

WESTERN MASSACHUSETTS COUNCIL, BSA

METACOMET DISTRICT

CAMPOREE and SCOUT SHOW

May 17-19, 2019

Franklin County Fairgrounds

87 Wisdom Way
Greenfield MA 01301

Camporee Overview

The camporee is a Scout Show; an opportunity for Troops and Patrols to showcase their scoutcraft skills, special interests and Scouting traditions.

The activities will be the demonstrations presented by each Troop or Patrol.

There will be some pioneering projects, skills, some fun activities, and interesting skills to learn.

Saturday morning will be setup and preparing demonstrations.

There will be exhibits by community and hobby centered organizations.

In the afternoon Scouts, Leaders and families will visit other Troop sites and the exhibits to see other activities, meet Scouts and leaders from other Troops and learn new skills and camping techniques.

The Scout Show is open to the public and is an opportunity to recruit new scouts.

Families from our communities are invited to visit the camporee to learn more about our Scouting Programs.

Program Partners

The camporee program would not be possible without the help of many volunteers and agencies.

Agencies providing support for the program:

- Greenfield Fire Department
- Greenfield Police Department
- Northfield Rescue and Dive Team
- Franklin County Sheriffs
- WMC Fishing Program
- Brookside Racing
- Franklin County Radio Control Airplane Club

Please say thank you to our supporting partners as you see them

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Pre-Registration

Pre - registration is necessary! In order to properly staff all the events we need to have a reasonable estimate of the number of scouts and adults who will be attending.

Only the number of Scouts and Leaders is provided at the time of pre-registration.

Pre-registration is available on the Council website, the form can be mailed to the Council office or e-mailed to the Camporee Committee at gwcamp93@gmail.com

The Camporee Committee realizes that you may not be able to finalize rosters until very near the camporee. Troop and Patrol rosters will be submitted and fee balances reconciled at check-in.

WITH YOUR PRE-REGISTRATION PLEASE REPORT YOUR PLANNED DEMONSTRATION AND ACTIVITIES FOR THE SCOUT SHOW. THE COMMITTEE IS WORKING TO HAVE A VARIETY OF SKILLS AND ACTIVITIES TO SHARE

Camporee Fee

The Camporee fee reflects the costs to bring this program. The fee includes a patch for each participant, recognition ribbons, insurance, program supplies, facility cost and all other expenses for the event.

The cost is \$ 15.00 per person for Scouts and Adults

Check in

Registration begins Friday at 5 p.m.

Check in will be near the Main Gate Entrance

The Scoutmaster and Senior Patrol Leader check-in

Bring with you:

- Troop and Patrol Roster
- Balance of payment

Program Notes

The concept of a Scout Show is for each Troop or Patrol to demonstrate a scout skill, scouting knowledge or Scouting tradition to other Scouts and Scouters and the community members visiting the camporee.

Each Troop or Patrol should have a unique demonstration or learning experience to share.

Your campsite is part of the show. Create a gateway special to your troop. Set up your camp to show others some best and new ideas for a great campsite.

Community organizations will have displays and demonstrations of the work they do in our communities.

This is an opportunity to learn from other Scouts and to share your knowledge and skills with others.

There are no competitive events during this program. Campsite gateways will be judged.

Camping

- Each unit will be permitted only one vehicle at a time to drive to the campsite to unload gear. All vehicles will then be moved to the Green River parking area
- No parking is permitted in the camporee area.
- Units will be directed to camp sites on arrival.
- Sites are unimproved camp sites
- Units must share available facilities
- Restrooms are the permanent facilities of the Fairgrounds
- Water is available at the fairgrounds. Units should bring adequate water containers
- Campsites should reflect the Patrol Method and include a gateway.
- Troop and Patrol flags should be displayed
- Cooking may be done on stoves, charcoal or fires
- Only above ground fires in containers are permitted.
- All fires must be completely extinguished (cold out and wet) and the area or fire ring cleaned up in accordance with Leave No Trace practices. All ash and unburned wood must be removed from the grounds by the Troop.

Parking

The space for parking near the campsites is very limited. All vehicles must be parked in the Green River lot across from the main entrance

Senior Patrol Leader/Scoutmaster Meeting

There will be a cracker barrel for Scoutmasters and Senior Patrol Leaders at 8:30 p.m. Friday at Show Ring/Pavilion
Detailed information and updates about the program will be distributed.

Assemblies & Flag Ceremonies

All Scouts will assemble for opening and closing ceremonies on Saturday and Sunday
Troops are invited to provide a color guard for the ceremonies.
Contact Camporee Staff at registration

Uniform

The Scout Class A uniform will be worn for all flag assemblies, the campfire and religious services

Class B uniforms may be worn for activities.

Offensive and inappropriate clothing shall not be worn at any time. Camporee staff will ask participants to remove inappropriate items of clothing

Code of Conduct

Each participant is expected to behave in a scout-like manner in accordance with BSA principles at all times. The Scout Law is the law of the camp

Inappropriate behavior is not acceptable at any time and may be cause for removal from the Camporee. Unit will be responsible for removing non-compliant participant(s)

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Camporee Rules

These rules are for the safety of all Scouts, Leaders and visitors and to ensure that everyone has a safe, enjoyable and productive camporee

Please review these rules and policies with your Scouts and leaders. Your cooperation is appreciated.

- The Scout Law is the law of the camp
- The Buddy System is to be used during the Camporee. Leaders are requested to teach and enforce the Buddy System during Camporee.
- The Guide to Safe Scouting will be followed by all participants.
- As at any Scout activity, there will be no illegal substances, alcohol, fireworks, firearms or other weapons.
- Please report all accidents, injuries, or other emergencies to the Camporee HQ.
- Please turn in lost and found items at the Camporee HQ area. Unclaimed items will be available at the Scout Office after Camporee.
- All Scouts are required to be in full uniform for check-in, check-out, campfire, and flag ceremonies. Patrol or Troop activity uniforms are encouraged for all other activities.
- Wood tools must be properly stored and used.
- No wood may be cut from trees, nor trees cut down.
- All fires must be in above ground containers and attended at all times. Do not leave the campsite while the fire is anything but COLD to the touch.
- Scouts must remain in their campsite after taps at 10:00 pm. until reveille at 6:30 a.m.
- A Scout is Courteous- please be considerate of your campsite neighbors.
- No electronic devices such as radios, tape decks, iPods /CD / DVD / MP3 players, walkie-talkies (except devices designated for Camporee staff use only are allowed within the Camporee area
- No holes or trenches are to be dug for any purpose.
- Scouts are not to enter other campsites without permission.

Leave No Trace

All activities will be in accordance with Leave No Trace principles

All areas will be left better than how we find them and free of refuse

Additional information on Leave No Trace can be found at:

<http://www.scouting.org/boyscouts/resources/21-05/index.html>

Recycling & Trash

- There is no trash disposal at the Camporee. Units are responsible for securing and removing all their own trash from the Camporee area. Units shall bring their own trash bags and containers as required.
- All trash shall be properly secured from animals at all times
- Separate recyclables and transport them to a facility

Safety and Emergency

Prevention is the most important element for a safe camporee. All leaders should maintain an awareness of where Scouts are and what they are doing. And take appropriate action to mitigate unsafe situations and behavior. Remember "if it is predictable is it preventable"

As our natural world comes to life in the spring, ticks and other insects are more active. Ticks are a serious health threat. Everyone should be conducting tick checks daily. Consider using repellents and clothing treatments and tuck pants into socks. Leaders should have a current Parts A & B of the BSA Medical form and parental permission for all participants.

Units should be trained and equipped to provide immediate and/or minor first aid. Medical care will be available at Camporee Headquarters.

In the event of a medical emergency, the Camporee staff shall be notified. Camporee staff will respond and call 911.

A Scout is Reverent

All Scouts and Scouters are encouraged to participate in the offered religious services. There will be a Catholic and Scout's own service on Saturday evening. Please wear full Class A uniform. Troop Chaplain's Aide and other scouts are invited to participate in the service. Contact Camporee staff

Visitors

Visitors and families are welcome and encouraged to visit the Camporee on Saturday through the end of the Campfire. Visitors have to depart camp following the campfire.

Webelos

An invitation is extended to Webelos to visit the camporee and observe troops during the activities. This will allow Webelos to complete one of the requirements for the Arrow of Light Award as well as observe your troop in operation.

Webelos may only participate in activities appropriate for their age and on a space available basis. All activities must be in compliance with the Guide to Safe Scouting.

Scoutmaster Bake-Off

Scoutmasters and leaders are encouraged to join in the fun of a dessert competition. Prepare a dessert during the camporee and bring your entry to the Pavilion at 7:30 p.m. Senior Patrol Leaders are the judges and will sample the desserts and declare the winner.

Campfire

The Saturday night program will be led by the Pocumtuc Order of the Arrow Lodge. Each Patrol should come prepared with a skit, song or other campfire feature.

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Check-out

Troops are to notify the Campsite Inspection staff member to arrange to have their campsite inspected prior to departing camp. Please do not leave camp before your site has been inspected.

A member of the Camporee Staff **MUST** inspect your campsite before you leave.

Prior to inspection, please complete the following:

- Restore the campsite to its original (or better) condition
- Ensure the campsite is litter free
- Clean up and residue from fires site (LNT) including removal of ashes and unburned wood from the grounds
- Pack all gear and be ready to depart
- Request a site inspection of a Camporee Staff member

The check-out sheet will be signed when the inspection is completed.

The Scoutmaster and Senior Patrol leader must then present the form to HQ.

Patches will then be presented to the Scoutmaster and Senior Patrol Leader with the signed check-out sheets.

Any outstanding fees must be paid before departure.

Equipment to Bring

Each patrol should bring the equipment on the list below for the activities.

Notebook and Pencil

Scout Handbook

Scout Field book (optional, but highly recommended)

Daypacks

Water bottles

All materials and supplies for the Troop and Patrol demonstrations

Personal Camping Gear

Patrol Camping Gear

Activities

The activities will be the Troops and Patrols showcasing their Scoutcraft skills, Scouting Traditions or specialty of the Troop.

Each unit should create a demonstration or activity that highlights a Scouting skill, Scouting traditions or a specialty of your Troop. The activity may allow participation by attendees. Scouts should have time to visit other stations.

Sample Stations:

Pioneering construction: Monkey Bridge, Friction Bridge, tower, tepee, etc.

Basic skills: knot display, lashing display, tool handling, fire starting, fire building

First Aid

Badge, patch, and uniform display

Model campsite

Cooking

Rescue

Skill games

Cub fun: rain gutter regatta, pinewood derby, fishing game.

As you visit the Troop campsites, you will see displays of the Scout's accomplishments. Some demonstration will be interactive giving you the opportunity to join in the action. You will meet Scouts from other communities in our council and be able to learn from your fellow Scouts how their Troop program operates.

Demonstrations will be in the Troop campsites. Create a gateway to your campsite that will be the entrance for visitors to experience the demonstration. Refer to the following page for details about gateway construction and judging.

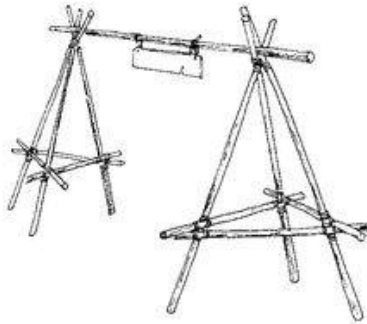
Community Partners will have displays and information about their work and services to our communities.

Each Troop will receive program updates and a detailed listing of activities and demonstrations at the Friday evening cracker barrel and leader meeting.

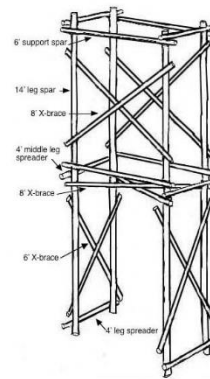
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GATEWAY COMPETITION



All gateways are to be designed based on traditional pioneering materials and lashing techniques.

The gateway to your troop site should be an attractive and functional entrance to your site for Troop members and others visiting your Scout Show demonstrations

The gateway must be completely constructed on site by the Scouts.

Adult leaders may monitor for safety and discipline but shall not participate in the build.

Gateway Competition Rules:

- Plans drawn on 8 1/2 X 11" paper include of structural drawings, written explanation or any information needed to clearly define the project construction, the Troop number and the signature of the Scouts responsible for the project design.
- May be prefabricated and assembled on site
- The gateway shall be constructed using only poles and rope
- Must be between 7 and 12 feet high.
- The maximum number of poles is 28. Poles less than 5 feet long are counted as 1/2 of a pole and poles longer than 12 feet count as two. (Updated 4/25/19)
- Only rope may be used to connect poles together
- There is no limit to the amount or size of rope used. The proper use of rope will be a factor during judging. Rope should be of a consistent type, but the specific type (hemp, cotton, nylon) is not judged.
- Be held together by legitimate scout knots and lashings
- The use of other material (flags, banners, signage, tarps/cloth coverings) other than poles and rope is allowed but cannot be part of the structural framework.
- Materials not allowed: wooden pegs, nails, steel connectors, steel bands, wire, bolts, plastic connectors, nylon ties, duct tape, etc. shall not be used.
- Must be free standing. Guy lines may be added for safety.
- Must be stable and pass a "push test"
- No work between 11 p.m. and 6 a.m. (lights out to reveille)
- No tools should be used other than Scouts hands and hand tools. Power tool use will be cause for disqualification.
- Adults participating in construction other than verbally is cause for disqualification. (Updated 4/25/19)

Camporee Schedule

Friday

- 5:00 p.m. Troops arrive, check in and set up camp
- 8:30 p.m. Cracker barrel: SPL and Leader meeting

Saturday

- 6:30 a.m. Troops arise; breakfast
- 8:00 a.m. Additional troops arrive and check in
- 8:30 a.m. Opening ceremony
- 9:00 a.m. Troops prepare demonstrations
- 12:00 Lunch
- 12:30 p.m. Gateway judging
- 1:00 p.m. Community Partner Exhibits open
- 3:30 p.m. Troop demonstrations open
- 5:00 p.m. Program ends; troops prepare dinner
- 7:00 p.m. Vespers service
- 7:30 p.m. Scoutmaster Bakeoff judging
- 8:30 p.m. Campfire program
- 10:00 p.m. Taps

Sunday

- 7:00 a.m. Troops arise; breakfast
Troops break camp and load cars
- 9:30 a.m. Closing ceremony
- 10:00 a.m. Troops depart

**METACOMET DISTRICT
CAMPOREE
May 17-18, 2019
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PRE-REGISTRATION

Please provide a reasonable report of the number of Scouts and Leaders you expect to attend the camporee.

Final Unit Rosters and balance of fees are due at registration

Troop/Crew	Number:	District:
SCOUTMASTER		
Address		
Phone		
e-mail		
Number of Scouts:		
Number of Adults:		
Total Number Attending:	x \$15 = \$	Fee Due
Received \$	cash / check # /unit account	by

Unit Roster

Please bring one completed copy to registration

Troop/Crew	Number:	District:
SCOUTMASTER		
ASSISTANT SCOUTMASTERS AND LEADERS		
PATROL		PATROL
PATROL		PATROL

CAMPOREE FEES		
Total Number of Scouts and Leaders	x \$15 =	\$ Total Fee
Amount Paid with Pre-Registration		\$
Total Fee Due at Registration		\$
Received \$	cash/ check #/unit account	
by		