

Muskingum Valley Council

Spring Camporee 2023



Arrowhead Adventure Race

Welcome to the Muskingum Valley

Council Spring Camporee

We have a big weekend planned for you and your Scouts. All Scout Troops, Venturing Crews, and Webelos & AOL Scouts are invited. This year's theme is "Arrowhead Adventure Race." The theme will be represented in the Games, Training, and Activities, as well as the rest of the programming. Camporee will be held at Ariel Foundation Park in Mt Vernon, OH from Friday, April 21 to Sunday, April 23.

This is a great opportunity for unit camping, Patrol Competition, Webelos Recruitment, and Inter-unit Fellowship. Units will camp in traditional jamboree style in the Meadows area of the park. This event will strengthen the Patrols and Troops as they participate in this great event. Fellowship with our younger Scouts, the Webelos & AOLs, can't be a bad thing, after all they are our future Scouts.

Registration

All participants must be registered to attend the Camporee. This includes Scouts BSA, Venturers, Webelos & AOLs, adult leaders and other adults attending with them, and the volunteer staffers. Webelos & AOLs are to register with a participating Scout Troop as they will serve as a host Troop. Webelos & AOLs are able to visit for the day only on Saturday. Webelos & AOLs can plan their meals with their host Troop or eat on their own. If you need help finding a host Troop, contact your Council office.

If anyone arrives on Saturday, make sure that they get checked in on the way in before participating in any of the activities planned for them at the HQ Tent at the corner of Pittsburgh and 6th.

Forms

You must have the following forms (from the back of this guide book) with you at the time of check in at camporee:

- Unit Roster
- Patrol Rating (this will help the camporee team understand the skill level of each of your patrols).

Your unit leadership must have in their possession a completed BSA Health Form (Parts A and B) for every youth and adult attending camporee for any amount of time. This form can be found at:
<http://www.scouting.org/scoutsource/media/>

NOTE: Part C of the Health Form is NOT required as camporee does not exceed 72 hours.

Cost

Cost Shown are per person.

	<u>After 3/15</u>	<u>Before 3/15</u>
Scouts BSA/Venturers	\$35.00	\$30.00
Adults	\$20.00	\$15.00
Webelos (Saturday Only)	\$35.00	\$30.00

Registration/payment is done online found at
www.muskingumvalleycouncil.org

Check-In on Friday

Where to go - Check in is at the Urton Clock Tower at the parking lot on Neil Ave. Following check in you will proceed to the Meadows. Unloading will be along Pittsburgh Ave. Cars and trailers must then be parked in the lot at Urton Clock Tower with overflow at the Schnormeier Event Center. No vehicles or trailers will be allowed onto the grass.

Setting Up Your Campsite

We will be camping Jamboree style, not existing campsites. A generic guide to campsites is in this guide. Be prepared with tents and rain shelters. These are general guidelines for setting up your campsite:

- Do not block access road with vehicles or gear.
- Patrols/Troops set up camp.
- Set up dining fly first – put gear under it to protect from weather.
- Set up tents – then move personal gear into tents. Lay out sleeping gear.
- Set up cooking and eating area, secure water and fuel supply. Remember no ground fires.

Check-Out

The Camporee will officially conclude at 10:00 am on Sunday morning, Units have the option to attend a Scouts Own at 9:00 AM. Those Units that are checking out on Saturday Night must check out with the Camporee Staff prior to leaving.

All units will follow the "Leave No Trace" camping guidelines. Campsites must be clean so that other people may enjoy the park after us. Place rocks, logs, and natural debris outside of the camping fields and into the tree line or other uncut areas.

Please fill out the Camporee Evaluation form you will be provided on-site.

We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us so we can evaluate and make improvements. Please check out with a Camporee Staff member leaving camp.

Event Information

We will have a Scoutmaster & Senior Patrol Leader meeting at 8:00 pm on Friday night at the Encampment Headquarters. At that time, Saturday Information will be distributed. Each Patrol should gather at the Parade Field by 9:00am on Saturday morning for the Opening Ceremony. Competition & events will begin at 9:30am. There will be a Lunch Break from 12:30 pm until 1:30 pm. Afternoon events will begin at 1:30pm and conclude at 5:30 pm.

Before You Get to Camp

1. All Unit Leaders need to submit Teams to the Event Chair following registration.
2. Individuals participating in the Advanced Adventure Race must have completed the BSA swimmer classification test prior to the Camporee. Unit leaders must submit certification of this to Camporee Staff ahead of Camporee.
3. Individuals participating in the Advanced Adventure Race must bring their own bicycle and helmet. It will be required to pass a safety inspection before use.

Webelos & AOLs

Webelos & AOL Scouts can register to attend Camporee as long as they register for the event with a Scout Troop, which will act as their host. Webelos leaders must arrange to have meals with the host troop or plan to provide their own meals. Host troops can be (and encouraged to be) a unit with which your Pack is already affiliated. Webelos & AOL leaders and Scoutmasters are responsible for making arrangements for transportation, menu planning, cooking, and for submitting registration with that included in an accurate count of the number of Webelos & AOL Scouts, Scouts BSA, and adults who will be attending. Webelos & AOLs are encouraged to wear their Official field uniform during the event. A Scout-related T-shirt will work as well during the activity time. If you don't know a troop, call your Council Service Center and we will help you locate a troop. Careful planning is recommended so that your Webelos & AOL Scouts can have opportunities to participate in most events. **Important Note: Per the Guide to Safe Scouting age appropriate guidelines Webelos & AOLs may attend Camporee as day visitors only, no camping is allowed.**

The Rules

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Common Sense Rules that will make the Camporee more enjoyable for all.

Leadership: At least two registered adult leaders 21 years of age must accompany and remain with each unit at the Camporee. There must be a registered female adult leader 21 years of age or over in every unit serving females. The Camporee Committee wants to remind all adults that this Camporee is for the scouts to enjoy. Please use the Patrol Method at all times.

Scout Oath & Law: The Scout Oath and Law are expected to be practiced by all attending the Camporee.

Campsites: Campsites are assigned based on the order of Unit Registration.

Food: All units will be responsible for their own meals. Webelos & AOL Dens must coordinate with their Host Scout Troop.

Water: Water is available at the Schnormeier Event Center. Plan on bringing a water jug to carry your water from where the water will be located.

Fires: No fires will be allowed in the campsite. Fuel stoves and lanterns are allowed.

Fireworks: Fireworks are not allowed.

Restroom Facilities: There will be an ample number of restroom facilities located throughout the Camporee site. Scouts should help keep them clean.

Lantern & Stoves: BSA Policy on fuels will apply. Only adults will refill lanterns and stoves. Fuel must be stored away from the cooking area and absolutely NO LANTERNS OR FLAMES IN TENTS.

Parking: All vehicles/trailers will be expected to park in the designated parking lot. NO VEHICLES OR TRAILERS WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE. Special Needs will be taken care of on an individual basis. All personal equipment must be carried in by all Scouts. **Clean Up:** Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must leave with your Unit. Leave No Trace! A Camporee Staff member must inspect each campsite before the unit departs. Please notify Camporee Staff if your unit will be leaving Saturday evening.

The Adventure Race

The Adventure Race will be divided into 3 Classes based on experience and capability. Webelos & AOL Scouts will be participating in the Learner Race. Scouts BSA and Venturing Crews will either be in the Basic or Advanced Race. Unit Leaders should approve Teams in the Advanced Course. The Learner Race will be an Orienteering Course race around Ariel-Foundation Park done on foot. The Basic Race will be an Rogaine Style Adventure Race around Ariel-Foundation Park, Downtown Mount Vernon, and other Mt Vernon Parks; this race will also be on foot. The Advanced Race will be a Modified Rogaine Style Adventure race from Ariel-Foundation Park down the Kokosing River to the Brown Family Environmental Center, up the Kokosing Gap Trail and back to the starting point; this race will utilize canoeing and bicycling as well as on-foot.

A team will consist of 4–6 Scouts, no more no less. Should there not be enough Scouts for a team, they may join another Troop or Crew to form another team. The best experience for all is to match the skill and age of the participants to an appropriate difficulty level. Webelos & AOLs do the Learner Race, Scouts do the Basic Race, and those older Scouts that want more of a challenge do the Advanced Race.

Adult Leaders may travel with any team. This may be beneficial to the Learner Race participants as the adult leader(s) can help with the basic orienteering.

Adult Leaders may participate in the Adventure Race as well. They are to form 4 member teams—no more or less. The teams may run either the Basic or Advanced Race. Adult Leaders that plan on participating as racers must pay the Scout registration cost.

Most Important Rule

Have fun! Adventure Races are amazing journeys. Enjoy the time with your teammates and enjoy the great outdoors!

Emergency

In the event of a major medical emergency, teams should call 911 before calling race management. Be smart, use your best judgment and stay safe.

Dropping Out of the Race

If you cannot complete the race, proceed to the nearest manned checkpoint and check in with a volunteer/Camporee Staff. A team MAY NOT leave the race course unless first notifying race management. Unless there is a major medical emergency, teams are responsible for making their way back to the start/finish should they decide to drop from the race.

Race Timing

The timing of the event will begin at the start of the race and officially ends when the entire team crosses the finish line. Race management reserves the right to change the start/finish time for the event which will be communicated to racers at the race brief. The time recorded by Camporee Staff will be the official time.

On The Race Course

- Each team will visit a series of checkpoints that are described on the Rules of Travel/Clue Sheet. Teams must visit all the checkpoints in order (unless otherwise stated on Rules of Travel/Clue Sheet) and use the mode of transportation described.
- Each team will receive a passport/control card. Teams must punch the passport at each checkpoint throughout the race course. Teams must punch the number on the passport that corresponds with the numbered checkpoint they are at. In some cases checkpoints will be manned by volunteers. At these checkpoints teams may have their passport signed by a volunteer/race management instead of punching a flag.
- In order to remain, official teams must complete the mandatory prescribed course and cross the finish line as a team by the official race cut-off time. All mandatory checkpoints are worth ten points. Teams may acquire as many optional checkpoints as they can. Optional checkpoints are worth varying points based on difficulty.
- Teams will be ranked by the total number of points they acquired. In the event of a tie (two teams each acquire all the mandatory points and the same number of optional points) the team with the fastest race time will be ranked higher.
- In the event that a checkpoint is stolen or misplaced, teams should search in the area of the checkpoint for no longer than 30 minutes, attempt to notify race management and then proceed to the next checkpoint. If there is a stolen or misplaced checkpoint or error in the Rules of Travel/Clue sheet, teams will receive a 30 minute time credit for time lost. The checkpoint will be removed from the course
- The final ranking of teams will be determined by race management after any penalties and bonuses have been awarded
- Race management reserves the right to award penalties and bonuses throughout the race. We also reserve the right to add bonus time to teams who have aided others in distress and assess time penalties for infractions listed.
- Unofficial teams may continue on the race course with race management's approval but they will be out of the running for ranking, awards and prizes.
- All team members must check in together at each checkpoint. All members of each team must stay within 100 feet of each other at all times during the event. All team members must cross the finish line at the same time.
- All races must follow a "Leave no Trace" ethic.
- No littering of any kind is allowed. Teams caught littering will be automatically disqualified.
- Teams must follow race travel instructions and avoid all off-limits areas as described on the Rules of Travel/Clue Sheet or maps.
- Teams must exclusively travel under their own power during the race. Any team using motorized transportation will be automatically disqualified.

Transition Areas

- Team members will not be allowed to receive outside support in the transition areas.
- Teams may not stage any equipment on the race course unless permitted by race management in the Rules of Travel/Clue Sheet.
- Non-team members are not allowed on the course without approval from race management.

Required Gear

- Teams must carry all required gear throughout each section of the race unless stated otherwise by race management. (e.g., a mountain bike helmet is required gear, but does not need to be worn during a trekking section.)
- Official race passport, maps, and Rules of Travel/Clue sheet are all mandatory gear to be carried throughout the entire race. Teams that lose one of these items will be receive 1 mandatory checkpoint penalty and may be ranked unofficial.
- Gear checks will be performed on the race course. Teams failing to present a requested piece of mandatory gear will receive 1 mandatory checkpoint penalty for each piece of gear not shown.
- Each team must wear a race number/bib at all times. Race numbers/bibs are part of mandatory gear.
- Helmets must be worn at all times during all mountain biking legs.
- Bike lights must be turned on during night riding from dusk to dawn.
- All teams members must wear a PFD at all times during paddling sections of the race.
- GPS equipment is not allowed. Any team found using a GPS will be automatically disqualified.
- Teams are responsible for their own food and drink on the race course.

Grounds for Disqualification

- Leaving/abandoning a teammate
- Mode of travel not specific for each leg of race
- Use of any electronic navigation device (e.g., GPS)
- Littering on course
- More than 1 hour late to the start line
- Disobeying instructions from a race official
- Unauthorized use of a road or trail
- Accepting equipment from any source other than teammates or other racers during the event
- Open fires (in a non-emergency situation)
- Non emergency use of cell phone or radio except as noted above
- Not wearing a PFD during paddle/water sections
- Not wearing a helmet during mountain biking sections
- Sabotage
- Violation over the identity of a competitor or change of a team member during the event
- Removing or damaging a trail sign or marking
- Lack of respect for other racers, volunteers, staff, equipment, or the environment. This will be dealt with on a case by case basis and is at the discretion of race management.

One (1) Mandatory Checkpoint Penalty (loss of 10 points)

- Intervention by Camporee Staff or Volunteers for assistance on the race course
- Loss of passport, maps, Rules of Travel, mandatory gear
- Violating the 100 foot rule, dispersed team
- Not wearing race bib, number

Troop Gateways

Troops are encouraged to construct a gateway that identifies their unit. Each troop must bring their own supplies to construct the gateway. Gateways should be free standing and may not be dug into the ground (the use of guidelines and stakes is acceptable as long as it does not impede passage). The American Flag and the unit flag should be displayed. Judging will be on Saturday afternoon. Winners will be announced at the Saturday evening Campfire. Points will be awarded for set up, workmanship, display, safety, and scouting theme. No adult "assistance" in construction! The use of the Camporee theme will receive bonus points.

Patrol Site Inspection

We will be conducting Unit Campsite Inspections during the Camporee. Two teams of judges will inspect each campsite. Judges will be viewing campsites beginning at 11:00am on Saturday. Please review the Campsite Inspection form with your Senior Patrol Leader to see what the judges will be looking for.

Judging criteria will include:

Camp Layout, Camp Cleanliness, Posting of Menus, Posting of Schedules, Posting of Duty Rosters, Camp Safety, Patrol Identity, Campsite Improvements, Troop First Aid Kits

Schedule of Events

Friday, April 21, 2023

05:00 PM Units arrive, check-in and camp set-up begin. @ Encampment Headquarters
06:00 PM Camp Set-Up and Dinner
08:00 PM Unit Leader / SPL Meeting @ Encampment Headquarters
09:00 PM Call to Quarters (All Scouts have returned to Campsites)
10:00 PM Taps! Lights out, Scouts in Tents and Quiet

Saturday, April 22, 2023

07:00 AM Reveille, Breakfast and Cleanup
09:00 AM Opening Ceremony, Flag Raising and Invocation @ Parade Field
09:30 AM Scout Events begin in Activity Areas, Advanced Adventure Race Begins
12:30 PM Lunch (For those not on Advanced Adventure Race)
01:30 PM Afternoon Orienteering Races Begin
05:00 PM Flag Retreat @ Parade Field, Dinner and Cleanup
08:00 PM Evening Awards Ceremony
09:00 PM Call to Quarters (All Scouts return to Campsites)
10:00 PM Taps! Lights out, Scouts in Tents and Quiet

Sunday, April 23, 2023

07:00 AM Reveille, Breakfast and Cleanup
09:00 AM Non Denominational Chapel Service
10:00 AM Campsite Checkout

Patrol Campsite Inspection Sheet

Troop # _____

Patrol Name: _____

Unit Patrol Site

- _____ 1. Evidence of campsite planning
- _____ 2. Separate patrol area
- _____ 3. Dining flies pitched
- _____ 4. Tents properly pitched
- _____ 5. Evidence of camp site improvements
- _____ 6. Proper display of American and Troop Flags
- _____ 7. Tents zipped, or flaps rolled

Health & Safety

- _____ 8. All tools & equipment safely stored
- _____ 9. Liquid fuels properly stored
- _____ 10. Tent lines flagged for safety
- _____ 11. First Aid Kit Visible and Identified
- _____ 12. Campsite Clean of Litter & Trash

Camp Kitchens

- _____ 13. Cook stoves cleaned and stored properly
- _____ 14. Kitchen clean & orderly
- _____ 15. Duty roster & menus posted
- _____ 16. Food properly & safely stored

Score each item from 0 to 5 points. Do Not Deduct Points. Possible 80 points.

Total Points _____

Judges _____

Gateway Competition

Troop Gateway competitions are full of color & excitement and a great way to show scouts from other troops what is unique or interesting about your unit. It has been an honored Jamboree tradition. We are asking all troops and crews that participate to design their unit gateways to reflect the theme. We encourage you to do this in a very creative and novel way. It is an excellent opportunity to show your Scout skills, create a one-of-a-kind gateway at your campsite, and enter it in the Saturday competition. Judging will be based on the following guidelines:

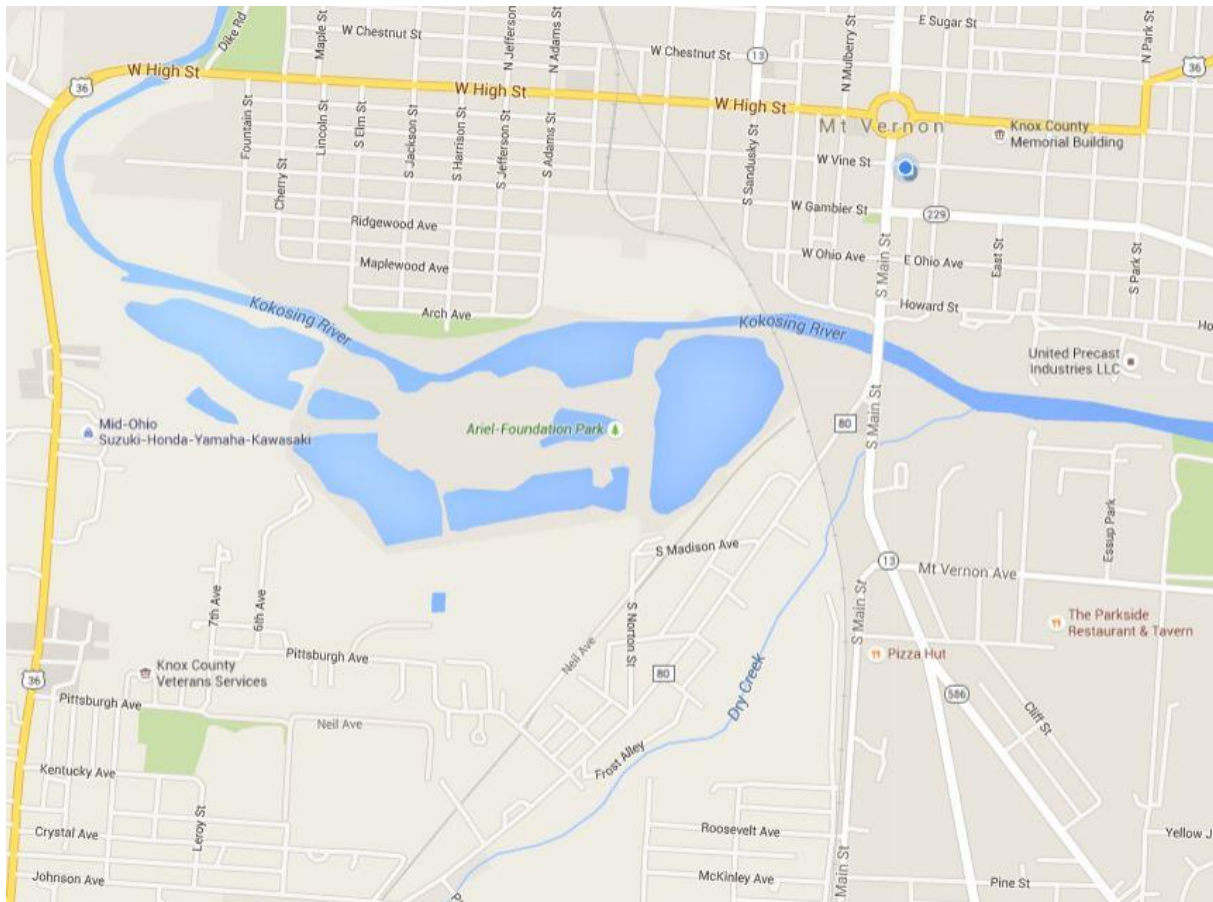
1. The gateway should be between 7 to 8 feet tall and at least 36 inches wide to allow easy entrance and exit.
2. Make sure your lashings and knots are tight. Safety stakes shall be the same size as your tent safety stakes.
3. No digging or driving wood poles into the ground. No nails, bolts, or screws.
4. Do not collect forest wood or cut down trees or branches.
5. Gateways must be erected at the unit's campsite. Pre-cutting is OK before arrival.
6. Gateways must include a sign displaying the troop or crew number.
7. No adults may work on the gateways. Adults must be present during gateway set-up and removal to supervise and make sure that Scouts or Venturers follow safety precautions.
8. No chain saws or power saws of any type are allowed on the Camporee site.
9. American and Unit flags must be incorporated into the gateway but will be judged with the campsite inspection. Metal flagpoles are not allowed as they attract lightning.
10. The gateway should incorporate the theme of the Camporee.
11. Gateway judging will include, but not limited to, sturdiness of construction, a working gate, or bridge, quality of knots/lashings, skill in building, creativity, safety, and overall appearance.
12. Climbing on gateways during construction is NOT ALLOWED! Please use step ladders if needed for assembly.
13. For safety reasons, do not use any decoration that needs electricity or is battery powered.
14. Gateway judging will begin at 12:00 Noon Saturday.

DIRECTIONS TO ARIEL-FOUNDATION PARK

There are several easy ways to get to Ariel-Foundation Park depending on where you are in Mount Vernon.

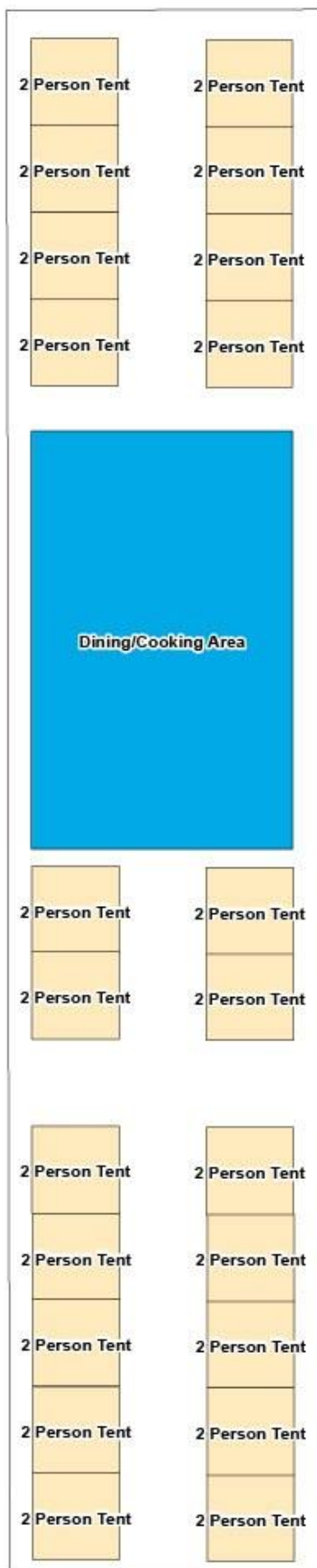
From Downtown: Head South on Main Street and make a right onto Columbus Road. You can then turn right on Madison Ave for the Lakes, or right on Pittsburg Avenue for the main parking area.

From SR36 & SR229: you can look for the Harcourt Road entrance to The Lakes, or use Pittsburg Avenue to get to the main parking area.



**Troop Block
Configuration
with 2 person
9ft x 9.5ft tents**

**Tents = 22
Scouts= 36
Adults = 4**



Swale (Drainage Buffer)



**Troop Block
Configuration
with single person
6.5ft x 3ft tent**

**Tents = 40
Scouts= 36
Adults = 4**