

Leaders Guide

Timucua

District Camporee



27-29 September 2019

Flaming Arrow

Scout Reservation

Welcome to Flaming Arrow Scout Reservation

Message from Camp Directors

As your camp directors, and the staff, we would like to welcome you to the Flaming Arrow Scout Reservation!!! What a special opportunity this is to serve in this capacity for the Timucua District.

The Staff has worked hard to put together a program that you will always remember.

As you take a moment to look around and explore camp, you will notice that the Flaming Arrow Scout Reservation has changed, and many more improvements are in the work to make this the best camp in the area. Your Camp Ranger, David Cain, has worked hard to beautify our camp to make your camping experience. One that we hope you will always remember. Welcome to a wonderful weekend, as we journey through "Camp Wars, The Scouts Awakening!"

In this Leaders' Guide you'll find everything you need to know about this event, including the schedule and logistical details. If you have any questions, please let us know.

Again, welcome to Flaming Arrow and to the Camporee. Have a great weekend!

Yours in Scouting,

Jane and Ken Staver
Camping Committee Co-Chairs

General Information

1. All Scouts should adhere to the Scout Oath and Scout Law as the rules governing their behavior on camp property.
2. Make sure parents/guardians know the Troop/Crew/Ship Number, Patrol Name and name of unit leader in attendance.
3. The use of mind altering-substances (including alcoholic beverages) by adults or youth members will result in the immediate dismissal from the Camporee site without a refund. Parents will be notified to come and pick up their Scout.
4. Smoking and the use of any tobacco product, including E-Cigarettes or Vaping is only allowed in the main Parking Lot at Flaming Arrow. Smoking in the bathrooms, on trails, or in campsites is **not allowed!** Unit leaders and Camporee Staff please inform parents and other leaders. Any violations to this policy will result in **IMMEDIATE** removal from the event, **WITHOUT** a refund.
5. **Only 1** motorized vehicle per troop will be permitted to enter the Camporee ground on Friday to unload equipment only. They will then be parked in the designated parking lots, no exceptions. **No vehicles will remain in campsites. Only 1 Troop trailer, per unit, will be allowed to remain in campsites.**
6. No unit will be allowed to participate in the Camporee without 2 registered adults leaders in attendance. All Adult leaders will camp with their Troop/Crew/Ship. If Troops/Crews/Ships are unable to attend because of adult leadership, they should buddy-up with another unit from their area.
7. Venturing Crews, Explorer Post, Sea Scout Ships, are encouraged to attend and participate in all Camporee Events. Crews are also encouraged to camp in the area in order to promote Venturing.
8. All participants will remain on the Camporee grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through the Camporee HQ.
9. Scouts should use the “buddy system” when outside their assigned area. During the event on Saturday, an activity uniform may be worn. Scouts should dress “clean & appropriate in a Troop activity uniform. Shoes will be sneakers type, boots, or leather shoes. **For safety reasons NO SANDALS or open-toed shoes will be allowed. No person should be barefoot around the camp.**

10. All Patrols/Troops/Crews will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is mandated that if wood or charcoal fires are used. In case of a fire ban, alternate methods of cooking should be planned.
11. Please set up campsite with [Leave No Trace](#) and [Tread Lightly](#) Principles in mind.
12. Troops will furnish their own garbage bags and properly dispose of all trash. Be prepared to pack your trash out if necessary. A dumpster will be available at the Dining Hall.
13. Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the troop site. Generators **will not** be permitted at Camp Flaming Arrow for units without council executive approval. Notify the camporee directors immediately if electricity is needed for medical reasons only.
14. All persons/guest are required to register at the HQ area of the Camporee.
15. Please remember, we have ZERO tolerance for Drugs or Alcohol. They are not permitted at any BSA event. If discovered, you will be immediately removed from the Flaming Arrow property and notification of such infraction will be noted at the council office.
16. Handicapped parking will be available, but only if a CURRENT state issued placard or plate is present in the name of the individual driving.

All drivers must observe the camp-wide 10mph speed limit and must use hazard lights while driving.

Camporee Registration

Registration fees will be \$20.00 per Participant, Boy Scout, Venturer, Explorer, Sea Scout, Ships, Crews. This will include an event patch for each participant. Late Registration will be allowed only if there is space available, at the rate of \$25.00 per participant. If you plan to attend as Staff, please contact either Jane or Ken Staver for Staff Pricing. Please keep in mind that late registration **does not** guarantee a patch. Camporee staff need to register separate from their units.

Registration is available online at: <https://scoutingevent.com/089-2019Timucucacamporee>

Early Rate ENDS SEPTEMBER 13TH AT MIDNIGHT!!!

PRIOR TO ARRIVAL AT CAMPOREE: Your unit should be prepared to arrive at camp with:

- A. Troop Flag
- B. A flag for each patrol, (Made prior to your arrival at camp)
- C. When preparing your patrol flags, they must display / Symbolize their patrol name.
Each patrol should have a patrol spirit yell.
- D. Materials to build a gateway to your campsite. Keep in mind that you will be working with other troops/crews/posts/ships that may be in your campsite. These gateways should be made from wood, rope for lashing, and of course, **NO NAILS OR SCREWS**. Show us your skills in creating the very best gateway that Flaming Arrow has ever seen. There will be points for creativity, knowledge of lashings, and other basic scouting skills. Points will be deducted for the usage of nails, wires, screws or anything else that will artificially hold these gateways together.
- E. Each Troop must have prepared either a song or skit to be presented at the Campfire on Saturday. Use your imagination and have fun with it!!!! Show us your scouting spirit!!! All songs and skits must follow good scouting principles. All songs and skits must be approved by camp staff and submitted at the time of check-in.
- F. PLEASE NOTE: At the time of check-in, if a patrol has less than 5 scouts, they will be combined with other scouts to form a patrol that meets the minimum/maximum requirements. In addition, based on the number of participants during the camporee, smaller patrols may need to be combined to meet the maximum of 10 scouts per patrol.
- G. Please have your scouts broken into patrols of 5 Minimum and Maximum of 10 at the time of check-in.

H. Each unit should be prepared to have two (2) adult leaders to serve on staff, for the events on Saturday. Event locations will be assigned Friday night upon arrival.

I. Please make sure that EACH scout has with them at all time, the following essential items:

1. Pocket knife (with totin' chip card)
2. First Aid Kit (Should include supplies to treat blisters, clean a wound, and bandage a cut.
3. Extra Clothing (including long pants)
4. Rain Gear
5. Water Storage (Water bottle with name)
6. Flashlight or headlamp (extra batteries)
7. Sun protection (Sun screen, broad rim hat, sunglasses optional)
8. Map and compass Trail Food (Lunch / Snacks for the day, as no one will be Returning to camp until the end of the day in time to cook dinner)
9. Firestarters (no matches or lighters)
10. 6' Rope

J. Oh Yes.... **Don't forget to build your Droid....** For extra points (and fun) show us your patrol spirit combined with your love of scouting.... Your droid should be ready at the time of registration and you will be reunited with your droid during your travels between the galaxies in a time not far away.....

REMINDER... Each Droid must have troop # and patrol name prominently displayed

Arrival

Troops may arrive at Flaming Arrow after 4:30 pm on Friday, September 27th. You will be greeted at the parking lot entrance by a staff member who will direct you to parking and provide directions for unloading gear. Campsites will be assigned prior to arrival and sent to the Troop leader via email per the Point of Contact provided during registration. In the event that you do not receive campsite assignment prior to check-in, it can be provided during the check-in process.

Check-In

After arriving, the unit leader and one youth leader shall proceed to Saunders Hall to check in. There you will confirm your unit's registration status and receive the latest camporee news. Campsite assignments will be determined prior to the event and are designed to allow Scouts to meet those from other districts or areas of our own district.

Swimming Classification Record

Units must present evidence of each Scout's current swimming classification at check-in. Scouts without appropriate swimming skills will be limited participation in the waterfront activities. Each scout will be issued either a "swimmer" (Blue wrist band) or "non-swimmer" (Yellow wrist band) at the time of check-in, and is to be worn at all times during the camporee.

Parking

IF NEEDED, one vehicle may pull a troop trailer to the assigned camp site and may be parked along the road near your site for unloading. The Vehicle must be returned to the designated parking site. No vehicles are permitted in campsites, and they may only be parked in designated parking areas.

Handicapped Parking

Handicapped parking will be available, but only if a CURRENT state issued placard or plate is present in the name of the individual driving.

***** All drivers must observe the camp-wide 10mph speed limit and must use hazard lights while driving. *****

Campsites

Each unit is responsible for the condition of its campsite and is expected to observe current Leave No Trace camping procedures in compliance with the Outdoor Code and Scout camping policies. Please report new maintenance issues to the camp master corps immediately.

Campsite trash will be collected throughout the event from each site. Please separate and bag regular trash and recyclable items (cardboard, glass, plastic, aluminum cans). Please safeguard trash from animals.

Toilet and shower facilities are in each campsite. Please keep them clean. Each unit is required to clean the toilet and shower facilities before checkout.

*****Please observe and use the male or female indicators when using the toilet and shower facilities. THIS IS A CO-ED EVENT. *****

Check-Out

Jamboree Method. All units need to work together to ensure campsite, toilets and shower facilities are ready for inspection for checkout.

MESSAGE FROM YOUR MEDICAL OFFICER:

First Aid

Routine, non-emergency first aid is each unit's responsibility.

Major injuries must be reported immediately to the camporee staff in the following order:
Marc Holtzberg, Event Medical Coordinator, at 813-610-1224

Additional persons to be notified are as follows:

Ken Staver, Co Chair, Cell: 813-480-3150

Jane Staver, Co Chair, Cell: 813-404-5057

David Cain, Camp Ranger, Cell 352-871-3436

The First Aid building is on the north side of the camp near the Parade Field and the First Aid personnel will be at major event locations during the course of the weekend for first aid response. Depending on the severity of the injury, it is appropriate for an adult leader to call 911 and inform camporee staff immediately that a call has been made. Information must be given as to where you are so medical staff can respond. Without information that this call has been made to 911 will delay response because EMS must be escorted to the patient.

The key for happy scouts is being clean, hydrated and fed scouts. All scouts must have water bottles with them, their buddy, a wide brim hat, long sleeve shirt, and sunscreen are recommended during this event. If scouts and or adults are found with heat exhaustion, they are to be brought to Wood Hall, Jenkins Hall or Saunders Hall (if occupied) and notify camporee staff in the order listed above.

If your scout is being treated by camporee staff the adult leaders will be contacted and given a location for them to respond to. Ensure as adult leaders of your unit you have a working cell phone on you at all times. Scouts, please carry your leaders contact information with you during this event.

Happy Scouting!!!

- Marc Holtzberg, Camp Medical Officer

Medical Forms

It is each unit's responsibility to ensure each participant has a current Annual Health and Medical Record. The camporee staff will only verify that these forms are in the possession of the unit leader. Individuals without medical forms will not be allowed to remain at the camporee. All medications, including over the counter and prescription medications, that are brought to camp are the responsibility of the unit leader.

****At this event CURRENT BSA Medical Forms A&B will be required for ALL participants ****

Swimming Classification Record

Units must present evidence of each Scout's current swimming classification at check-in. Scouts without appropriate swimming skills will be limited participation in the waterfront activities. Each scout will be issued either a "swimmer" or "non-swimmer" wrist band at the time of check-in, and is to be worn at all times during the camporee.

Worship

A brief Interfaith Worship Service will be conducted on Sunday morning in the council ring. Services will begin promptly at 8:00 AM.

Uniforms

Friday: units may arrive in and continue to wear either the field or activity uniform.

Saturday: Scouts are **REQUIRED** to wear class "B" uniform all day Saturday.

Sunday: Scouts are required to wear the full and complete field uniform on Sunday for the interfaith worship service.

Smoking

No smoking (to include E-Cig) or chewing tobacco will occur in the presence of youth. Any smoking will be in accordance with all applicable BSA rules and regulations and in the designated area only (main parking lot). Adults **ARE NOT allowed any smoking (to include E-Cig) or use of tobacco products of any on camp property. If you are seen smoking outside of the designated area (Main Parking Lot) you and your troop will be asked to leave the premises immediately, and there will be no refund of registration fees.**

Alcohol and Drugs

The use of alcohol and illegal controlled substances during the camporee is absolutely prohibited. Any violations to this policy will result in **IMMEDIATE** removal from the event, **WITHOUT** refund. This violation is grounds for expulsion from the camporee and the Boy Scouts of America.

Firearms and Firearms

The possession or use of any fireworks or firearms are strictly prohibited in accordance with BSA policy. Any violations to this policy will result in IMMEDIATE removal from the event, WITHOUT refund. This violation is grounds for expulsion from the camporee and the Boy Scouts of America.

Weekend Activities that you MAY encounter

(Keep in mind not all scouts will have the exact same experience during this camporee.)

➤ **Destroy the Death Star**

You are one of the intrepid pilots of a Rebellion X-Wing attacking the Death Star. You must channel the force to launch your proton torpedoes into the exhaust port to defeat the Empire.

➤ **Cross the Lava Pit**

As the Planet Mustafa erupts with hot lava, you must cross very carefully or suffer the fate of Anakin Skywalker

➤ **Defeat the Guard Tower**

You will need to work as a team to take down the force field protecting the death star. But remember, this must be done piece by piece.

➤ **Ancient Jedi Riddle**

The ancient Jedi's have left clues for the Jedi order to follow. You must understand these clues and be able to connect the words you discover.

➤ **Balance the Force**

While using the force, you must find the balance between the Light and the dark. Without balance, you may not pass to your Next mission.

➤ **Survive the Frozen Planet Hoth**

During your recent encounter with the Empire, your Tauntaun Crashed on the Planet Hoth. You must use the surrounding environment to be able to stay dry, warm and cook food.

➤ **Escape the Death Star..... Alive!!!!**

You are currently surrounded by the enemy on the Death Star, but Must get out!!! Unfortunately, the only way out is to climb down the side of the central generator. Ancient Jedi's anticipated the day, and left you Clues on the way. Keep your eyes open!!!!

➤ **Fighting the Wamp Rat**

While exploring the Planet Tatooine, you will encounter the HUGE Wamp Rats! Protect yourself from these animals that have been known to attack Anything that get to near.

➤ **Save the Jedi**

You have discovered that you are NOT the only Jedi!!! Unfortunately, He/She Is severely hurt and needs your assistance. The only thing you can do is to Stabilize and transport them to the next interplanetary launch pad. Remember, You are a Jedi.....Use the Force!!

➤ **Yoda says, "Answer you must"**

During your intergalactic travels, you have encountered Yoda, the Oldest and wisest Jedi. He will have many answers, and you must Have the questions.

➤ **Chewbacca's Challenge**

As a Padawan you must always remember to "Be Prepared." If you should encounter "Chewie", he may tell you to continue on your journey, or he may even ask you to show him your essential items.

➤ **Planetary Cleanup**

During the course of many battles between the Rebellion and the Empire.....
So much has been destroyed. Before we can continue on our journey, we
Must help repair parts of the Planet Hoth so that we can survive.

➤ **Replenish the Rebellion**

Working as a team, we must replenish the rebellion. Keep your eyes open... At-At's
may be lurking. You must run across the Planet Batou where you will find the supplies
you sent for. Now, you will need to Transport them, without carrying them, using the
pieces and parts that Were left behind from previous raiders. Once you have returned
to your planet, you can now replenish the rebellion.

➤ **Raise your banner**

You have landed on the Frozen Planet Hoth, but you must claim your
Territory!! Using only the surrounding rubble, you must construct
a flagpole, raise your flag and shout out your patrol yell to conquer!!!

➤ **Cross the Galaxy**

During your adventure, your Droid has been captured and lost. Before
He disappears into the blue abyss, you must rescue him before he drowns. Once
rescued your journey will continue, and the two of you will become
One with the force, and become a Jedi!!!

➤ **Ryn you must free!!**

Ryn has been taken hostage by the dark side. In order for her to be free once again,
She is counting on you to solve the puzzle that has been left by the ancient Jedi.

Check-Out

Will be conducted in a Jamboree Style. Units may depart as early as 9:00am on Sunday. A
member of the Camp Master staff will inspect your campsite before you leave. Prior to
inspection, please complete the following:

- ☐ Ensure the campsite is litter-free.
- ☐ Ensure the toilet and shower facility is cleaned.
- ☐ Restore the campsite to its original (or better) condition.
- ☐ Pack all gear and be ready to depart.
- ☐ Complete a camporee evaluation.
- ☐ Request a site inspection from the Camp Master Staff.

- Request a Camp Master sign your Check In / Check out form, and return to Saunders Hall to complete your checkout and pickup your units' patches... No Patches will be handed out until check-in/checkout sheets have been signed and returned to Saunders Hall.
- Please keep in mind that when sharing the camp site, we must also share the camp cleanup responsibilities. If you are the last troop to leave the site, it is your responsibility to make sure the site is left in a better condition than when you arrived.

GENERAL CAMP RULES AND REGULATIONS

Rules are made for the safety of participants, protection of the facility, and to provide fairness to all. Unit leaders are asked to help ensure that safety is maintained at all times.

- All camporee participants and staff must adhere to [The Guide to Safe Scouting](#).
- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter.
- No fireworks of any kind are permitted on camp property.
- The cutting of live trees is NOT permitted.
- Closed toe shoes must be worn in camp at all times.
- The Scout uniform, correctly worn (shirts tucked in), is the most proper dress.
- Pets are not allowed at camp. Please, for the safety of other campers and the pet, leave them at home.
- No alcoholic beverages or unlawful drugs are permitted on camp property.
- Tobacco use is not permitted in or around campsites or event venues during the camporee. Adults may only smoke in the main parking lot. Smokers may be asked for proof of age.
- Throwing rocks, pine cones, sticks and the like is prohibited.
- No individual ground fires. Fires are only allowed in designated fire rings. No open fires are allowed if a fire ban is in place. If you have any questions, please ask before starting a fire. All proper fires must be watched at all times
- No riding in the back of pick-up trucks.
- The buddy system is in place at all times.

WATERFRONT

Upon check-in you will also need to provide a swim test certification for each youth at the time of check-in. (We will NOT provide a swim test during this event.) You will then be given a color coded wrist band to let the lifeguard know what level of swimmer you are. **BLUE** will designate that you have passed the swim test and will be allowed full access to the swimming area. **RED** will designate that you are a NON-SWIMMER and will be allowed only in designated areas at the waterfront. Please be aware that ALL participants (Including adults) must have a wrist band, and they must be worn at all times...NO EXCEPTIONS!!!! Canoe and boat rules for swimmers and non-swimmers apply. **** See Guide to "Safety Afloat" ****

SCORING FOR THE CAMPOREE:

Friday Night - Patrols/Crews/Ships will receive a "Overall Unit Score Card" that should be posted in a visible, dry space within each individual campsite. In addition, each patrol will carry with them their individual scoring sheets for the Saturday Activities.

During the day on Saturday, all events that are encountered will be timed by the lead adult. This time will be recorded and all event times will be averaged at the end of the day when completed scoring sheets are turned in to the Adult at Saunders Hall.

- Saturday Night - Camporee Ribbons will be awarded during the Camporee Campfire as follows....
 - Blue Ribbon – Overall First Place
 - Red Ribbon - Overall Second Place
 - White Ribbon – Overall Third Place

Please keep in mind that this year there will be a "twist" to how points and ribbons will be awarded. Each color group, will have an opportunity to find the hidden "Challenge Medallion". If this medallion is found, it will be the responsibility of the patrol leader to safely carry that medallion to the end and turn it in with their scoring sheet. If the medallion arrives intact without damage, your patrol will be awarded a negative of 2 minutes off their total time. This could be very beneficial if your patrol is close to another patrol in time. This medallion will be hidden along the path you will be traveling on Saturday. Please remember that there is two (2) medallions for each color group. If you turn in the wrong color medallion for your group, penalties will be assessed. If you see a medallion for another group, please leave it for that color group.

Remember, "May the Oath and Law be with you."

Camporee Schedule

Friday

3:30 pm	Camporee gates open for Packs/Crews/Ships/Troops to arrive
4:00 pm	Registration by Unit begins
6:00 – 8:00 pm	Set Up Camp / Supper time / clean up
8:00 – 9:00 pm	Unit Campfire (Individual camps, Fire Ban permitting)
8:30 – 9:15 pm	Camporee Staff Meeting
10:00 pm	All Scouts must be in their campsite
10:30 pm	Taps / Lights Out

Saturday

6:00 – 7:30 am	Reveille/Breakfast/Camp Cleanup (individual camp sites with troops)
6:30 am	Late Arrival Registration
7:30 am	Flag Raising in each individual Camp Site
8:15 am – 12:00	First half of daily activities
12:30 pm – 1:00 am	All Stop for lunch (Each Scout must pack a trail lunch. There will not be time to return to camp for lunch.)
1:00pm – 5:00 pm	Second half of daily activities
5:00pm – 5:30pm	Deadline for turning in scoring booklets for awards (Passports) (Saunders Hall)
5:00pm – 7:30 pm	Dinner and Clean up in each individual camp site
8:00 pm – 10:00 pm	Camporee Campfire / Awards Ceremony / OA Call Out
10:30 pm	Taps / Lights Out / Quiet Time (Remember sound travels)

Sunday

6:00 – 7:15 am	Reveille/Breakfast/Camp Cleanup
7:30 am	Flag Raising at the Council Ring
7:45 am – 8:00 am	Interfaith Worship
8:00 am – 9:00 am	Can start breaking Camp and Checking out at Camporee HQ (Units must work together to clean camp prior to checkout inspection by Camp master)

CAMPSITE INSPECTION

During the day on Saturday, SPLS and/or members from the Camporee Staff will be inspecting troop/crew campsites. The inspection group will be checking to make sure the troop campsite is properly set up. The following criteria will be used judging the campsite

1. **Gateway**: Each Troop must build a gateway as entrance to their campsite. Points will be awarded for design, camporee theme, ingenuity, and creativity.
2. **Tents and sleeping arrangements**: The patrol's/crew's sleeping arrangements should be neat, clean and properly protected from the elements. If tents do not have floors, cots or ground cloths should be utilized. Do not ditch tents.
3. **Adequate Food & Equipment**: There should be adequate and proper storage of all food and cooking utensils. Perishable food storage may be shared with another patrol/crew. All equipment is stored properly.
4. **Proper Maintenance**: The campsite area should be maintained in a neat and clean manner (including surrounding area) at all times. The driving of nails into trees is prohibited. The campsite area should be returned to its natural state at the end of the Camporee. All garbage bags must be removed from the Camporee site.
5. **Sterilizing**: All cooking and eating utensils must be washed after each meal with hot water, and then sterilized. The 3-pot method will be used. Sterilizing can be done with boiling water or an approved disinfectant. A central troop system may be used
6. **Troop Fire Fighting Station**: Each troop site must be equipped with firefighting equipment. Two (2) large buckets, one (1) with sand and one (1) with water. Dedicated shovel for fighting fires must be available. The area must be posted.
7. **First Aid Kit**: Each patrol/crew must have an adequate first aid kit. All patrol/crew members should know its location.
8. **Bulletin Board**: Each patrol/crew should have a bulletin board posting duty rosters, schedule, score sheet, and pertinent information and a "Plan for emergency action" (the plan should include emergency names and phone numbers of persons to reach outside the camporee site, a lost Scout plan and troop assembly times). A patrol/crew roster of those in attendance should be posted.
9. **Scout Spirit/Scout like Conduct**: The Troop should be displaying Scout Spirit/Scout like Conduct throughout the events.

Timucua District Fall Camporee Roster

(To be turned in at Registration)

Troop Scoutmaster: _____ Cell Phone: _____

Senior Patrol Leader: _____

SCOUTS

Patrol Name:	Patrol Name:	Patrol Name:
1.	1.	1.
2.	2.	2.
3.	3.	3.
4	4	4
5.	5.	5.
6.	6.	6.
7.	7.	7.
8.	8.	8.
9.	9.	9.
10.	10.	10.

ADULTS **

1.	1.	1.
2.	2.	2.
3.	3.	3.
4	4	4

**** Please remember that any and all adults that attend camporee will be asked to help in areas that are needed.**

Scoutmaster Signature: _____