent Day Visitor - \$7 option (does not include a patch.)

Patches are only guaranteed to campers and day visitors who pay by January 31st.

T-SHIRT AND TRADING POST PRE-SALES

Pre-order your shirts by January 31st to guarantee your sizes. After that, sizes will be available on a first come, first served basis at the camporee. Order your shirts, medallions and more with your unit registration at <https://southfl.tentaroo.com/admin2/events/4208/29198/2024-Scoutmasters-Camporee>. Inventory not pre-sold will be available for purchase at the Trading Post.

ON-SITE CHECK-IN AND REGISTRATION

All units check in at Registration near the Midway tent. **Please have individuals report directly to your campsite.** An authorized adult needs to bring the following information at the time of check-in:

- **Complete Unit Roster – REQUIRED AT CHECK-IN FOR INSURANCE PURPOSES**
- # of Scouts (by type and male/female), Adults, Siblings Grades K-5 and Grades 6-12.
- Registration Fee by Cash or Check for additional participants, receipts will be provided (We cannot guarantee that credit cards will be accepted on-site).
- Copy of unit's medical insurance, if applicable. (SFC units covered with their charter renewal)
- Number of Patrols
- Name, Address and Telephone Number of Unit Leader or Emergency Contact Person
- Names of Adult Leaders Who Can Work Adult Staff
- Names of Youth Leaders Who Can Work Junior Leader Staff
- **FOR SECURITY, PLEASE ADD UNIT TYPE AND NUMBER TO YOUTH WRISTBANDS**

PARKING and PARKING PASSES

No parking in campsites and only in designated areas. Campsites 1-27 can park in the parking lot by the airfield.

Parking passes can be downloaded from the Scoutmasters Camporee Web site. <https://smcc.us/> and will also be available at check in.

They must be displayed on the dashboard of all vehicles at the event at all times, so make as many copies as needed for all of your unit's vehicles that will be on-site at any time during the weekend.

PARK ENTRY/RE-ENTRY

Parking passes will enable a vehicle to enter or re-enter the park without incurring a charge. This is a requirement of Markham Park, and there can be no exceptions.

IF VEHICLES DO NOT HAVE THIS PASS, THE PARK WILL CHARGE A FEE.

LOADING/UNLOADING VEHICLES AND PARKING RULES

All vehicles must be parked in one of the designated parking areas indicated on the main Map **and a valid parking pass must be displayed with contact information.**

Vehicles may enter sites before dark to drop trailers or unload gear, but must be removed immediately, and **BEFORE IT GETS DARK.**

Vehicles left in campsites will negatively impact Campsite Inspection Scoring!

Any vehicle not properly parked may be removed at the Park's discretion.



CAMPOREE LOGISITICS

CAMPSITE LAYOUT

The Camporee will be divided into Campsites. Each Site will have frontage of approximately 60 feet and a depth, in most cases, of 100 feet. Sites are designed to hold about 40 Scouts and Scouters.

Be prepared to segregate your site from your neighbors through the use of rope so as to maintain the integrity of the site. This is not a requirement, **but if ropes are used and are attached to your gateway they will be judged as part of your gateway.**

Show Pride in your Unit. Display Sponsor Signs and Unit Colors. Your gateway should be attractive and should reflect the "South Florida's Wild Things...Rise of the Exotics" theme. Each Campsite area will be defined with stakes showing the Site Number. Please **do not** remove these stakes during the Camporee. They are also used by campsite and gateway judges. The person advising that the Campsite is ready for checkout inspection on Sunday should bring the marker stakes to Headquarters. Respect you neighbor's Campsite. (See *Checkout*.)

Vehicles brought to Campsites must be removed as soon as they are unloaded. No Golf Carts or similar type vehicles will be allowed at the Camporee due to safety concerns, especially operated by youth. No wheeled campers, RV travel trailers, or similar vehicles will be allowed at or in Campsites. This is a tent camping, Scouting event! If it is absolutely necessary that an adult sleeps in a camper, it must be parked in a designated area and must be cleared with the Camporee Chief.

- **NOTE: No Gasoline or electric generators are allowed, at any time, during the Camporee. No gasoline containers are allowed within a unit's campsite.**

WATER, BATHROOM FACILITIES AND TRASH

Water points are provided at locations indicated on the Camporee site map. These are only for providing water and not to be used as a washing area.

Markham Park permanent toilet facilities are for Adult Use Only, please ensure that your unit makes this clear to the youth. **There are also MANY Port-O-Lets available for the youth participants.** Please, at all times, do all you can to keep all restroom facilities as clean as possible for all Scouts and Scouters.

Portable latrines will be provided by the Camporee for all participants in centralized areas, however units can optionally rent a portable toilet that will be placed in their campsite for their exclusive use. These must be reserved by January 31st.

Dumpsters are provided by the Camporee and are marked on the maps.

NOTE: No CHARCOAL of any kind Hot or Cold can be placed in the dumpsters!

Please separate Recyclables and Composting from Garbage to be deposited by Garbage Dumpsters please make sure youth know what is Recyclable and what is Composting (NO meat and citrus products)

FIRE / COOKING RULES AND GARBAGE

- Campsites should be organized by Patrol Areas.
- Cooking may be done on charcoal or wood fires or approved stoves under adequate supervision. **ALL FIRES MUST BE AT LEAST 18 INCHES OFF THE GROUND.** Any scorched sod must be replaced.
- Each Unit shall maintain adequate Fire Prevention equipment. **Two 2lb. fire extinguishers should be in each campsite cook area, minimum, if more than one cook area, then one additional 2lb. fire extinguisher should be in each cooking location.** Extinguishers ready to be used and inspected within one year. All fire extinguishers must have an up to date certification tag good through the date of the Camporee or must have a gauge showing that the fire extinguisher is in charged condition.
- Trash must be bagged in your site and disposed of in dumpsters provided or hauled out.
- Garbage shall be placed in the dumpsters. No garbage will be buried. Crush boxes and cans before disposing of them. No pioneering wood may be put into the dumpsters. It must be carried out of the Camporee grounds.
- **NOTE: No CHARCOAL of any kind Hot or Cold can be placed in the dumpsters!**
- Dishwater and cooking water shall be properly disposed of. Grease shall be contained in a portable grease container and properly disposed of. No pits are to be dug.
- There will be no washing of utensils, pots, pans, personal gear, clothes, self, or anything else at the water points or the public bathrooms. All washing shall be done in the campsites. Canteens shall not be filled at water points. Water jugs only may be filled at water points and taken back to the Campsite.
- Please pick up all trash. Leave the Park cleaner than you found it. ***A SCOUT IS CLEAN.***

UNIFORMS

Full Field Uniform: Sunset Parade

Religious Services

Arena Show

Activity Uniform: All Other Times

NOTE: PLEASE BE ADVISED THAT THIS IS A SCOUTING EVENT AND PROPER ATTIRE WILL BE WORN AT ALL TIMES DURING THE ENTIRE CAMPOREE

FOR ALL SCOUTS.

ADULT LEADERS

It takes many adult leaders to make a successful Camporee of the size and magnitude of this one. We ask that each unit provide at least one (more if possible) adult leader to work on the Camporee Staff. There are numerous opportunities to support the camporee including judging, assisting with events and helping with the arena show.

NEW: Units who supply volunteers will receive bonus points on your campsite inspection!

Sign up early and choose where you want to help out! Sign up your unit at <https://www.signupgenius.com/go/70A0F4BABAA2BA0FB6-44785466-2024#/> A list of volunteer positions can be found at <http://smcc.us>

You may contact Adam Ramirez, 2nd Vice Chief at 786-234-7633 or at vicechief2@smcc.us if you prefer. Please sign up as soon as possible so that you can be notified of and have the opportunity to attend Camporee Planning Meetings as the Camporee Date approaches. All Adult Leader Staff should also attend the Friday Night Adult Cracker Barrel for updates and to help make this year's Camporee the Best Yet. (See schedule).

Adult Leaders with lighting, crafts and communications skills should contact John Griffith 954-345-9337 or arenashow@smcc.us. Please show up at the arena show area at the Camporee starting Saturday Morning. These skills are also necessary for the safe and timely removal of the arena stage on Saturday night and Sunday morning. All the assistance you can provide will help make the Arena Show a more successful and pleasurable event for everyone.

JUNIOR LEADERS

It is required that each unit supply **at least two (2)** (more if possible) Youth Leaders to work on the Camporee Junior Leader Staff.

Scouts BSA, Venturing and other older youth who wish to work on Junior Leader Staff should sign up ahead of time at the link below. All volunteers should report to the Midway Tent at 9:00 Friday night and, if they have not signed up ahead of time, register with the Junior Chief at the Junior Leader Meeting and Cracker Barrel on Friday Night. (See schedule).

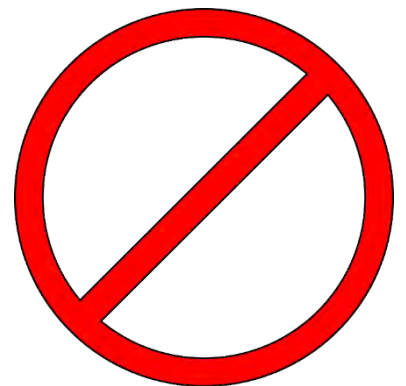
Sign up early and you get to choose where you want to help out! Sign-up with your unit leader through <https://www.signupgenius.com/go/70A0F4BABAA2BA0FB6-44785478-2024>

UNIT LEADERS WILL BE COPIED ON ALL EMAILS TO YOUTH PER YOUTH PROTECTION GUIDELINES!

CAMPOREE RULES AND SAFETY

CAMPOREE POLICY ON ALCOHOL, TOBACCO, DRUGS AND PROFANITY

The Camporee Committee fully supports the policy of the Boy Scouts of America concerning the use of Alcoholic Beverages, Tobacco, Drugs, or other Mind-Altering Substances. It is, therefore, the policy of the Camporee Committee that there shall be no Alcoholic Beverages, Drugs (including Medical Marijuana) or other Controlled Substances present at or consumed during the Camporee. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. Non-compliance with this Policy will result in the individuals and their Unit being asked to leave the Camporee. Likewise, profane language or gestures by youth or adults will not be tolerated. **A SCOUT IS CLEAN!**



Remember the *Scout Oath* and *Scout Law*, which we profess and agree to live by!

SAFETY AND SECURITY

Security will be provided around the clock during the Camporee. **Individual units are reminded, however, that the park is open to the public on that day. THIS IS WHY ALL YOUTH AND ADULT PARTICIPANTS MUST WEAR THEIR CAMPOREE WRISTBAND WITH THEIR UNIT TYPE AND NUMBER WRITTEN ON THEM – ON THEIR WRISTS – AT ALL TIMES DURING THE CAMPOREE!** Please exercise your own vigilance and report any problem or incident to Security, which will be camped near the park entrance (see map) and can be contacted through Headquarters.

No Scout will be allowed to enter any of the other Park areas or leave the Camporee unless a responsible adult accompanies him/her. In cases of violation of this rule, the unit leader and parents will be notified, and the youth's unit may be asked to leave the Camporee and forfeit all ribbons and awards.

Youth are to be in their campsites after lights out unless accompanied by a registered adult. Be respectful of those who are sleeping.

Due to the significant water exposures bordering the vast majority of our campsites, we expect that all Scout leaders will exercise extreme caution. Please notify all Scouts and adults that all bodies of water are "**OFF LIMITS!**" except when used for Camporee Committee approved aquatic activities. Any individuals violating the off-limit regulations will be asked to leave the Camporee. **This rule must be strictly enforced!!**

At times, uninvited animals and amphibians have been known to arrive at the park without announcement. Since we will be sharing their habitat, please respect their space and **DO NOT ANTAGONIZE THEM!** Advise all unit members not to leave food in the open, secure all (chuck or lunch) boxes and do not focus flashlights into the water at night.



OFF LIMITS - OUT OF BOUNDS

Areas of the Park that are off-limits are:

- Playground Area, Tennis Courts (Except for Official Events)
- Swimming Pool
- Boat Docks (Except for Official Events)
- Marksmanship Range (Except for Official Events)
- Model Airplane Field (Except for Official Events)
- Any and All Bodies of Water (Except for Official Events)
- Any area under construction
- Arena Show until Saturday Night
- **All campsites other than your own are off limits.**

The Camporee Security Force will be patrolling the park as part of the enforcement of the park and Camporee rules and regulations.

Make sure to inform your unit of all rules and regulations to ensure that everyone has a great and safe Camporee! This includes all BSA Guide to Safe Scouting Guidelines.

STRICTLY PROHIBITED ITEMS AT CAMP

- Skateboards, hoverboards, rollerblades or bicycles are **NOT** allowed to be used by any youth or adult during the Camporee weekend.
- Drones are **prohibited** by Markham Park and Broward County. Units may be asked to leave if they have one in use at any time. Drones in use during the fireworks will cause the Fire Marshal to shut down the Fireworks display, and the operator will be removed from the park.
- Alcohol and Mind-Altering / Illegal Drugs, including medical marijuana, tobacco, electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.
- Weapons, firearms, knives (pocketknives which meet BSA policy and are not considered weapons if correctly used under adult supervision).
- The only animals permitted at the camporee are service animals or those brought as part of a midway display. **Pets are not permitted at Scouting events per BSA.**
- Selling of any items or food not authorized in writing by the Scoutmasters Camporee Committee

Possession of any of the above items may result in the entire unit being sent home.

DISCIPLINE

Adult Scouters are responsible for the supervision of their units AT ALL TIMES and will be held accountable for their behavior. The Arena Show is an especially important time and place to practice the skill of leadership. ***A SCOUT IS COURTEOUS AND OBEDIENT!***

FIRST AID AND HEALTH

A First Aid Station will be available on a 24-hour basis (see map). All units are encouraged to have adequate First Aid supplies with them as part of their unit equipment.

EMERGENCY SAFETY PROCEDURES

SEVERE WEATHER WARNINGS

Markham Park is equipped with the Thor Guard lighting prediction system. In the event of a warning being sounded (one long 15-second blast), you have between eight to 15 minutes to take shelter, depending on the speed of the storm. Shelter is usually inside a building, under a roof, or inside a car (not a convertible). In addition to the air horns, a yellow strobe light continues to flash after the horns have sounded and stays on. All Camporee programs and activities will be put on hold until the all-clear sounds and it is safe to go out. The all-clear signal consists of three short horn blasts and the yellow strobe light goes off.



EMERGENCY ALERTS

The Camporee will send out a text message to all registered leader's cell phones indicating that an emergency situation has occurred. At least one adult from your unit should be signed up by text or email, but all adults are welcome. Registered leaders should ensure that their cell phone numbers are correct with registration as well in case the text system does not work.

To receive these messages, please text the code for your age level to (469) 919-5138.

Cub Scout Packs - @smccpacks

Scout Troops - @smcctroops

Other Youth Groups - @smccother

Venture Crews/Ships - @smcccrows

You will receive a text asking you to respond with your full name. You do not need to download the app to receive these text messages.

Verizon customers will have to sign up by email instead. Visit the appropriate link below to sign up:

www.remind.com/join/smccpacks

www.remind.com/join/smcctroop2

www.remind.com/join/smccother

www.remind.com/join/smcccrows

Sign up early to receive updates prior to arriving at camp, and throughout the year.

The following codes will be used to indicate emergency situations during the Camporee:

Code Adam - A missing child report has been made to the Camporee staff.

The text message will include a description of the missing child, their name and associated unit, and a phone number to call in case you locate the child. All leaders are asked to share the information with their other unit Adults and Scouts so that the missing child can be located as quickly as possible.

Code Black - An emergency situation is underway that can potentially affect the Camporee activities or participants.

Additional information will be provided via text message including any instructions on actions that should be undertaken by unit leaders in response to the emergency situation. A phone number may also be provided so that unit leaders can contact Camporee staff for additional information or instructions.

VISITORS

Let's welcome the Public!

We have many visitors at the Camporee, so let's put Scouting in a positive light. Be polite, smile, and live the Scout Oath and Scout Law! Please invite parents and guests to the Arena Show, Sunset Parade and Daytime Events. Cub Scouts, leaders, and parents are invited and encouraged to visit. All Youth and Adult Day Visitors will be required to purchase a \$12 Day Pass (patch is guaranteed if purchased by January 31st). A \$7 pass is available for Non-Scout parents attending with their children. These may be purchased on-site at the Registration Tent near the Midway Tent.

SUNSET PARADE

NOTE: Please see the Parade Route Map in your check-in packet for the Start and End points.

All Scouts will march in the Sunset Parade on Saturday afternoon. Each unit should have their Scouts form up in their Scout uniform (Field uniform – BSA) out by the main roadway with your unit flag so that they may join the parade as it passes. One Scout, with the unit's American Flag, should proceed to the Parade Formation Area 15 minutes before unit assembly. See the schedule for precise times. **It is very important that your American Flag is marked with your troop number and council.** This is best accomplished with a permanent marker ahead of time. Further instructions regarding the parade will be given during the Friday Night Cracker Barrel. All Scouts should come to attention and salute the American flags as they pass by.

OUTSIDE VENDORS, CONCESSIONS & TRADING POST

Outside vendors and individuals are not permitted to sell anything on-site without express written permission from the Camporee Committee and Cliff Freiwald. This includes school, unit and other organization fundraisers.

CONCESSION STAND



The Concession Stand (**operated by O-SHOT-CAW Lodge**) will be open to sell hot dogs, sandwiches, soda, snacks and other goodies to adults and visitors only. **Nothing will be sold to Scouts during mealtimes.** This policy exists because we do not want the Concession Stand in competition with unit cooking.

Scouts may purchase food and drinks at other times of the day. Please make sure that all trash is placed in proper containers and that Scouts keep the Camporee Site clean.

TRADING POST

Patches, Mugs, Hat Pins, Hats, Shirts and other Scouting items will be sold at the "Trading Post" inside the Exhibition Midway tent:

Saturday:

9:00 a.m.- 6:00 p.m.

Many items are limited in quantity, so be there early! Sales will be made during scheduled times only. The patch for the current Camporee will not be for sale. Patches, mugs and t-shirts for some of the past Camporees will also be available.

Patch Trading: We ask that patch trading be limited to youth to youth only, not adults to youth. We also ask that there be no money exchanged for items other than those sold at the Trading Post.

BLOOD MOBILES

There will be Blood Mobiles at camp for adults and older Scouts (with Parent Permission Forms) to support our community. One will be located near the Corporate Pavilion from 9 – Noon. Two more will be available from 9 a.m. – 4 p.m. near the Registration Tent on the South Side of the lake. Donors will receive a special camporee patch as a thank you for their support.

SERVICE PROJECT

Have a troop plan and carry out a community or sponsor oriented service project before the Camporee. Keep a record of the project through correspondence, photographs, news items, etc. **TO GET MORE POINTS: display your service project prominently in your campsite. If the unit service project is patriotic or conservation oriented, extra points will be earned during campsite inspection.**

ARENA SHOW

You don't want to miss the Arena Show! The SMCC has gone all out this year to make the show brisk and entertaining. The Show will be unique and will include a few SURPRISES! As usual, our show will feature a spectacular "Fireworks Display." Unit leaders, please remember it is essential that you make certain that all Scouts stay away from the area east of the Arena Show (north end of the model airplane field) and Activities Area once the Sunset Parade ends and after the Arena Show.

The designated area for those individuals bringing chairs is in the rear of the viewing area just in front of the event control platform. DO NOT PLACE CHAIRS IN FRONT OF UNITS SITTING ON THE GROUND! Scouts and Scouters should be in Class "A" uniform.

DRONES ARE STRICTLY PROHIBITED BY MARKHAM PARK AND THE FIRE MARSHAL!



AREA COMPETITION AND AWARDS

The Camporee will be grouped into Nine (9) separate areas. Troops will be competing against other troops in their area, as well as troops throughout the entire Camporee (see Awards).

<u>AREA</u>	<u>SITES</u>	
Area 1	T1–T14	Troops
Area 2	T15–T27	Troops
Area 3	T28–T42	Troops
Area 4	T43–T58	Troops
Area 5	T59–T73	Troops
Area 6	T74–T88	Troops
Area 7	P101–P109, P147–P155	Packs
Area 8	P110–P127	Packs
Area 9	P128–P146	Packs

There will be Campsite and Gateway competition as has existed in the past.

All Scout troops, crews and Other youth groups in Areas 1-6 are judged based on the Event Gateway Judging Criteria and Event Campsite Judging Criteria. These sites will be eligible for for the Best Overall Gateway and Campsite Awards.

Cub Scout packs in Areas 6-9 will be judged based on the Cub Scout Gateway Criteria and the Event Campsite Criteria. These sites will be eligible for the Best Overall Cub Scout Gateway and Campsite Awards.

First, second, and third place awards for Gateway and Campsite will be presented for each designated area. Campsite Overall 1st 2nd and 3rd place, and Gateway Overall 1st 2nd and 3rd Place for troops and packs, will be awarded at the Arena Show. In addition, there will be a Chief's Choice for the best Camporee theme-based Gateway. All other awards will be presented at the Cracker Barrel Saturday night.

COMMENTS AND CRITIQUE

The Scoutmasters Camporee Committee would like to hear from you about this or future Camporees. We would sincerely welcome constructive criticism, comments, suggestions and praise. We are constantly trying to improve the Camporee, and feedback from YOU, the Participants, is always given careful consideration. All units will have an ADULT CRITIQUE sheet in your registration package at check-in, and troops/crews will also have a YOUTH CRITIQUE sheet.



CHECKOUT PROCEDURES

All Scouts BSA troops and older youth groups assigned to either the Arena Show or Activity Field are expected to send, **at a minimum**, 1 Adult and 3 Scouts to your assigned Cleanup area. All other units are expected to send, **at a minimum**, 2 Adults and as many youths as possible to do grounds pickup in your assignee area. **IF your unit is unable to supply these, you must notify us when you Check-in on Friday so that adjustments can be made.** After **ALL** assigned cleanup areas have been cleared and inspected; you may request a Campsite Inspection. After your site has been cleared, you will receive your unit's check-out packet with patches and ribbons. You may be asked to assist in another area if the need arises so please be flexible.

FIRST:

After the religious services **but not before 9 a.m. to allow Camporee staff to be in place**, send the requested number of helpers to your assigned cleanup area. Your clean-up area will be indicated under your unit number on your checkout card. Please reference the map in your check-in packet if you are unsure where it is. Be sure to take your Checkout Card with you so that you can obtain the signature from the Cleanup Staff leader at your clean-up area.

SECOND:

Once you have obtained the signature of the Cleanup Staff Leader from your assigned area, you may request a Campsite Inspection. **NOT BEFORE 10 AM**

Cub Scouts – Locate an inspector in an orange safety vest near your site or send someone to Corporate Pavilion.

Venture Crews, Scouts BSA and other youth groups are to inspect each other's sites.

Campsite Inspectors are instructed to not conduct a campsite inspection or sign the card, unless the signature of the Cleanup Staff leader for your assigned area is present and your site is completely packed up. If your campsite passes inspection, the Campsite Inspector will sign your card.

NO UNITS WILL BE RELEASED UNTIL THE ARENA AND ACTIVITY FIELDS ARE CLEARED.

THIRD:

Send your SPL or Cub Adult to the Registration Pavilion on the South side of the lake, or Corporate Pavilion on the North Side of the lake. All units will receive their packets and patches at these locations.

The SPL or Cub Adult must bring the following to the checkout area:

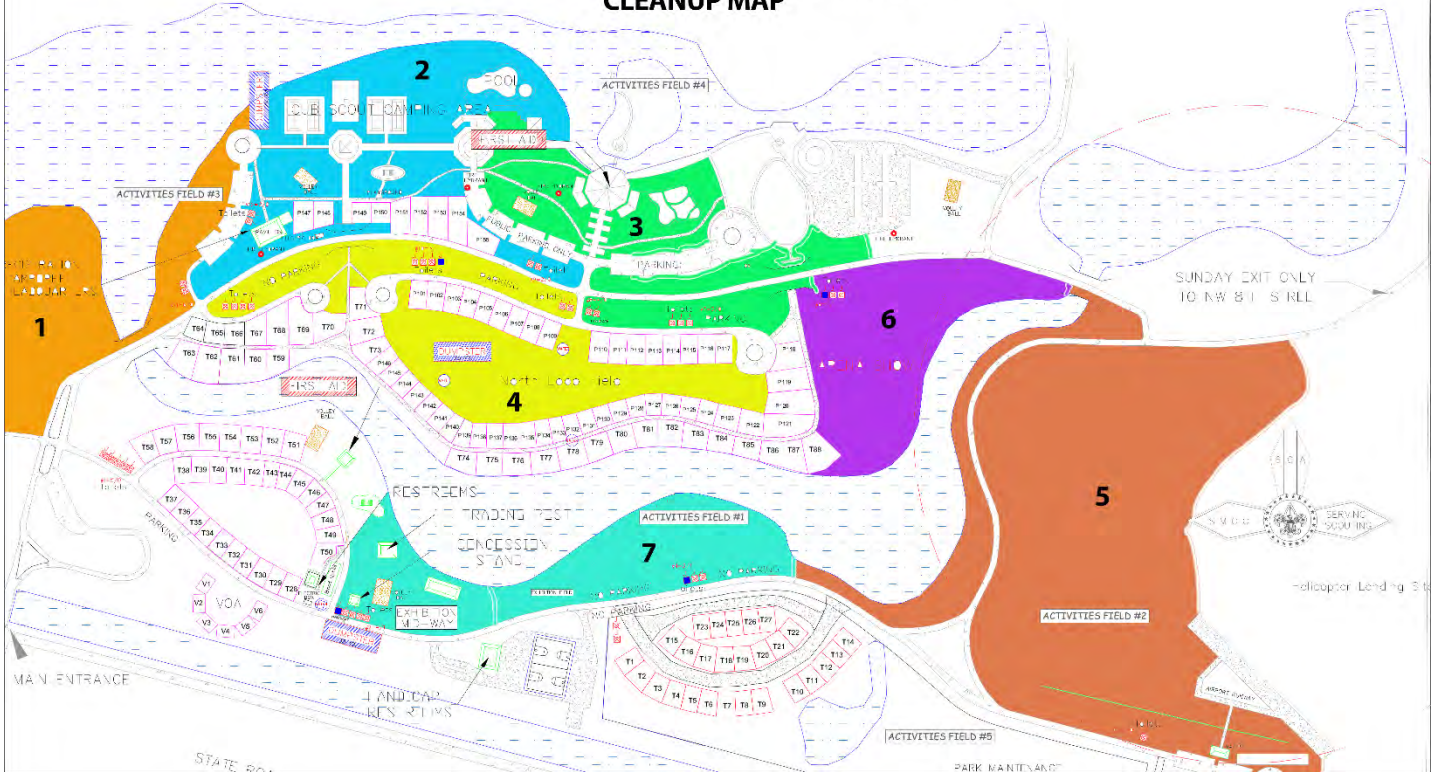
- Signed Checkout card.
- Campsite number stake and the two side marker stakes (if still available).
- The completed Evaluation Form(s) from your Check-In Packet.

Note: If the site(s) next to you is empty, please bring those stakes as well.

CLEANUP MAP AND ASSIGNMENTS

Scoutmasters Camporee

Markham Park, Sunrise, Florida
CLEANUP MAP



Cleanup area descriptions:

Area 1 (Grounds cleanup in Cub Scout Activity Field #3 and west): P147-P155

Area 2 (All grounds between Activity fields #3 and #4): P101-P109

Area 3 (Grounds cleanup in Cub Scout Activity Field #4 and east): P110-P117

Area 4 (All grounds in and around the main cub scout loop): P135-P146

Area 5 (Grounds cleanup in the airfield ranges and fireworks debris field): P118-P134

Area 6 (Area show grounds cleanup, breakdown and loading the trailer): Troop sites T59-T88

Area 7 (Activity field and midway grounds cleanup and breakdown): Troop sites T1-T58

Please note: All units should provide their own garbage bags and gloves for picking up trash and ensure the garbage is properly disposed of.

CAMPOREE ACTIVITIES

5k Run – 1 Time Only, Saturday 06:00 A.M.

If you're **up** for the challenge of a 5-kilometer run, come to the Registration Tent (located on the South Side) at 06:00 a.m. for the run. The race will begin at 6:15 a.m. Maps will be in your check-in packet.

Chili Cook-off

The annual Scoutmasters Camporee Chili Cook-off will be held west of the main activity tent. The event will have two categories, one for Scoutmasters and the other for other members of the troop (Scouts or Scouters). Judging will be Saturday afternoon by a distinguished panel of brave volunteers. The chili administrators' decisions will be final. Final rules will be available Friday night at registration.



CHILI COOK-OFF CONTEST RULES

THE FOLLOWING RULES ARE TO BE ADHERED TO BY ALL COOK-OFF CHAIRMEN, COOKS, AND/OR ASSISTANTS

1. All contestants must be Scouts. "Ringers" will be summarily ejected from the entire Camporee.
2. Contestants are responsible for supplying "ALL" of their own cooking utensils, Coleman type stoves, pots, tables, etc.
3. All contestant teams must wash their hands before preparing their chili.
4. Displays and demonstrations will be judged based upon overall appearance, ambiance, aesthetics, spirit, participation of the contestants, and enjoyment by the judges and observing Scouters.
5. "Spontaneous" demonstrations throughout the spectator area are permitted. However, contestants are asked that their support team respect the other visitors and their view of the event.
6. Offensive distractions (such as loud generators, baggy pants or dirty tee shirts) are not allowed. Pleasant and enjoyable activities such as music and dancing are strongly encouraged.
7. Prolonged visits to the Jiffy John will disqualify any contestant and his or her entry!

OFFICIAL CHILI JUDGING:

1. Any form of chili is permissible. However, only "True Chili" will be considered for serious judging. "True Chili" is defined by the International Chili Society as any kind of meat, or combination of meats cooked with peppers, various other spices, and other ingredients with the exception of items such as beans or spaghetti, which are strictly forbidden.
2. No ingredient may be precooked or treated in any way prior to the setup period the day of the cook-off. The only exceptions are canned or bottled tomatoes, tomato sauce, peppers, pepper sauce, beverages, broth, and grinding or mixing the spices. Meat may be pre-cut or ground, but not treated in any way. All other ingredients must be chopped or prepared at the cook-off.
3. Preliminary judging will be done by "People's Choice." *{This means that your Chili must look good enough so that visiting Scouters will actually want to taste it!}* Ballots turned in by the people visiting the contest will determine finalists.
4. The judging committee will select the winners based on taste, appearance and creativity. Good Chili combines the elements of texture, freshness, aroma and of course taste.
5. All chili must have a name for the recipe that is clearly displayed in the cooking area. Names that have Biblical or Religious significance are discouraged. Weird names that refer to Scouting or

Scouters are encouraged. All names must be in English unless the Chili only has an International approved name.

6. Teams may not charge for samples for this judging.
7. The quantity of chili prepared for the people's choice is the team's decision.
8. Any attempts to influence, bias, or sway visiting Scouters toward one chili or away from another are encouraged. Attempts to influence the final judging staff are permitted.
9. Winners will be required to submit their recipe for posting on the South Florida Council Web site. For those contestants who are worried about giving away secrets, there is no requirement that the recipe you submit resembles what you actually cooked in any way. This is a fun contest.

EVENT TIMES:

1. Set up by 10:00 a.m.
2. Cooking begins at 11:00 p.m. All cooking must be done at the event site; please keep this in mind.
3. People's Judging begins at 2:00 p.m. Final Judging will take place at 3:30 p.m. Finalists must provide their sample to the judges in a non-returnable container prior to 3:00 p.m.
4. All finalists must submit their "recipe" along with the sample to be judged.
5. Prizes will be awarded for First, Second and third place in two categories. The first category is ONLY SCOUTMASTERS; the second category is for any other Scouter.

Volleyball

This Activity takes place at the Volleyball Court near the Midway Tent

Your unit leader should sign your team up at:

<https://www.signupgenius.com/go/70A0F4BABAA2BA0FB6-44785477-2024>

before February 13th or on Friday night during SPL Cracker-Barrel and playoff elimination will be established at the volleyball Site. Initial Brackets will be posted before noon outside the Registration Tent. There is a limit of two (2) teams per unit.

Rules:

- 6 players on the floor at any one time - 3 in the front row and 3 in the back row
- Maximum of 3 hits per side
- Points are made on every serve for the winning team of rally (rally-point scoring).
- Players may not hit the ball twice in succession. (A block is not considered a hit.)
- Ball may be played off the net during a volley and on a serve.
- A ball hitting a boundary line is in.
- A ball is out if it hits an antennae, the floor completely outside the court, any of the net or cables outside the antennae, the referee stand or pole, the ceiling above a non-playable area.
- It is legal to contact the ball with any part of a player's body.
- It is illegal to catch, hold or throw the ball.
- A player cannot block or attack a serve from on or inside the 10-foot line.
- After the serve, front-line players may switch positions at the net.
- Single elimination tournament. Teams will play to 11, must win by 2. Max time is 10 mins, winner is the team with most points at time limit. If tied One last serve is done to determine the winner.

Basketball

This Activity takes place in the parking lot by the Boat Ramp (subject to change)

Your unit leader should sign your team up at:

<https://www.signupgenius.com/go/70A0F4BABAA2BA0FB6-44785477-2024>

before February 13th or on Friday night during SPL Cracker-Barrel and playoff elimination will be established at the basketball Site. Initial Brackets will be posted before noon outside the Registration tent. There is a limit of two (2) teams per unit.

Rules:

- Before games, both teams will warm up for two minutes. A TEN-MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.
- Games will be to 15 points, win by one point or 20 minutes whichever comes first. When the game ends after 20 minutes, the team ahead shall be declared the winner; if a game reaches time in a tie, the teams will play sudden-death overtime with the team scoring first declared the winner. (Possession in overtime is explained in Rule 4)
- Stalling goes against the fun principles of 3-on-3. An “unwritten” 30-second clock is in effect at all times and may be enforced by the referee at their sole discretion. Failure to attempt to shoot in 20 seconds, after being advised by the referee, will result in loss of possession.
- Each team is allowed two 30 second time-outs. In addition, neither team can stall in the last 5 seconds of a game in the check ball situation, or the last 15 seconds of a game in a free throw situation. If stalling occurs, the clock will be stopped until the ball is put into play by an in-bound pass.

Exhibition Midway

All of the activities on this page are located in and around the main Exhibition tent along with many other displays and booths for Scouts to visit and learn from.

We are proud to present a multitude of exciting events here from Fire trucks, Police and Historic Military Vehicles. There are also many other great events in the Exhibition Midway area. Plan your time well because there are lots of activities to experience.

Trail of Flags

On display will be replicas of flags from the earliest explorers to reach our country, as well as many of the earliest flags of our nation and others. Don't let your Scouts miss it. See how many they can identify. It is surprising how much they can learn while having fun. Look for the flags at the Exhibition Midway.

Orienteering

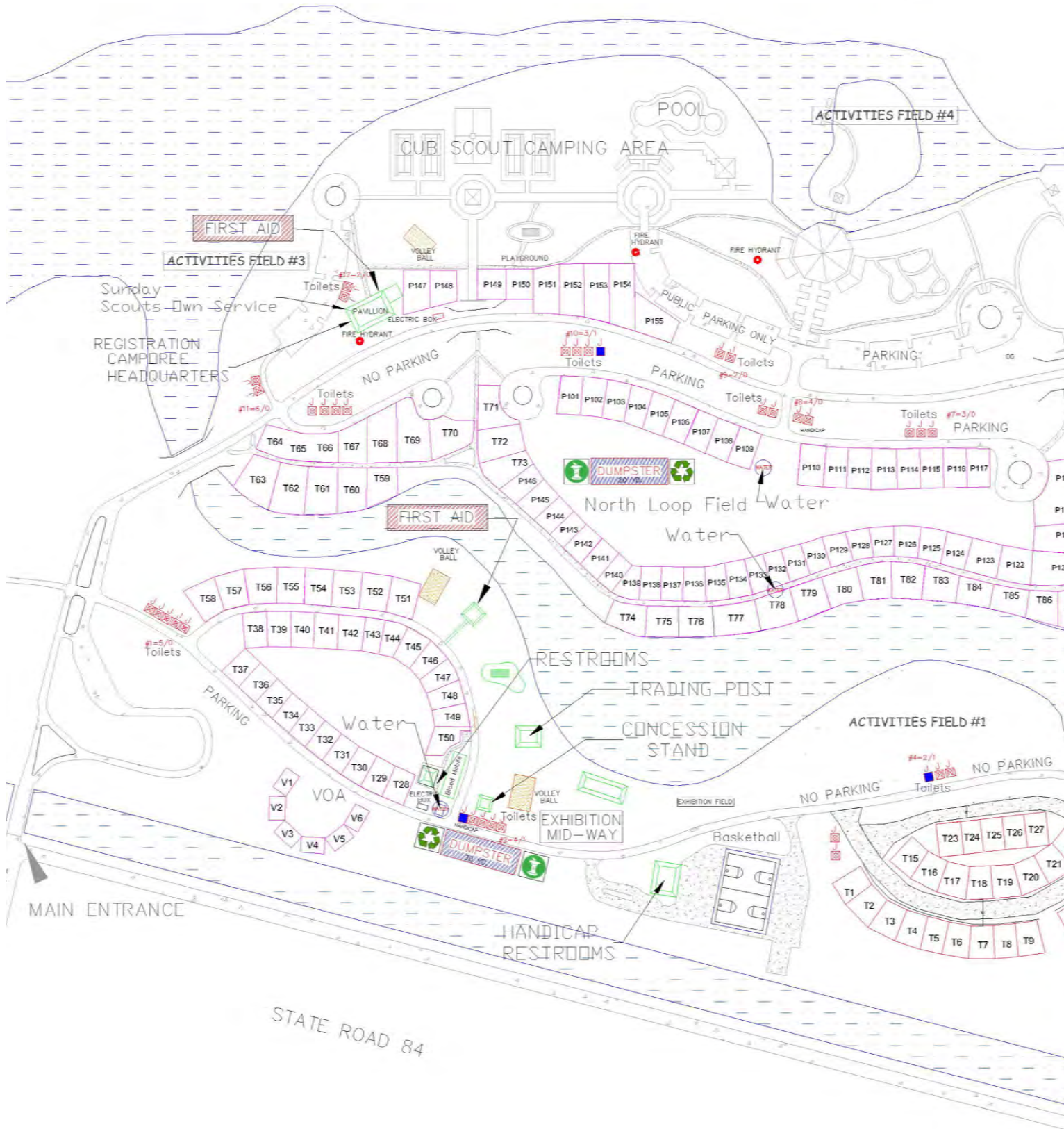
Orienteering is a recreational and competitive sport. Kind of a running / hiking game which involves using a detailed map and a compass to find one's way through unfamiliar terrain. A beginner, intermediate and advanced courses were set up at Markham Park as an Eagle project by Sebastian Ayers Michko. Patrols will compete on the beginner course which goes around the camporee area. Each patrol must have a phone camera or digital camera and a compass. Patrols will record they visited each control station by taking a picture at each marker. When you are ready, pick up your map and instructions at the Midway Tent. This is a timed event; there will be 1st, 2nd and 3rd place ribbons.

Native or Exotic

Recognizing plants and animals as Native or Exotic, if there is tie score, the tiebreaker is matching scientific names to the photos.

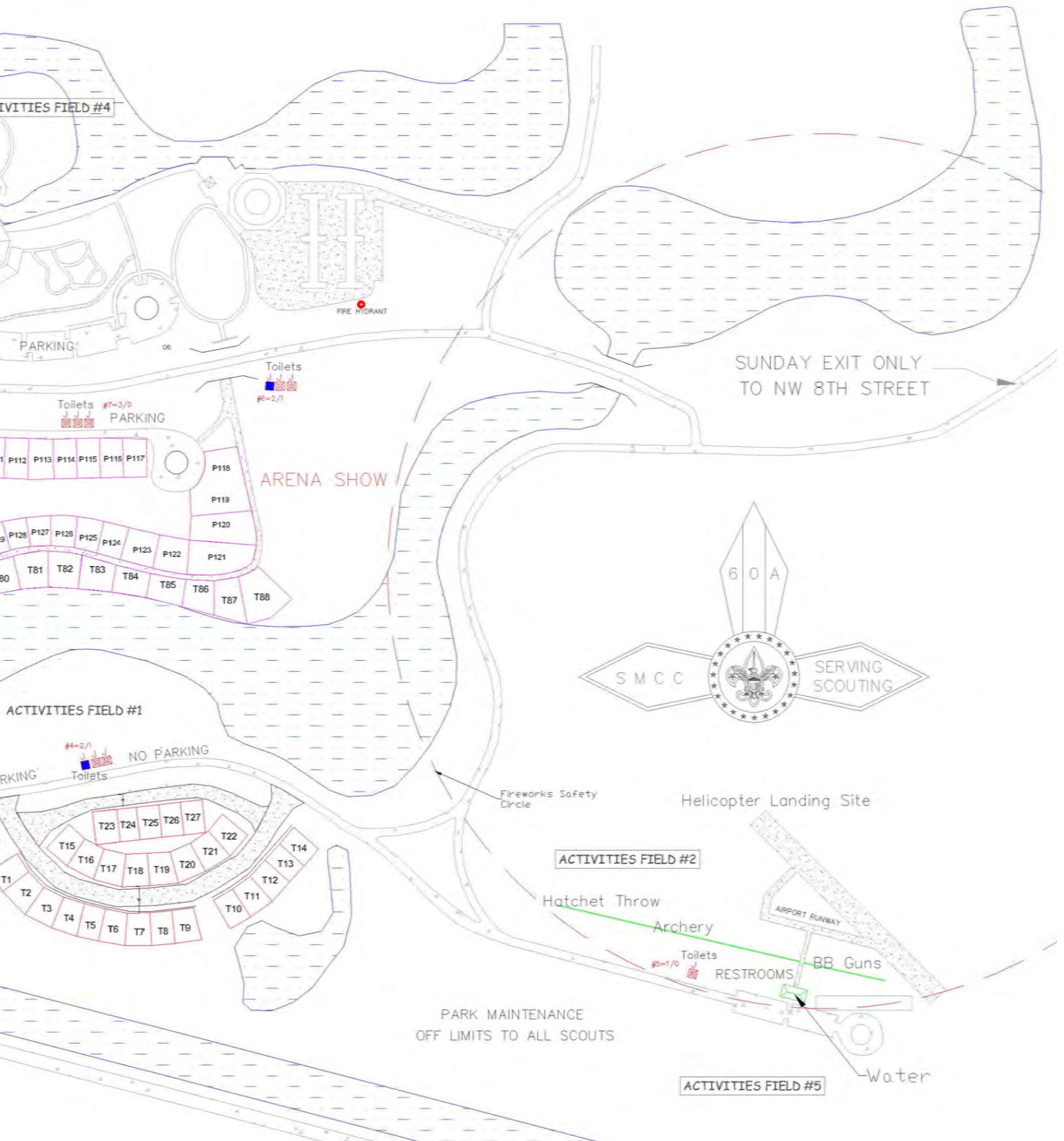
Scoutmasters C

Markham Park, Sunrise



ers Camporee

ark, Sunrise, Florida



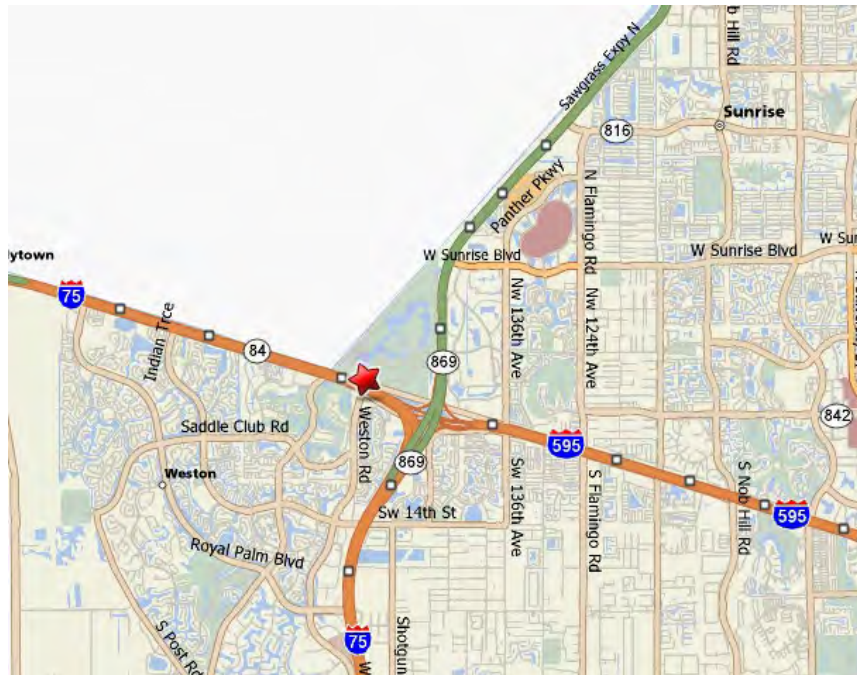
DIRECTIONS TO MARKHAM PARK

The address of Markham Park is 16001 W. State Rd. 84, Sunrise FL 33326.

DIRECTIONS FROM THE WEST COAST OF FLORIDA

After the tollbooth go approximately three miles east to Exit #12; this is Glades Parkway (also State Road 84 East). It's a shallow turn to the right that parallels I-595 into Ft. Lauderdale. Proceed east on State Road 84 approximately four miles to Weston Road. There you will see a Shell Station and Burger King.

Try to arrive in the next to most left lane for your left turn onto Weston Road, which runs north and south underneath I-595. Go approximately 200 yards and you will see directly ahead the entrance to Markham Park, site of the Scoutmasters Camporee.



FROM THE SOUTH

Exit I-75 at Royal Palm Blvd. (Exit #15). Go west to Weston Road and turn right. Go north on Weston Road to Markham Park.

FROM THE EAST

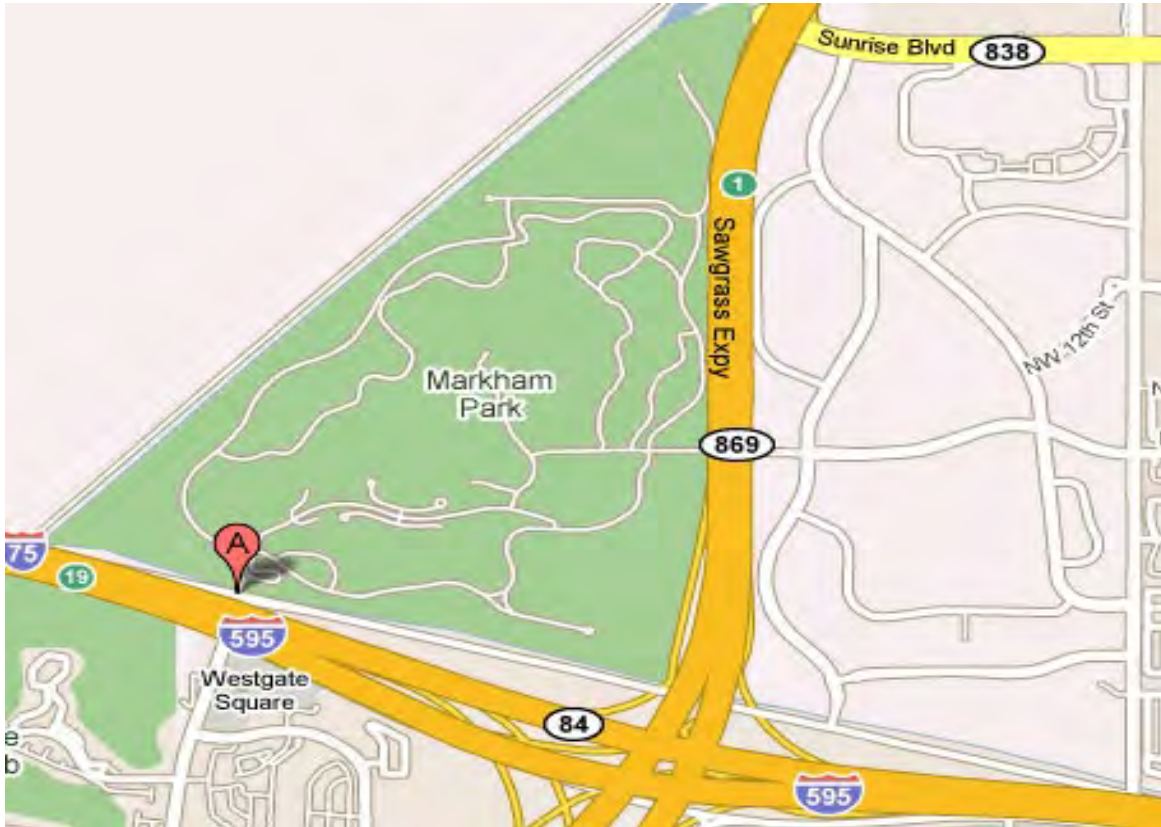
From I-95 or the Florida Turnpike, take I-595 westbound and after Exit 1, SW 136 Ave, move to the right lane and follow the signs for SR 869 (Sawgrass Expressway). Exit on SR 84 West, Weston Rd. Markham Park is on the north side of SR 84 at Weston Rd.

FROM THE NORTH ON SAWGRASS EXPRESSWAY

Exit on Sunrise Boulevard East, then go east on Sunrise Boulevard to NW 136th Avenue, then turn right (south) on 136th Ave and go to State Road 84. Turn right (west) on SR 84 to the next traffic light (Weston Road) and turn right into the park.

EXITING MARKHAM PARK

On Sunday, you can exit Markham Park through the Park front entrance onto SR 84. You can go under I-595 and make a left to get to I-595 or I-95. Go straight to go to Weston. Make a right on SR 84 to take I-75 West.



SCAVENGER HUNTS

The Scavenger Hunt is an activity to encourage youth members attending the Camporee to meet and talk both with other youth and adults that they might otherwise not meet or talk to, and at the same time have some fun. Many of the answers to the Scavenger Hunt can be found in the Camporee booklet, in your Scout Handbook, at the OA Village, and at the High Adventure booths.

There will be two forms – one for Cub Scouts and one for Older Scouts. Please encourage your youth to participate in this event as well as all other activities of the Scoutmasters Camporee.

Completed Scavenger Hunt forms will be turned-in at the Registration tent (South Side) by 4:30. All units turning in a form will receive a Scavenger Hunt Ribbon. 1st, 2nd and 3rd place ribbons will be handed out based on time and accuracy for each form.

ORDER OF THE ARROW EXHIBIT

This activity is located just to the east of the main Exhibition tent.

The [O-Shot-Caw Lodge](#) of the Order of the Arrow has an exhibition of items. Teepees, costumes and other items that will give Scouts some idea of the fun they can have by becoming an Honor Camper. The Order of the Arrow will stimulate the imagination of Brothers concerning the making of regalia and other relevant items. The OA will certainly take you to the next level in Scouting. There will also be a display about OA High Adventure Activities in this area.



Native American Indian Village

This activity is located just to the east of the main Exhibition tent.

Come, experience and learn the way of life, in Native American Indian Culture which is hosted by the Order of The Arrow, O-Shot-Caw Lodge and Friends. View the Teepee and Museum exhibits, enjoy hands on crafts & games, learn how to sing around the drum, and its proper etiquette with the O-Shot-Caw Lodge award winning DRUM TEAM and much more. The morning schedule will include items needed for the Indian Lore Merit Badge.



Schedule:

9:00 a.m. to Noon

1:00 p.m. to 3:30 p.m.

MAIN ACTIVITY FIELD #1

GaGa Ball

All players start on a wall of the pit.

The game begins with a referee throwing the ball into the center of the pit.

When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'BALL' on the third bounce, after which the ball is in action.

Once the ball is in play, any player can hit the ball with an open or closed hand.

If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues.

If a ball is caught on a fly or is hit out of the octagon, the player who hit the ball is out.

Players cannot hold the ball.

If needed, a second ball can be thrown in the pit to expedite the end of the game. The last player standing is the winner of that round.

Double touch is only allowed when there are only two players in the octagon.

Spike Ball

Gather the patrol around the Spike ball net and test your skill at this relatively new game. Serve the ball and make sure it bounces off the net on the way to the next person. If they miss, you score! Full rules and details can be found at <https://spikeball.com/pages/official-rules>.

Hole Wall Plank Game

Test your precision and balance skills! Raise the wooden bar with a ball on it to the top of the wall without letting the ball fall into a hole on the way up.

Obstacle Course

The always-popular Obstacle Course will be located in Activity Field 1 (see map). We are looking for a few good Patrols with the inner strength to complete this challenging course. Listed below are some of the challenges.

Monkey Bridge - Hand-Over-Hand Rope - Rope swing over Water - Balance Beam - Crawl Under

Eagle's Nest

Try your hand at getting the balls into the Eagle's nest high overhead.

Human Foosball

Modeled after the popular game Foosball, this event is sure to get your team building skills a good test. Scouts will make teams of 6 and play as human Foosball figures battling to get the ball to the goal.

Vertical Climbing Wall

There will be a Climbing Wall located on the South/Main Activity Field. Test your climbing skills and see if you can make it over. Can you make it over the top?

Horizontal Climbing Wall

Try your skills at walking along this wall, hand to hand and foot to foot.

Soccer Ball Pass Master Challenge

Each team of 6 or 7 Scouts will pass a soccer ball through a board with increasingly smaller holes.

Tic-Tac-Toe

Two teams of Scouts will use frisbees to play tic-tac-toe.

Fishing

The IGFA will be bringing out fishing poles and supplies for the Scouts to use for catch and release fishing as well as fun learning games.

Tug of War

Your unit leader should sign your team up at Sign-up with your unit at:

<https://www.signupgenius.com/go/70A0F4BABAA2BA0FB6-44785477-2024>

before February 13th or on Friday night during SPL Cracker-Barrel. Initial Brackets will be posted before noon outside the Registration tent and playoff elimination will be established at the Tug of War site.

EAST/AIRPORT ACTIVITY FIELD #2 – OLDER SCOUTS ONLY

Archery

Scouts have a chance to learn archery safety, and to practice shooting arrows at targets on the archery range.

Marksmanship

This activity provides participants the opportunity to learn gun safety from experts and to practice and have fun shooting air rifles at targets and youth can earn the “Bull’s-eye Award” for Marksmanship.

NORTH CUB SCOUT ACTIVITY FIELD #3 – until Noon

Pack Games and Activities

All Pack Run Games and Activities will be located in this area.

Cub Scout Climbing Wall

Cub Scouts will be permitted to participate in the climbing wall with parent consent from 9am-Noon and 1:00-3pm. Unit must sign up to run an event to receive a time slot.

NORTH CUB SCOUT ACTIVITY FIELD #4 – until Noon

These activities are all scheduled by the Cub Scout Chief, and units will be given times to report for each event. If you do not show up at your assigned time, you forfeit your opportunity to participate.

Archery

Cub Scouts have a chance to learn archery safety, and to practice shooting arrows at targets.

Marksmanship

This activity provides participants the opportunity to learn gun safety from experts and to practice and have fun shooting air rifles at targets.

SOUTH ACTIVITY FIELDS #1 After Lunch

Cub Scouts and registered visitors are welcome to come over to the South Side Activity Fields #1, after Lunch and participate in all age-appropriate games and activities there.

COMPETITION AWARDS

ACTIVITY RIBBONS - Some activities will award 1st, 2nd, and 3rd Place Ribbons. These will be presented during the Cracker Barrel on Saturday Night.

- PATROL EXCELLENCE RIBBON - Presented to each patrol that completes all of the requirements of their Scorecard.
- THE TROOP PARTICIPATION RIBBON - Each troop participating in the Camporee will receive the TROOP PARTICIPATION RIBBON.
- CAMPSITE INSPECTION RIBBON – 1st, 2nd, and 3rd Place Ribbons will be awarded in each Camporee Area. Campsites will be judged upon the basis of the Inspection Criteria listed in the Booklet. One Overall 1st Place trophy will be awarded to a BSA troop, crew or other youth group. Ribbons will be awarded for Overall 2nd and 3rd places. Criteria are listed in this booklet. Cub Scouts will have separate awards.
- GATEWAY INSPECTION RIBBON - Gateways will also be judged within each of the Camporee Areas. First, Second and Third Place Ribbons will be awarded in each area with one Overall Camporee First Place trophy for a BSA troop, crew or other youth group. Ribbons will be awarded for Overall, 2nd, and 3rd places. Gateway Inspection Criteria are listed in this booklet. Cub Scouts will have separate awards. **The Top 3 Gateway will be invited to set them up at the Car Show on February 25th at Camp Elmore.**
- PATROL FLAG/DEN FLAG COMPETITION - Ten finalists will be chosen from Patrol Flags and Den Flags submitted for judging. Ribbons will be awarded for 1st through 10th place for older Scout patrols. Ribbons will be awarded for 1st, 2nd, and 3rd place for Cub Scout dens and younger youth.
- 5K RUN – 1st, 2nd, and 3rd place ribbons will be awarded based on times recorded at the end of the event three categories: Cub Scouts, older Scouts and adults. A participation ribbon will be awarded to each participant that finishes the event.
- GEO CACHING COMPETITION - Ribbons for 1st, 2nd, and 3rd places for all older Scout patrols.
- VOLLEYBALL COMPETITION-1st, 2nd, and 3rd places for all older Scout patrols.
- 3 ON 3 BASKETBALL – 1st, 2nd, and 3rd place ribbons will be awarded based on scores during the event.
- TUG-OF-WAR – 1st, 2nd, and 3rd place ribbons will be awarded based on process of elimination recorded during the event.
- CHILI COOK-OFF - Awards will be given for 2 categories: Scoutmasters Chiefs' Choice and People's Choice. Awards will be presented at the cracker barrel on Saturday night. All the fun, bribing, and name-calling will be continued at the presentation.
- SCAVENGER HUNT - Ribbons for 1st, 2nd, and 3rd places for the top 3 troops/crews and the top 3 packs.
- BULLS EYE AWARD – Each Scout hitting a “Bulls Eye” in Archery or Marksmanship will receive a ribbon.
- CUB AWARDS – 1st, 2nd and 3rd place ribbons will be given for Campsite, Gateway, Flags, Overall, and for each event. There will also be one Spirit Award. Each den participating in the Camporee will receive a Den Participation Ribbon.
- Orienteering – 1st, 2nd, and 3rd place ribbons awarded to patrols that visit each control station in the 3 fastest time.

PATROL RIBBON FOR EXCELLENCE

Patrol Scoring Card

- All scorecards will be distributed at Camporee Headquarters when your unit registers. One card per patrol registered.
- The entire patrol, except Junior Leader Staff Members, must complete all of the requirements on the card to be awarded the Patrol Ribbon for Excellence.
- The patrol scorecard must have the full name of each Scout in the patrol, the unit number and the patrol name.
- The patrol scorecard must also be signed or initialed by an instructor or staff member at each of the Camporee Activities and must be signed by the unit leader.
- When all of the requirements for the entire patrol have been met, the patrol leader should turn the scorecard over to the senior patrol leader for signature by the unit leader. The senior patrol leader **MUST** turn the scorecard into the Camporee Headquarters no later than 6:00 P.M. Saturday.

PATROL FLAG / DEN FLAG / PAPER MÂCHÉ COMPETITIONS

The Patrol Flag Competition will be held on Saturday afternoon at the Exhibition Midway pavilion near the trading post. (See the map.) The Den Flag competition will be held at the same time at the North Pavilion (see details in the Cub Scout Section of the booklet). Patrols wishing to enter must present their flags at 1:00 P.M. Saturday at their respective locations. The Patrol scorecards will be signed when the Flag is turned in. Each Flag will be tagged with Unit Number and Patrol Name or Den Number. Judges will pick ten (10) Finalists, and finally, 1st, 2nd, and 3rd Place winners for Scouts BSA/Venturers/older youth. Awards will be presented at the Cracker-Barrel on Saturday Night. Flags submitted repetitively year to year without change or improvements will be graded lower. Patrol Flags **must** be picked up at 4:00 P.M. from where they were dropped off.

PAPER MÂCHÉ MODEL COMPETITION

The Troop/Crew/Older Youth models will be judged on Saturday afternoon at the Exhibition Midway pavilion near the trading post. (See the map.) The Pack/Younger Youth models will be judged at the same time at the North Pavilion. Patrols wishing to enter must present their models by 1:00 pm Saturday at their respective locations. Judges will pick ten (10) Finalists, and finally, 1st, 2nd, and 3rd Place winners for Scouts BSA/Venturers/older youth and the same for Packs/younger youth. Awards will be presented at the Cracker-Barrel on Saturday Night. Models **must** be picked up at 4:00 P.M. from where they were dropped off.

PATROL FLAG COMPETITION SCORE SHEET

UNIT NUMBER _____

DISTRICT _____

PATROL NAME/DEN # _____

COUNCIL _____

SCORE
(Max 10 pts per Line)

- 1. Pole length 6'2" standard, plus or minus 2" _____
- 2. Top of pole decorated _____
- 3. Unit and District identified on Flag _____
- 4. Patrol or Den identity clearly defined _____
- 5. Flag hemmed and bound _____
- 6. Fastening holes reinforced or have grommets _____
- 7. Pole finished or decorated _____
- 8. Patrol/Den members identified on Flag _____
- 9. Scout Made (some adult assistance okay) _____
- 10. Overall durability (weather proof) _____
- 11. Flag stand "Scout Made" _____
- 12. Portability (can it be carried easily) _____
- 13. Extra points (First Aid Kit attached, etc.) _____

TOTAL POINTS: _____

RANKING (1ST – 10TH ONLY): _____

IMPORTANT: TROOP COUNCIL AND DISTRICT IDENTIFICATION MUST BE ON FLAG OR POLE, OR THE FLAG WILL BE DISQUALIFIED FROM JUDGING. OTHER YOUTH GROUP PATROL FLAGS SHOULD DISPLAY CORRESPONDING INFORMATION.

PAPER MÂCHÉ COMPETITION SCORE SHEET

UNIT TYPE/NUMBER _____ Campsite # _____ DISTRICT _____

PATROL NAME/DEN # _____ COUNCIL _____

Cub Scout/Other Youth Group (grades 1- 5)

Make the most life-like **Native Plant or Animal** out of paper mâché. Submissions should be left in the campsite for inspection, then taken to the Corporate Pavilion at 1:00 pm for judging.

Scouts BSA/Crew/Other Older Youth Groups (Grades 6 – 12)

Make the most life-like **Exotic / Non-native Plant or Animal** out of paper mâché. Submissions should be left in the campsite for inspection, then taken to the Midway Tent at 1:00 pm for judging.

ALL MODELS SHOULD BE PICKED UP BY 4:00 PM FROM THEIR RESPECTIVE LOCATIONS.

SCORE

(Max 10 pts per line)

Model size not more than 18" tall _____

Unit and District identified on back of item _____

Patrol/Den identity clearly defined on back _____

Should sit on table safely _____

Camporee theme incorporated _____

Scout Made (some adult assistance okay) _____

Info sheet with a picture of the subject provided _____

Life-like appearance of the model _____

TOTAL POINTS: _____

RANKING (1ST – 10TH ONLY): _____

SMCC CAMPSITE INSPECTION SCORE SHEET

Uniformed Unit Designee must be in Campsite for Inspection

Unit # _____

Campsite #('s) _____

1. Campsite	Goal	Score
a. American Flag properly displayed in campsite. (American Flag displayed on left when entering campsite).	10 pts	
b. Unit flag properly displayed in campsite.	5 pts	
c. Service project displayed showing troop participation.	4 pts	
d. Service project display protected from the elements.	1 pt	
e. Small campsite improvements (one point per project).	5 pts	
f. Large campsite improvements (one point per project).	5 pts	
2. Tents	Goal	Score
a. Tents in rows with all front edges of tents in a straight line.	5 pts	
b. Tents arranged in order- smaller tents in front, larger in rear.	5 pts	
c. Tent doors and windows uniform (all open or all closed).	5 pts	
d. Guy lines whipped/fused and highly visible in traffic areas.	5 pts	
e. Tenting area free of trash.	5 pts	
f. No lanterns, candles or stoves in or near tents.	5 pts	
3. Health/Safety	Goal	Score
a. First Aid kit visible and properly marked.	5 pts	
b. Fire extinguishers inspected & charged (minimum of 2).	5 pts	
c. Fire extinguishers in each campsite cooking area.	5 pts	
d. Ax yard or fuel yard properly identified (include proper storage).	5 pts	
e. Use of Gasoline Generator or Gasoline container visible	-20 pts	
4. Food and Cooking Area	Goal	Score
a. Food properly stored in containers off the ground.	5 pts	
b. Coolers clean, off the ground.	5 pts	
c. Trash bags properly hung off the ground (at least 3' high).	5 pts	
d. Dining area clean and orderly (tables free of food).	5 pts	
e. Stoves or cooking equipment at least 18" off ground.	5 pts	
f. Guy lines on flies/tarps whipped/fused and marked.	5 pts	
g. Menus should be posted in the cooking areas.	4 pts	
h. Menus should be protected from the elements.	1 pt	
i. Three station wash area.	10 pts	
5. Patrol Method	Goal	Score
a. Unit roster posted.	5 pts	
b. Duty roster completed and posted (assignments for Fri/Sat/Sun).	5 pts	
c. Patrol flags displayed with patrol boxes (if available).	5 pts	
d. Unit and duty rosters protected from the elements.	5 pts	
6. Camporee Theme	Goal	Score
a. Theme prominently displayed in campsite.	10 pts	
b. Theme requirements prominently displayed.	4 pts	
c. Display properly protected from the elements.	1 pt	
d. Paper Mâché Species Model (see page 44 for details)	5 pts	
Bonus Points – 5 pts per adult volunteer	Max 10 pts	
<i>In order to be eligible for any awards each troop must obtain at least 75 points. Decision of the Judges is final.</i>	Total	

CRITERIA FOR CAMPSITE INSPECTIONS

The following are the guidelines used by the campsite inspection teams. The campsite includes both the youth and adult areas (the adult area is treated as another patrol site). Despite the specificity, some objectivity is still involved. However, this should provide a pathway to a better understanding and more consistent expectations.

1. Campsite

- a. 10 points - American Flag displayed in campsite. American Flag displayed on left when entering the campsite. This flag may be part of the gateway.
- b. 5 points - Unit flag properly displayed in campsite. Unit flag displayed on right when entering the campsite. This flag may be part of the gateway.
- c. 4 points - Service Project prominently displayed in campsite and shows troop participation.
- d. 1 point - Project display protected from the elements.
- e. 5 points - Campsite improvements (1 point per project). Small projects (5 points max): washstands, shoe racks, coat hangers, tongs, pothooks, etc. Large projects (5 points max): tables, benches, above general cooking table, flagpole.
- f. 5 points - Large campsite improvements (1 point per project).

2. Tents Properly Erected

- a. 5 points - Tents in rows with all front edges of tents in a straight line.
- b. 5 points - Tents arranged in order – smaller tents in front, larger in rear and properly erected.
- c. 5 points - Tent doors and windows uniform (all open or all closed).
- d. 5 points – Guy lines/ropes whipped/fused and marked with caution tape or other highly visible material when in traffic areas.
- e. 5 points - Tenting area free of trash.
- f. 5 points - No lanterns, candles or stoves in or near tents.

3. Health and Safety

- a. 5 points - First Aid kit visible and properly marked.
- b. 5 points - Disposable extinguishers may be used and must show a pressure gauge reading in the green zone. Rechargeable extinguishers must have a valid certification that covers the date of the camporee AND the pressure gauge (if present) must show in the green zone.
- c. 5 points - Two 2lb. fire extinguishers should be in each campsite cook area, minimum, if more than one cook area, then one additional 2lb. fire extinguisher should be in each cooking location.
- d. 5 points - Ax yard and/or fuel yard is properly roped off and identified. Rope line should be 24”-36” high. Rope line should be marked with caution tape or similar visible material. Yards are away from the main areas and separated from one another.
Ax yard size should provide a safe clearance of at least an ax length from the center all around. Ax is properly stored in sheath and yard contains a chopping block. If yard contains a bow saw, blade should be in a sheath.
Fuel yard should be neat, and fuel properly stored. All fuel should be stored in the fuel yard except when in use.
- e. **-20 points Deducted from Health and Safety for the use of a Gasoline Generator at any time during the Camporee or if a gasoline container is found within the campsite area.**

4. Food and Cooking Area

- a. 5 points - Food properly stored in containers at least 2 inches off the ground.
- b. 5 points - Coolers clean and off the ground.
- c. 5 points - Trash/garbage bags properly hung off the ground at least 3' high.
- d. 5 points - Dining area clean and orderly (tables free from food).
- e. 5 points - Stoves or cooking equipment at least 18" off the ground.
- f. 5 points - Guy lines/ropes on flies/tarps whipped/fused and marked with caution tape or other highly visible material.
- g. 4 points – Menus should be posted in cooking areas and include foods from the basic food groups.
- h. 1 point - Menus should be protected from the elements.
- i. 10 points - Have a 3 station wash area with wash, rinse and sanitize areas for cook ware , plates, forks, knives, etc.

5. Patrol Method

- a. 5 points - Unit roster posted.
- b. 5 points - Duty roster completed and posted (assignments for Fri/Sat/Sun).
- c. 5 points - Patrol flags displayed with patrol boxes (if available).
Patrol flags should remain in the campsite until the completion of the campsite inspection.
- d. 5 points - Unit and Duty rosters protected from the elements.

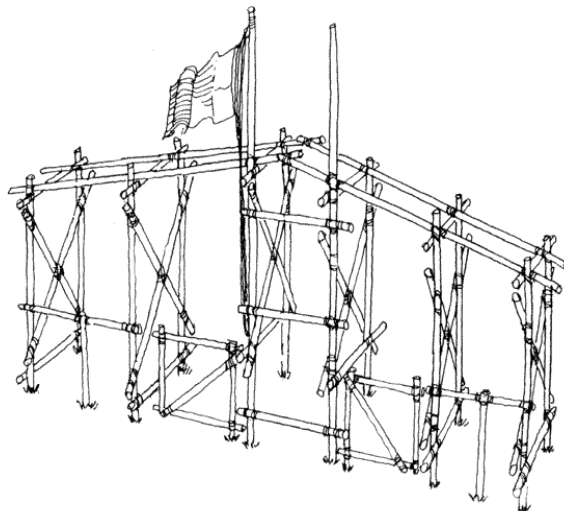
6. Camporee Theme

- a. 10 points - Theme prominently displayed in campsite.
- b. 5 points - Have a photo of **Native vs Exotic** animal with source reference for the image.
- c. 5 points – Paper Mâché model of any native or exotic organism (plant or animal). This will be judged separately after lunch. See more details on page 44, including age specific guidelines.

7. Bonus Points - Max 10 points - 5 points per adult volunteer to the camporee

CHIEFS CHOICE GATEWAY AWARD

The chief of the 2024 Scoutmasters Camporee will be responsible for the recognition of the gateway that shows the best overall theme. This is completely subjective and is a separate event from the Official gateway competition. There will be a traveling trophy awarded for this distinguished honor.



SMCC GATEWAY INSPECTION

The Scoutmasters Camporee Gateway Competition is conducted to inspire Scouts to use imagination, creativity, and inventiveness in the spirit of teamwork and unit pride to express the theme of the Camporee. This is a friendly competition. Gateways/Entrance Ways should be "**Scout Built**" and should be located at the entrance to the unit's campsite. Gateways will be judged on the following criteria:

CAMPOREE THEME - This is the major item judged. All gateways should reflect the Year and the Theme for the gateway they choose. This year's theme is "**South Florida's Wild Things...Rise of the Exotics**".

CONSTRUCTION – Gateways will consist of two individual components. The gateway structure and the embellishments used to depict the Camporee theme. **For the gateway structure itself, only pioneering/backwoods materials may be used.** Do not use construction lumber, plywood, screws, nails, ribbon, plastic, etc. The gateway structure shall be assembled in a secure and safe fashion. **NO GENERATORS ARE ALLOWED.** Battery powered lighting may be used. Digging holes is allowed but must be filled in, compacted and level with the ground prior to checkout so that no tripping hazards remain.

The gateway embellishments to depict the Camporee theme can be any materials or items that are Scout-appropriate and may be attached to the gateway structure in any manner to ensure that they are safe. However, access or visibility to the gateway structure must be maintained so that the judges can appropriately review the knots and lashings used in its construction.

IMAGINATION - Gateways are a chance for troops to express their artistic and creative ability. Gateways shall be considered as stage settings that reflect the theme.

VISUAL IMPACT - Gateways should gain the attention of passersby in a dynamic way. Use of color, movement, size, and content will be reviewed.

REQUIRED ITEMS - Unit number, sponsoring organization, council, district, American Flag and unit flag.

JUDGING - Gateways will be subjectively judged according to degree of quality or the utilization of each item listed above. The judges will use their knowledge and skills based upon their experience. All judges have training in knots, lashings, and Scoutcraft and their application. The decision of the judges will be final.

AWARDS - Gateways will also be judged within each Camporee Area (see page 27). First, second, and third place awards will be presented for each designated area. Only Campsite Overall and Gateway Overall awards plus Chief Choice will be presented at the Arena Show. All other awards will be presented at the Cracker Barrel Saturday night. Cub Scouts have a separate awards program.

SPECIAL NOTE: We are aware of the limited availability of pioneering materials for gateway structure construction. The cutting of trees for one or two weekend's use is not environmentally considerate, therefore, please remove all materials, and preserve them for future use. We are also aware that the transporting of timber is difficult. Gateways should change every year along with the theme. It is hopeful that all troops can participate. This will allow the theme to be clearly visible in every corner of the Camporee. We encourage all units to participate and we look forward to seeing every unit expressing their creativity and imagination in their gateways.

Note to Each Scoutmaster:

- Any Gateways that have had adult participation will be disqualified from judging.
- All aspects of your gateway are to be constructed at the Camporee other than embellishments used to depict the Camporee theme.
- No nails, screws, wire, bolts, staples, etc. may be used to enhance gateway construction. There are to be no extension cords from generators or 110 volt attached to a gateway.
- The safety of the Scouts is of the utmost importance therefore the judges and Camporee Chiefs have the right to request alterations to any gateway that appears to be unsafe.

SCOUTMASTERS CAMPOREE GATEWAY INSPECTION SCORE SHEET

Unit # _____	Campsite #'(s) _____	
1. Unit Identified on Gateway	Goal	Score
a. Unit number displayed	2 pts	
b. BSA district or non-BSA equivalent displayed	2 pts	
c. BSA council or non-BSA equivalent displayed	2 pts	
d. BSA Charter partner, or non-BSA meeting location, displayed	2 pts	
e. City or town displayed	2 pts	
2. Flags Displayed Properly	Goal	Score
a. American Flag properly displayed (on right when exiting site)	2 pts	
b. Unit Flag properly displayed (on left when exiting site)	2 pts	
c. American Flag same size or larger than other flags	3 pts	
d. American Flag flown higher than other flags	3 pts	
3. Camporee Theme Clearly Evident on Gateway	Goal	Score
a. Quantity of embellishments (1 pt each)	10 pts	
b. Subjective: Quality of embellishments	10 pts	
c. Subjective: How well the gateway represents the theme	10 pts	
4. Constructed by Youth	Goal	Score
a. All elements built onsite, excluding signs and decorations	5 pts	
b. Subjective: building process directed by Scouts	5 pts	
c. Subjective: subtract from 10 points for adult assistance	10 pts	
5. Gateway of Safe & Sturdy Construction	Goal	Score
a. Fee standing (-2 points for guide wires AND/OR stakes)	5 pts	
b. 6' tall adult must be able to walk through gateway safely	5 pts	
c. No obstruction in the entrance	3 pts	
d. No exposed sharp objects	2 pts	
e. Must be sturdy, support 50 lbs, stand up in wind.	5 pts	
6. Knots, Lashings & Whipping Properly Done (% basis)	Goal	Score
a. Correct lashings are used for the correct purpose	10 pts	
b. Knots and lashings done as described in BSA Handbook	20 pts	
c. All ropes of natural materials	5 pts	
c. Ropes properly whipped or back-spliced	5 pts	
7. Working Gate or Bridge	Goal	Score
a. Have a gate or bridge	5 pts	
b. Gate must turn with gentle force, bridge 12" off ground	5 pts	
c. Gate must totally restrict entrance. Bridge must have handrails.	5 pts	
d. Notification system attached to gate or bridge	5 pts	
8. Creativity and Originality	Goal	Score
a. Overall creativity of the gateway	10 pts	
b. Visual - is it an interesting and appealing gateway	5 pts	
c. Originality of design compared to other gateways at Camporee	5 pts	
9. Scout Skills	Goal	Score
a. Gateway complexity	20 pts	
b. Built with natural materials, no nails, screws, bolts, etc.	5 pts	
c. Embellishments made using pioneering skills	5 pts	
<i>In order to be eligible for any awards each troop must obtain at least 100 points. Decision of the Judges is final.</i>	Total	

CRITERIA FOR GATEWAY INSPECTION

The gateway inspection teams will utilize the following guidelines. The goal of this guideline is to describe the rationale and criteria. A perfect score is 200 points.

1) Essentials (2 Points per Item - Identification may be on Unit Flag) – 10 Points

- 2 Points – Troop or crew number displayed.
- 2 Points – BSA district or other youth group unit displayed.
- 2 Points – BSA council or other youth group council displayed.
- 2 Points – Institution, school or service organization that charters the unit.
 - Other youth group may list meeting location.
- 2 Points – City or town displayed.

2) Flags Properly Displayed – 10 Points

- 2 Points - American Flag properly displayed.
 - On right side when exiting campsite
- 2 Points - Pack unit Flag properly displayed.
 - On left side when exiting campsite
- 3 Points – American Flag size vs. Unit Flag
 - American flag should be same size or larger than other flags when displayed.
- 3 Points - Height of American Flag vs. Unit Flag properly displayed.
 - American Flag must be no lower than any other flag.

3) Camporee Theme Clearly Evident on Gateway – 30 Points

- 10 Points – Quantity of embellishments displaying Camporee theme (1 point each)
- 10 Points – Subjective: Quality of embellishments displaying Camporee theme.
- 10 Points – Subjective: how well the gateway represents the theme.

4) Constructed by Youth – 20 Points

- 5 Points – All structural elements built on site.
 - Excluding gateway sign and non-pioneering decorations
- 5 Points – Subjective: Building process was directed by junior leaders (Scouts) not adults.
- 10 Points – Subjective: Gateway constructed by Scouts.
 - Points will be subtracted from 10 points based on number of instances and significance of adult assistance.
 - Adults may only be utilized for safety concerns.
 - Adults may not fix details before gateway is judged.

5) Gateway of Safe and Sturdy Construction – 20 Points

- 5 Points - Gateway must be Free standing.
 - 2 Points will be subtracted if guide wires are necessary for stability.
 - 2 Points will be subtracted for each stake or pinning utilized to support gateway.
- 5 Points – 6 Ft tall adults (standing upright) must be able to walk under gateway.
- 3 Points – Gateway entrance clear of objects.
 - Must not have to step over objects to enter.

- 2 Points – Gateway must not have any exposed sharp objects.
 - Fences, projects and embellishments will be graded as part of gateway.
- 5 Points – Subjective: Gateway must be sturdy.
 - Must be able to support 50 lbs. of weight.
 - Must not be able to be blown down by heavy winds.
 - Embellishments must be sturdily attached.

6) Knots and Lashings Properly Done – 40 Points – all areas will be scored on a percentage basis. If one lashing out of 10 is done incorrectly, then the unit would lose 2 points under the second category below.

- 10 Points - Appropriateness of the knots and lashing.
- 20 Points – gateway constructed by knots and lashings as defined in BSA handbook.
 - Clove Hitch
 - To start all lashings except Diagonal Lashing
 - To end all lashings
 - Square Lashings – for binding two poles at right angles to each other
 - Shear Lashing – for A frame
 - Diagonal Lashing – for binding poles at an angle other than right angle.
 - Tripod Lashing – for making a tripod.
 - Round Lashing – for binding two poles side by side
 - Floor lashing – for making deck or walkway of bridge.
- 10 Points – Ropes Properly Whipped or Back-spliced and of natural materials.
 - 5 Points - All rope of natural materials, including rope used to attach items to the gateway – on a percentage basis.
 - Coir –rope is made from fibers of coconut shells.
 - Cotton –rope is made from cotton fibers.
 - Sisal –rope is made from leaves of the plant *Agave sisalana*.
 - Manila –rope is made from leaves of the plant *Musa textilis*.
 - Hemp – rope is made from the stalk of the plant *Cannabis sativa*.
 - 5 Points – All ropes properly whipped or back-spliced, on a percentage basis.
 - all ends whipped – must utilize English, Common, or American Whipping
 - all ends of rope whipped at an appropriate distance from end of rope to avoid forming a knob.
 - Should not exceed $\frac{1}{2}$ or $\frac{3}{4}$ of an inch from end.
 - subjective: all whippings done tightly and correctly.

Note: 10 points will be subtracted for use of lashings not listed in the current Pioneering Merit Badge Book.

Note: 5 points will be subtracted for any excessive rope left hanging or improperly stowed

7) Working Gate or Bridge – 20 Points

- 5 Points – have a gate or bridge.
 - Gate must be an object to block entrance.
 - Bridge must be an object to cross over.
- 5 Points – Operation
 - Gate must turn or lift by gentle force.
 - Bridge must be at least 12 inches off ground and hold minimum 300 lbs. person

- 5 Points –
 - Working gate total restricts entry when in closed position.
 - Bridge has handrails .
- 5 Points – Gate or Bridge has notification system to introduce visitors.
 - Doorbell, gong, or other mechanism
 - Notification system can be near or attached to gate or bridge.

8) Creativity and Originality – 20 Points

- 10 Points – Subjective: creativity of Gateway design
 - Includes creativity of Gate or Bridge
- 5 Points – Subjective: Visual
 - Did the Scouts take time to design a gateway that was interesting and appealing to look at?
- 5 Points – Subjective: Originality of design based on uniqueness at Camporee.

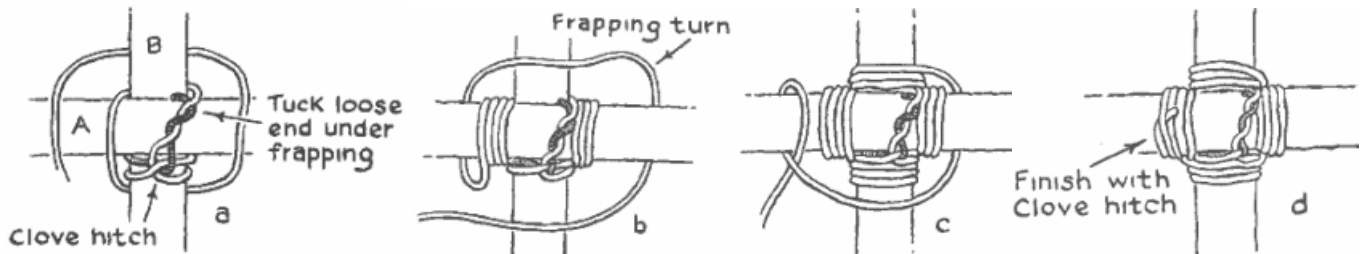
9) Scout Skills – 30 Points

- 20 Points – Subjective: Complexity of gateway
 - Example: separate tower, second story floor, wing support system
- 5 Points – Subjective: Gateway assembled with natural materials and pioneering skills.
 - No nails, bolts, screws, or mechanical fasteners
- 5 Points – Subjective: Embellishments made utilizing pioneering Scouting skills.

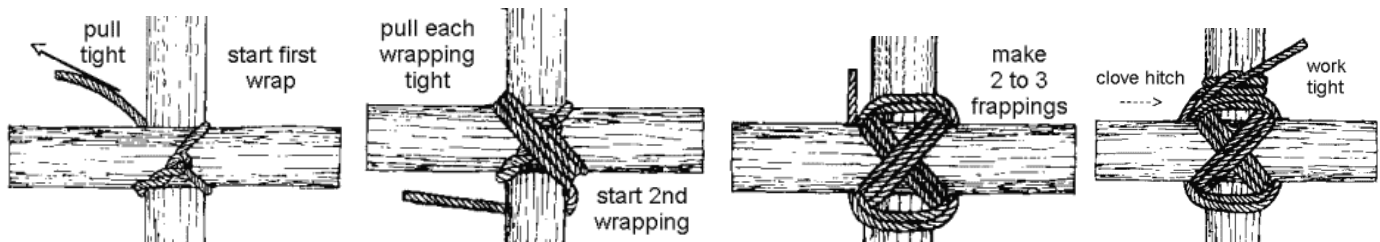
LASHINGS

For the purposes of the Camporee, the following lashings are deemed acceptable:

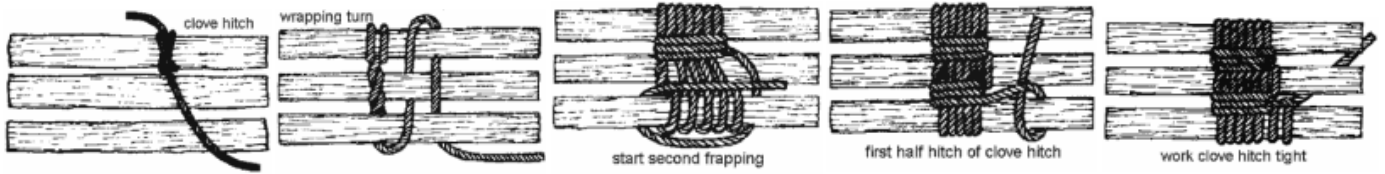
Square Lashing



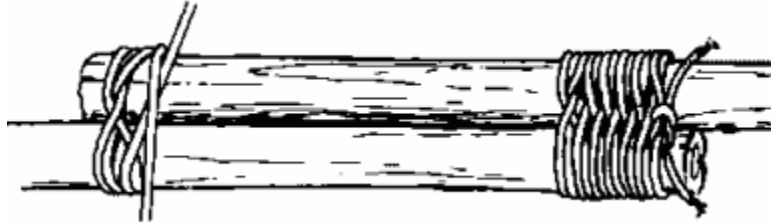
Diagonal Lashing (excluding the Filipino variant)



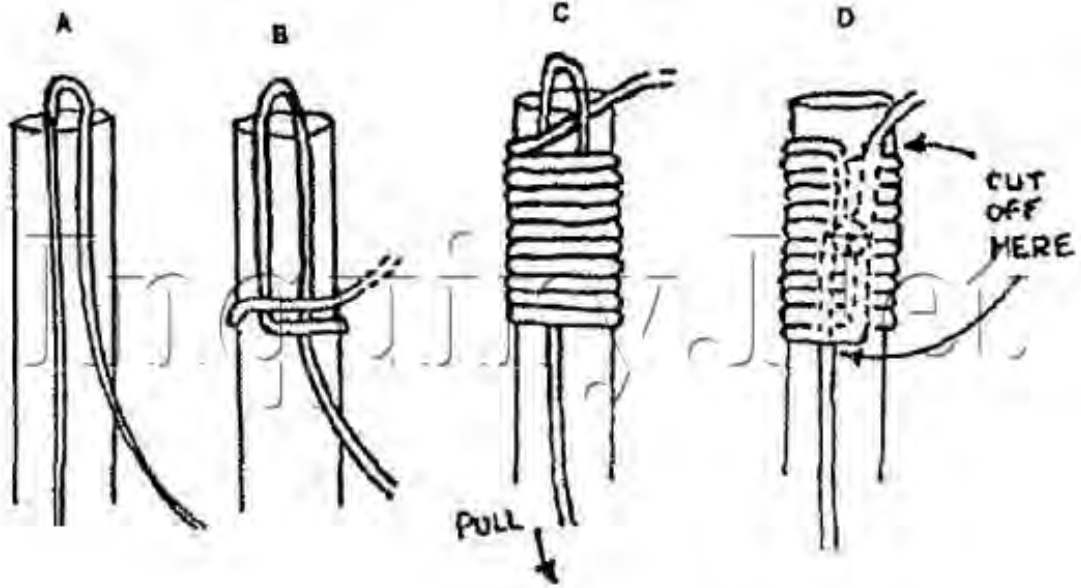
Tripod Lashing



Round Lashing



Whipping: Common or Simple





CUB SCOUT PACKS

@ Scoutmasters Camporee

February 16-18, 2024, Markham Park

WELCOME

In keeping with this year's theme, "South Florida's Wild Things...Rise of the Exotics" the Cub Scout packs will find themselves presented with many opportunities to challenge themselves. Your campsite should reflect the theme with "youth-made" posters, projects, art, and photographs. Please remember that **the youth should do all work (construction, decorations, etc.) with as little assistance as possible from adults!** This is critical to preparing them (particularly Webelos) for the way that Youth Scouts operate!

CAMPING AREA

Camping will be in an area designated for Webelos, Cubs and their families only. One (1) "authorized" representative from each Cub Scout unit must register at the Registration Pavilion near the Midway Tent **with a completed Unit Roster** Friday afternoon or evening. Individuals may proceed directly to the unit campsite, but **registration must be completed Friday night.**

Pack camping spaces will be chosen during the registration process.

IMPORTANT NOTE: Only registered units will be allowed to participate in the events. Each unit **MUST** show their proof of registration and Roster before receiving their wristbands and scorecards and commencing the events! All patches and paperwork will be distributed by Pack Registration **AFTER** Scout's Own on Sunday. Questions, changes or problems will be handled through the main Scoutmasters Camporee headquarters.

When you arrive, please follow the Site Chief's directions. If vehicle traffic is heavy, you may be asked to wait until it is safe to enter the site. Pull your vehicle in, unload your gear, and then remove your vehicle as soon as gear is unloaded. Do not begin setting up gear until your vehicle has been parked in an appropriate spot in the parking area. **If your vehicle is in the campsite longer than to just unload, you can expect staff to be insistent on immediate removal!** Your cooperation is greatly appreciated by staff and by the other campers. No vehicles may remain in the actual camping area other than loading and unloading.

As in the troop/crew camping area, water and sanitation are sacred! Portable toilets can be rented to be placed in your campsite at a cost of \$115 per unit and must be reserved by January 31st. A link to Port-o-let registration can be found at www.smcc.us. Please do not bathe or wash at the water trees or bathrooms. All trash must be placed **in** the dumpster and sites kept clean and free of trash at all times. **(No Charcoal in dumpster!)**

Cub Scout packs are expected to abide by the same safety rules and guidelines as all other participants. Please review the Safety Section of the booklet for these rules and guidelines.

CRACKER-BARREL (Friday night and Saturday night)

Each unit must send at least one adult representative to the Pack Cracker-Barrel Friday night at 9:00 p.m. Cracker-Barrel will be held at Corporate Pavilion on the North side of the lake.

Each unit must send at least one adult representative to the Pack Cracker-Barrel Saturday night at 9:30 p.m. armed with an item for the potluck snack bar. Cracker-Barrel will be held at Corporate Pavilion on the North side of the lake.

Both meetings are independent from the Troop/Crew Cracker-Barrel and are held in the Corporate Pavilion on the North side of the lake. Do not go to the South Side – Midway Tent – area for Cracker-Barrel. You will miss important information!

Information and materials essential to Saturday's Webelos/Cub events will be handed out at Friday's Cracker-Barrel, and on Saturday night, the focus will be on awards, Scout's Own, and checkout information. Please also use this time to fellowship and get to know some new friends!

CHECKOUT

No units will be checked out on Sunday until after Scout's Own and breakdown of the arena and activity field area! Immediately following Scout's Own, and not before 9 a.m., the Cub Scout packs general areas will be policed. Please review the Checkout Procedures section of the booklet. When you return to your campsite, pack up your gear and pile it at edge of your campsite ready to load. After all gear is ready to load, police your site and then you may bring your vehicles in. Please make loading a quick and simple procedure as everyone will want to leave at the same time and we prefer to avoid problems or accidents. Remove vehicles from the camping area as soon as possible.

Feedback forms, patches and other awards not presented at Cracker-Barrel will be distributed through the checkout packet, which will not be available until after Scout's Own on Sunday. **Patches will not be distributed until your unit has completed and submitted the evaluation form! Units leaving before checkout that have not made previous arrangements with the Webelos Chief will not receive packets or patches.**

Units camping on the south side of the lake will check out at the Registration pavilion. Units and Packs camping on the north side will check-out at Corporate Pavilion on the North side of the lake.

ACTIVITIES

Wristbands must be worn at all times by youth and adults at the event. Adults not wearing bands will be asked to leave the activity areas. Youth will not be allowed to participate in **ANY** activity without a wristband.

Special games and activities for all pack members will be provided on Saturday morning from 9:00 a.m. till noon and will include archery and air rifles. Every unit is requested to provide some type of game or activity staffed by their adults for all pack members to participate in and have some fun. Ribbons for 1st, 2nd and 3rd places will be provided for these events if requested prior to the camporee.

Units are asked to sign up **EARLY** at <https://www.signupgenius.com/go/70A0F4BABAA2BA0FB6-44785467-2024> and select one of the traditional events, or use some imagination and come up with your own game. If you prefer, you may advise Cub Scout Coordinator, George Gilmore,

(cubchief@smcc.us) of your ideas prior to the Camporee to avoid duplications.

Each of the activities on the Webelos/Cub side will require adult leaders to operate. You will be asked for your participation at the Friday night Cracker-Barrel. Events without volunteer adults will be canceled.

Younger Scouts are invited to visit the Midway, OA Village and older Scout Activity Fields during the afternoon. Some activities will be off-limits to younger Scouts.

DEN FLAG/GATEWAY/CAMPSITE JUDGING

Den Flags, Campsite and Gateway will be judged on Saturday, with ribbons for the top three in each category. Each unit participating will receive their completed score sheets to assist in familiarizing them with what is expected once they cross over.

Den Flags Competition and Paper Mâché Model Judging

The Den Flag competition will be held at the Corporate Pavilion. Dens wishing to enter must present their flags at 1:00 P.M. Saturday. The Patrol scorecards will be signed when the Flag is turned in. Each Flag will be tagged with Unit Number and Den Number. Judges will pick ten (10) Finalists, and finally, 1st, 2nd, and 3rd Place winners. Awards will be presented at the Cracker-Barrel on Saturday Night. Flags ***must*** be picked up at 4:00 P.M. from where they were dropped off.

Score Sheet for Den Flags is on page 59. Paper Mâché Model Score sheet is on page 44.

Gateway Competition: Packs have been provided a design on page 60 to be used by ALL packs. Gateways should be constructed by Webelos and Cubs Only! Adults may supervise (“hands-off”) and give instruction in lashing (“hands-off”), but the actual construction should be “boy only”! If the youth can’t put it up by themselves, you need to redesign! Details and Score Sheet on pages 61-63. * Remember that the idea is for the boy to learn, not for the Akelas to win! *****

The score sheets for campsite will be the same as the Scouts use. (Which are included in the General section of this booklet). The score sheets for Cub Scout gateways are in this section. **Please make sure to familiarize yourself with the NEW Gateway guidelines.** A unit adult representative must be present in the campsite for both competitions. Participation certificates for flag, campsite and for gateway will be awarded to each unit that participates in judging. 1st, 2nd and 3rd place overall winners in Den Flag, 1st, 2nd and 3rd place overall winners in campsite, 1st, 2nd and 3rd place overall winners in gateway and 1st place overall Scout Spirit will receive ribbons.

SATURDAY AFTERNOON ACTIVITIES

The free time on Saturday afternoon should be taken by Webelos dens to establish or strengthen a relationship with a Scoutmaster and troop, and to familiarize the Webelos with some of the boys from the troop into which they may be crossing over. Den leaders and Cubmasters are encouraged to contact targeted Scoutmasters to establish a working relationship prior to attending this event. If you are unsure of a suitable troop or would like some suggestions and/or an introduction, please contact your district executive or unit commissioner ahead of time – December, January or February roundtable is the ideal time for this!

Packs (Cub Scouts and Webelos) should visit the Trading Post, Midway, Indian village and the activities in Activity Field #1. There are some events that are age specific that younger scouts will not be permitted to do, but there are plenty of activities that they can participate in and see what the older youth are doing.

SCOUT SPIRIT

Here at our camp, the spirit you're going to be hearing about is "Scout Spirit!" What we're talking about is all about how one Scout treats another. Showing "Scout Spirit!" is just another way of doing a "Good Turn." It means cheering on your pals when they're doing one of the activities. But it's also about cheering for someone else that you may not even know!!! It's about helping EVERYONE to "Do Their Best." Here, when one Scout does well, we ALL do well!

What makes the Scout Spirit important (besides just being the right thing to do!) is that the spirit you show while you're out participating in all the events will make a difference in how you score! The "Spirit Score" can really shake up the scoring! It can take a small score and make it bigger. Or, it can also take a big score and make it smaller!!!!

Each and every activity will contain a "Spirit Score." Make sure that your group shows "MAXIMUM SCOUT SPIRIT" and do a good turn for your fellow Scouts! **Pack Spirit Award will be announced immediately after the Scouts Own Service being held at the Corporate Pavilion.**

DEN FLAG COMPETITION SCORE SHEET

UNIT NUMBER _____

DISTRICT _____

PATROL NAME/DEN # _____

COUNCIL _____

SCORE
(Max 10 pts per line)

- | | |
|--|-------|
| 1. Flag size between 20"x24" and 30"x36" | _____ |
| 2. Flag decorated | _____ |
| 3. Unit and District identified on flag | _____ |
| 4. Den identity clearly defined | _____ |
| 5. Flag is neatly assembled | _____ |
| 6. Securely attached | _____ |
| 7. Camporee theme incorporated | _____ |
| 8. Scout Made (some adult assistance okay) | _____ |
| 9. Overall durability | _____ |
| 10. Extra points (unique shape, etc.) | _____ |

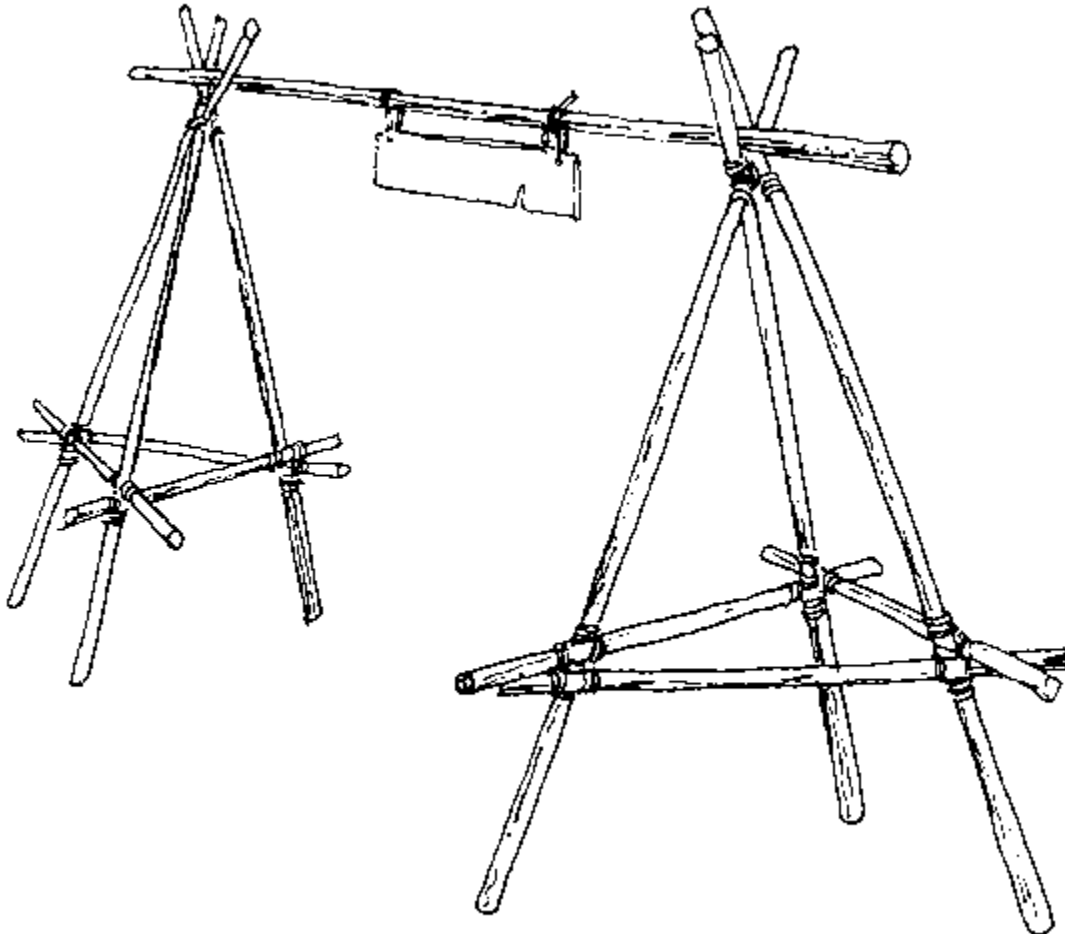
TOTAL POINTS: _____

RANKING (1ST – 10TH ONLY): _____

CUB SCOUT GATEWAY DESIGN INSTRUCTIONS

All Cub Scout packs shall use the following design. A 6' tall person should be able to walk through the gateway without hitting their head. All lashings should be square or tripod lashings, as appropriate.

The working gate design is up to you if you choose to add one.



CRITERIA FOR CUB SCOUT GATEWAY INSPECTIONS

The gateway inspection teams will utilize the following guidelines. The goal of this guideline is to describe the rationale and criteria. A perfect score is 150 points.

1) Essentials (2 Points per Item - Identification may be on Unit Flag) – 10 Points

- 2 Points – Pack number displayed.
- 2 Points – BSA district displayed.
- 2 Points – BSA council displayed.
- 2 Points – Institution, school or service organization that charters the unit.
- 2 Points – City or town displayed.

2) Flags Properly Displayed – 10 Points

- 2 Points - American Flag properly displayed.
 - On right side when exiting campsite
- 2 Points - Pack or unit Flag properly displayed.
 - On left side when exiting campsite
- 3 Points – American Flag size vs. Unit Flag
 - American flag should be same size or larger than other flags when displayed.
- 3 Points - Height of American Flag vs. Unit Flag properly displayed.
 - American Flag must be no lower than any other flag as part of the gateway.

3) Camporee Theme Clearly Evident on Gateway – 30 Points

- 10 Points – Quantity of embellishments displaying Camporee theme (1 point each)
- 10 Points – Subjective: Quality of embellishments displaying Camporee theme.
- 10 Points – Subjective: how well the gateway represents the theme.

4) Constructed by Youth – 20 Points

- 5 Points – All structural elements built on site.
 - Excluding gateway sign and non-pioneering decorations
- 5 Points – Subjective: Building process was directed by junior leaders (Scouts) not adults.
- 10 Points – Subjective: Gateway constructed by Scouts.
 - Points will be subtracted from 10 points based on number of instances and significance of adult assistance.
 - Adults may only be utilized for safety concerns.
 - Adults may not fix details before gateway is judged.

5) Gateway of Safe and Sturdy Construction – 20 Points

- 5 Points - Gateway must be Free standing.
 - 2 Points will be subtracted if guide wires are necessary for stability.
 - 2 Points will be subtracted for each stake or pinning utilized to support gateway.
- 5 Points – 6 Ft tall adults (standing upright) must be able to walk under gateway.
- 3 Points – Gateway entrance clear of objects.
 - Must not have to step over objects to enter.
- 2 Points – Gateway must not have any exposed sharp objects.
 - Fences, projects and embellishments will be graded as part of gateway.
- 5 Points – Subjective: Gateway must be sturdy.

- Must be able to support 50 lbs. of weight.
- Must not be able to be blown down by heavy winds.
- Embellishments must be sturdily attached.

6) Knots and Lashings Properly Done – 40 Points – all areas will be scored on a percentage basis. If one lashing out of 10 is done incorrectly, then the unit would lose 2 points under the second category below.

- 10 Points - Appropriateness of the knots and lashing.
- 20 Points – gateway constructed by knots and lashings as defined in BSA handbook.
 - Clove Hitch
 - To start all lashings except Diagonal Lashing
 - To end all lashings
 - Square Lashings – for binding two poles at right angles to each other
 - Shear Lashing – for A frame
 - Diagonal Lashing – for binding poles at an angle other than right angle.
 - Tripod Lashing – for making a tripod.
 - Round Lashing – for binding two poles side by side
 - Floor lashing – for making deck or walkway of bridge.
- 10 Points – Ropes Properly Whipped or Back-spliced and of natural materials.
 - 5 Points - All rope of natural materials, including rope used to attach items to the gateway – on a percentage basis.
 - Coir –rope is made from fibers of coconut shells.
 - Cotton –rope is made from cotton fibers.
 - Sisal –rope is made from leaves of the plant *Agave sisalana*.
 - Manila –rope is made from leaves of the plant *Musa textilis*.
 - Hemp – rope is made from the stalk of the plant *Cannabis sativa*.
 - 5 Points – All ropes properly whipped or back-spliced, on a percentage basis.
 - all ends whipped – must utilize English, Common, or American Whipping
 - all ends of rope whipped at an appropriate distance from end of rope to avoid forming a knob.
 - Should not exceed $\frac{1}{2}$ or $\frac{3}{4}$ of an inch from end.
 - subjective: all whippings done tightly and correctly.

Note: 10 points will be subtracted for use of lashings not listed in the design.

Note: 5 points will be subtracted for any excessive rope left hanging or improperly stowed

7) Scout Skills – 20 Points

- 10 Points – Subjective: Complexity of embellishments
- 5 Points – Subjective: Gateway assembled with natural materials and pioneering skills.
 - No nails, bolts, screws, or mechanical fasteners
- 5 Points – Subjective: Embellishments made utilizing pioneering Scouting skills.

Adults may not erect tripods or place cross members without losing all 10 points for section 5c. Adults may act as safety spotters or human ladders without penalty.

SCOUTMASTERS CAMPOREE CUB SCOUT GATEWAY INSPECTION SCORE SHEET

Unit # _____	Campsite #'(s) _____	
1. Essentials	Goal	Score
a. Unit number displayed	2 pts	
b. BSA district or non-BSA equivalent displayed	2 pts	
c. BSA council or non-BSA equivalent displayed	2 pts	
d. BSA Charter partner, or non-BSA meeting location, displayed	2 pts	
e. City or town displayed	2 pts	
2. Flags Displayed Properly	Goal	Score
a. American Flag properly displayed (on right when exiting site)	2 pts	
b. Unit Flag properly displayed (on left when exiting site)	2 pts	
c. American Flag same size or larger than other flags	3 pts	
d. American Flag flown higher than other flags	3 pts	
3. Camporee Theme Clearly Evident on Gateway	Goal	Score
a. Quantity of embellishments (1 pt each)	10 pts	
b. Subjective: Quality of embellishments	10 pts	
c. Subjective: How well the gateway represents the theme	10 pts	
4. Constructed by Youth	Goal	Score
a. All elements built onsite, excluding signs and decorations	5 pts	
b. Subjective: building process directed by Scouts	5 pts	
c. Subjective: subtract from 10 points for adult assistance	10 pts	
5. Gateway of Safe & Sturdy Construction	Goal	Score
a. Fee standing (-2 points for guide wires AND/OR stakes)	5 pts	
b. 6' tall adult must be able to walk through gateway safely	5 pts	
c. No obstruction in the entrance	3 pts	
d. No exposed sharp objects	2 pts	
e. Must be sturdy, support 50 lbs, stand up in wind.	5 pts	
6. Knots, Lashings & Whipping Properly Done (% basis)	Goal	Score
a. Correct lashings are used for the correct purpose	10 pts	
b. Knots and lashings done as described in BSA Handbook	20 pts	
c. All ropes of natural materials	5 pts	
c. Ropes properly whipped or back-spliced	5 pts	
	Total	
7. Scout Skills	Goal	Score
a. Complexity of embellishments	10 pts	
b. Built with natural materials, no nails, screws, bolts, etc.	5 pts	
c. Embellishments made using pioneering skills	5 pts	
<i>In order to be eligible for any awards each troop must obtain at least 75 points. Decision of the Judges is final.</i>	Total	



OTHER YOUTH GROUPS AND OTHER GUESTS

@ Scoutmasters Camporee

February 16-18, 2024, Markham Park

WELCOME

Your campsite should reflect the theme with “youth-made” posters, projects, art and photographs. Please remember that **the youth should do all work (construction, decorations, etc.) with as little assistance as possible from adults!**

CAMPING AREA

Groups may register for any site based on your age group. K-5th grade units must camp with Packs, 6th-12th grade units must camp with Troops. One (1) “authorized” representative from each group must register at the Registration Pavilion near the Midway tent **with a completed Unit Roster** Friday afternoon or evening. Individuals may proceed directly to the unit campsite as they arrive, but **registration must be completed Friday night.**

Other Youth Group camping spaces will be chosen during the registration process.

IMPORTANT NOTE: Only registered units will be allowed to participate in the events. Each unit MUST show their proof of registration and Roster before receiving their wristbands and scorecards and commencing the events! All patches and paperwork will be distributed by the Registration team AFTER Scout’s Own on Sunday. Questions, changes or problems will be handled through the main Scoutmasters Camporee headquarters.

When you arrive, please follow the Site Chief’s directions. If vehicle traffic is heavy, you may be asked to wait until it is safe to enter the site. Pull your vehicle in, unload your gear, and then remove your vehicle as soon as gear is unloaded. Do not begin setting up gear until your vehicle has been parked in an appropriate spot in the parking area. **If your vehicle is in the campsite longer than to just unload, you can expect staff to be insistent on immediate removal!** Your cooperation is greatly appreciated by staff and by the other campers. No vehicles may remain in the actual camping area other than loading and unloading.

As in the Scout area, water and sanitation are sacred! Portable toilets can be rented to be placed in your campsite at a cost of \$115 per unit and must be reserved by January 31st. A link to Port-o-let registration can be found at www.smcc.us. Please do not bathe or wash at the water trees or bathrooms. All trash must be placed *in* the dumpster and sites kept clean and free of trash at all times. **(No Charcoal in dumpster!)**

Other youth groups are expected to abide by the same safety rules and guidelines as all other participants. Please review the Safety Section of the booklet for these rules and guidelines.

OTHER YOUTH GROUP AGE BASED PARTICIPATION

Because the Boy Scouts of America Scouting program is broken into age-appropriate activities, non BSA youth need to participate in the appropriate age group.

Other Youth Groups / Units

Groups/units will be judged against all other units in the same Judging area for Campsite and Gateway Judging. Please refer to the appropriate Campsite and Gateway Judging criteria for your age group.

Other youth in K-5th grades

Younger youth will participate as Cub Scouts for all Saturday Activities, including patrol flags. Please review the Cub Scout section for details on activities for these participants and Cracker Barrel Meeting information for adults.

Other youth in 6th-12th grades

Older youth will participate as Scouts BSA (formerly Boy Scouts) for all Saturday Activities including patrol flags. Please review the main schedule for information on activities for these participants and Cracker Barrel Meeting information for adults.

CRACKER-BARREL (Friday night and Saturday)

Older youth groups should attend the Troop/Crew Cracker-Barrels at the Midway Tent. Younger youth groups should attend the Pack Cracker-Barrels in Corporate Pavilion on the North side of the lake. Check the schedule for times and details.

Information and materials essential to Saturday's events will be handed out at Friday's Cracker-Barrel, and on Saturday night, the focus will be on awards, Scout's Own, and checkout information. Please also use this time to fellowship and get to know some new friends!

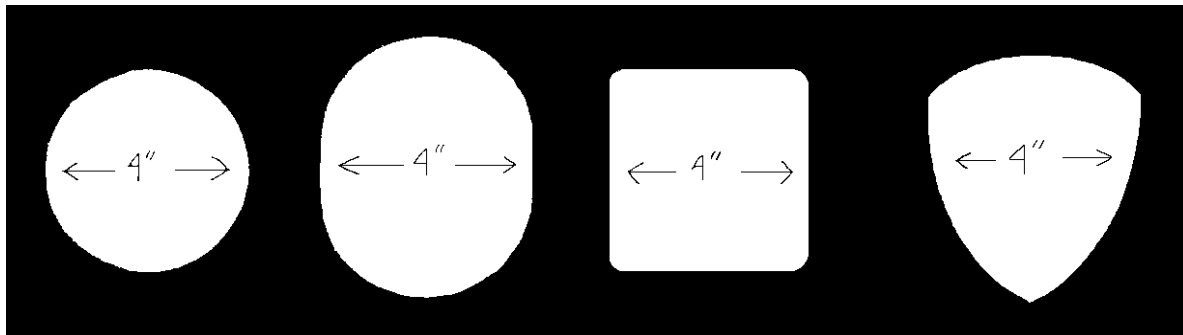
CHECKOUT

Please review the Checkout Procedures section of the booklet for full details on the Sunday Checkout process and packet pickup.

2025 SCOUTMASTERS CAMPOREE PATCH DESIGN COMPETITION

RULES AND ELIGIBILITY:

1. The patch must be an original design; submitted by a registered Scout who has **NOT** aged out of their scouting unit at the time of the design submission.
2. The design must accurately portray the theme of the Camporee, which will be announced at the Arena Show.
3. The design submission must be in full color and may be enlarged to allow detail to be shown. However, the enlargement must conform to standard shapes and sizes, as shown at the bottom of this page.
4. The following patch information must be shown on the patch:
 - **CAMPOREE YEAR**
 - **CAMPOREE THEME**
 - **ACKNOWLEDGMENT of 65th ANNIVERSARY**
 - **MARKHAM PARK, SUNRISE, FLORIDA**
 - **“SCOUTMASTERS CAMPOREE”**
 - **A SMALL GOLD “FLEUR de LEIS”**
5. Designs are to be submitted ONE per page (8 1/2 x 11) sheet of paper or electronically by email. The following information must be shown on the reverse side of the design.
 - **SCOUT'S COMPLETE NAME**
 - **SCOUTMASTER AND PHONE NUMBER**
 - **UNIT NUMBER, DISTRICT AND COUNCIL**



SELECTION AND AWARD:

The Camporee Committee will review each and every design. A ONE HUNDRED-DOLLAR GIFT CERTIFICATE TO THE MIAMI SCOUT SHOP, along with a full array of Camporee items, will be awarded to the Scout with the winning patch design at the Arena Show.

DEADLINE FOR 2025 CAMPOREE PATCH DESIGN SUBMISSION IS SEPTEMBER 30th, 2024.

(This deadline is a must. Don't delay, submit your design on time)

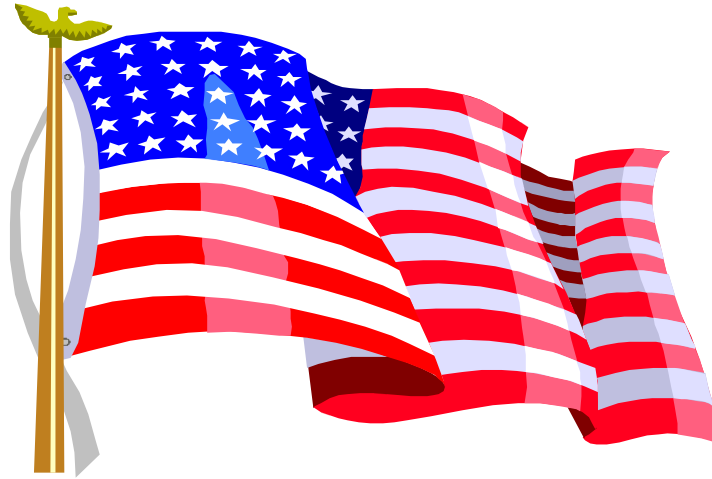
Return designs to: Allen Pinkley

Email: chief@smcc.us

WE CANNOT BE RESPONSIBLE FOR LOST OR MISDIRECTED/UNDELIVERABLE MAIL.

MEMORIAL DAY PARADE AND CEREMONY

May 27, 2024



**The Town of Davie
&
The Scoutmasters Camporee Committee
South Florida Council, Boy Scouts of America
And the Town of Davie Invite you to attend a
Memorial Day Parade & Ceremony**

Location: Davie Fire Administration (6901 Orange Drive) to Bergeron Rodeo Grounds

Time: Parade begins at 10:15 a.m. (Lineup time 10 a.m.)

Ceremony begins at 11:00 a.m. in the Bergeron Rodeo Grounds

Memorial Day gives all patriotic Americans an opportunity to honor the sacrifices that so many devoted men and women made to keep and to protect our freedom. Join us on Memorial Day to remember our American heroes.

The Parade begins at 10:15 a.m. We welcome organizations, school clubs/bands, and ROTC units to participate. Veterans, Scouts, and Military please wear your uniform.

The Ceremony begins promptly at 11:00 a.m. Please be seated beforehand. Flags will be available prior to the ceremony/service for \$1.00. During the ceremony, flags (purchased or brought) can be presented to be placed on veteran's graves.

For additional information, please contact:

Allen Pinkley (Memorial Day Chairman) at chief@smcc.us

65TH ANNUAL



SAVE THE DATE!

Mark your calendar for

February 14th - 16th, 2025

and join us as we celebrate the

65th Annual Scoutmasters Camporee

Chief: Allen Pinkley