

**Colorado River District
Spring Camporee
Friday - Sunday
March 23, 24 & 25, 2018**

Let's Go Fishing



Camp Alma McHenry-Giddings, TX

(Map on last page)

Dear Cub Scouts, Scouts, Webelo's, Ventures and Scouters,
Your Pack, Boy Scout Troop, Crew is invited to attend the annual Colorado River District 2018 Spring Camporee.

This year's theme is: Let's Go Fishing. Due to the fun and exciting nature of this Camporee we are highly encouraging all Scouts, Webelo's & Crew members to BRING A FRIEND. The more people the merrier at this event.

All un-registered Scout guests will be exempt from paying the Camporee fee. We need your assistance with staffing this event. With many exciting activities planned for the 15 or so units, and over 200 Scouts and Scouters, we need Staff Members. Each Troop is asked to have one Scouter to help with the events. If there are any adults who would like to assist with the planning and staffing for future Camporees, you can also contact me, as fresh ideas are always welcome for these events.

If you are interested in helping out with this camporee or any others please call; District Camping Chair - David Till 512-965-0310 or e-mail at datillbsa533@gmail.com

Camporee information can also be obtained on the Colorado River District website: <http://WWW.Crdistrict.Org/>

I am looking forward to seeing all of you at the Camporee.

David A. Till
CRD Camping Chair
CC-Troop 533

General Information

Camporee Policies The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that their Scouts know and understand these rules. Anyone caught violating them may be asked to leave the camp.

Vehicles: Speed limit is 10 mph, No passengers in the bed of a truck or trailer. All vehicles are limited to the main roads and parking areas only. Please, no vehicles in the campsites or blocking the roads.

For special accommodations, please contact David Till or Andria Holloway.
DO NOT DRIVE NEAR THE FLAGPOLE

Generators: With the exception of the generator used for the sound system, NO generators are allowed, we are Scouts.

Fires: Depending on burn ban status, campfires are allowed in designated spots. All liquid fuels must be used with adult supervision.

Please practice the Outdoor Code at all times.

NO CAMPFIRE MAYBE LEFT UNATTENDED.

NO FIRES OUTSIDE OF FIRE RINGS

Firearms: Firearms, explosives, and fireworks are prohibited.

Conservation: Please conserve our natural resources. No digging, trenching, or raking. Everyone should observe the guidelines for Leave No Trace.

Adults. At least one responsible adult (21 or older) must be in camp at all times. All adult leaders must have completed Youth Protection in the past 24 months.

Lights out: Scouts are not allowed out of their campsite after lights out, with the exception of, to and from the latrine. Scouters are asked to bring roaming scouts to the headquarters after lights out.

PLEASE respect others during lights out!!!

Electronics. NO ELECTRONIC DEVICES ALLOWED. No radios, tape players, headsets, I-pods, video games, etc. are allowed in camp.

Swimming: Any Scout caught swimming or wading in the tanks without permission, will be asked to leave camp.

First Aid: Each unit should be able to take care of minor injuries utilizing their own supplies and knowledge. Injuries requiring further medical attention should be reported to and attended to by staff at the main tent area. Please have the proper medical forms for each person prior to arriving at camp. We will try to have trained medical personnel on staff for the camporee. Every Scout should have a permission slip signed by their parents/guardians giving permission for any medical treatments, hospital visits, etc. These forms should be kept in the campsite and be readily accessible in the event of an emergency.

Uniforms: Scouts should be in Class "A" uniforms while traveling to and from the event, at flag ceremonies, Flag Retirement, Worship service and during the campfire program. During the day events on Saturday, Scouts may wear class "A's" or class "B's". Patrols should dress consistently.

Note: Unless there is a medical necessity, the wearing of athletic shorts is strongly discouraged.

Fees: The costs for the 2018 Spring Camporee will be:

\$9.00/Person

for any Youth or Adult staying at least one night. This fee covers the patches, porta-potties, awards and other assorted supplies and equipment. Each troop must pay the full registration at check in on Friday night or Saturday morning. Patrols from a Troop that does not pay will be disqualified from the scoring for the competition and will not receive a patch. **(Please do not let this happen to your boys.) Please fill out the Registration Form, to be turned in when you check in.**

Please make registration checks payable to **BSA CRD**. Please make 1 check per unit. Sending all checks for the individuals in your unit is unacceptable.

Skits & Songs: Every Unit should plan for a skit and/or a song at the campfire on Saturday night. It's time to get creative with some of those old skits that we have seen at every Camporee. Please plan and practice so you are ready at the campfire. When you check-in there will be a sheet for the Patrol to sign up for skit or song at the campfire. We will follow the sign-up sheet, afterward any other Patrol can come up to present theirs.

SPL/PL. Note Be prepared to show you have what it takes to lead your Patrols. Review the whole camporee packet, especially the events and the scoring. Set up practice times during meetings. Look for extra ways to help your patrol be successful.

Extra Points

Extra Points will be awarded and applied to the overall score for: Flag Detail will be worth 2 points toward overall. Sign your Patrol up for a skit or song when checking in on Friday or at Cracker Barrel Friday night, worth 1 point to overall.

TRAINING AFTER LUNCH (1:30 PM), BOY SCOUT AND CUB SCOUTS LEADER TRAINING AT THE RANCH HOUSE.

Future Eagles and Scouters, at 4:00 PM David Smith will be at the Ranch House to answer question about Eagle Requirements, workbooks, etc. If you have a question, come by and get it answered.

There will be a water station set up by the Ranch House Saturday during the events. Small cups will be provided.

OVERALL COMPETITION

In the event, of a tie for overall 1st, 2nd or 3rd place. We will use the fastest time in the QUICK SAND to break the tie.

OVERALL POINTS WILL BE

1st place will be worth 4 points

2nd place will be worth 3 points

3rd place will be worth 2 points

ALL OTHER PLACES will be worth 1 point. So, if you do compete in the events, you will get at least 1 point toward the overall competition.

1st place overall will receive a DUTCHOVEN with the Boy Scout Logo on it.

2nd place will receive a 24" fire ring.

3rd place will receive a survival bracelet for each member of the Patrol.

If your Patrol participates in all 11 events, you may put your blue card in for a drawing on Sunday Morning after award presentation.

If you Judge an event, you may enter for the drawing on Sunday morning. Last Fall Camporee one of the Judges won the grill for his Troop.

(I do not know what it will be yet, pictures will be posted before Camporee)

Patrols will need to sign up on Friday as their Troop Registers, for we can pair them up for the Fire-Starting event. Blue cards will be handed out Saturday morning.

Flag Retirement – The Cub Scouts will be doing a Flag Retirement before Closing Flags starting at 6:30 PM. If your Troop has Flags they need to retire, please get with me before Camporee.

OA Tap out at Campfire. Make sure to have your OA Rep. get with our Chapter Chief: Nathaniel Yates or Chapter Advisor: Allen Hamblem (512-751-7113) for OA elections. You can see them at Roundtable and OA meeting, the second Thursday of every month.

Event Schedule

Friday:

5:00 - 9:00 Check-in at HQ (Main tent area)

9:30 - 10:00 Cracker-barrel (*We Would like at least one adult, SPL and PLs from each Troop to attend*)

10:30 Lights out

PLEASE respect others during lights out!!!

Saturday:

6:30 - 8:15 Reveille (Good Morning Scouts), Breakfast, Clean-up and finish setting up Camp.

7:00 - 9:00 Morning Check-ins

8:00 Judges come to Headquarters for Briefing.

8:30 Flag Raising Ceremony (Class A) - PL's receive event score cards

9:00 - 11:30 Events Open

11:30 OA Meeting at Headquarters - OA Members Only

12:00 - 1:00 Lunch

1:00 Event staff head out to man their events.

1:30 - 4:00 Events Open, Leaders training at Ranch House

4:00 Eagle Question & Answer at Ranch House

4:00 - 5:30 Unit downtime (Service Project). (Units are encouraged to Work on advancement, camp gadgets etc.)

5:30 – 6:30 Dinner

6:30 Cub Scouts Flag Retirement and Closing Flag Ceremony (Class A's)

All are requested to attend.

8:00 Campfire (Have those skits/songs ready!!!) OA Tapout.

9:30 - 10:00 Cracker-barrel (We Would like at least one adult, SPL and PLs from each Troop to attend.) **Participation Ribbons and patches will be handed out at Cracker Barrel.**

10:30 Lights out

PLEASE respect others during lights out!!!

Sunday:

6:30 Reveille, Breakfast and clean-up, start breaking camp

8:30 Non-Denominational Church Service (Class A's)

9:00 Awards and recognition

10:00 Check out and campsite inspections (Remember...Leave No Trace)

12:00 All units should be out of Camp.

1. Let's go Fishing **Unit Judging:** _____

There will be a bucket in the middle with rings spaced 5' apart around it. The goal is to get the lure in the bucket, each Scout will get 3 tries at it. Inside the bucket is 5 pts., next ring out 4 pts., next ring out 3 pts., next ring 2 pts., next ring 1 pt. The Scout will be using a Close Face Spinner with a lure that has no hooks on it. (The Patrol may bring their own rod and reels, BUT you will use my lure.) Scoring will be the average for the Patrol.

2. Rapids Crossing **Unit Judging:** _____

Two sides of a river will be marked using rope, the sides will be approximately 28 feet apart. There will be piles of rocks (sandbags/blocks) spaced approximately 7 feet from each other. Patrol will start behind the Start line. Time will start when the Judge says "Go". The Patrol will be given 4 eight-foot-long 2"x 4" to use as a bridge. You will need to place the 2" x 4" on the rocks too build a bridge across the river. After the bridge is built, all Scouts in the Patrol will need to cross the bridge. You can only have one Scout on a single 2"x4" at a time. When the last Scout is across, now come back to the start line picking the 2" x 4" up as you come back. Place the 2"x4" back where you found them and when the last Scout is behind the start line time will stop. The goal is to have every Scout make it across the river and back without falling off the bridge or the rocks. Scoring: Timed Event, with a 30 second penalty for every time a Scout falls off or touches the river and if there is more than one Scout on a single 2"x4". Total time will be divided by the number of Scouts in the Patrol, for an average time.

3. Snapper Fishing **Unit Judging:** _____

The patrol will line up behind the Start line. When the Judge says "Go". The Patrol will go to the edge of the river (red line). There will be a pile of bamboo pole and string lying next to the river. The Patrol will need to tie enough poles together to reach the fish (at least 15' apart) in the river and catch at least 3 fish (mouse traps) and bring them back to Judge. After catching 3 fish, untie your poles, and place the pole and string where you found them. When the last Scout is back across the start line, time will stop. Fastest time wins.

4. Quick Sand **Unit Judging:** _____

Your patrol is headed to the fishing hole when y'all come up on some quick sand. When the Judge says "Go", the Patrol will go to the edge of the quicksand (2 RED LINE about 25' apart). You will find 2 pieces of plywood 18" X 18" with a hole in it. You will find 2 pieces of string, tie the string to the plywood. One at a time each Patrol member will cross to the other side by stepping on one piece of plywood, lays the other in front of him, steps on it, moves the first forward, and steps on it and so on. (YOU MAY NOT USE THE STRING TO MOVE THE PLYWOOD FORWARD) Now the remaining Scouts will pull the plywood back and cross in the same manner until all Scouts are across. Now untie the string and place it on top of the plywood by the edge of the quick sand, then when the last Scout is across the finish line time will stop. This is a timed event. For each time, a Scout touches the quick sand or use the string to move the plywood forward 30 seconds will be added to the final time. Final time divided by the number of Scouts in the Patrol will be the average for the Patrol.

5. NAME THAT PICTURE

Unit Judging: _____

This will be a timed relay race. There will be pictures of fishing gear on stakes in a circle.

Team: Minimum of two Patrol members. Procedure: Patrol members are to line up in relay formation at the start line in front of the twelve-foot diameter circle marked on the ground. At the starting signal, team member #1 runs to the pile of face-down cards of the names on them and places the top card face-up at the correct location of the **picture** which are spaced equally around the circle. There will be a 2" X 6" with a 2" X 4" on top of it, place the card under the 2" X 4" face up. No. 1 then returns to tag #2, who takes the second card and places it in correct location under the 2" X 4". Action continues, relay style, until all cards have been placed. No card may be relocated after the Patrol member who placed it has tagged the following Patrol member. A correct card should be placed over an incorrect card to minimize loss of score.

Scoring: This is a timed event. Scoring will be based on the number of incorrectly placed cards and on total time. Timing will stop when the last Patrol member crosses the start-finish line after placement of the tenth card. The cards will be shuffled and placed face-down on a table opposite the side of the 12- foot circle from the start line before each contest. You may not go through the circle. Scoring: For each wrong card 30 seconds will be added to patrol time.

Pictures on the stakes will be- Open Face Spinning Reel, Closed Face Spinning Reel, Bait Caster Spinning Reel, Spinner Lure, Spoon, Plastic worm, Jig, Clinch Knot, Blood Knot, Surgeon Loop. If you completed the Fishing Merit Badge at Hornaday, we went over all these pictures in class.

6. Jenga -

Unit Judging: _____

The tower will start with 54 blocks, the top 3 will be marked. Object is to remove as many as possible and place above the marked 3. Moving in Jenga consists of taking one block from any level (except the one below the incomplete top level) of the tower, and placing it on top most level to complete it. Only one hand should be used at a time when taking blocks from the Tower. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place must be returned to its original location before removing another block. Each Patrol will have 10 minutes to remove as many blocks and place it on top. The game is over when the tower falls or if any piece falls from the tower other than the piece being knock out to move to the top or your 10 minutes is up. The Patrol who removes the most blocks without the tower falling is the winner.

7. How is your Memory? (Kim's Game) Unit Judging: _____

There will be **at least** 25 items on a table. The table will be covered with a sheet when you get to the event. When the Patrol is ready the judge will uncover the table. The Patrol will have 1 minute to study what is on the table. At that time, the Judge will cover the table, then hand the Patrol Leader a clip board with a sheet of paper and pen. The Judge will start a timer, the Patrol will have 5 minutes to list all items on the table, if you finish before 5 minutes, PL call "TIME" and the Judge will stop the timer. For each missing or wrong item listed, 30 seconds will be

added to your time. Give complete definition, example if the BALL is red, show "RED BALL". If it is a green tennis ball state "GREEN TENNIS BALL" **PLEASE PRINT YOUR ANSWER.**

8. TOMAHAWKS

Unit Judging: _____ **T533**_____

Each Scout will be given two chances to practice throw, if one of the throws is a good stick and they want to keep that throw. The next two throws count.

Each Scout will be given three chances to score. Center is worth 3 points; next ring is worth 2 points and outside ring is worth 1 point. Scoring will be number of Scouts in the Patrol X 9 (maximum number of points a Scout can earn) divided into the points the Patrol earned.

9. The Wall

Unit Judging: _____

There will be a 6' wall with pegs on it. Each Scout will be given 3 chances to score. You will drop your puck in one of the holes on top. There will 8 holes on the bottom with different point value. Individual scores will be added and divided by number in the Patrol for the average.

10. Fire Starting with a twist **Unit Judging:** Dave Smith_____

Patrols will compete against other Patrols. Patrols will be paired up and given a time slot to be at the fire-starting event. When your Patrol is called into the event. The Judge will then give each Patrol a bag with everything they will need to start a fire. When the Judge says go the Patrols will go to their fire bowl, take the items out of the bag and start a fire. THE TWIST- the ignition source will not be in your bag. The judge will tell you where to find it. You will have to get the fire to your fire bowl. The Patrol who gets their fire going first will burn the string to the other Patrol, dumping the can of water on their fire. This will be a timed event. Depending on the number of Patrols, if we have enough time, we will take winner of first round and have them compete against each other. Each round the supplies in the bag will change. When we get to the last 2 Patrols, they compete against each other at Campfire, Saturday evening.

11. BB Guns

Unit Judging: Bruce Fender_____

We will have a BB gun range set up. Come by and try your hand at hitting the Fish in the Barrel.

Registration Form -to be turned in at Headquarter when checking in.

Unit #: _____ Scoutmaster/Cub master name: _____

Leader's Phone #: _____

SPL Name: _____

Patrol Name: _____ # of Boys: _____

Patrol Leaders Acting: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Patrol Name: _____ # of Boys: _____

Patrol Leaders/ Acting: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Patrol Name: _____ # of Boys: _____

Patrol Leaders /Acting: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Scout: _____ Scout: _____

Adults:

1. _____ 2. _____

3. _____ 4. _____

5. _____ 6. _____

7. _____ 8. _____

Total Participation: _____

Registration Fee X \$9.00

Total Due \$ _____

Payment Method:

Troop/ personal check: _____

Cash: _____

PATROLCAMP ROSTER

TO BE POSTED AT CAMPSITE

Patrol Name					
Day	Friday	Saturday	Saturday	Saturday	Sunday
	Dinner	Breakfast	Lunch	Dinner	Breakfast
Fire					
Cook					
Water					
Table Set					
Say Grace					
Clean					

Alma McHenry Scout Camp

10 miles North of Giddings

