



# **Top Scout Camporee Leaders Guide**

**Date: May 14-16, 2021**

## **Location: The Retreat at Styx River**

Throughout this guide, you will find all the information that you will need to **“Be Prepared”** for this camporee, so please read the entire guide.

**Registration/Fee:** The **Early Bird Camporee fee will be \$20.00 per individual** (Scouts and leaders). The deadline for submitting the registration form and Early Bird fee is **Friday May 07, 2021**. After that date, the fee will be \$25.00 per individual (Scouts and leaders).

Checks are to be made out to: Mobile Area Council and both the registration form and check is to be mailed to Mobile Area Council, 2587 Government Blvd. Mobile, Alabama 36606. You can also register by using the link on the council website.

**Units are to also complete the registration form located at the back of this Leader Guide.**

**Leave No Trace Camping:** Scouts must leave areas better than they find them. We request that units be sure to keep their campsite areas clean throughout the weekend and take their trash out with them when they leave.

**Ground Fires:** Ground fires are allowed ONLY within established fire rings. Units/patrols can do their cooking on any combination of established fire rings, above ground fire pits, camp stoves or grills.

**Restroom Facilities and Water:** There will be separate adult men’s and women’s restroom facilities and Scout youth facilities within the camping area. There is potable water in the campsite area. **ALL PARTICIPANTS ARE EXPECTED TO USE THE PROPER RESTROOM FACILITIES BASED ON SIGNAGE AND YOUTH PROTECTION POLICIES ARE IN FORCE FOR THE ENTIRE CAMPOUT!**

**Troop/Crew Gear & Cooking:** Troops/Crews are responsible for bringing all camping/cooking gear necessary for their unit/patrol cooking. Each troop/crew must have at least one fire extinguisher in their campsite.

**Check-In:** Check-in will be between 6:00 PM and 8:00 PM on Friday, May 14<sup>th</sup>. Try to arrive as one unit. If this is not possible have a leader confirm your troop/crew is on site, then provide a roster at the Scoutmaster / SPL meeting – THIS MEETING WILL TAKE PLACE AT 9PM ON FRIDAY NIGHT. The gathering and check-in area will be identified via signage and staff will be available to direct you to your camping area. To check in, make sure your troop/crew has **a copy of the BSA Annual Health and Medical Record, Parts A & B completed for all Scouts and leaders attending in the possession of the unit adult leadership, two copies of an**

**updated roster** (Camporee Registration Form at back of Leader's Guide) and **list of all patrol's names participating in the events.**

At all times during the camporee, youth must travel with at least one other youth or at least two adults. All adults must currently be Youth Protection Trained (YPT)-certified to attend and must uphold all parts of YPT. **These Buddy System and Youth Protection Rules are strictly enforced.**

**Checkout:** Checkout time will be after the Sunday awards ceremony. Camporee patches will be distributed to the units based on the number of people registered. Please make sure that your campsite is free of all trash prior to the morning assembly. Part of the weekend awards is for the Troop/Crew to attend this assembly and be in full field uniform.

**Parking:** There is to be no parking in the camping area except for unit trailers (minus the towing vehicle). All vehicles must be moved to a designated parking area established at the campground by the Camporee staff. **Note: Please try to limit the number of vehicles brought to this camporee. Parking space will be limited, and vehicles must not be parked in the main camping area for the safety of our Scouts.**

**Camp Sites:** Placement of unit campsites will be determined by unit size, gender, and tent vs hammock camping considerations.

**Flags:** Unit flags and American flags are to remain in the unit's campsite area. Patrol flags are not necessary to be carried at this camporee but can be posted in your patrol's campsite. A buddy team flag is encouraged to show your team's spirit.

**First Aid:** If you have an emergency or First Aid problem during the Camporee that **cannot** be handled by the Troop/Crew leadership, contact 911 and then **contact the camp director.**

**Safety:** No firearms, fireworks, or unapproved knives per the Guide to Safe Scouting are allowed.

**Electronic Devices:** Portable music and game players are not allowed. There will be NO use of cellphones during competition. Cell phones may only be used in your unit's camp area.

**Alcohol Beverages/Controlled Substances:** No alcohol beverages and/or controlled substances are allowed on the grounds during the Camporee.

**Lost and Found:** Items found are to be turned into the Camporee HQ (Pavilion in camp area). Lost items can be claimed at that location. **Please label your belongings.**

**Adult Participation:** A Camporee is a great opportunity for the Scouts to exercise and develop organizational and leadership skills. In view of this, adult involvement or intervention is discouraged in any of the Scout activities, including but not limited to preparing meals, coaching or competing during events, and organizing patrol activities. "Never do anything that a Scout can do."

**Uniform Requirements:** Each Scout and Leader must be in **field uniform** at check-in and the evening activities such as the Saturday campfire and Sunday Scouts' Own service. A Troop/Crew activity uniform or other approved activity uniform is appropriate for all other Camporee activities. For safety purposes, shoes or boots must be worn. Flip flops, slippers, slides, Crocs, and other non-protective footwear **MUST NOT BE WORN** outside of your own unit's camp area.

**Unscheduled Arrivals/Departures:** Anyone arriving at or departing from the Camporee, at any time *during* the Camporee, **MUST** sign in and out with the camp director. We need to be aware of any change in attendance for all adults and Scouts at the Camporee in the event of an emergency.

**Be Considerate:** Do not disturb other campers before Reveille or after Taps. For security, it is always suggested that an adult remain at/or near the campsite.

**Troop/Crew Site Inspections:** Camp inspections will consist of how organized the camp sites are (cooking areas properly set up, sleeping areas properly set up, etc.), how well the site is kept up (cleanliness), having the appropriate safety materials (first aid kit, fire suppression, etc.) **THE CLEANLINESS AND ORGANIZATION OF THE UNIT'S CAMPSITE WILL FACTOR INTO AWARDED THE DISTRICT'S TOP UNIT AWARD.**

**Order of the Arrow events:** The Baldwin Chapter of the Order of the Arrow will oversee our Saturday night campfire event. All OA members are encouraged to wear their OA sash for this campfire to signify their membership in OA.

**For any troop/crew that needs to have the OA conduct an election during the campout weekend – the OA will be available on Saturday to conduct the election. Specifics concerning times for this will be disseminated at the Friday night SPL meeting. Please contact OA Lodge Adviser, Emily Pharez, to notify her of your intention to hold elections at [mom2pharez2@gmail.com](mailto:mom2pharez2@gmail.com)**

**For any troop/crew that needs to have the OA conduct a call-out ceremony based on troop/crew elections – the OA will be available to conduct this ceremony at the Saturday night campfire for those Scouts.**

**Saturday night campfire/Saturday Cracker Barrel:**

**Leader's Potluck Dinner:** A Leader's Potluck Dinner will take place Saturday night. This is a time to meet together, share a meal, and fellowship. We ask that one adult leader from each troop/crew attends this dinner and brings a main dish or dessert for the meal. The leader's meal may be prepared however the leader desires. Participation in this meal is part of the Troop's/Crew's overall score. Troops/Crews not participating will not be considered for the SPIRIT STICK award. There will be an award for the best dish brought to the Potluck that will be presented during the Awards ceremony on Sunday.

**Waterfront Related Events:** This camporee will have numerous opportunities for the Scouts to use the waterfront area and will require adult leader supervision in accordance with Safe Swim Defense policies and Safety Afloat policies. In order for any Scout to participate in the waterfront events, the Scout must have completed a BSA Swimmer's Test within a year. The Scoutmaster of the Scout must certify the Scout's swimming ability. If the Scout does not have a valid Swimmer's Test, the Scout will be restricted to participating ONLY within the guidelines of Safe Swim Defense and Safety Afloat.

The supervisor of the waterfront area will set the number of swimmers allowed in any swimming area and number of boats available for use. These numbers will be determined by the number of trained leaders in these areas and in accordance with Safe Swim Defense and Safety Afloat.

**WEBELOS/AOL Scouts:** If your partner pack's WEBELOS or AOL dens would like to attend, they are welcome to arrive anytime on Saturday the 15<sup>th</sup>. There is a fee of \$5 for all cub leaders and webelos scouts that attend. They can form a Buddy Team and join any events that are age appropriate. Their participation does not help or hurt an overall score. It is a time to let the WEBELOS Scouts learn about camporees and the fun that Scouts BSA have at camporees. A WEBELOS den leader must accompany the WEBELOS scouts and have copies of medical records on site for reference by the camporee director. If they are staying through lunch and supper, they need to provide their own food. They are welcome to stay for the Saturday campfire but **will not be allowed** to do any overnight camping at this event.

# CAMPOREE SCHEDULE OF EVENTS

## Friday, May 14<sup>th</sup>

6:00 PM to 8:00 PM Check-in (CHECK-IN TENT WILL BE DESIGNATED WITH SIGNAGE)

6:00 PM to 9:00 PM Camp Set Up timeframe

9:00 PM to 9:30 PM SPL / SM Meeting (Pavilion in camp area)

10:00 PM to 11:00 PM Cracker barrel – (Pavilion in camp area)

11:15 PM Camp Quiet Time

## Saturday, May 15<sup>th</sup>

6:30 AM Reveille

6:30 AM to 7:45 AM Breakfast, Campsite Clean Up

7:45 AM to 8:15 AM Assembly & Opening Ceremony (SITE WILL BE ANNOUNCED AT SPL MTG)

8:30 AM to 12:00 PM *Top Scout Competition (1st Class to Eagle)*

8:30 AM to 12:00 PM *Beginner Scout Skills Seminar (Scout to 2nd Class)*

12:00 PM to 1:00 PM Lunchtime for all Units

1:00 PM to 3:00 PM *Top Scout Competition (1st Class to Eagle)*

1:00 PM to 3:00 PM *Beginner Scout Skills Seminar (Scout to 2nd Class)*

3:00 PM to 5:00 PM Free Time – Swim Time

5:30PM to 7:30 PM Dinnertime for all Units & Scout Cooking Competition (presentation of food for judging – 6:15pm)

6:45 PM to 7:30 PM Leader's Potluck (Pavilion in camp area)

8:00 PM to 9:00 PM Camporee Campfire/OA Callout Ceremony

9:00 PM to 11:00PM Top Scout Night Land Nav Course

9:00 PM to 11:00PM Cracker Barrel (Pavilion in camp area)

11:15 PM Camp Quiet Time

## Sunday, May 16<sup>th</sup>

7:00 AM to 8:45 AM Breakfast and Campsite Cleanup

9:00 AM to 9:45 AM Scouts' Own Service (Pavilion in camp area)

**Awards and closing announcements will be held at the Pavilion following service.**

## **TOP SCOUT COMPETITIONS EVENTS INFORMATION**

***For all challenge events during the Camporee, a “BUDDY TEAM” is defined as 2 Scouts. It will be the responsibility of the SPL to provide the Camp Director the name of each BUDDY TEAM and its members that will be participating in the challenge stations.***

***This list must be presented to the Camp Director NO LATER THAN upon check-in.***

**If the Camporee Director does not know about the Buddy Team – they are not eligible for any recognition or awards!**

There are a total of 7 challenge stations that each Buddy Team will have to complete, 3 different times throughout the day. Each challenge will require the Buddy Team to work individually with the support of their buddy to achieve certain tasks and goals while having fun testing their abilities and Scouting Knowledge!

**Judging/Supervision of events:** Unit adult leaders will be asked to assist with the judging of each Challenge Station.

For each challenge – there are 3 main components to be evaluated/judged:

**1. Completion of the challenge itself.**

**2. Prescribed time limit for the completion of the challenge.** (If the Buddy Team is not able to complete the challenge within the advertised time limit, they may continue at the discretion of the judge as long as it doesn't negatively impact the 'flow' of the events so everyone gets a fair chance).

**3. Buddy Team spirit and ingenuity displayed during the challenge.**

The spirit displayed by the Buddy Team will count towards the SPIRIT STICK award. Patrol spirit is defined in part as: helping each other, encouraging each other, being 'in the spirit' of the Camporee theme and Challenge Events and showing good sportsmanship.

### **Top Scout Challenge Events:**

**1. Archery Shoot** - Scouts will have 5 shots each to hit their target. Yellow Rings = 20 points, Red Rings = 15 points, Blue Rings = 10 points, Black Rings = 5 points, White portion of target and missing target = 0 points. At each stop at this station, scouts will be shooting at targets that are increasing in distance for a maximum of 100 points per scout, per round. After three rounds, scouts will have had an opportunity to score a maximum total score of 300 points per scout for this event.

**2. BB Rifle Shoot** - Buddy Teams must participate in this station 3 times. First time Each scout will have 5 shots at a large target for a maximum of 50 points each. The second time at this station the scouts will be shooting at a smaller target. Scoring will be the same for this round. The third round, the scouts will have 5 shots to strike a match. This round is with 50 points for each scout.

**3. First Aid Challenge** - In first aid, Buddy Teams will be working as a team. Buddy Team will be drawing First Aid scenarios from a bowl. Buddy Teams will then have to treat the situation. Scoring will be done on correct completion of the first aid task. The maximum score is 100 points for the Buddy Team. You may take a 50%-point penalty to select a second first aid scenario. This will lower your maximum score to 50 points. You may draw a third scenario for another 50% reduction, lowering your Buddy Team maximum score to 25 points. Failure to complete a scenario will result in 0 points. Time limit will be at discretion of the First Aid Cadre. After 3 trips to this station, Buddy Teams maximum point opportunity is 300 points.

**4. Knot Tying Challenge** - Buddy Teams will also be visiting this station 3 times throughout the day. Each time they visit, each member of the Buddy Team will be tested on 5 Scouting Knots. Each correct knot will be worth 10 points. This will make each scout's maximum possible score for each round 50 points. The Scouting Knots you will need to know are: Square, 2 Half Hitches, Tautline Hitch, Double Fisherman, Clove Hitch, Timber Hitch, Bowline, Trucker's Hitch, Sheep Shank, Prusik, Siberian Hitch (Evenk Knot). On the third round of the day, there will be an opportunity for a 30-point bonus. This will bring each scout's individual score to a maximum 180 points. The Buddy Teams maximum score opportunity will be 360 points.

**5. Fire Building and Staring Challenge** - Buddy Teams will visit the fire station 3 times throughout the day. On their first visit, each scout will be advised to light a kindling fire using traditional fire-starting methods. This round will be worth 50 points for each scout in the buddy team. The second round, each scout will start a kindling fire using nontraditional fire-starting methods and using a fuzz stick. This round is worth 50 points for each scout. In the third round, the buddy team will have to work together to start a full fire using nontraditional fire-starting methods. This will mean lighting the kindling and the fuel. They will have to build the fire large enough to burn through two strings set at a predetermined height. This round is worth a total of 100 points (50 for each scout). There will also be the opportunity for 50 bonus points in round three.

**6. Canoeing/Strength and Endurance Challenge** - In this challenge the Buddy Team will board a canoe. When told to start by Cadre, they will begin to paddle as a team downstream where they will meet a rope across the river. On the rope will be tied trail flagging. They must remove one piece of flagging and paddle back upstream to the starting point. Once they run the canoe aground at the starting point, the timer will be stopped. The scoring will be based on placement



by time it takes to complete the task. **Example:** if 50 Buddy Teams are registered, 50 points will be awarded for 1st place and 1 point will be awarded for last place.

**7. Orienteering Challenge** - Buddy teams will participate in a Nighttime Land Navigation Course. They will have to find 12 points (One for each point of the Scout Law). They will be given the first set of coordinates. They must find and retrieve a talisman from each set of coordinates. The first 10 coordinate points are worth 80 points each. The last 2 coordinate points are worth 100 points each.

### **Top Troop Scoring**

Top Troop will be decided by averaging the scores of all the Buddy Teams from a troop. There will also be points awarded for each scout from a troop that participates in the Beginner Scout Skills Seminar (Scout-2nd Class Rank). These will be considered "Bonus Points" to the troops overall score. As always, there will be camp inspections and Scout Spirit that will be scored as well.

### **Top Scout Beginner Scouting Skills Seminar**

This portion of the Camporee is for scouts who are new scouts all the way up to 2nd class rank. The overall purpose of this seminar is to prepare Scouts for signing off on the beginner Scout ranks and prepare them to compete in Top Scout in following years. The seminar will be a combination of instruction and application of scouting skills. You will have opportunities to participate in the Top Scout Competition stations, but in a non-competitive capacity.

# TOP SCOUT BUDDY TEAM SCORE SHEET

Buddy Team Name	
Buddy Team Members	

Buddy Team Member	Event	1st Score	2nd score	3rd Score
#1	Archery Shoot			
#2	Archery Shoot			

#1	BB Rifle Shoot			
#2	BB Rifle Shoot			

					Knot Tying Bonus
#1	Knot Tying				
#2	Knot Tying				

#1 & 2	First Aid			
--------	-----------	--	--	--

					Fire Building Bonus
#1	Fire Starting				
#2	Fire Starting				

1 & 2	Canoeing	
-------	----------	--

1 & 2	Land Nav Score	
-------	----------------	--

<b>BUDDY TEAM TOTAL SCORE</b>	
-------------------------------	--

**2021 Top Scout Camporee Unit Registration Form**  
**May 14-16, 2020**  
**The Retreat at Styx River, Robertsdale, AL**

**Troop/Crew:** \_\_\_\_\_ **Unit Leader:** \_\_\_\_\_

**Top Scout Buddy Team List** (*Scouts first and last name, must be in 2-person buddy teams, 1st Class or higher*)

1a.	1b.
2a.	2b.
3a.	3b.
4a.	4b.
5a.	5b.
6a.	6b.
7a.	7b.
8a.	8b.
9a.	9b.
10a.	10b.
11a.	11b.
12a.	12b.

(Add names to back of form if needed)

**Scouts attending Top Scout Beginner Scout Skills Class**

*(Adhere to buddy system and must be 2<sup>nd</sup> Class rank or lower)*

1a.	1b.
2a.	2b.
3a.	3b.
4a.	4b.
5a.	5b.
6a.	6b.
7a.	7b.
8a.	8b.
9a.	9b.
10a.	10b.
11a.	11b.
12a.	12b.

(Add names to back of form if needed)

**Adult Leaders Attending** (*Please remember that units with females require at least 1 female leader*)

1.	6.
2.	7.
3.	8.
4.	9.
5.	10.

*(2 leaders per unit are free & 1 additional leader per every 10 Scouts above 10)*

***Please make sure to have a filled-out copy of this form at registration***

***Please see second Page for Payment Form***

# 2021 Top Scout Camporee Payment Form

## FEES ON OR BEFORE May 7, 2021

\_\_\_\_\_ Scouts @ \$20 ea.      \$ \_\_\_\_\_      Total Attending: \_\_\_\_\_

\_\_\_\_\_ Adults @ \$20 ea.      \$ \_\_\_\_\_      Total Money: \$ \_\_\_\_\_

Number of non-paying adults: \_\_\_\_\_

## FEES ON OR AFTER May 8, 2021

\_\_\_\_\_ Scouts @ \$25 ea.      \$ \_\_\_\_\_      Total Attending: \_\_\_\_\_

\_\_\_\_\_ Adults @ \$25 ea.      \$ \_\_\_\_\_      Total Money: \$ \_\_\_\_\_

Number of non-paying adults: \_\_\_\_\_

**ENCLOSED IS \$ \_\_\_\_\_ FOR \_\_\_\_\_ ATTENDING.**

\_\_\_\_\_ I am paying with Check Number \_\_\_\_\_ which is enclosed.

\_\_\_\_\_ I am paying by Credit Card (Please circle card type)      VISA or MasterCard.

CARD NUMBER: \_\_\_\_\_ EXPIRATION DATE: \_\_\_\_/\_\_\_\_

SIGNATURE: \_\_\_\_\_ (required for Credit Card Payment)

Please enclose Top Scout Payment Form & Top Scout Registration form with your payment to the Scout office.

Any