

BOY SCOUTS OF AMERICA
2009 SPRING CAMPOREE
 CHIEF SEATTLE COUNCIL
GREEN RIVER DISTRICT
 (New and revised as of March 8, 2009)

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 this 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 all be for the better and will enhance your unit’s experience at Camporee.

This Camporee is primarily an activity to enhance the PATROL METHOD within your unit. It is also a chance for your 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.

This Leader’s Guide contains the following sections to help you prepare for the Green River District Spring Camporee.

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Important Dates	
Register Before	18-May-2009
Camporee Starts	29-May-2009
Ends	31-May-2009

**DON'T FORGET,
 CAMPOREE IS SUPPOSED TO BE FUN!
 DO NOT TURN IT INTO A CHORE.**

I. General Information

This year, we are again pleased to hold this year's Camporee at the PACIFIC RACEWAYS in Kent, WA. Your unit should come prepared with enough water for your Friday evening and Saturday morning meals – 1 gallon per youth and adult participant – and if you plan to use water buckets instead of fire extinguishers for fire prevention in your campsites, please bring extra water for that purpose, after 10 AM on Saturday, you will have relatively easy access to potable water for all your drinking and cooking needs. The water source is will be near the Headquarters' area. There will NOT be any outdoor lighting or access to established restrooms or showers. However, there will be an ample number of sani-cans located throughout the site. Additionally, there is very good drainage at this site and conditions should be fairly good if we encounter any inclement weather. Does that ever happen in June?

A scout is obedient. We are privileged to be able to use the facilities provided by our host, but in doing so, we must obey certain restrictions that are imposed on us to protect our host's properties. In fact, they fit right into Leave No Trace Scouting! They are addressed in the list of DOs and DON'Ts. For everyone's safety, please stay away from our host's operations, except when we are expressly allowed in.

Follow the rules as good scouts and citizens, and in the end these rules should have no adverse affect on our Spring Camporee.

We are privileged to invite and expect scouts from the Girl Scouts of America, Boy Scouts, Varsity Scouts, Venture Scouts, and Webelos from other districts, councils, and states. It is indeed a pleasure to remember that Scouting is a worldwide activity and that we should enjoy the participation and competition from everyone.

The Camporee Staff have again chosen to govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code - which we have all come to know as "Leave No Trace". We will also insist and work to ensure that all participants live within the Guidelines of Safe Scouting (<http://www.ussscouts.org/safety/g2ss.pdf>). One addition to the safety to help insure a safe Camporee – touch football will not be allowed. All violations shall and will be dealt with swiftly by the staff and may result in or require the removal of an individual unit from the Camporee. The Camporee Chairperson reserves the right to exercise his/her authority as he/she sees fit, and, as always, will uphold the Scout Law.

The Camporee can only be as strong as the unit participation. This includes the unit-sponsored games as well as our program of afternoon exhibitions and demonstrations. Please see the section "Afternoon Exhibitions" for further details.

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 each participant and requires the respect of those same participants. They 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, we are doing our best and would appreciate your unit's respect and cooperation.

DOs AND DON'Ts FOR SPRING CAMPOREE

DO	DO NOT
<u>DO</u> - TAKE THE TIME TO PRE-REGISTER. IT IS ESSENTIAL FOR A SUCCESSFUL EVENT.	<u>DO NOT</u> - BUILD ANY FIRES ON THE GROUND. ALL FIRES MUST BE SUSPENDED AT LEAST 12 INCHES OFF THE GROUND.
<u>DO</u> - BRING YOUR OWN FIRE SUSPENSION SET-UP AND FIREWOOD IF YOU PLAN TO HAVE A FIRE OR DUTCH OVEN CHARCOAL FIRE.	<u>DO NOT</u> - DIG ANY HOLES FOR ANY REASON, INCLUDING FOR GATEWAY BUILDING.
<u>DO</u> - DISPOSE OF WASH WATER PROPERLY. COOL IT, STRAIN IT, AND FLING IT IN A SAFE AREA - OUTSIDE OF ALL CAMPSITES (LEAVE-NO-TRACE)	<u>DO NOT</u> - WASH DISHES AT OR NEAR THE WATER DISTRIBUTION AREA. ALL DISHWASHING MUST BE DONE IN YOUR CAMP AREA.
<u>DO</u> - WEAR YOUR SCOUT UNIFORM AT ALL TIMES DURING THE CAMPOREE. AN ACTIVITY UNIFORM MAY BE WORN DURING SCOUT SKILLS GAMES.	<u>DO NOT</u> - LEAVE THE CAMPOREE SITE WITHOUT AN ADULT FROM YOUR UNIT. UNIT LEADERS ARE 100% RESPONSIBLE FOR YOUR SCOUTS AND USE OF THE BUDDY SYSTEM
<u>DO</u> - BRING ALL THAT IS NEEDED TO RUN THE GAME YOU WISH TO SPONSOR.	<u>DO NOT</u> - DRIVE INTO THE CAMPING AREAS
<u>DO</u> - BRING GARBAGE SACKS AND EXPECT TO REMOVE ALL YOUR OWN TRASH AT THE END OF THE CAMPOREE.	<u>DO NOT</u> - BLOCK THE ROADWAYS. PARK ONLY IN THE DESIGNATED PARKING AREAS.
<u>DO</u> - EXERCISE AND FOLLOW THE SAFETY GUIDELINES FOUND IN THE GUIDE TO SAFE SCOUTING.	<u>DO NOT</u> - BRING OR PLAY ANY ELECTRICAL DEVICES, OR ELECTRONIC GAMES, RADIOS, OR ARTIFICIAL NOISE MAKERS PER STANDARD SCOUTING REGULATIONS.
<u>DO</u> - ENJOY YOURSELF AND HAVE LOTS OF FUN!	<u>DO NOT</u> - BRING FIXED BLADE KNIVES OR FOLDING KNIVES WITH BLADES LONGER THAN 3", DRUGS, ALCOHOL, OR FIREARMS.

REMINDER: BRING 1 GALLON OF WATER, PER PERSON, FOR FRIDAY NIGHT SATURDAY AM.
NO POTABLE WATER WILL BE AVAILABLE UNTIL 10 AM SATURDAY MORNING!

LIABILITY INSURANCE

The responsibility of insurance rests completely on the unit. Each unit is to provide secondary insurance for scouts on any outing. (This insurance is typically provided during re-charter.) The district does not provide accident insurance for this event.

Properly filing a tour permit with the council activates the liability coverage for most units. This also gives your council an excellent way to track your unit activities. Tour permits may be verified at registration.

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

MEDICAL FACILITIES

Each unit should have its own first aid kit. However, a first-aid station, manned by staff members, will be on site for minor first aid requirements. Each unit leader will be responsible for the safe transport of all participants in the event of a medical emergency. **Auburn General Hospital** is a close-by and fully equipped medical facility, should a medical emergency arise.

EQUIPMENT

Each unit is required to provide all equipment required to participate in the Camporee. That includes all tents, stoves, cooking and eating items, and all materials that go into camp gadgets, the entrance gate, etc.

Sani-cans will be provided. There will be specially marked sani-cans (kybos) for girls. And, will also provide us with a potable water station – near the Headquarters' Area, which will require a short walk to access it. Each patrol will need to bring it's own water transport vessel and each patrol will be expected to keep a supply of fresh, potable water in it's camp area at all times. Again, just a reminder, **NO** restrooms will be available for either the Camporee participants or Staff.

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

LOADING AND UNLOADING EQUIPMENT, PEOPLE, AND PARKING

This process may be the most frustrating part of the Camporee for all the staff, youth, and adult leaders. It always is, so be prepared and be patient. If you have any participant's in your unit that has a "special need" or mobility issue, please bring it to the attention of the adult Parking Advisor. Remember that the staff is made up of volunteers, youth and adult, and they will have complete authority in any matter in which a dispute arises. On rare occasions, unfortunately, we have adults who disregard the directions and instructions of our scout staff members while they try to carry out their assigned tasks of directing traffic and coordinate parking. Anyone who does not heed the direction or instruction of a youth or adult staff member, that person, and possibly their entire unit, may be subject to sanction by the Camporee Chairman. If a vehicle is left where it is not supposed to be, and the driver has been warned, it may be subject to towing. Vehicle parking will be provided in an area away from camping sites. Vehicular type campers will be set up in a separate area.

Parking rules will be strictly enforced. Remember, unit campsites are for tent camping only!

The gate to Pacific Raceways will be closed and locked at 10:00 pm (light's out). Contact Staff members if you have an emergency need to pass through the gate after that time.

UNITS WILL ENHANCE THE LOADING AND UNLOADING OF EQUIPMENT BY FOLLOWING SOME SIMPLE RULES:

- This site has NO road access to campsites – although parking will be close to the campsites.
- Plan your trip and vehicle loading and unloading prior to arriving
- 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 or other devices should be used to transport PERSONAL GEAR.
- Those vehicles carrying youth and personal gear will be directed to the parking area to unload them, allow them sufficient time to assemble their gear, and proceed on foot, as a group, to their campsite.
- All gear will be carried from the parking lot to the campsites. Carts are okay for unit gear. In no case will a vehicle be allowed to drive to the campsite, or to travel off the assigned drive areas. All vehicles must be parked in the proper parking area as directed by the staff. Please consider bringing a wheeled cart for your unit gear. No riding in open vehicles such as pick-ups unless in a normal seat and using seatbelts.
- Loading vehicles to leave will be conducted in a like manner.

UNIFORMS

The complete scout “Field Uniform” will be worn at all times during the Camporee. “Activity Uniforms” may be worn during scout skills games and contests. The shirts worn must be scouting-theme type T-shirts. Complete uniforms are required for all assemblies, campfires, and at the Camporee-wide Scout’s own – put on by their units.

Those individuals participating in Order of the Arrow activities during the Camporee should bring the appropriate uniform items.

DRUGS AND ALCOHOL

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

KNIVES, FIREARMS *

* The ONLY exception may be specially invited guests, like the Mt. Men, who may put on demonstrations with their Black Powder rifles.

These “items” are **not** required for this Camporee and should be left at home. Use of, or possession of any of these things will result in immediate dismissal from Camporee and may result in a call to law enforcement agents. Sheath knives or folding knives with large blades over 3 inches are not permitted. There are no bears to skin, no whales to remove blubber from, and these knives just create a situation that will surely result in disciplinary actions.

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

ADVANCEMENT OPPORTUNITIES:

Since the Camporee is geared towards the use of scout outdoor and camping skills, there are advancement opportunities for all involved. It is the unit’s responsibility to be prepared for the sign off, documentation, or recognition of these advancement opportunities.

RECOMMENDED EQUIPMENT LIST
(FOR ALL UNITS AND INDIVIDUALS CAMPING OVERNIGHT)

Patrol	Individual
* Patrol Flag	Field and Activity Uniforms
Shovel	Pack/duffel bag
* Adequate # of tents	Sleeping bag/blankets, sleeping pad
* 1 filled fire bucket per tent	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	First Aid kit
Patrol Box	Canteen/water Bottle
* Water container filled (5 gal minimum)	Compass
* Food storage container	
Stoves	

Unit	
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

REMINDER: PORTABLE, INTERNAL COMBUSTION ENGINE TYPE, GENERATORS ARE NOT PERMITTED. HOWEVER, THE STAFF WILL HAVE GENERATORS TO PROVIDE NEEDED ELECTRICITY TO FACILITATE THE PROGRAM AND EMERGENCY NEEDS.

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

NOTE: Items marked with an asterisk () will carry points for inspection which starts Saturday at noon.*

II. Pre-Registration and Registration Process

PRE-REGISTRATION IS ESSENTIAL FOR ALL UNITS.

It is important for the Camporee staff to have an accurate count of heads and units so that we can prepare sites, ribbons, prizes, sani-cans, etc... It is also essential so as to limit the confusion and stress while checking in on Friday night. So, this requires planning on your part. We will do our best to provide a limited cost Camporee. Camp site assignment will be "Jamboree style" and will occur at check-in. All printed deadlines will be enforced. Help ensure your unit of speedy arrival, registration and site placement. And save your unit money! Some of you will notice that some scoutmasters and senior patrol leaders will be given hats bearing this year's Camporee patch. These individuals will be from units who pre-registered before the May 16th deadline. This is just one more great reason to pre-register.

We have made available early check out for those units requiring the opportunity to leave Saturday evening. We encourage you to remain until after the campfire ceremonies are completed.

Please let the registration staff know of ANY intentions your unit may have for early departure, so we may better prepare for you.

This should be done as soon as possible upon arrival, or better yet, upon pre-registration. Early checkout on Sunday is not available prior to Scout's Own services. Vehicle loading near sites will also be restricted to after dinner for Saturday evening and after Scout's Own on Sunday.

FEES

Participants, in prior years Camporees, have been very disappointed when units have un-be-known to themselves put on a game that was already provided by another unit. To help minimize such disappointments to our youth, we have required that pre-register units *MUST HAVE THEIR SPONSORED GAME PRE-APPROVED BY "THE GAMES CHIEF"* - before the deadline.

The cost each pre-registered adult or youth will be \$17.00. This fee is for those attending overnight, (one night or two).). There will be a \$3.00 per person surcharge for those not signing up and having a pre-approved unit sponsored game before the deadline. It is essential that units pre-register on time and get you sponsored game approved so that the Camporee Staff can properly plan all the awards, site assignments, and logistics. It will also lessen by a large degree the stress and confusion associated with Friday night check-in. The fee for those who are attending only for the day is \$6.00 per person. Daytime participants should also furnish a completed registration form.

Please see the Registration Form in this section for additional information summarizing these fees.

Fees should be paid by check, payable to Chief Seattle Council, BSA (**Account #1-6801-721-20**). Fees are not refundable. Fees are to be sent when you pre-register, **NOT AT THE GATE**. When you choose to pre-register, you make your check-in quicker, and more hassle free, not to mention you receive a Camporee hat for your Scoutmaster and for your SPL. Send your registration forms and fees to:

SPRING SCOUT CAMPOREE c/o Chief Seattle Council BSA,
3120 Rainier Ave. So P.O. Box 44048, Seattle, WA 98114

You may FAX it to (206) 206-721-8985 and then mail your check (if there's time before the deadline). Include the above account # on both check and registration form. If you are late getting registered, consider driving to the scout office or faxing a copy of registration form and a copy of the check.

The primary contact and focal person for registration concerns and questions is the Camporee Chairperson.

Once in your appointed site, you will then only be required 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, head-counts, etc. Units must inform staff of its arrival immediately upon arrival on site. This will allow speedy unloading from parking areas, with direct access to campsite.

OTHER REGISTRATION REQUIREMENTS

- All units are required to check in with the registration staff upon arrival, even if you have pre-registered. All units participating in this Camporee will be required of the following information.
- A council validated, completed tour permit.
- An updated roster of participants (youth and adult) if changes have been made to the original registration form.
- A check for participant's fees if you have not sent in your pre-registration.
- Each unit leader is responsible for and should have in their possession the proper permission slips and medical release forms for each youth participant attending.
- Evidence of two-deep leadership and use of the "buddy system" will be strictly enforced throughout the Camporee and campus events.
- Webelos units *spending the night* must be sponsored by a participating Troop and have one-to-one adult to youth supervision to provide safe camping for their youth.
- Webelos dens coming to spend the day at the Camporee are welcomed and do not need an invitation from or be sponsored by a troop. However, they must have one-to-one adult to youth supervision and be prepared to be self-sufficient
- Cub Packs visiting must have one adult for every four youth; with a minimum of two adults (1-on-1 is advised).
- Units not having the above information may not be permitted to check-in.

**GREEN RIVER DISTRICT SPRING CAMPOREE 2007
REGISTRATION FORM**

PACK # _____ TROOP # _____ POST # _____ DISTRICT _____
 GAME YOUR UNIT IS SPONSORING _____
 GAME CONTACT PERSON & TELEPHONE _____

Prior to deadline, with a Sponsored Game		After deadline &/or NOT sponsoring game	
# of Youth	_____ X \$17.00 ea = _____	# of Youth	_____ X \$20.00 ea = _____
# of Adults	_____ X \$17.00 ea = _____	# of Adults	_____ X \$20.00 ea = _____
TOTAL =	_____	Total =	_____

Make checks payable to: BSA Account # 1-6801-721-19

NAME ADDRESS PHONE # & e-mail if available
 Senior Patrol Leader: _____ Phone: _____ e-mail: _____
 Address: _____
 Assistant Senior Patrol Leader _____ Phone: _____ e-mail: _____
 Address: _____

ROSTER BY PATROL:

(Please Circle One)

PATROL NAME _____ WEBELOS, 1st Yr Scouts, or Scouts

Patrol Leader (name, address, phone) _____
 APL (name, address, phone) _____

3. _____ 6. _____
 4. _____ 7. _____
 5. _____ 8. _____

(Please Circle One)

PATROL NAME _____ WEBELOS, 1st Yr Scouts, or Scouts

PL (name, address, phone) _____
 APL (name, address, phone) _____

3. _____ 6. _____
 4. _____ 7. _____
 5. _____ 8. _____

ADULTS:

NAME, ADDRESS, & PHONE #

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

**Mail this registration form and fees to: GREEN RIVER DISTRICT SPRING CAMPOREE 2009
 Chief Seattle Council BSA
 3120 Rainier Ave. So. Or P.O. Box 440408
 Seattle, WA 98114**

Or you may fax this form to (206) 206-721-8985 and hand deliver the fee to D.E., Carlos Avila, at the Council Office

COPY OF LOCAL TOUR PERMIT APPLICATION

All three pages of this permit must be completed.

BOY SCOUTS OF AMERICA

LOCAL TOUR PERMIT APPLICATION

FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO. _____ DATE ISSUED _____

This application must be filed with local council service center two weeks in advance of scheduled activity for proper clearance. It is used for trips of less than 500 miles. If destination is 500 miles or more one way or outside the U.S.A. (local council camp excepted), use National Tour Permit Application, No. 4419C. Units going into wilderness or backcountry areas must carry a copy of and abide by the principles of Leave No Trace, No. 21-105.

_____ No. _____ Town _____ District _____ hereby applies
Type of unit

for a permit and submits plans herewith for a trip from _____, 20____, to _____, 20____.
Date Date

Give itinerary if tour; or destination if camp, including route description for reaching campsite (for long trip attach map indicating route and overnight stops):

Type of trip: One day Touring camp Short-term camp Long-term camp (Furnish copy of program and menus.)

Activity Standards: Where swimming or boating is included in the program, Safe Swim Defense, No. 34370A, and/or Safety Afloat, No. 34368B, standards are to be followed. If climbing/rappelling is included, then Climb On Safely, No. 20-099B (which recommends the American Red Cross's standard first aid and When Help Is Delayed or equivalent course), must be followed.

One adult in the group must be trained as outlined:

Name	Age	Safe Swim Defense Date Taken	Safety Afloat Date Taken	Climb on Safely Date Taken

At least one person must be trained in CPR from any recognized agency for Safety Afloat and Climb On Safely.

Name	Age	CPR Training	Agency	Expiration Date

At least one adult on a pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO, No. 34162).

Name	Age	Date BALOO Training Completed

Note: Unit must have a contingency plan for inclement weather.

Mode of transportation: Car RV Van Bus Boat Canoe Train Hiking Truck Other _____

(The beds of trucks and camper trucks are approved for equipment only—passengers are allowed only in the cab.)

Tour will include _____ youth and _____ adults. Have parents' approvals been secured? _____

It is the tour leader's and unit committee member's understanding that all drivers, vehicles, and insurance coverages will meet the national requirements as listed on the reverse side of this application.

Leadership and personnel: Boy Scouts of America policy requires at least two adult leaders on all camping trips and tours. Coed Venturing crews must have both male and female leadership. The adult leader in charge of this group must be at least 21 years old.

Youth Protection Training:

- All registered adults participating in any nationally conducted event or activity must have completed the BSA Youth Protection Training.
- At least one registered adult who has completed BSA Youth Protection Training must be present at all other events and activities that require a tour permit.

Tour leader's name _____ Age _____ Phone _____
Print or type

Address _____

I have in my possession a copy of Guide to Safe Scouting, No. 34416, and have read it. _____
Tour leader's signature

Assistant tour leader's name _____ Age _____ Phone _____

Address _____

Signed by member of unit committee

Signatures must be from two different people.

Signed by tour leader



INSURANCE

All vehicles **MUST** be covered by a public liability and property damage liability insurance policy. The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed. (It is recommended, however, that coverage limits are at least \$50,000/\$100,000/\$50,000 or \$100,000 combined single limit.) Any vehicle carrying 10 or more passengers is required to have limits of \$100,000/\$500,000/\$100,000 or \$500,000 combined single limit. In the case of rented vehicles the requirement of coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle. All vehicles used in travel outside the United States must carry a public liability and property damage liability insurance policy that complies with or exceeds the requirements of that country.

KIND, YEAR, AND MAKE OF VEHICLE	NUMBER OF PASSENGERS	OWNER'S NAME	DRIVER'S LICENSE NUMBER	WILL EVERYONE WEAR A SEATBELT?	PUBLIC LIABILITY INSURANCE COVERAGE		
					PUBLIC LIABILITY		PROPERTY DAMAGE
					Each Person	Each Accident	
					\$	\$	\$

The local council may allow a list of the above information to be attached to the permit in order to expedite the process. Each unit may circle the names of the drivers for an event or an activity.



TRANSPORTATION

1. You will enforce reasonable travel speed in accordance with state and local laws in all motor vehicles.
2. If by motor vehicle:
 - a. *Driver Qualifications:* All drivers must have a valid driver's license and be at least 18 years of age. **Youth Member Exception:** When traveling to an area, regional, or national Boy Scout activity or any Venturing event under the leadership of an adult (21+) tour leader, a youth member at least 16 years of age may be a driver, subject to the following conditions: (1) Six months' driving experience as a licensed driver (time on a learner's permit or equivalent is not to be counted); (2) no record of accidents or moving violations; (3) parental permission has been granted to leader, driver, and riders.

- b. If the vehicle to be used is designed to carry more than 15 persons (including driver) the driver must have a commercial driver's license (CDL).

Name: _____

C.D.L. expiration date _____

- c. Driving time is limited to a maximum of 10 hours and must be interrupted by frequent rest, food, and recreation stops.
- d. Seat belts are provided, and must be used, by all passengers and driver. Exception: A school or commercial bus.
- e. Passengers will ride only in the cab if trucks are used.

OUR PLEDGE OF PERFORMANCE

1. We will use the Safe Swim Defense in any swimming activity, Safety Afloat in all craft activity on the water, and Climb On Safely for climbing activity.
2. We will use trucks only for transporting equipment—no passengers except in the cab. All passenger cars, station wagons, recreational vehicles, and cabs of trucks will have a seat belt for each passenger.
3. We agree to enforce reasonable travel speed (in accordance with national, state, and local laws) and use only vehicles that are in safe mechanical condition.
4. We will be certain that fires are attended at all times.
5. We will apply for a fire permit from local authorities in all areas where it is required.
6. We will at all times be a credit to the Boy Scouts of America and will not tolerate rowdyism or un-Scoutlike conduct, keeping a constant check on all members of our group.
7. We will maintain high standards of personal cleanliness and orderliness and will operate a clean and sanitary camp, leaving it in a better condition than we found it.
8. We will not litter or bury any trash, garbage, or tin cans. All rubbish that cannot be burned will be placed in a tote-litter bag and taken to the nearest recognized trash disposal or all the way home, if necessary.
9. We will not deface trees, restrooms, or other objects with initials or writing.
10. We will respect the property of others and will not trespass.
11. We will not cut standing trees or shrubs without specific permission from the landowner or manager.
12. We will collect only souvenirs that are gifts to us or that we purchase.
13. We will pay our own way and not expect concessions or entertainment from any individual or group.
14. We will provide every member of our party an opportunity to attend religious services on the Sabbath.
15. We will observe the courtesy to write thank-you notes to persons who assisted us on our trip.
16. We will, in case of backcountry expedition, read and abide by the Wilderness Use Policy of the BSA.
17. We will notify, in case of serious trouble, our local council service center, our parents, or other local contact.
18. If more than one vehicle is used to transport our group, we will establish rendezvous points at the start of each day and not attempt to have drivers closely follow the group vehicle in front of them.

III. Camporee Schedule

SCHEDULE

FRIDAY May 29

PRIOR TO 4:00 PM	STAFF ARRIVAL AND SET UP (Rain dance and offering to the Rain gods to help prevent a repeat of last year's deluge)
4:00 PM	UNIT REGISTRATION
8:00 PM	Motocross Racing Event (free passes will be issued to all, May 18 and prior, pre-registered units who may wish to view these events)
9:00 PM	CRACKERBARREL
10: 00 PM	CAMPOREE STAFF MEETING
11:00 PM	TAPS - LIGHTS OUT (PARTICIPANTS AND STAFF)!

SATURDAY May 30

6:30 AM	REVEILLE (Birdie Song)
6:45 AM	BREAKFAST, CLEAN-UP
7:00 AM	CAMPOREE STAFF MEETING
7:45 AM	SCOUTMASTERS & SPL MEETING WITH CAMPOREE STAFF
8:00 AM	REGISTRATION OPENS FOR SATURDAY ARRIVALS (or late Friday)
8:30 AM	CAMP-WIDE ASSEMBLY - ALL STAFF - ALL UNITS FLAG CEREMONY, OPENING CEREMONY (Watch for Johnny Reb in the Color Guard)
9:00 AM	REGISTRATION CLOSES UNIT SPONSORED GAMES AND CONTESTS BEGIN
12:00 PM	UNIT SPONSORED GAMES END – Score Summary Sheets turned in to “Games Chief POSSIBLE - ORDER OF ARROW CHAPTER MEETING (12:30 - 1:45) LUNCH
1:30 – 5:00 PM	SPECIAL EXHIBITIONS AND DEMONSTRATIONS CAMPSITE INSPECTIONS BY CAMPOREE STAFF
2:30	DUTCH OVEN COMPETITION SET-UP
3:00 - 5:00 PM	DUTCH OVEN COMPETITION “THE CAST IRON CHEF”
4:00 - 5:00 PM	CHECK OUT FOR DAY REGISTRATION (or those units not staying the night)
5:00 PM	DINNER
6:30 PM	STAFF SITE CHECK-OUT INSPECTIONS FOR EARLY DEPARTURES

Saturday June 5 Schedule (continued)

- 7:30 PM CAMP-WIDE ASSEMBLY - ALL STAFF - ALL UNITS
AWARDS ANNOUNCEMENTS
FLAG CEREMONY
- 9:00 - 10:00 PM STAFF-HOSTED CAMP-WIDE CAMPFIRE
- 10:00 PM CHECK - OUT FOR EARLY DEPARTURES – please make sure that you 1st check
out with registration and obtain your patches and ribbons.
- POSSIBLE - ORDER OF THE ARROW ACTIVITY (please check with you local
Chapter Chief)
- 10:30 PM TROOP FRIENDSHIP CRACKER-BARRELS
STAFF ONLY CRACKER-BARREL
CAMPOREE STAFF MEETING
- 11:00 PM TAPS – Lights Out (Quiet)

SUNDAY May 31

- 7:00 AM REVEILLE (Rise and Shine Song)
- 7:15 AM BREAKFAST
- 8:30 AM CAMP-WIDE ASSEMBLY - ALL STAFF - ALL UNITS
FLAG CEREMONY
SCOUT'S OWN – PUT ON BY THE CAMPOREE STAFF
- 11:00 AM CAMP-WIDE ASSEMBLY
FLAG CEREMONY
- 11:15 AM CLEAN UP, PACK UP, AND FINAL INSPECTIONS
- 12:30PM FINAL PARTICIPANT CHECK – OUT
- 1:30 PM FINAL CAMPOREE STAFF MEETING - ALL STAFF
- 2:00 PM (or sooner) STAFF DISASSEMBLE, CLEAN-UP, DISMISSAL

IV. Gateways

GENERAL INFORMATION ON UNIT CAMPSITE AND GATEWAYS

UNIT CAMPSITE FORMAT

There are limitations on how we can use our Camporee site. Please follow the guidelines and markers and stay within the assigned camping area. If your unit campsite is not large enough or has a problem, contact the Camporee Staff at the registration desk and ask for some assistance in finding a solution. Please do not just move to another area without consulting with the staff.

We are hoping to allow vehicles as close to the camping area as possible to unload. There will be markers in the camping areas to designate which unit is to occupy that space. As units pre-register they will be assigned campsites and notified of location with a detailed map, by mail as time allows. The more prepared you are to pre-register early (no penalty for increasing attendance or any other last minute changes) the more informed we can make you. Regardless of prior notification, entrance to Camporee and to your campsite must begin with checking in at the registration desk!

Our intended campsite format is designed to get the most out of the space available and yet still give each unit a clear, defined area that they can turn into its own community. That way your unit can construct a gateway, set up individual patrol sites, and still remain a part of the overall Camporee community. It would be advisable to have your unit bring material to mark off your area so that it can be clearly defined and identified by the inspectors, other troops, and your own unit members.

GATEWAY CONSTRUCTION

The gateway is an opportunity for your unit to identify its campsite. Its construction, size, and complexity are of your choosing. Gateways can be as elaborate as archways or bridges, and as simple as using unit flags and banners. The importance of the gateway is to provide a formal entrance to your unit campsite. This is not only fun and a source of unit pride and Scout spirit; it is useful in helping identify your unit's area to staff, visitors, and your own unit members. This formal identification of your unit's campsite by a gateway is not required but a visible entrance should be marked. Points will be given for those units showing effort and teamwork in putting together a gateway and there will be awards given for the best gateways.

EACH UNIT SHOULD

Be prepared and bring material for constructing a gateway or other means of identifying its entrance.

Remember to exercise the patrol method! Give scouts the opportunity to provide guidance and input into their unit's gateway. Also let them provide the manpower. Remember to consider the time constraints due to the schedule and the scouts' physical capabilities and limits.

V. Inspections

CAMPSITE INSPECTIONS

Unit and patrol site inspection will be conducted during the Camporee. Check sheets have been provided in the special events section for your review. Unit registration, arrival, conduct, along with patrol participation and campsite, are factors considered in the judging of this activity. This inspection is required for safety reasons and will be left with you to use as a training tool. There will be only one inspection, make sure you are ready. The inspection will take place during the exhibitions portion of the afternoon program. It is expected that your entire unit will be out participating in the exhibitions. This will allow the youth staff inspectors to do their job quickly, efficiently and thoroughly. Inspections will be made on a unit basis rather than by patrol. The Judges completed inspections forms **WILL BE INCLUDED IN YOUR UNIT'S TAKE HOME PACKET – BE SURE TO PICK IT UP BEFORE YOU LEAVE!** Awards for the best campsites will be announced at the Awards Ceremony. Interiors of individual tents will not be evaluated because it is “a Scout’s home away from home”. Keep them neat and safe please!

Do not hinder your scouts. Review the checklist, equipment list, and guidelines of this guide with your scouts.

2009 Spring Camporee Campsite Inspection Form

(JUDGES - please do not share this sheet with unit members during inspections).

Troop / Pack # _____

District _____

I. Patrol Equipment

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Tent spacing	20	_____	
Cooking gear	20	_____	
First Aid Kit	30	_____	
Kit hung or posted	10	_____	
	80		_____

II. Campsite

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Camped in assigned site	20	_____	
Rain fly pitched	20	_____	
Tents properly pitched	20	_____	
Hand washing facility	20	_____	
Clean, dry eating area	20	_____	
Patrol equipment stored	20	_____	
Personal equipment stored	20	_____	
Organized campsite layout	20	_____	
No digging	50	_____	
	210		_____ <input style="width: 100px; height: 20px;" type="text"/>

III. Patrol Commissary

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Menu posted	20	_____	
Duty roster posted	20	_____	
Food prep/kitchen area clean	20	_____	
All food stored properly	40	_____	
	100		_____ <input style="width: 100px; height: 20px;" type="text"/>

IV. Health, Safety and Sanitation

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Dishes washed properly	20	_____	
Proper disposal of waste water	20	_____	
Garbage disposed of properly	20	_____	
Clean campsite (-5 points for each piece of litter)	30	_____	
Cook fire on safe spot	20	_____	
Drinking water supply handy	20	_____	
Water/soil cooking fire control buckets	40	_____	
An ABC Fire Extinguisher (1 per patrol)	40	_____	
	210		_____ <input style="width: 100px; height: 20px;" type="text"/>
		OR Water Buckets (1 per tent) – Using your own water supply	
Any scouts in camp during exhibitions without legitimate reason	- 40		Penalties <input style="width: 100px; height: 20px;" type="text"/>

Maximum possible score

600

Total

Gateway present

+20

Bonus

Bonus is to be separate from totals and will be used as a tie-breaker in the scoring.

VI. Games

Your unit is urged to “sponsor” and come up with the makings of a scout skill test and present it to the entire Camporee participants as a scout skill contest. It is extremely important that each unit try to sponsor and run such a game; we know this is not always possible but know that all units who do sponsor an event will be recognized during the event. It will certainly make for greater fun when your unit does take the time to plan and implement a game. These games, played only on Saturday morning, are exactly what the scouts have been working towards all year. Keep in mind, your scouts are expecting games that will test their scout skills and all the various knowledge you have given them over the past year. The more activities we have, the stronger the Camporee, and the more fun for the patrols. But take heed, these activities should not be run by the Scoutmaster. Indeed, they will and must be run by your unit’s committee members and other trained adults, as well as by the scout leaders. Your Scoutmaster’s job this weekend is to provide leadership to your youth and enjoy as much free time as possible. The required equipment for all Scoutmasters is a traveling coffee mug.

RESOURCE MATERIALS FOR SCOUT SKILL GAMES

Each unit will be expected to provide all the necessary equipment for their participants in the unit sponsored skills games. Wood, for above ground fires, will have to be brought in, so you should be prepared to supply your unit with firewood it needs. A good resource is to solicit your local grocer for a couple of fire wood “Packets” for each patrol.

Your unit’s game is not exempt from camporee rules. Please verify that your setup complies in all ways.

ACTIVITIES, SPECIAL EVENTS, CONTESTS, JUDGING AND INSPECTIONS

UNIT - RUN GAMES OF SKILL

The unit games are the focal point and main event of the Camporee. The current system for judging and awarding the games has been in place for several years now but please review all the information in this section if your unit intends to run or participate in the unit games. The information below is not only important to your unit leaders but also your scouts. Please share this information with all attending.

SPONSOR A GAME: Since these games are the point behind the Camporee we ask that all units who attend sponsor and run a game or relay. **REMEMBER:** To qualify for Pre-registration pricing, your unit *MUST ALSO HAVE ITS SPONSORED GAME PRE-APPROVED BY “THE GAMES CHIEF”* For Units who do not sponsor a game – a \$3.00 per person surcharge applies - please refer to the registration form.

THOROUGHLY PLAN YOUR GAME: It is your unit's responsibility to provide any and all materials needed for your game. However, we will provide a summary score sheet that we would ask you to use when judging your game. You will need to have 1st, 2nd, and 3rd place finishes for Webelos, 1st year Scouts, and Scouts.

Games should be related to Scout Skills and require a demonstration of those skills in attaining a good / high score. Games must be well monitored, fair, and safe.

KNOW THE JUDGING CATEGORIES: It is important for everyone at the Camporee to understand these categories and their differences. **(1) Webelos** are scouts representing a pack in a den. **(2) 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. **(3) 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.

KNOW THE PROPER GAMES PARAMETERS: Games should be contests of scouting skills that make patrols compete as a team against time or themselves; but never against another patrol. When scoring your event we ask that you use the provided score sheets, which will be explained on the back of the form. We also want to emphasize good scout spirit be part of judging your game. Flags and yells are an important part of scouting and should be considered.

GAMES AND SCORING:

- Unit games will begin Saturday morning at 9:00 AM sharp. Before this time you must be completely set up (some planning required!) and have checked in at the games table, which will be located just inside the Staff Headquarters building next to the games field.
- All games will conclude at 12:00 PM.
- All UNITS MUST PROVIDE THEIR OWN score sheets.
- All units will be provided with a Summary of Winners Sheet. On it, you will designate the 1st, 2nd, and 3rd place winner for Webelos, First Year Scouts, and Regular Scouts (please include all ties).
- All summary sheets must be turned into the Games Chief's table by 12:30 PM.

The total time allotted for scouts to compete is 4 hours, and in that time it is expected that the patrol/den compete in at least 7 different events, to be recognized as winners in the Overall Award. So leaders, please encourage your scouts to compete the entire time because the more events they compete in, the more chances for awards. Awards will be recognized at evening assembly, at the Saturday Campfire (the actual awards will be included in each unit's take home package – please be sure to pickup your unit's package before you go home).

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

Exhibits

AFTERNOON DEMONSTRATIONS AND EXHIBITS

We are pleased to provide numerous demonstrations and exhibits put on by groups who have signed-on to come out and run a hands-on, informative presentation for all scouts and guests to enjoy. These exhibits take considerable effort to put on, and we need to support their effort through our continued strong support and high attendance. We expect many of the traditional exhibitors to come back, plus some new exhibitors will be added. This should add some new excitement for the scouts and scouters alike.

As to who is participating, a listing of all the participating exhibitors will be provided at Roundtable meetings as well as on the Green River district website.

Please be sure your scouts know that this is a mandatory event. Scouts will not be permitted to remain in their campsites during the exhibitions, without valid reason from their unit leaders. If scouts are found in their campsite during the campsite inspections, a penalty will be assigned to the entire unit. The penalty is such that it will most likely knock your unit out of contention for recognition for having a superb campsite inspection.

VIII. Cast Iron Chef

Dutch oven cooking is enjoyed by all scouts and scouters alike, and we provide two events for your enjoyment. See Leader Guide Annex 1 “Cast Iron Chef” on our website.

DUTCH OVEN COOK OFF – PROUDLY CALLED -“CAST IRON CHEF”

Each year this event becomes more popular; the entertainment is great. This is a great opportunity for a patrol of scouts to show off their cooking skills. Complete information is provided in a special section. Special Prizes are awarded for this event. This year there are a total of six Dutch ovens to be given away, along with other prizes. Main course and dessert will each award ovens for first, second, and third place finishes. A cooking team can win an oven in both categories. Plan to participate or at least visit the demonstration area, each patrol puts in great effort and requires the support of all attending. Good luck and good cooking!

IX. Campfire

CAMPFIRE PROGRAM

Each unit is encouraged to participate in providing entertainment for the camp wide campfire. Don't forget the 4Ss and bring your Songs, Stunts, and Stories. Our Master of Ceremonies will provide the Showmanship!

Units are encouraged to let their patrols practice prior to Camporee, a great activity for troop meetings. Let's make this the best fellowship and fun, with great skits, songs, and run-ons. As some might remember, a few years ago we were given access to use the covered stadium in the football field on site. 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.

AWARDS

From your input in previous years, special emphasis has been put on the fair awarding of ribbons to participants. This year there are more ribbons for more categories, the more you participate the better your 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 should be run in observance of the Scout Oath and Law. This will be the rule again this year. All song/skit/stunt/run-on participation will be pre-screened by the staff. Any improper behavior will be promptly dealt with.

X. Associated Activities

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 the chapters represented at the Camporee. Questions regarding these events not answered here should be directed to your chapters' chiefs and advisors. Those attending Order of the Arrow activities should be uniformed appropriately.

CHAPTER MEETING

Your chapter may be conducting a chapter meeting during the noon recess at Camporee. These meetings are for current members of the chapters. There will be business conducted at these meetings along with fellowship, time has been made in the schedule for lunch then a meeting, but be prepared to bring your lunch to the meeting if required. Again check with your respective chapter chief or advisor prior to the Camporee. Chapters are required to provide their own meeting equipment, and area will be provided for set up.

XI. Location

PACIFIC RACEWAYS has again provided us with a very good resource for this experience. However, there are some limitations. Please respect them. See the DOs and DON'Ts for this list. Some additional concerns are listed here.

- Stay away from all Raceway fences.
- All dishwashing must be done in your camping area and the 3-pot & **Leave-No-Trace** methods are to be in use at all times. No food scraps whatsoever will be scattered on the ground with your wastewater.
- Screened brackish waste water, may be broadcasted in the appropriate fashion, outside of all the campsite area – in the adjacent land clearing areas.
- If Pacific Raceways garbage cans have met their capacity, all remaining garbage and trash are the responsibility of each unit to collect, contain, and remove from the premises.
- Designated ash can(s) will be available for *spent campfire coals and charcoal briquettes* – BE SURE THAT ALL COALS ARE DEAD AND COLD TO THE TOUCH BEFORE DISPOSING THEM IN THE DESIGNATED ASH CANS. .

PLAN WELL, HAVE FUN, AND REMEMBER, “LEAVE-NO-TRACE” CAMPING IS THE RULE

No site is ideal, and all sites are subject to “Leave no Trace”, but Pacific Raceways 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 very please if we could use it in the coming years. 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.

We will have portable water distribution unit located near the Headquarters Area on Saturday (from 10 AM – 6 PM and Sunday (8 AM – 10 AM). There will be some garbage cans available – but be prepared to haul away your own garbage. The abuse of these facilities will not be permitted. Abuse will be defined as any misuse of the resource, 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 will not be permitted. These resources have been made available to us as a convenience and may be revoked if we abuse it. Violations of proper use will draw a warning from staff members, but any continued violations will be dealt with by the Camporee Chairperson and may result in removal of individuals or entire units.

DRIVING DIRECTIONS TO PACIFIC RACEWAYS: (Located at: 31001 - 144th Ave SE, Kent, WA)

From Seattle and SW King County:

1. Head South on either Interstate Hwy. 5 or State Route 167
2. Take the exit to State Route 18 exit, heading East
3. Take the SE 304th Street exit and proceed to the stop sign
4. Turn LEFT onto SE 304th and travel approximately 0.1 miles
5. On the right-side of the road, you will see the PACIFIC RACEWAYS sign.
6. Turn right at entrance and proceed down that road - approximately (+/-) 0.2 miles.
7. Look for the BSA Camporee sign and turn left. You will be met by Scouts and Scouters to help direct you into the parking area.

From East King County:

1. Head West on State Route 18
2. Take the SE 304th Street exit and proceed to the stop sign
3. Turn LEFT onto SE 304th and travel approximately 0.4 miles
4. On the right-side of the road, you will see the PACIFIC RACEWAYS sign
5. Turn right at entrance and proceed down that road - approximately (+/-) 0.2 miles
6. Look for the BSA Camporee sign and turn left. You will be met by Scouts and Scouters to help direct you into the parking area

From the South:

1. Head North on Interstate 5 (I-5).
2. Take EXIT 142 that merges onto State Route 18 exit - heading East, for approximately 8.9 miles
3. Take the SE 304th Street exit and proceed to the stop sign
4. Turn LEFT onto SE 304th and travel approximately 0.1 miles
5. On the right-side of the road, you will see the PACIFIC RACEWAYS sign
6. Turn right at entrance and proceed down that road - approximately (+/-) 0.2 miles
7. Look for the BSA Camporee sign and turn left. You will be met by Scouts and Scouters to help direct you into the parking area

NOTE: If you wish to obtain more detailed directions, please access MapQuest, on the internet, at
“<http://www.mapquest.com>.”