

Boy Scouts of America Chester County Council

504 South Concord Road, West Chester, PA 19382-5261

610-696-2900

2009 FALL COUNCIL CAMPOREE

10/16/2009 – 10/18/2009

HIBERNIA COUNTY PARK

Past Present Future



Important Camporee Notes:

1. The Registration process for the Camporee is only via the WEB at www.cccbsa.org , no paper registration forms will be accepted.
2. There is a \$54.00 Boy Scout Troop / Venture Crew Commitment Fee upon Registration which counts toward your Unit's total cost.
3. There is a \$24.00 Cub Scout Commitment Fee upon Registration which counts toward your Unit's total cost.
4. When you register your Boy Scout or Venture Crew on-line you must register the number of Trailers and/or Buses for the Camporee. Failure to register your Unit's Buses and/or Trailers will result in a \$10.00 Fee per Bus and/or Trailer assessed upon check-in at Head Quarters.
5. **Webelos Scouts/Leaders are welcome to camp for the weekend with a Troop. If they do, they are required to pay the same attendee fee as a Boy Scout/Leader and should be included in the Troops attendee numbers on the Registration Form.**

Arrival – Friday October 16th

Arrive after 6:00 p.m. (**not before**). All arrivals at the “Fiddler’s Gate” entrance with one-way traffic only. All exits from the park go through the Cedar Knoll Road **West Back Gate**. All parking will be in the designated areas only. Trailer unloading (max 15 mins.) is permitted along the road through camp but **NOT** at the troop campsite areas, trailers must be parked after unloading in the main parking area. Double parking is not allowed on the roadway. All Scouts to be discharged from vehicles in the parking area, whether the vehicle stays for the weekend or if the vehicle immediately leaves the Camporee area. There will be a special parking area for all troop buses. No unauthorized vehicles permitted beyond the designated parking areas.

- Buses will be allowed to offload their equipment along the main road through camp, but will immediately be directed to proceed to the special designated parking area.
- Trailers will be allowed to be unloaded along the main road through camp (15 mins MAX) but the Camporee Parking Staff have been given strict instructions from the Hibernia Park Rangers as to where the trailers are to be parked (main parking area). Violators will be towed at their own expense if they fail to follow proper parking procedures/instructions.
- Camporee staff will be on hand to direct Scouts/Crews to their particular campsite area.

Security

For security purposes at the Camporee, and for the protection and safe keeping of our scouts, there will be security patrols on hand during the Camporee. These patrols will work with the Hibernia Park Rangers for the protection of all Camporee participants.

Cub Scout Program

Cub attendees will be allowed to park in a special parking area and will have specific event activities taking place during either the morning or the afternoon Saturday. Lunch will NOT be supplied. The cost per Cub Scout/Leader is \$6.00 which covers registration program materials and a Camporee patch. **Please note the \$6 cost does not pertain to Webelos camping with a Scout Troop.**

CAMPOREE SCHEDULE:

- Friday, October 16

Check-In (After 6 PM):

Scoutmaster and Senior Patrol Leader check-in at Headquarters - Pavilion #5 - as soon as practical. Two copies of troop attendance roster required upon arrival. The roster should include names, addresses, phone numbers, and rank of all participants as well as all adults and Webelos camping with the unit. **Full fees due at check-in.** The cost is \$18 per attendee (Boy Scout/Venturer/Overnight Webelos/Leader). Cub Scout attendees on Saturday are \$6.00 per Cub Scout/Cub Leader.

10:00 p.m.: Mandatory Cracker Barrel at Headquarters - Pavilion #5 - Scoutmasters and Senior Patrol Leaders ONLY

11:00 p.m.: Taps – lights out.

- Saturday, October 17

6:30 a.m.: Reveille

7:00 a.m.: Breakfast, Midway Setup, Saturday Troop and Cub Scout Arrivals begin

8:30 a.m.: Opening Ceremony (Class B Uniform)

9:15 a.m.: Event and Midway Activities Begin, Cub Program Begins (Class B)

Vendors/Demonstrations Open (10 AM till 3:00 PM)

12:00 p.m.: Lunch

1:00 p.m.: Event Activities Resume (to 5:00 p.m.)

3:00 p.m.: Midway Closes, Cub Scout Program Closing Ceremony

5:00 p.m.: All Events Close

6:00 p.m.: Dinner

7:00 p.m.: Religious Services (Protestant Worship at Fiddler's Stage, Jewish Services at the Cub's pavilion, and Catholic Mass at Commissioner's Pavilion) (Class A)

8:30 p.m.: Closing Ceremony & Awards (Class A)

10:00 p.m.: Crackerbarrel at Headquarters Pavilion – SM's & SPL's ONLY

11:00 p.m.: Taps – Lights Out

- Sunday, October 18

7:00 a.m.: Reveille

7:15 a.m.: Breakfast

8:30 a.m.: Clean Campsite. Check-out. Camporee patches distributed to troops at check-out (by 10:00 a.m.)

All Patrols Should Bring the Following Items:

1. Pencil/Pen and Pad
2. Two (2) poles – 6 feet long
3. Three (3) lengths of rope – 3 feet long each
4. One (1) blindfold per Patrol member
5. One (1) tarp – 6' x 8'
6. Two (2) Compasses
7. One (1) Cleaned empty 2-liter plastic soda bottle

All Patrols Will Need to Know:

1. Seven basic knots (knots required for joining requirements through first class)
2. How to use a compass/Compass pacing
3. Teamwork
4. How to have Fun!
5. Morse Code/ Semaphore

SATURDAY EVENT ACTIVITIES

Sports Trivia
Blind Tent Raise
Making and launching 2 liter soda bottle rockets
Killer Volley Ball
Orienteering scavenger hunt
Stretcher relay
Communications skills
Blind man's Rope Maze
Five Man Ski
Fishing on a tarp with mouse traps
Shooting Range
Rock Climbing

EVENTS ON THE MIDWAY

Trading Post
Jamboree on the Air
Search and Rescue
Philadelphia and Elmwood Park Zoos
Philadelphia Rock Gym
Sea Scouts
Army

SATURDAY ACTIVITY EXPLANATIONS

Patrols are expected to complete 6 of the 12 Patrol Challenges including the Orienteering Challenge, along with complete the Midway items and fun facts scavenger hunt. The points awarded for each challenge will differ based on the time for the event and its complexity.

CHALLENGES

1. **Sports Trivia** – Patrols will have to answer sports related trivia from sport related merit badges to trivia questions about sports' past and present. So test your knowledge on topics such as referee calls, first aid for injuries, rules of sports, historic players, etc.
2. **Blind Tent Raise** – Stepping handicap awareness up a notch, Patrols of at least 4 people will be timed while trying to pitch a tent while adapting to handicaps experienced by people all over the world. The members will include blind fold, headphones, slings, etc. Communication and cooperation is the key.
3. **Houston, we have liftoff!** – Patrols will compete in decorating and launching 2-liter soda bottle rockets in the coolest version of lawn darts you will EVER experience! Launch the bottles at an angle aiming for a trash can a set distance away with dart-board like rings around it. Points awarded for proximity as well as best decorated bonus.
4. **Killer Volley Ball** –Better than throwing baseballs at targets on the Boardwalk, here Patrols will compete with volleyballs to knock down targets at a distance on a volleyball court.
5. **Orienteering scavenger hunt** – Every Patrol will compete in one of two orienteering courses for time, accuracy and to collect the most clues over a minimum 1 mile orienteering course utilizing good old orienteering skills.
6. **Stretcher relay**– It is a race against the clock! Patrols designate litter bearers to build a two staff litter and then rescue at least 6 individual “injured” members to predetermined safe spot one at a time. The Patrol who carries the most injured members to safe spot on its litter in the fastest time wins the challenge.
7. **Communications skills** - Patrols must communicate predetermined messages utilizing flashlight Morse Code to Semaphore flags to distant observer from their Patrol. A Patrol's score will be determined by the number of correct messages transmitted. Part 2 is a classic “whisper down the lane” drill. Points awarded based on speed and accuracy.
8. **Blind man's Rope Maze** – Blindfolded, one patrol member at a time must navigate a maze with only the help of his Patrol who can use only verbal commands. Points will be awarded based on speed through the maze and deductions based on boundary violations..
9. **Five Man Ski** – Can you ski? Can your Patrol members ski? Well get not less than 5 of you on one set of skis and see if you can cross the finish line before anyone else at the Camporee! Heck, see if you can even get close to the finish line!
10. **Fishing on a tarp with mouse traps** – It is better than real fishing because you know where the “fish” are in this activity. The question is, can you get them? It takes a steady hand to catch them and each Patrol member has to take his chance. How many can your Patrol catch in time?
11. **Shooting Range** – Patrols will demonstrate their marksmanship skills competing to gain the highest average target score for a patrol at the Camporee. But there is a twist! The competition will be with old and new shooting and target equipment, such as Archery, Hatchet Tossing, Laser Pistols
12. **Rock Climbing** – Patrols will pick their best rock climber to see who can reach new heights the fastest by scaling the Rock Wall for best time

RULES AND REGULATIONS OF THE CAMPOREE

As Boy Scouts, we are concerned with character development and citizenship training. It is important that we FULLY comply with the following requests of the Camporee and Park Staff. Please be certain to communicate these requests to all leaders, troop members, and visitors/guests to the Camporee. The Scout Oath and Law is the law of the Camporee.

- A. Two copies of your troop attendance roster must be submitted upon arrival, to include names, home addresses, home phone numbers and rank of all participants. All Webelos Scouts camping with a troop must also be included on the troop roster. All Saturday Cub Scout day visitors must check in at HQ's – Pavilion #5 - and a roster sheet must also be submitted listing all participants for each Cub Pack.
- B. Ground fires at campsites are permitted. Wood fires can be used so long as they are contained within a troop fire ring. The troops must supply their own fire ring. NO firewood is available at the site. You must bring your own wood from home. Unused firewood, charred wood, wood ashes, burned rocks, and other debris cannot be left on the ground and must be taken with you. It must be stacked in wooded area just beyond any grassy area or cleared area. Please keep the debris out of the mowing area to prevent damage to the Park's mowing equipment.**
- C. The park recommends using propane stoves (or similar) or charcoal.
- D. Do not dig any holes or remove any sod. All Troop Gateways **MUST** be freestanding but are not mandatory for the Camporee.**
- E. Picnic tables, trash cans, or other park property cannot be moved to troop campsite area. Do not remove any picnic tables from the pavilions. If tables are desired, each troop must provide their own.
- F. Do not destroy or deface any trees, saplings, or other natural features. No vandalism. No intrusion into areas outside of the Camporee area. The park's public campgrounds, maintenance areas, lake, mansion, and the Park Office are off limit areas.
- G. All trash and garbage must be taken home and disposed of. The park's trashcans are NOT for our use. The "carry in/carry out" program will be enforced. Do not deposit any trash in the park's trash barrels and/or trash dumpsters.
- H. All vehicles not towing a trailer must be parked in the designated area in the general open Scout field.** A special parking area will be designated for all troop buses/trailers and specially designated parking will be available for any vehicle with a physically challenged license plate or placard.
- I. Portable toilets will be available, no stones or any other objects are to be put into any toilets. Do not damage toilets. Water spigots will be available and do not need to be pumped, simply open handle.

Yours in Scouting,
2009 Camporee Committee