

# The MAD SCIENTIST Spring Camporee Leader's Guide 2024

(New and revised as of April 2, 2024)

## Important Dates

Camporee Starts	17 May 2024
Camporee Ends	19 May 2024
Online Registration Ends	14 May 2024

## GENERAL INFORMATION

Our staff anticipates and expects your spirited participation in the scout-skills competition, exhibitions, adventure, and of course the FUN. It is our intent to provide the atmosphere and opportunity for your unit to thrive and “have a blast.”

Please read the entire leader’s guide. The most successful units at this event will have thoroughly read and attained a complete understanding of all the sections covered in this leader’s guide. We hope these changes will be for the better and enhance your unit’s experience at Camporee.

The leader’s guide contains the following sections to help you prepare for the Mad Scientist Spring Camporee.

We are pleased to hold this year’s Camporee at Camp Edwards and Camp Pigott in Snohomish, WA. We are privileged to be able to use the facilities provided by our host, but in doing so, certain restrictions are imposed on us to protect our host’s property. Moreover, these and other expectations fit right into “Leave No Trace” Scouting and are addressed in the “Location” section and in the list of “DOs and DON’Ts”.

SO, PLEASE FAMILIARIZE YOURSELF WITH THESE ITEMS.

Camporee is primarily an activity to enhance the PATROL METHOD within your unit. It is also a chance for scouts to show off their skills at camp-making, cooking, teamwork, and cooperative methods of taking on tasks. All activities are run with the patrol method in mind. Camping is set in large troop areas, but each patrol (as registered) will be judged on their ability to camp and complete scout skills as a team. Each patrol should maintain an individual camp site within the larger troop area. Camporee can only be as strong as unit participation. This includes unit-sponsored games, as well as our program of afternoon exhibitions and demonstrations. Please see the “Exhibits” and “Special Activities” sections for further details.

### A Scout is Obedient

Camporee Staff govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code (“Leave No Trace”). We will also insist and work to ensure that all participants live within the Guidelines of Safe Scouting (<http://www.scouting.org/filestore/pdf/34416.pdf>).

Remember, Camporee Staff consists of youth members; young men and women who have put in extra time to ensure we all have fun. Each of them is required to respect and be respected by each participant, in turn. The youth will be in leadership roles the entire weekend and will benefit from your help, patience, and guidance when required.

Regardless of the situations that may arise, Scouts do their best and we would appreciate your unit's respect and cooperation. In following the rules as good Scouts and citizens, we should be provided with a successful Spring Camporee.

If deviation from scouting philosophy does occur, it will be dealt with by Staff and may ultimately require the removal of an individual or unit from the Camporee. The Camporee Chairperson reserves the right to exercise his/her authority and will always uphold the Scout Law.

## A Scout is Informed

The following are some important elements to keep in mind for this year's Camporee.

### SITE:

- There will not be any outdoor lighting in your area.
- Some campsites may have enough tents in it, or limited tent so be prepared and bring one.
- Most of the campsites are flat but each site is different.

### RESTROOMS/SHOWERS:

- Access to restrooms at Camp Edwards and Camp Pigott will be just like summer camp. Please remember that girls are participating. They will be using the restrooms designated for women at the campsites and public areas where there are restrooms.

## A Scout is Friendly

It is indeed a pleasure to remember that scouting is a worldwide activity and that we should enjoy participation and competition from everyone, now both boy and girl scouts.

## A Scout is Prepared

### UNIT LEADER

Each unit leader is responsible for having in their possession: permission slips, medical releases, and medical histories of ALL PARTICIPANTS from their unit.

### EQUIPMENT

Each unit is required to provide all equipment required to participate in the Camporee. That includes tents, stoves, cooking and eating utensils, and materials for camp equipment/gadgets, an entrance gate, water, etc.

Each patrol will need to bring its own water transport vessel and each patrol will be expected to keep a supply of fresh, potable water in its camp area at all times.

An equipment list for patrols/dens who are overnight camping is provided as a guideline. Units should review equipment requirements with their youth. Those units participating in special events will provide the necessary equipment called for in that event.

### UNIFORMS

The complete Scout "Field Uniform" (AKA: Class A) should be worn during flag ceremonies, campfire, and Scout's Own Services— No Merit Badge Sashes.

However, "Activity Uniforms" (Class B) may be worn during Scout Skills games and contests. Class B shirts worn must be scouting-theme appropriate.

Those individuals participating in Order of the Arrow activities during the Camporee should bring their OA sash.

## MEDICAL FACILITIES

**Each unit should have its own first aid kit.** However, a first-aid kit will be on site in the event of a medical emergency. **Each unit leader will be responsible for the first aid treatment of minor injuries, and for the safe transport of participants in the event of a medical emergency while maintaining two-deep leadership with the Scout and the remainder of the troop on site.**

Facility	Address
Evergreen Health Monroe	14701 179 <sup>th</sup> AVE SE, Monroe, WA 98272 (360) 794-7497

## DRUGS AND ALCOHOL

Drugs and alcohol are not permitted on the premises at any time. The presence of illegal drugs or alcohol may necessitate a call to local law enforcement. Standard rules from the Guide to Safe Scouting apply with respect to prescription medications.

## KNIVES and FIREARMS\*

These “items” are NOT required for Camporee and should be left at home. **Sheath knives (fixed blade) and folding knives with blades over 3 inches are not permitted.** Use or possession of any of these items will result in immediate dismissal from Camporee, and may result in disciplinary action and a call to law enforcement agents.

Larger knives used for food preparation should be left in the patrol cook site and be properly cared for and put away with the other cooking utensils. Each participant should be knowledgeable in the use of knives and axes and have in their possession a Tote-N-Chip Card, which is proof of their proper knowledge and use of such equipment.

## LOADING AND UNLOADING: PEOPLE, PARKING, AND EQUIPMENT

This process is the most challenging part of Camporee for the Staff, youth and adult leaders. Be prepared and be patient with all the volunteer staff. If you have any participants in your unit that have a “special need” or mobility issue, please bring it to the attention of the adult parking advisor/ Camporee Chairperson before coming.

The gate to the Camporee area will be locked between 11:00 pm – 6:30 am. Contact staff members if you have an emergency need to pass through the gate.

## PEOPLE

Remember that the staff is made up of volunteers, both youth boys, girls, and adults. They will have complete authority in any disputed matter. If a participant does not heed to the direction, of a staff member. The scout and/or their unit will be subject to sanction by the Camporee Chairperson or SPL with Chairperson approval from either district.

## PARKING

Vehicle parking will be provided in an area away from camping sites. Parking rules will be strictly enforced. If a vehicle is parked improperly and the driver has been warned it may be towed. Vehicular type campers (RVs) will be set up in a separate area. Remember, unit campsites are for tent camping only!

## EQUIPMENT

By following these simple rules units will facilitate entering and exiting Camporee with their equipment.

- This site has no road access to campsites.
- **Youth and adults are required to carry their personal gear (in the confines of a pack or duffel bag) to and from their campsites. No motorized vehicles/devices will be used to transport personal gear.**
- Please bring a wheeled cart for your unit gear. There are some wheeled charts but it's limited.
- Upon conclusion of Camporee, the loading of vehicles to leave will be conducted in a like manner as unloading.

## THE REGISTRATION PROCESS

### REGISTRATION IS ESSENTIAL FOR ALL UNITS

When you choose to register online your check-in is quicker more hassle free. Moreover, register online it helps to reduce costs for Camporee as it is important for Camporee Staff to have an accurate count of heads and units in order to prepare sites, ribbons, prizes, etc.

- Registration online limits the confusion and stress of checking in on Friday night, as camp site assignments will be "Jamboree style" and will occur at check-in.
- Help ensure your unit's speedy arrival, registration, and site placement through proper planning.

PLEASE REGISTER YOUR GROUP AND GAME!

As units registered online, they will be assigned campsites and notified of location with a detailed map, by e-mail, as time allows. The more prepared you are to registering online (no penalty for increasing attendance or any other last-minute changes) the more informed we can make you.

## FEES

- The cost for each registered youth and adults is \$30.00 for those attending overnight (one night or two) with or without approved game.
- Fees are to be paid on-line **before May 10<sup>th</sup> at 11:59pm** no fees are to be **paid on-site**.
- Any fees paid by scout bucks must be paid before coming to camporee. These must be paid to the Council.
- Please see the registration form for additional information summarizing these fees.
- Anybody without a wrist band on will be counted as not completing a registration

ALL PRINTED DEADLINES WILL BE ENFORCED.

## CHECK IN

Regardless of prior notification, entrance to Camporee and to your campsite must begin with checking in at the registration desk. Upon arriving at the Camporee, the primary contact and focal person for registration concerns and questions is the Camporee Chairperson and/or the registration person.

Once at your appointed site, you immediately need to send over a member of your group to confirm the total number signed-in on site. This check-in is necessary for safety/evacuation requirements, headcounts, etc., will facilitate speedy unloading from parking areas, and allow direct access to your campsite.

## EARLY CHECK OUT

Please let the Registration Staff know of ANY intentions your UNIT may have for EARLY DEPARTURE.

- Arrangements should be made as soon as possible upon arrival.
- Vehicle loading near sites will be restricted to after Scout's Own on Sunday.
- Early check out is available for units requiring leaving Saturday evening. However, we encourage you to remain until after campfire ceremonies are completed or leave before campfire. **Registration is closed during campfire.**
- Checkout on Sunday is only available after Scout's Own services.

## OTHER REGISTRATION REQUIREMENTS

- All units are required to check in with the registration staff upon arrival, even if you have preregistered.
- All units participating in this Camporee will be required to provide the following information:
  - An updated number of adults and youth if any changes were made.
  - Confirmation of late payment from the scout office.
- Each unit leader is responsible for, and will have in their possession, the proper permission slips and medical release forms for each youth participant attending.
  - Plus having a copy of the medical release form for each youth participant for the camp medic at the time of check-in
- Evidence of two-deep leadership and use of the “buddy system” will be strictly enforced throughout the Camporee by all staff.
- Units not meeting the above requirements may not be permitted to check-in.

## GAMES

### SCOUT SKILL GAMES

Scout skill games will be organized for the patrols to complete on Saturday. Volunteers – either adults or senior scouts – are needed to help run the activities.

These games are exactly what the scouts have been working towards all year. The activities are scored based on the patrol’s teamwork as well as skill completion. Points will also be awarded for patrol flags and patrol yells.

## PARTICIPATION

The total time allotted for scouts to compete is two and a half hours. The patrol/den must compete in at least six different events to be recognized as winners in the Overall Award. Patrols are encouraged to compete for the entire time, because the more events they compete in, the more chances for awards. Awards will be recognized during campfire Saturday night. The actual awards will be included in each unit's take home package – please be sure to pick up your unit's package before you go home.

## JUDGING

KNOW THE JUDGING CATEGORIES: It is important for everyone at the Camporee to understand these categories and their differences.

1. First Year Scouts: are Scouts with 18 months or less as members of a scout troop, formed in a patrol. We realize that troops do assign guides to patrols, but we will not recognize any patrol (as First Year) with more than one scout not fitting this description as a first-year scout.
2. Regular Scouts: are Scouts with more than 18 months as members of a scout troop formed in a patrol.

Each of these categories will be judged and awarded separately. This will allow for better competition, as Scouts of relative ages will be competing against one another.

If you have any questions, concerns, or just want to know more, please do not hesitate to contact our Games Chief, or Camporee Chairperson.

## Lunch Cook Off

- Each "Patrol" is expected to make their own food with either onion or water chestnuts in it.
- Patrol will bring the final food for the judges to eat at **the Camp Edward's Dining Hall**.
- Food should be made inside the campsite during the lunch time you will have until 1pm to cook and up to 1:30pm to deliver to the dining hall.
- Adults, even though it may be tempting, don't... do the cooking for them, just provide pointers. Adult supervision only. Points docked if adults assist unless absolutely needed.
- Most importantly this isn't "Master Chef" ... Have fun!
- This must be a cooked meal (Provide Pictures).
- The score will be done from a 1 to 10.

## Dessert Cook Off (Dinner)

- Each "Patrol or Troop" is expected to make their own food with fruit in it.
- Patrol or Troop will bring the final dessert for the judges to eat at the **Dining Hall at Camp Pigott**.
- Food should be made inside the campsite during the dinner time you will have until 6 pm to cook and up to 6:30pm to deliver to the dining hall.
- Adults, even though it may be tempting, don't... do the cooking for them, just provide pointers. Adult supervision only. Points docked if adults assist unless absolutely needed.
- Most importantly this isn't "Master Chef" ... Have fun!
- This must be cook in a cast iron either Dutch Oven or Skilt (Provide Pictures).
  - Extra points for Dutch Oven
- The score will be done from a 1 to 10.

## SPECIAL ACTIVITIES

- Shooting Sports
  - Shotgun – Maybe included.
  - Rifle (.22)
  - Archery
  - Knives/Axe
  - slingshot
- OA Chapter Meetings
- Lower Cope- Sign up
- Flag presentation

Any other activities will be announced/listed at Camporee check-in plus at the SPL/Scoutmaster meeting held Friday night.

## Shooting Sports

Sports All Scouts who desire to shoot .22s at this event must attend the **30-minute** safety briefing and will be provided with a bracelet to identify they have been safety briefed.

**Scouts who do not attend this safety briefing will not be permitted to shoot at this event.**

At our Shooting Sports, safety comes first at our ranges. All Range Directors are certified in the use and instruction of their respective firearms. Scouts and Scouters will only shoot when our certified and trained adult supervision is present. All Scout BSA Members are welcome at our ranges. While at the Ranges, we want to remind scouts, that this is a High Safety Area, and all scouts and scoutmasters are required to always follow the instruction of range staff. Due to the number of scouts that are coming the rifle range will be open from **9:00am to 4:00pm on Saturday.**

## CAMPFIRE

Each unit is encouraged to provide **original entertainment** for the camp-wide campfire. Do not forget the 4 S's, so bring your Songs, Skits, Stunts, and Stories. Our Master of Ceremonies will provide the showmanship! Your activity will be previewed prior to acceptance – please be appropriate.

Units are encouraged to practice prior to Camporee -- a great activity for troop meetings. Let us make this full of fellowship and fun, with great entertainment. The campfire is typically presented in a natural 'bowl'



(hillside, or stadium, if available) to provide both a 'stage' for the participants, and easy viewing for all. Tip: there is no amplification, so have your Scouts practice their "theatre voice" so we can hear them in the back row.

## AWARDS

Special emphasis will be put on the fair awarding of ribbons to participants. This year there are more ribbons for more categories. The more your scouts participate, the better their chance of receiving awards. Every unit and patrol will return home with recognition for attending the Camporee.

## BEHAVIOR

Campfires are for the enjoyment of all attending and are run in observance of the Scout Oath and Law, which will be the rule again this year. All songs/skits/stunts/stories will be pre-screened by Staff. Any improper behavior will be promptly dealt with.

## ORDER OF THE ARROW

The Order of the Arrow may be conducting several events during the Camporee. These activities, as with most OA events, are run by chapters represented at Camporee.

Questions should be directed to your chapters' chiefs and advisors.

## LOCATION

Camp Edwards	Camp Pigott
25600 Monroe Camp Rd, Snohomish, WA 98290	24225 Woods Creek Rd, Snohomish, WA 98290

### "LEAVE NO TRACE" CAMPING IS THE RULE

Camp Edwards has proved us with a great venue to hold our Camporee. We are very excited to be able to use this facility and would be pleased if we could use it again in the future.

- **Garbage: Pack it in – Pack it out**
- Please remember - NO DIGGING. When planning your gate, keep this in mind.
- Also, the only area that may be wet or lack good drainage is the parking area.
- There may also be some very rocky areas where the games will be held - plan for it!
- Recommended method of construction is lashings, tripods, etc.

The abuse of these facilities will not be permitted. Abuse will be defined as, but not limited to ● any misuse of resources,

- any actions that cause the areas to become unsightly or unsanitary,
- any dishwashing disposal of waste (water or otherwise) in the campsites,
- the continued running of water on the ground.

These resources have been made available to us as a convenience and may be revoked if we abuse them. Violations or improper use will result in counseling from Staff; any continued violations or disregard will be dealt with by the Camporee Chairperson and may result in removal of individuals or units.

PLAN WELL AND HAVE FUN

## DO'S AND DONT'S FOR SPRING CAMPOREE

Do:	Do Not:
Take the time to pre-register. It is essential for a successful event.	Dig any holes for any reason, including for gateway building.
Bring your own fire suspension set-up and firewood if you plan to have a fire or Dutch oven charcoal fire.	Build any fires on the ground. All fires must be suspended at least 12 inches off the ground or in an approved fire pit
Dispose of wash water properly. Cool it, strain it, and fling it in a safe area - outside of all campsites (leave-no-trace)	Leave the camporee site without an adult from your unit. Unit leaders are 100% responsible for your scouts and use of the buddy system.
Always wear your scout uniform during the camporee. Your activity uniform may be worn during scout skills games.	Participate in any contact sports (touch football will not be allowed to ensure a safe camporee).
	Bring fixed blade knives or folding knives with blades longer Than 3", drugs, alcohol, or firearms.
Bring garbage sacks and expect to remove all your own trash at the end of the camporee.	Wash dishes at or near the water distribution area. All dishwashing must be done in your camp area.
Exercise and follow the safety guidelines found in the guide to safe scouting.	Bring or play any electronic devices, games, radios, or artificial noisemakers - per standard scouting regs.
Be respectful of all staff and volunteers.	Block the roadways. Park only in the designated parking areas.
Enjoy yourself and have lots fun!	Drive into the camping areas.

## RECOMMENDED EQUIPMENT LIST

(For all units and individuals camping overnight)

<b>Patrol</b>	<b>Individual</b>
* Patrol Flag	Field and Activity Uniforms
Shovel	Pack/duffel bag
* Adequate # of tents (Bring just incase)	Sleeping bag/blankets, sleeping pad
	Eating utensils, cup, plate, bowl
* 2 fire buckets or class B/C fire extinguisher for each cooking site	Waterproof matches
Cook kit	Scout Handbook
Dishwashing supplies	Flashlight w/extra batteries & bulbs or 2 flashlights
* Duty roster in plastic	Extra clothes as needed
* Menu in plastic	Rain gear
* Dishpans	Toilet articles w/soap & toothbrush, towel, wash cloth – bringing extra toilet paper is a “good thing.”
* Trash bags	Jacket or sweater (highly recommended)
* Bleach or sanitary tablets	Pocket knife – with Tote-N-Chip Card
* Dining fly	Extra boots/shoes as required
* First Aid Kit	First Aid kit
* Sunscreen	Canteen/water Bottle
Patrol Box	Compass
* Water container(s) filled (5 gal minimum)	Personal Chair
* Food storage container	
Stoves	
*Hand Soap and or Hand Sanitizer	

<b>Unit</b>	
Lanterns (Remember –there is no outdoor lighting)	* Gateway materials
Campfire song/skit	Boundary materials (stakes/rope)
Dutch Oven Cooking Contest Equipment	Unit sponsored game/relay

NOTE: Items marked with an asterisk (\*) will carry points for the inspection on Saturday at noon.

This list is provided as a guide. Patrols, individuals, and units should have equipment to meet their requirements.

# CAMPOREE SCHEDULE

## FRIDAY - MAY 17

6:00 PM	UNIT REGISTRATION – CHECK IN BEGINS
9:30 PM to 10:00 PM	SPL and Scoutmaster Meeting at <b>Camp Edward</b>
9:00 PM	UNIT CRACKERBARRELS – REGISTRATION CLOSES
11:00 PM	TAPS - LIGHTS OUT (PARTICIPANTS AND STAFF)
<b>GATES WILL BE Closed AT <u>11:00 PM</u> – talk to Camporee Staff if accommodation is required</b>	

## SATURDAY - MAY 18

6:30 AM	REVEILLE (Birdie Song)
8:00 AM	REGISTRATION OPENS FOR SATURDAY ARRIVALS (or late on Friday)
8:00 AM	MORNING STRECHES (OPTIONAL)
8:00 AM	OPENING FLAG CEREMONY at <b>Camp Edward</b>
8:30 AM to 9:00AM	Shooting Safety Briefing ( <b>See pg.10</b> )
9:30 AM	REGISTRATION CLOSSES UNIT SPONSORED GAMES at Camp Edward ( <b>Group 1</b> ) Shooting Sports and Special Actives at Camp Pigott ( <b>Group 2</b> )
12:00 PM	LUNCH (Cooking Competition <b>See pg.7</b> for turn in Time/Location)
1:30 – 4:00 PM	UNIT SPONSORED GAMES at Camp Edward ( <b>Group 2</b> ) Shooting Sports and Special Actives at Camp Pigott ( <b>Group 1</b> )
4:30 - 5:30 PM	CHECK OUT FOR DAY REGISTRATION (or those units not staying the night)
5:30 PM	DINNER (Dessert Competition <b>See pg.7</b> for turn in Time/Location)
6:30 PM	SITE CHECK-OUT INSPECTIONS FOR EARLY DEPARTURES
7:30 PM	CLOSING FLAG CEREMONY & CAMP-WIDE CAMPFIRE ( <b>Camp Pigott</b> ) BRING YOUR CHAIRS
10:00 PM	CHECK - OUT FOR EARLY DEPARTURES – please make sure that you first check out with registration and obtain your patches and ribbons. Ribbons may not be ready!
10:00 PM	TROOP FRIENDSHIP CRACKER-BARRELS
11:00 PM	TAPS – Lights Out (Quiet)

**SUNDAY - May 19**

7:00 AM	REVEILLE (Rise and Shine Song)
7:15 AM	BREAKFAST
8:30 AM	OPENING FLAG CEREMONY SCOUT'S OWN
9:00 AM	CLOSING FLAG CEREMONY
10:00 AM	CLEAN UP, PACK UP, AND FINAL INSPECTIONS
11:30 AM	FINAL PARTICIPANT CHECK-OUT