

## **SAWGRASS DISTRICT 2024 SPRING CAMPOREE**



**Location: Camp Everglades**

**April 5-7, 2024**

### **Schedule**

#### **Friday: April 5, 2024**

5:00 PM to 9:00 PM – Registration and Check-in.  
8:00 to 11:00 PM – Build Shelters  
9:30 PM – Scoutmaster/SPL Meeting  
11:00 PM – Taps/Lights Out

#### **Saturday: April 6, 2024**

6:30 AM – Reveille  
6:30 – 8:30 AM Breakfast/Cleanup  
8:30 – 8:45 AM – Staff Meeting  
8:45 AM – Flag Raising  
9:00 to 12:00 AM – Displays  
12:00 to 1:30 PM – Lunch/Clean-up  
2:00 PM to 4:00 PM – Top Patrol Events  
4:00 – 4:15PM – Flag Lowering  
4:15 to 7:00 PM – Non-Utensil Dinner & Dessert Competition/Clean-up  
6:00 – 7:00 PM Cooking Competition Judging  
8:00 – 9:30 PM – Campfire Program / OA Callout  
9:45 PM – Scoutmaster/SPL Meeting/Camporee Evaluation/Crackerbarrel  
11:00 PM – Taps/Lights Out

Sunday: May 14, 2023

7:00 AM – Reveille

7:00 – 8:00 AM – Patrol Breakfast, Clean-up

8:00 – 8:30AM – Scouts' Own (Church Service)

8:30 –10:00 AM – Camp Clean-Up and Check-out

**DISPLAY ACTIVITIES** (Saturday morning activities)

**Build Survival Kits** – (If we have supplies we can all youth participants start building survival kits) Show and provide list of items that should be in survival kits. Explain the reason and use for each item in the survival kit. Put together a personal survival kit and be able to explain how each item in it could be useful. (Ref: WS MBB Item 5)

**Non-Utensil Cooking Display** – Show how you can cook without utensils on open coals. Let the scouts help prepare and sample items.

**Water Purify Display** – Demonstrate three ways to treat water found in the outdoors to prepare it for drinking. Show multiple ways to purify water. Let the scouts try the water after. (Ref: WS MBB Item 10)

**First Aid Display** – Discuss and demonstrate the first aid and situation awareness on the following: (Ref: WS MBB Item 1)

(a) Explain to your counselor the hazards you are most likely to encounter while participating in wilderness survival activities, and what you should do to anticipate, help prevent, mitigate, or lessen these hazards.

(b) Show that you know first aid for and how to prevent injuries or illnesses likely to occur in backcountry settings, including hypothermia, heat reactions, frostbite, dehydration, blisters, insect stings, tick bites, and snakebites.

**Signaling Display** – Show Signaling to the patrols by the following: (Ref: WS MBB Item 7)

(a) Show five different ways to attract attention when lost.

(b) Demonstrate how to use a signal mirror.

(c) Describe from memory five ground-to- air signals and tell what they mean

**Shelter Building** – Each patrol can work on building their shelters up until 12:00PM. Judging will take place after 12PM.

**TOP PATROL COMPETITIONS** (Saturday Morning and Evening)

**Build A Shelter Competition** – Each Patrol will build a shelter where at least 4 Patrol members can sleep under Friday or Saturday night. The shelter should include bedding for the individuals from non-manmade materials. Please bring materials with you to the camp. Rope may be used. Judging criteria is the following:

1) 20Pts – Uniqueness/Creativity of the shelter

2) 10Pts – Protection from the environment

3) 10Pts – Built sound shelter with only allowed materials (Rope and nature provided sources)

- 4) 10Pts – Non-Human made bedding materials in place.

The patrol closest to 50pts will win. You will have time Friday night and Saturday morning to build your shelter. Judging will occur after 12PM. Shelter Building will have a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners.

**Non-Utensil Cooking Competition** – *Two Events, Dinner and Dessert competition.* Patrol member can prep the meal with utensils but will have to make or come up creative ways to cook on open coals/fire with non-professional utensils, no pots or pans. Points will be deducted if this occurs. Judging criteria:

- 1) 10Pts – No Utensils, pots, or pans used on fire/coals
- 2) 10Pts – Creativity of the meal/dessert
- 3) 10Pts – Patrol participation
- 4) 10Pts – Presentation of meal/dessert
- 5) 15Pts – Taste of meal/dessert

Both Cooking Competitions will have a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners.

**TOP PATROL CHALLENGE EVENTS:** (Saturday Afternoon)

**1. Fire Building Challenge 1** - Build two fires back to back and burn a string through two methods: Battery/Steel Wool and Flint/Steel. Your patrol can have one sandwich bag of fire starting material for all events. The fastest time wins this event.

**2. Fire Building Challenge 2** - Build a fire either with a magnifying glass or by bow and string method. The fastest time wins this event. The fire must stay lit for 20 seconds.

**3. First Aid Challenge 1** - In first aid, Patrol will be working as a team. Patrol will be given a First Aid scenario to be completed. Patrol will then have to treat the situation and transport the patient using a set carry. Scoring will be done on correct completion of the first aid task. The maximum score is 100 points for the Patrol. You may take a 50% point penalty to select a second first aid scenario. This will lower your maximum score to 50 points. Failure to complete a scenario will result in 0 points. Time limit will be at the discretion of the First Aid Event Judge. The fastest time with best score wins with scenario completed.

**4. First Aid Challenge 2** - In first aid, Patrol will be working as a team. Patrol will be given a First Aid scenario to be completed. Patrol will then have to treat the situation and transport the patient using a set carry. Scoring will be done on correct completion of the first aid task. The maximum score is 100 points for the Patrol. You may take a 50% point penalty to select a second first aid scenario. This will lower your maximum score to 50 points. Failure to complete a scenario will result in 0 points. Time limit will be at the discretion of the First Aid Event Judge. The fastest time with best score wins with two scenarios completed.

**5. Wilderness Survival Trivia Challenge** -Patrol will draw and answer 10 questions from a bucket. Each question will be worth 10 points. All questions will be either from Scout Book or from Wilderness Survival Merit Badge Book. The patrol with most questions answered in the fastest time wins.

**6. Water Purifying Challenge** -Patrol must divulge three ways to purify water. Then they must purify water that will be provided. The Patrol must use one of the three ways to purify water. Boiling, natural filtering, or chemicals. The team that purifies water the fastest wins.

**7. Wilderness Survival Skills Test** -The Wilderness Survival Skills Test is designed to quickly test the Patrol on basic survival skills, preparedness, and knowledge. The skills test will be very quick so the Patrol really need to "Be Prepared". The Patrol will need to read and study the Scout Wilderness Survival Merit Badge book. Please read the following carefully! There are items that the Scout Team MUST provide themselves when taking the skills test. This is part of "BE PREPARED". The Scout team will need to do the following: 1) Present and explain a survival kit that they have made. a. Looking for five (5) specific items i. Knife ii. Cordage iii. Method of making fire (Ferro rod and tinder) iv. Signal mirror v. Small first aid kit) Answer two knowledge questions about survival from the Wilderness Survival Merit badge booklet. Topics will include: 1. STOP acronym 2. List the seven (7) steps to do when lost 3) Demonstrate five (5) ground to air signals to attract attention from passing aircraft. One (1) of the signals will be a signal mirror. The Scout Team MUST provide their own signal mirror for the test. Score is based on survival kit presentation –25 points, answers to the survival questions – 25 points, and signaling skill event – 25 points. Total score – 75 points possible. The patrol with highest points and fastest time wins.

**8. Navigation Challenge** -Patrol will participate in 4 sections in this challenge for a total of 100 points. Each Section will be worth 25 points 1. Identify Colors used on a map - Pg. 335 in Scout handbook 2. Identify Symbols used on a map - Pg. 334 in Scout handbook 3. Find 2 points using a compass - P. 338-339 in Scout handbook 4. Navigate a map. The patrol who does this fastest with the most points win.

### **OVERALL BEST PATROL**

The top three patrols overall will be recognized with the *Overall Best Patrol* winning the top honors.

How will this be done, you ask? This will be done from a point total of each event listed above. Each event will have a first, second, and third place winners. The point system is:

First Place – 10 pts

Second Place – 5 pts

Third Place – 2.5 points

Each Patrol gets 2.5 points for each display activity and cooking competition they participate in. (20pt Total)

The patrol who wins the highest total points is awarded the **WILDERNESS SURVIVAL CHAMPIONS**. If there is a need for a tie breaker, then the winner would be the patrol that showed the best scout spirit throughout the day.

### **Most Scout Spirited Patrol**

This award will be presented to the most spirited patrol. What we will be looking for is the following criteria:

- 1) Patrol has their Patrol Flag
- 2) Patrol Cheers
- 3) Most supported patrol to its members
- 4) Exemplifies the Scout Oath and Law