**2017 Spring Camporee Leaders Guide**



**Dates:** March 17th to 19th 2017

**Location:** The 2017 Spring Camporee will be at Camp Sydney Dew. The address is: 3624 Everett Springs Rd, Armuchee, GA 30105



Cost: The Cost is $15 per Scouter (Youth and Adult)

Sign-up: Sign up by following this link: [Spring Camporee Sign Up!](http://www.atlantabsa.org/registration/calendardetail.aspx?ActivityKey=2065593&OrgKey=2567)

**ACTIVITY SCHEDULE**

**Friday**
**5:00 p.m. Check In begins -
9:00 p.m. SPL Meeting / Cracker-barrel (Blackfoot Shelter)
11:00 p.m. Taps**

**Saturday**

**6:30 a.m. Reveille**

**7:00-8:00 a.m. Breakfast at campsites**

**8:45 a.m. Flag Ceremony (Blackfoot Shelter)**

**9:00-12:00 a.m. Patrol Competitions**

* Grocery Store
* Flapjack Relay
* Utensil-less Cooking
* Cooking Gadgets
* First Aid
* Food Kim's Game

**12:00-1:00 p.m. Lunch at campsites**

**1:00-3:00 p.m. Troop Demonstrations (troops to put on demonstrations)**

* Wild Foods
* Stoves
* Ovens (Dutch, Reflector, Tinfoil)
* Fire building Workshop
* Backpacking Foods
* Utensil-less Cooking

**4:30-7:00 p.m. Good Eats - Feast - at campsites**
Judges circulate, judging food creativity, gateway, campsite layout & upkeep, progress. Clean-up should be done (no trace remains) by 6:30

**8:00 p.m. Campfire / Awards / OA Tap-out (Council Ring)**
**11:00 p.m. Taps**

**Sunday**

**9:30 a.m. Interfaith Religious Service (Eagle Chapel)**

**10:00 a.m. Pack and Depart**

**Competition Requirements:**

**Grocery Store:**

Patrols are shown a table of grocery items and given a list of the items.

Scouts determine the retail price of each item and submit their “receipt” to the nearest penny.

**Play**

Each Patrol is provided a list of the grocery items and must guess to the nearest penny the price of each item. Item prices are then totaled and tax is calculated and the patrol entry is submitted.

**Scoring**

The Actual Receipt amount is compared to the patrols answer sheet. The difference between the actual amount and the patrols estimate (higher or lower) is then subtracted from 100 and the remaining is the patrols score for the event. EXAMPLE Actual Receipt is $65.43 Patrol Submission is $85.35 so $85.45-$65.43) = $20.02 and then 100.00 – 20.02 = 79.98 for your score.

**What to Bring?** - Nothing is needed for the participants of this game – Everything will be provided.

**Flapjack Relay:**

Each patrol needs to build a fire and cook a 6” pancake. (pre-prepared batter) The pan is run to one end of the area, and the pancake put on a plate.  The plate is run to the other end of the area, and syrup put on the pancake. The plate is run back again, and a patrol member eats the pancake with knife and fork.

**Scoring** The patrol score is based on total time, relative to other patrols. 100 pts is the maximum for the fastest time. The time difference between each patrol and the fastest patrol will be deducted from the 100 point fastest score. EXAMPLE Fastest time is 6 min 30 seconds. Your time is 7 min 40 seconds a difference of 1 min and 10 seconds. 100 – 1.10 = 98.90 for your score. BONUS POINTS: Light the fire without a match 5 points

**What to Bring:** Each patrol should bring the materials needed to build and lite a fire capable of cooking the flap jack. The kindling, tinder, wood, and matches (NO FULED LIGHTERS) should all be brought to the event. Scout fire rules apply: NO LIGHTER FLUID OR ACCELERANTS. Patrols should also bring a knife and fork. The pan and the plate and the flap jack batter will be provided.

**Utensil-less Cooking:**

A patrol is given an egg. They must cook it without using commercial utensils (i.e. pots, mess kits, etc). Scoring: points awarded for method, teamwork, knowledge.  20 pts max Bonus 2 points if they eat the egg.

You have 30 minutes to complete the challenge.

**Scoring** – This game scores all or nothing but you can bonus either way – When the egg white has turned solid the egg is considered done… 20 pts The judge will test with a toothpick – The next two points are up to you.

**What to bring:** Consult your Boys Scout Field Book or the internet – planning ahead makes this game an easy 22 points – bring what you need to get the job done. A bed of coals will be maintained for you during the activity – you do not need to build a fire

**Cooking Gadgets:**

This is a pioneering station. The patrol should build something with a cooking connection. The pioneering projects will be left up for everyone to look at during the afternoon demonstration period. Allow the patrol as much time as they want. Be creative. Points are awarded by a team of judges at lunch time.

First Place 50 pts

Second Place 40 pts

Third place 30 pts

Build Anything that is cooking oriented 20 pts

Build Anything with a lashing 10 pts

Build Nothing – 0 pts

**What to bring:** Rope, twine, assorted sticks, branches, and limbs to build a cooking gadget – Consult your Scout Field Book, the internet etc. Build something impressive. Everyone will think of a tripod … show us something cool.

**Cooking First Aid:**

The patrol must deal with cooking-related first-aid situations. For instance, a sliced finger, hot sauce in the eyes, severe greases burn, internal poisoning, and allergic reaction.  A description will be provided of a series (3) incidents. Scouts will write down the procedures for treatment of the condition on these 3 injuries. An action incident will be presented and a collection of first aid materials will be provided. Scouts will use the supplied items to treat the injury. Judges will determine score.

**Scoring** - Points awarded for correct knowledge, teamwork, and use of resources.

3 written answers – 10 pts each Action injury – 20 pts

**What to Bring:** Nothing is required for this game you can bring first aid resources with you, scout handbook, fieldbook etc.

**Ingredients Kim’s Game:**

Patrols get two minutes to look at a (large) display of food ingredients. Then they must list everything they can remember. A point is awarded for each correct item listed, and a point is taken away for each incorrect item.

**What to Bring**: Nothing is required for this game.

**GENERAL INFORMATION**

**Check-in:** Check in will begin on Friday at 5:00 PM at the HQ Tent. Please have your camporee roster, medical forms, and balance due ready at check-in.

**Campsites**: Assignments will be based on Troop size and arrival time. Remember to keep a clean and professional campsite for inspection by our campsite inspectors.

**Remember Leave No Trace**.

**Parking:** Parking is limited, so please carpool. All vehicles will be parked in the parking area field convenient to campsites. (Troop trailers and 1 tow vehicle are permitted in designated parking area near the campsites) follow all signs and obey instructions when arriving.

**Headquarters:** The headquarters will be at Blackfoot Pavilion during the event.

**First Aid:** Each Troop should be able to care for minor injuries. Major injuries will be attended to by the staff. Please have proper medical paperwork for every scout. The First Aid Station will be at the headquarters Blackfoot Pavilion

**Judges:** Each Troop will be asked to provide one adult to judge the various competitions. Judges will be assigned to a particular competition by the Camporee staff based upon need.

**Fires:** No Troop campfires outside of designated fire rings.

**Cooking:** Troops will be responsible for their own meals for the weekend. Saturday night is expected to be a TROOP show of skills and culinary mastery. It’s a FEAST! Plan accordingly and anticipate up to 3 guests.

**Equipment:** Be prepared! Each Troop is responsible for bringing their Troop equipment including trash bags, cooking gear, and other necessary equipment. Each scout needs to carry water to every event.

**TRASH: Upon leaving, troops may deposit trash in the trash recepticles at the left side of the dining hall. Trash must be carried over by hand. NO vehicles will be allowed to drive to the dining hall.**

**For further questions – Text : Cam Reynolds – 678-643-3706**

**Thanks to all the troops participating and helping out!**