



Prepared. For Life.™



Pioneer District Camporee Guidebook *VIKING ADVENTURE*



3-5 May 2019
Camp Cutter

This Guide is provided to help Patrol Leaders and Adult Advisors prepare for our annual Pioneer District Camporee.

Registration must be completed online.

<http://svmbc.org/svmbc/districts/pioneer/>

Please note that most events have changed.

Keep an open mind and ***Be Prepared!***

As always, this will be a very different Camporee from past years

**Yours in Service and Scouting
The Pioneer Camporee Staff**

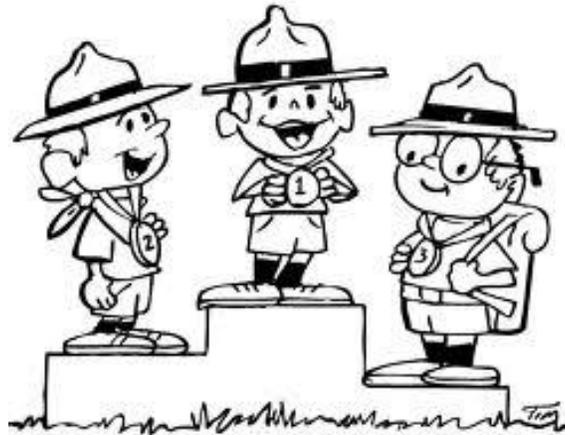
Table of Contents

SCHEDULE OF EVENTS	3
INTRODUCTION / OVERVIEW	4
Check-In	4
Mandatory Leader Meeting and Cracker Barrel Friday Night.....	4
Scheduling Note	5
Camporee Staff	5
Emergency Information	5
Rules of Conduct.....	5
Criteria for Success When Participating in any Event.....	6
Patrol Registration Cards	6
Special Note – Webelos Scouts	6
Campmaster Award.....	6
Campfire Performance and Entertainment	7
Campfire.....	7
Special Events.....	7
Dutch Oven Cook-Off	7
Event Scoring	8
VIKING ADVENTURE EVENTS	9
• Staying Warm and Living in Freezing Conditional (Fire Building)	9
• How to Prevent Someone from Dying (First Aid)	10
• Playing Catch with a Friend in Lieu of Using a Football (Tomahawk Throw)	10
• How to Play With Your Best Friend (Bull Dogging)	10
• Preparing for Winter or Building a Ship (Wood Chopping Contest)	11
• How Not to Become a Radioactive Zombie, or Viking (Radioactive Isotope).....	11
• Hunting for Food (Sling Shot)	11
• How to Order a Gourmet Dinner (Telephone Line)	12
• Building a City or Sailing the Oceans (Knots Relay)	12
• Crossing the Wilderness During Summer (Land Skis).....	12
• How to Travel When Your Shoes Wear Out (Walking A-Frame)	13
• Crossing a Glacier Crevice (Pole Pass).....	13
• Kubb (Viking Chess)	14
• Camp Wide Games (Afternoon Activity)	14
SPECIAL EVENT	14
• How Long Can Your Tread Water (DIY Boat Relay Race)	14
FIELD SPORT EVENT	15
• Rifle and Shotgun (If a Rangemaster is available)	15
MYSTERY EVENT	15
ADULT GAMES FOR SCOUTMASTERS AND ADULT LEADERS	16
PIONEER CAMPOREE CAMPSITE INSPECTION CRITERIA	16
OTHER ACTIVITIES AND PROGRAM INFORMATION	17
SILICON VALLEY MONTEREY BAY COUNCIL BOY SCOUTS OF AMERICA CAMP CUTTER SCOUT RESERVATION	21
Policies and Procedures.....	21
Maps and Driving Directions.....	22

SCHEDULE OF EVENTS

Subject to Change Without Notice

Friday, May 3	4:00 PM	Registration and check-in opens
	9:00 PM	Registration closes
	9:00 PM	SPL and adult leader meeting, location to be announced
	11:00 PM	Taps (All quiet in camp)
Saturday, May 4	6:00 AM	Reveille
	8:00 AM	Finish breakfast
	9:00 AM	Patrol competition begins
	12:00 PM	Lunch
	1:30 PM	Camp wide games
	4:30 PM	Afternoon ends
	5:00 PM	Evening colors (main flagpole area)
	7:00 PM	Youth and adult Dutch oven competition ends
	8:00 PM	Campfire, awards and OA callout
	11:00 PM	Taps (All quiet in camp)
Sunday, May 5	6:00 AM	Reveille
	8:30 AM	Morning colors and bulletins (flagpole area)
	9:30 AM	Flag Meadow – Create pack lines for quickly loading vehicles after Scout's Own
	10:00 AM	Scout's Own, location to be announced
	11:00 AM	Checkout



INTRODUCTION / OVERVIEW

Camporee allows scouts to participate in one of the oldest traditions in the history of Scouting, an opportunity to match skills against others. There is fun, friendship, competitions and of course the annual Dutch Oven Cook-Off for both youth and adults. **The theme of this year's Camporee is "VIKING ADVENTURE".**

This Guidebook provides details on events and logistics that unit leadership needs to know to ensure a fantastic experience for their scouts. **There are changes from past years events based on the theme and new location. Some Camporee event has been replaced with new ones to keep in line with the theme. Expect a difference experience that will be exciting for all participants.**

Each event is hosted and scored by volunteers (adult leaders of each unit). Some games listed in this Guide may not be held due to the number of units attending and staffing level, such as insufficient troops attending (fewer games), or additional events added that may not be listed in this Guide should a higher unexpected turnout occur. These games will not be announced ahead of time in order to ensure suspense on what may, or may not occur. Stay alert for updates and check out the Pioneer District web site <http://svmbc.org/svmbc/districts/pioneer/> and *Be Prepared* for unexpected changes.

At Camp Cutter we have wonderful facilities and lots of room for campers and parking plus a large activity area. Please ensure you are familiar with the Camp Cutter Map provided at the end of this Leaders' Guide.

Registration information is available at the District's monthly Roundtable meeting and the Council Service Center. The cost is \$33 per person this year (both adult and youth) during pre-registration up through April 20, 2019, and \$38 afterwards as well as and on-site registration. Webelos are free with documentation of status. All registration and payments are processed by the online registration system at <http://svmbc.org/svmbc/districts/pioneer/>. Registration fee covers the cost of park rental, an exciting patch, food for the cracker barrel, prizes, awards, insurance and program/game materials.

Check-In

Units begin check-in from 4:00 to 9:00 p.m. on Friday evening at the Camp Office.

NOTE: There are no cars permitted in camp site unlike other venues. There is a parking lot. Under special circumstances will a vehicle be allowed into the camping area.

Each vehicle, wherever parked, must be identified by a Unit Number and Driver's Name on the dashboard visible in case the car needs to be moved for any reason. A dashboard placard will be given to the unit leader (Scoutmaster) upon check-in to distribute to all unit drivers.

Mandatory Leader Meeting and Cracker Barrel Friday Night

After check-in each unit sets up their campsite. At **9:00 p.m.** there will be a mandatory leader meeting (SPL, Scoutmasters and/or alternate Adult Leader). Location will be announced during check in. At this time the SPL will receive unit registration cards for each patrol and will be told critical information for the weekend's events. In addition, score sheets folders for each event will be given out and game list finalized. Special bulletins regarding changes to the program or the schedule will also be given. If additional staffing is required units may be asked to provide volunteers. Staff will also be asking for service patrols to help clean the sanitary facilities and to host events if necessary. Following the meeting there will be a Cracker Barrel for attendees.

NOTE: All Scouts and Adult Leaders are asked to bring their own cups, mugs, Nalgene's, etc. to the Cracker Barrel and for use during the weekend. Our goal is to limit all use of paper and disposable products. **No Styrofoam products are allowed in Camp at any time!**

Scheduling Note

All competition events are held on Saturday concluding with awards given at the Campfire as well as an Order of the Arrow callout. All units check-out Sunday morning following Scout's Own which everyone must attend as additional awards and recognitions may be given out that were not presented at the awards campfire. No attendance, no recognition. The road into/out of camp will be temporarily closed during this time. No movement of vehicles will be permitted until after completion of Scout's Own. Check-out before Scouts own is not permitted.

No unit may depart until after their campsite has been inspected and cleared for cleanliness by a Camporee staff member. It is at this time only when patches are given to the unit leader upon approval by the staff member that the campsite is clean, including trash packed out. Unit leaders will also be given a bag of trash generated by the staff to dispose of when they arrive home as a thank you for attending!

Camporee Staff

The Camporee staff is completely volunteer, namely OA members. They donate a great deal of time and effort to make this a successful event and are ready to answer any questions or provide service. The staff is interested in suggestions for ways to improve Camporee in future years. The youth staff is assisted by adult advisors who are also volunteers and have dedicated many hours help the youth prepare for a fantastic adventure. Remember, Camporee is run by the youth with adult advisors!

Part-time staff members are those that might not compete in the day's events. They pay regular registration fees, camp and eat with their home unit. They assist with setting up and help judge competition events or other program areas as required. Those who fall into this category ensures the success of Camporee. If any units have extra staff eligible scouts please send them to any youth senior staff or the Camporee youth chairman. Please be prepared at the Friday night meeting to volunteer cheerful service to Camporee.

We appreciate your support in putting on Camporee. The senior staff will be wearing identifying clothing or hats. Designated staff members will have radios. Any of these staff members may be flagged down with questions, concerns or medical emergencies.

Our goal is to make it as much fun as possible for all participants. Your consideration and cooperation are appreciated when it becomes necessary for a youth staff member to take action or make a decision. Under extreme condition, the adult staff/advisors (Event and/or Program Director) may have to make a command decision in addition to the District Commissioner and District Executive, if present. Any command decision is not negotiable and will be enforced.

Emergency Information

In the event of any emergency that endangers the camp we will blow three (3) blasts on a marine foghorn. Upon hearing this warning sound, drop everything "immediately" and gather your unit at a designated meeting location. Take a head count and ensure nobody is missing. Just as with any emergency please maintain a walking speed and keep a cool head.

We will blow the horn once, and only once, to mark the beginning of the competitions. If you hear the emergency signal of three blasts you need to assume it is a real emergency.

Rules of Conduct

The Scout Law, Scout Oath and Outdoor Code are the guiding rules for all Camporee activities. All participants, both Scouts and Adults, are expected to follow the Oath and Law at all times. All events, with the exception of the Dutch Oven Cook-off should be done as a Patrol, except for adult leaders that participate in activities exclusive to them.

A **Scout is Courteous**. Camporee is now co-ed. Everyone needs to help those who are new to Scouting, regardless of gender. Help teach these new scouts, boys and girls plus new adult leaders in the manner of having fun during outdoor adventures such as Camporee. Constantly encourage these new scouts and adult leaders to do their best and have fun, hopefully winning events.

Criteria for Success When Participating in any Event

- Spirit, teamwork and participation
- Patrol yell and flag
- Troop number and flag clearly posted in the campsite
- Duty roster and patrol menus posted in the campsite
- Proper food storage to prevent harm to wildlife and to not have your food eaten by rodents or hungry Scoutmasters
- Camp neatness and cleanliness, personal equipment storage
- Low impact camping
- Wearing a Viking themed costume is encouraged and will count for showing scout spirit.

Patrol Registration Cards

Each patrol will be issued a registration card at the Friday night meeting. This registration card **must be turned into the Program Director on Saturday morning before competition begins immediately after opening flags. He will easily be recognized wearing a Venturing shirt.**

The first duty of a Patrol leader is to fill in all identifying information on the card given to them at the leaders meeting. This information includes unit number, patrol name and name of each scout, their age and current rank. This card will be the participation record for each patrol required for computerized scoring. Without this registration card turned in, or failure to put *both Troop number and patrol name on the card*, this patrol cannot win any ribbon and is considered to not exist. **This card will also be rejected if not turned in at this specific time period.**

The scores for all events are calculated by a sophisticated computer program to determine how well each patrol did. Winners for each event are announced at the Saturday night campfire. Each patrol should participate in as many events as possible to maximize chances of winning a ribbon.

Special Note – Webelos Scouts

In accordance with National Camping Guidelines, 2nd Year Webelos Scouts will be invited to Camporee. They should come as guests of a Troop and may participate with Patrols in games and events or as an autonomous Den. The Den and Troop leaders should work with their parents on providing proper gear that may be required if they are being hosted by a Troop. Basic needs are to keep dry, warm and be well fed. The boys need to bring a parent or guardian in accordance with Youth Protection. For more information on Webelos participating in Camporee contact your Unit Commissioner or attend Roundtable for additional details.

Campmaster Award

In addition to all games, each Troop has a chance to win a ribbon in the Campmasters' competition. This award is earned according to proficiency in general camping skills. Scores are determined and recorded continuously by the Camporee Adult Staff/District Commissioners as they wander about Camp during the day. This includes Scout Spirit of everyone (such as improper language that may be overheard), how campsites are set up, camping skills, menus posted and cleanliness as examples. Ribbons will be awarded to the top three Troops for outstanding campsite inspection.

Campfire Performance and Entertainment

One highlight of Scouting is having skits, songs and similar performances at the campfire. Each Patrol is urged to participate during a tryout session conducted on Saturday afternoon. Performance may include the entire Patrol or individual. All skits and performances will take place during the campfire Saturday night. Skit tryouts will be evaluated on the basis of overall quality, uniqueness and entertainment value. Appropriate language and clothing will be mandatory for acceptance and must be pre-approved by the youth staff.

Campfire

The campfire will take place starting promptly at 8:00 PM Saturday night. All Scouts and Adult Leaders are asked to be in the Campfire area prior to this start time. The campfire activity includes issuance of ribbons and awards, skits and performances, an OA (Order of the Arrow) callout ceremony and concludes with a Flag Retirement. After the Campfire everyone returns to their campsite. Lights out is at 11:00 PM.

Special Events

There is one special event scheduled for Saturday Afternoon along with other possible events to be determined. The first is a Viking inspired Dutch Oven Cook-off for both youth and adult. In addition, events for adult leaders may be held Camporee style to give leaders time for fun and to attempt some of the games played by the youth as a solo participant.

Dutch Oven Cook-Off

Bring your Dutch Oven and everything needed to make a fantastic main dish or dessert to satisfy hungry Vikings who generally survive off whatever they can farm, catch or grow. Honey was the only sweetener the Vikings knew. Feasts would include the same foods—meat, fish, fowl, vegetables, wild greens, bread and fruit, but in a greater variety. Remember, Vikings eat just like a Scoutmaster waiting to be served a feast cooked by scouts working on their Cooking merit badge. (Well maybe not, the Scoutmaster may have to cook his own gourmet feast and will have to probably wear a bib since Vikings like to spill food all over themselves at meal time).

You must provide your own supplies (charcoal and starter fluid) and all ingredients. Cook in your campsite or Camporee Headquarters. All entrees must be brought to a designated area for judging between 5:00 and 6:30 p.m. Saturday evening. Please be creative with regard to the theme of Camporee in your recipe.

Prizes will be awarded based on “taste” and “plating” that is most appealing to hungry youth and sometimes adult staff who are the judges. Youth and adult entrees are judged separately for both main dish and desert. There will be a prize for first place in each category and a ribbon for second place. There is no third-place award.

Event Scoring

Patrol scores are determined on a combination of time to completion, teamwork, skill and effort with certain percentages allocated to how the patrol functions as a unit. This makes scoring fair and balanced for everyone. How each game is scored is detailed in the games section. Different scoring criteria exist for each event. Time for completion is only *one variable* in calculating total score. Participation also plays a significant role in the total score as *another variable* in the calculation.

To ensure all patrols have an opportunity to win an event, and that not all ribbons go to patrols with older youths with more experience in Camporee games there are two divisions, older and younger. Based on information provided on the patrol registration card, depending on the *average age* of all patrol members, awards will be issued for both divisions. This means there will be two winners for each event; older patrol and younger patrol.

Upon completion of an event by a patrol, they may be told how they did, **time-wise or number of points they acquired, if appropriate and nothing else!** It is "**improper and unethical!**" for the adult or judge running and scoring the event to provide information about any other patrol's results. Also, with computerized scoring, a patrol with the fastest time may not win based on other variables associated with the scoring algorithm.

The reason for not giving out other information is to minimize disappointment when a patrol is told they are in first place or had the fastest time and learn later they did not win a ribbon. Sometimes, the combined teamwork aspects of the score (yell, flag, spirit, participation) may be significantly higher along with a slightly slower time such as 1 second between patrols. Combining these intangible aspects in addition to performance may in fact give a higher ranking to a slightly slower performing patrol than a patrol with both poor teamwork and spirit having a slightly faster time.

Scout spirit is judged at each event! Be sure to have your patrol flag and BE PREPARED to give your patrol yell when both beginning the event and before leaving "without" being asked to give it. Remember, each event is designed to challenge the Patrol in some manner. Every game is open to all patrols regardless of age or skill level. Enthusiasm and teamwork play a significant part of the total score. **Be advised: Due to computerized scoring the fastest time may not win!** Points are also given for scout spirit, yell, flag, etc., which is a factor in calculating the total score.

VIKING ADVENTURE EVENTS

The following events are expected to be held, subject to change depending on number of units attending. Additional events may be added unexpectedly (for excitement) or not held at all.

Purpose and Intent of the Games Related to the Theme

The following games were chosen by the youth staff based on a fun and unique theme. Changing games from the past creates a new and exciting activity instead of repeating the same events every year. All games have an intended purpose of ensuring teamwork and participation. This includes how patrols conduct themselves. A significant portion of their total score is based on these criteria and not just time to completion or skill level. Patrols must act in a Scout like manner and be focused on positive elements that Vikings should have in addition to scouting skills learned during rank advancement, merit badges and previous camping experience.

Camporee is a Scouting event. Keep in mind that everything needs to be in line with the Scout Oath and Law. All events are in accordance to the "Guide to Safe Scouting".

- **Staying Warm and Living in Freezing Conditional (Fire Building)**



Description: Vikings come from the northern portion of the planet in an area call Scandinavia and live in cold weather most of the year. Heat is precious as well as the need to eat lots of food as they pillage their neighbor's farms, catch fish or conquer foreign enemies in battle on both land and sea. Therefore, all Vikings in a patrol must work together to create a raging fire to cook their meager portions of food they acquire.

Overall concept: The patrol must make a fire using flint and steel, not matches, to burn a sting running two feet across a firepit in order to create a BBQ quality fire.

Procedure: Two metal rods are stuck in the ground about two feet apart, one foot deep. Twine is stretched across the rods 12" above ground. Material to burn will be provided that may include wood planks, logs, tinder and kindling. This material *may be dry* and easy to ignite, hopefully creating a bonfire, else you starve to death or eat frozen food. At a signal of "GO", participants will create a wood structure using flint and steel to start a fire. Once the fire is started, imagine cooking a beluga whale on a spit. Time is stopped when twine burns through or the fish is cooked, maybe not cooked...do you like sushami? You can only use material provided. Matches or any other fire starters are not allowed. Each participant needs to "bring their own knife" or other helpful items to chop wood, make tinder and create kindling as appropriate. Use of an axe is not permitted, except when slicing up the whale. For this event each participant should be pre-trained in Tote-N-Chip first.

Solution: Make it right the first time. Before lighting, start with a teepee or log cabin of tinder and some small kindling. Ensure there is a lot of fuel before lighting the fire with flint and steel. Feed it slowly at first, adding additional fuel carefully one piece at a time to make a bigger fire. Create the structure as high as possible or physically next to the twine to burn it quickly.

Scoring: This event is based on time to completion and teamwork.

- **How to Prevent Someone from Dying (First Aid)**

Description: Sometimes Vikings travel the world in search of treasure, or stay home and grow food, have families or work in cities. Accidents do happen. When accidents do occur first aid must be performed since there are no such things as doctors in this part of the world that makes house calls. There will be several Viking family members standing or lying on the ground with various injuries.



Solution: Figure out what needs to be done. There may be multiple injuries caused by the same accident, frost bite, food poisoning, wounds from battle or something bizarre that occurred such as a bloody fight in a night club after drinking grog. Be creative in providing appropriate first aid considering the resources available to treat injuries. The injuries will not be typical of what is taught in the Scout handbook.

Scoring: This event is based on skill level and accuracy of medical assistance provided, not time to completion.

- **Playing Catch with a Friend in Lieu of Using a Football (Tomahawk Throw)**

Description: This is a winner takes all contest, or bragging rights, to see who survives the throwing contest.

Objective: To achieve the highest score possible by throwing a hatchet into the end of a log. This is a favorite game of Vikings when they become bored and have nothing to do.



Procedure: Each patrol member gets three throws of the tomahawk. On the end of a log is a target 10-feet away looking similar to that used in archery, with circles and points assigned for each circle.

Scoring: The total number of points scored by all member of the patrol divided by the total number of patrol members for an average score (skill level basis only).

- **How to Play With Your Best Friend (Bull Dogging)**

Set-up and Rules: Using a 50-foot climbing rope, select Vikings from each patrol must tie a timber hitch with a reverse half hitch around a candy cane shaped dog toy (log), coil and throw the other end of the rope over a cross bar or tree limb and then tie a clove hitch onto a second dog toy located on the other side of the cross bar. The patrol has three minutes prior to starting to figure out a strategy for success. **Once started the entire team "must perform in silence" or receive no score.** Once completed all participants must raise their hands above their heads to indicate completion. The bull dog pet (actually the scoring judge) will then get to choose which toy to eat or play with depending on which one desired after examining the knots for correctness. The first toy cannot touch the ground after the rope securing to it is thrown over the bar.



Solution: Two Vikings who can tie a timber hitch along with a reverse half hitch should be assigned to this knot. For the person that knows how to coil rope and throw it correctly should do this simultaneously and be ready to toss it "immediately" over the structure when the event starts while the log is being tied to save time. Another person, or the same one throwing the rope, captures it on the other side and then ties a mandatory sheepshank into the length of the rope. The first log with the two knots (timber hitch and reverse half-hitch) is then pulled up with the sheepshank in place on the other side of the bar and elevated above ground level. The rope is then secured to a second log on the ground with a clove hitch. The first log must be suspended off the ground at any height after the clove hitch is tied before raising hands.

Scoring: Based on time to completion, skill of using rope to tie the right knots and teamwork.

Note: If time permits, this event is designated as a competitive activity for Scoutmaster or adult present. This is thus identified as the “Solo Bulldog” event. The winning time is generally less than 30 seconds with winner earning bragging rights among those within his village.

- **Preparing for Winter or Building a Ship (Wood Chopping Contest)**

Objective: Wood chopping is a critical part related to the lifestyle of Vikings. They build houses, ships, cities, as well as having fuel for fire to cook or keep work. Since using an axe can be dangerous to unskilled Vikings, a.k.a. scouts, and per Youth Protection against chopping off your own arm or leg, a bow saw will be substituted for the axe.

Two Vikings must work together to maximize efficiency (hint-push/pull works best when using a bow).

Solution: Two [un]skilled Vikings will be given a small bow saw. A 4-inch round pole found is placed on a saw horse or table with several inches of the pole hanging off the end, while other patrol members hold the other end of the pole to keep it from bouncing up and down while being cut.



Scoring: This event is based on time to completion and teamwork.

- **How Not to Become a Radioactive Zombie, or Viking (Radioactive Isotope)**

Although there is no radioactive material in Scandinavia, Vikings play this game for fun.

Set-up and Rules: A circle is pre-laid out using a 50-foot length of rope. A #10 metal can is placed in the center of the circle with water inside. The object is for Vikings to use two long ropes to remove the can of water (the radioactive isotope) out of the circle without anyone setting foot within the circle or spilling any water out of the can. A weight will be placed inside the can to provide a greater challenge for this high-speed event, which can and will roll during the event.

Solution: Take the two ropes and lay them alongside the can in a straight line. Cross the ropes at where the can is located and run around the circle switching places with the opposite side to create a cradle or lasso. Using even pressure, carefully pull the ropes together and lift the can up and carefully carry it outside the circle. Remember, the round weight inside the can may roll around and cause the can to tip over unexpectedly!

If anyone steps inside the circle or spills any water, the patrol receives no score. A patrol is permitted to attempt this event only once due to the popularity of this game. No second attempt will be permitted.

Scoring: This event is based on time to completion and teamwork.

- **Hunting for Food (Sling Shot)**



Details: Vikings hunt for food, usually reindeer and must do so silently. Use of a firearm would scare away their dinner in addition to being prohibited at Camp Cutter outside of a shooting range therefore, a sling shot is used.

Solution: All Vikings in a patrol will be given a sling shot and three pebbles of rock per person. These pebbles will be shot at tin cans (target) located a distance away. Total point score is the total of shots made by the entire patrol divided by the number of participants to come up with an average number.

Scoring: This event is based on skill (number of times the can is hit).

- **How to Order a Gourmet Dinner (Telephone Line)**

Objective: There are few telephones in Scandinavia, much less any type of cell service. Vikings also cannot afford to pay for communication services anyway since money is usually acquired through trade in goods and services. After a long day of work, a nice gourmet dinner is desired delivered by Amazon home delivery services. For this to happen someone must contact Amazon. In order for Vikings to get what they order in a timely manner, such as a week later, someone must make a run to the store by foot to place the order at Whole Food, owned by Amazon, generally located many miles away.

Process: All members of the patrol are spaced out along a line that is a significant distance apart from each other. The person who wants to place a home delivery order is given to the first Viking who must then run to the next Viking and pass along the Amazon order. After receiving important information on the desired meal feast, this person will then be required to do something silly such as spin in a circle 5 time, do jumping jacks or anything the judge tells them to do (all patrol will do the exact same exercise to be fair). After doing this exercise they run and pass the message to the next person. The process continues until the order is finally placed with Amazon.

Scoring: This event is based on skill only. Each word given in the “correct order” is given credit. Note-the sentence may include unusual ingredients, be a tongue twister or something really silly.

- **Building a City or Sailing the Oceans (Knots Relay)**

Details: This is an event that tests skills of survival. Everyone lines up at least 10 feet from ropes lying on the ground or draped over a pole. The first person who remembers what a rope looks like runs up to the hitching rack and is told what knot to tie. As soon as he/she runs back to their patrol, he/she tags another person who then ties another knot until all requested knots are tied. Once completed, someone in the patrol should then tie all the knots previously made into “*one long line*”, which would be a pretty impressive feat to achieve but possible. Required knots are: square, two half hitches, taut line, clove hitch, sheet bend, sheep shank and bowline. If a patrol has less than 7 members some may end up tying a second knot.

Process: The knots will be given in order of difficulty. Send lower ranking scouts or those less sure of their tying skills first. They are, for the most part, the knots learned in Webelos (Scout joining requirements), Tenderfoot and First Class so review the Handbook before attempting the event. Tying these seven knots into one long chain will be a challenge but can be done if one is creative in thinking about how to do it ahead of time.

Scoring: This event is based on time to completion, skill or accuracy and teamwork. Extra credit is giving for tying a fancy knot and “*correctly identifying it*”. If tying all knots into one long chain is performed correctly, including any fancy knot as a bonus, your score will double!

- **Crossing the Wilderness During Summer (Land Skis)**

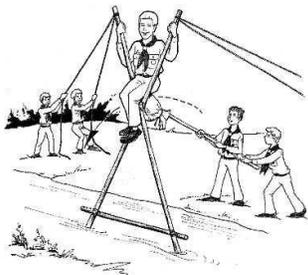
Set-up and Rules: Two, 2” x 4” x 10’ boards are laid on the ground parallel to each other with ropes tied to them for five people to hold on to. All Vikings need to work as a team to walk in a forward motion, lifting one ski board at a time with the ropes for approximately 20 feet. They must then reverse themselves and return to the starting point.

Solution: One experienced Viking leader should call out a cadence to the rookies, i.e. left, right, left, right, etc. Make sure the trainees know that they should lift their feet at the same time!



Scoring: This event is based on time to completion and teamwork.

- **How to Travel When Your Shoes Wear Out (Walking A-Frame)**



Details: Since natural resources are abundant, leather is not, thus making shoes is difficult. Shoes are therefore expensive. When shoes wear out and one need to travel across the countryside, an alternate means of travel is required, thus the Walking-A-Frame was invented.

Process: Five sling ropes are tied to the top of an A-frame with bowlines. Up to five members of the patrol use these guidelines to keep the A-frame vertical. A Viking, man or woman, stands on the cross bar of the A-frame (not on top as shown in the clipart!). The entire team must maneuver the A-frame a distance of 20-feet without the shoeless Viking falling off. If they do fall, they get back on and continue their journey, at the expense of time.

Solution: The job of the support people holding the rope guidelines is to keep the A-frame upright during travel. If the patrol does not have enough participants “extras” may be used but they must not speak. A sixth member of the patrol stands on the cross bar and walks first to one side, leaning and pushing with his body weight so that the opposite leg raises off the ground. He/she then uses their strength and balance to swing the opposite side of the A-frame forward. He/she then runs across the bar to the other side and repeats the process, going back and forth until they have walked the A-frame the 20-foot distance.

Scoring: This event is based on time to completion and teamwork.

- **Crossing a Glacier Crevice (Pole Pass)**

Objective: Scouts have a build a bridge in order to cross a crevice within a glacier, or canyon if you believe that Global Warming exist in Scandinavia.

Procedure: A set of structures are provided all with different sizes and shapes. On the word “Go”, all Vikings must create a method to cross a river that is located some distance down a canyon. After the poles or structures are correctly passed over the canyon, the entire patrol must walk over the structure without falling to their death.

Scoring: This event is based on time to completion and teamwork. The total time is divided by the number of participants to give an average time used for scoring purposes.

- **Kubb (Viking Chess)**

Details: This game is to knock over wooden blocks (*kubbs*) by throwing wooden batons (*kastpinnar*) at them. Kubb can be described as a combination of bowling and horseshoes. "Kubbs" are placed a distance from a throwing line. The "king", a larger wooden block, is placed in the middle of the pitch. The objective is to knock over the "kubbs" first and then the "king"



Procedure: Patrol members throws the six batons from a baseline approximately 20 feet away. Throws must be under-handed and the batons must spin end over end. Throwing batons overhand, sideways or spinning them side-to-side (helicopter) is not allowed and kubbs knocked down will not count and *will not* be reset, thus the potential of losing out on total points that can be scored occurs.

Scoring: Each kubb knock down is equal to 10 points. Knocking down the King is 25 point. Scoring is based on skill only.

- **Camp Wide Games (Afternoon Activity)**

Camp wide games will be held after lunch up to 4:30 PM.

At this time, the specific games to be held will not be disclosed in this Leader's Guide. By not mentioning the game should bring excitement to all patrols as they attempt to be the best at whatever the event may be. Not all games will be in line with the Theme of Camporee, and may include games from past years. In addition, the number of games held will be dependent on the number of volunteers to run the events, giving those Scoutmasters who did judging earlier in the day time off for free play themselves.

SPECIAL EVENT

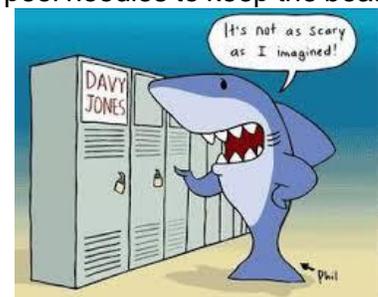
Scouts who plan on participating in this special event must be pre-BSA swim checked and have a signed note by their Scoutmaster to validate swimming level. We request BSA approved lifeguards from the adult unit leaders to help run this new and unique event.

- **How Long Can Your Tread Water (DIY Boat Relay Race)**

Each Troop is to make a boat no bigger the 7-8 ft. x 3-4 ft. made only out of cardboard and man's best friend in the wilderness, Duct Tape. There can be no sealant of any kind (e.g. flex tape, flex seal, epoxy, wood glue, etc.). The Troop however, can utilize up to 2 pool noodles to keep the boat afloat.

Two members of the Troop will then enter the pond at Camp Cutter and sail the boat from one end to the other. The Vikings in the water cannot walk on the bottom of the pond but must swim alongside the boat during its adventure to the New World or Davy Jones' Locker.

Scoring: This event is based on time to completion and teamwork.



FIELD SPORT EVENT

- **Rifle and Shotgun (If a Rangemaster is available)**

This event is open to participants during the day. This activity *will be scored* for ribbons issued by the range masters and not computerized.

A signed parent/guardian **Shooting Sports Authorization Form** is mandatory by the youth to participate in this event. If the form is not presented to the Rangemaster, the shooter will not be able to participate. Download this form from the Council web site before showing up at Camporee:

http://svmbc.org/svmbc/wp-content/uploads/2013/02/Firearms_Permissioin_Form_2013.pdf

This Authorization Form is also provided near the end of this Guidebook

Note to Scoutmasters: Please staple all permission forms together with a cover sheet that includes unit number and names of scouts. Please list by patrol all names with their permission form attached for review by the Rangemaster when the patrol shows up. This packet can be delivered to the Rangemaster during opening flags or any time before the patrol shows up.

MYSTERY EVENT

This event *may or may not occur, and if it does, one will not be told if the event was solved when the scout or a patrol does whatever they need to do*. Those who do the mystery event will be recognized at the campfire with great accolade. The key to success is to remember all aspects of the “Scout Law” and put them into practice.

Objective: To have fun.

Rules: What rules?

Scoring: Does it matter besides bragging right!



ADULT GAMES FOR SCOUTMASTERS AND ADULT LEADERS

There may be several events for adult leaders to participate in providing youth staffing is available. Token ribbons may be awarded to those participating, recognized at the campfire with great accolade. After all, adult leaders need to have play time after spending all morning judging events.

Adult games will begin after lunch during camp wide games and be available until 4:00 PM.

PIONEER CAMPOREE CAMPSITE INSPECTION CRITERIA

An organized and safe campsite is a key element in surviving the outdoors. Troop campsites will be judged on the following criteria. The Campmaster ribbon award will be issued to units with the best campsite inspection score.

Campsite Identification

- A. American flag properly displayed
- B. Unit and patrol flag(s) properly displayed

Campsite and sleeping arrangements

- A. Tents pitched or organized by patrol
- B. Fire warnings stencil or on an attached tag secured onto each tent
- C. Campsite neat and orderly
- D. Gateway provided identifying unit

Health, safety and sanitation

- A. Wood tools properly stored (axe, shovel and rake)
- B. Garbage picked up and sealed in a plastic trash bag(s)
- C. Dishes washed and put away
- D. Cooking area clean
- E. First aid kit easily seen
- F. Fire attended or out, cold to touch
- G. Fire located in designated fire ring only with a full water container or a full fire extinguisher within 10 feet of the fire pit
- H. Fuels properly stored
- I. Food properly stored
- J. Latrines clean from litter and paper

Menu planning, duty roster

- A. Menu for all meals posted per patrol
- B. Duty roster posted per patrol

OTHER ACTIVITIES AND PROGRAM INFORMATION

Order of the Arrow: There will be a callout ceremony to recognize Scouts (youth and adults) that were elected by their troop into the Order of the Arrow. All current Arrowmen are requested to wear their sashes to the Saturday night campfire and assist in the callout ceremony as support personnel. See the Chapter Chief or Chapter Advisor to fulfill your “cheerful service”. All Scouts (youth and adults) are required to be at the campfire as those elected was done in secret and will or should not know who was chosen. Only the Chapter Chief and the “Voice of the Wilderness” knows the names of those chosen to be revealed that night. Adults may also be tapped out by surprise.

Members of the Order of the Arrow that are not required to be with their unit during the day, or on staff, are expected to volunteer and assist in running the “Trading Post”. Arrowmen are also requested to volunteer and assist in running events or help out in other program areas.

Trading Post: The Hattape Chapter of the Order of the Arrow (Pioneer District) runs a Trading Post selling beverages and snacks. All proceeds are used to support activities of our Chapter.

Open Fires: There may or may not be firewood available for use, although most campsites have barbecue pits or fire rings. While in camp, campfires will be allowed at the discretion of the Event Director. Fires must also be under the supervision of an adult leader at all times. Each unit must follow all fire safety rules and are responsible for providing their own safety equipment (water buckets, shovels, etc. if none are already provided in the site). If there is a Red Flag Alert from the National Forest Service, under no condition will an open fire be permitted in the campsite. Collection of wood is permitted and encouraged, but only if already on the ground.

First Aid: First aid treatment is available at Camporee headquarters. There will also be qualified medical personnel roving the competition areas on Saturday. Units are expected to provide their members with any minor first aid treatment. All injuries and illnesses should be reported to the First Aid Station and the Event Director or his staff. Many full-time staffers will have radios available for use during emergencies. All injuries and illnesses must be reported to the first aid station and the Event Director no matter how minor they appear, as they must be entered into a first aid log.

Warnings

Poison Oak: Some areas of the Camporee site are infested with poison oak. All attendees should be shown how to identify this plant immediately upon arrival. Especially important is that you DO NOT burn poison oak! Anyone who gets into poison oak should follow the normal procedure of washing immediately with soap and water and seek treatment.

Rattlesnakes: There is no reason to kill rattlesnakes. The Camporee sites and surrounding area is known to have rattlesnakes. Therefore, everyone should avoid the natural habitat of snakes (rock piles and logs). If a snake is found, leave it alone despite what some Scoutmasters or other self-proclaimed experts think!

Ticks: All participants should be aware of the existence of ticks. Scouts should stay out of tall grass and brush to avoid these pests. Wearing long pants is advisable to prevent contact with ticks.

Knives and Axes: No sheath knives are allowed! Scouts may use axes only if an ax yard is set up and marked off by the troop. Webelos are not allowed to use axes, hatchets or knives.

Lanterns and Stoves: Scouts may use liquid fuel lanterns and stoves but only under the supervision of an adult leader. No lamps, candles or other heat or flame sources are allowed in tents at any time.

Cooking: Scouts do all cooking by the patrol method just as they would on normal campout in their campsite. It is up to the individual units to bring their own stoves, pots and pans, utensils, cleaning supplies and most importantly food! It is strongly suggested that due to time constraints of the Camporee schedule, menu selection should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for the sake of the number of activities that must take place. It is recommended that a quick, no-cook lunch be chosen for Saturday.

Water: Water is available however each unit is required to bring water containers and facilities for washing dishes. You will be required to transport your water from the faucet to your campsite, if necessary. Care should be taken to preserve this most precious resource. Wash your dishes in your campsite, not at the water faucets or in the restrooms.

SANITARY FACILITIES: A Scout is Clean – and Green.

Green Cleaning: Cleaning products supplied by the camp are sustainable, have low volatility, minimally hazardous and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant inside causing them not to work. Special instructions will be provided during the cleaning process.

TRASH AND GARBAGE: Pack it in—pack it out! Please bring sealable garbage bags for disposal of all trash and garbage. Everyone must haul out their own trash and garbage on Sunday. Do not forget to use the lock boxes in each site as there are critters in the area that love a good snack during the day when everyone is away doing games and events. **No Styrofoam products are allowed in Camp!**

TENTS: Remember low impact camping techniques. Please make sure that tents are codified with the mandatory “No fire allowed in tent” signage. Tent ditching or trenching is **not** allowed.

TAPS: A Scout is Courteous. After taps at night, every Scout is expected to be in his tent and quiet at that time. If you must move about in your own area after taps, do it quietly so that others are not disturbed. Roaming about the campgrounds or other campsites will not be tolerated.

SCOUT’S OWN: A SCOUT IS REVERENT. We will have a non-denominational Scout’s Own for all Scouts and Leaders on Sunday morning (see schedule).

UNIFORMS: All scouts and adult leaders must wear uniforms while traveling to and from the Camporee and for check in. Activity uniforms are permitted for the competition events on Saturday. Scouts are expected to be in full Class A (full uniform) for Scout’s Own.

FLAGS: All units should display their patrol flags during daylight hours. The American flag will be flown at the Flag area at both opening and closing ceremonies, per the schedule. Patrols must carry their own Patrol flags during the competition events if they wish to receive a high score.

LOST AND FOUND: A SCOUT IS TRUSTWORTHY. There will be a lost and found area at Camporee headquarters. If your belongings are properly marked, they are easily returned.

FORBIDDEN ITEMS: As with any Scout outing, and for reasons of courtesy and safety as well as in accordance with Camp Rules and Procedures, the following are forbidden from being brought to Camporee:

- | | | |
|-----------------------|--|-----------------|
| Radios | Guns and Ammunition | Sheath Knives |
| Tape Players | Fireworks | Bows and Arrows |
| Electronic Games | Water Balloons | Sling Shots |
| CD, MP3, iPod Players | No Styrofoam Products are Allowed | |

EQUIPMENT CHECKLIST: The equipment needed for a good Camporee experience is the same as that which is needed for a normal campout. The Scout Handbook has a simplified list of minimum equipment. Do not forget the 10 essentials.



THIS DOCUMENT AUTHORIZES PARTICIPATION BY A MINOR IN CERTAIN ACTIVITIES. DO NOT COMPLETE THIS FORM UNLESS YOU WISH YOUR CHILD TO PARTICIPATE IN THESE ACTIVITIES.

**PARENTAL FIREARM AUTHORIZATION FORM
CONSENT OF MINOR TO USE FIREARMS,
AMMUNITION, AND B.B. GUNS & RIFLES***

I, the undersigned custodial parent or legal guardian of:

_____, a minor, do hereby authorize the Silicon Valley Monterey Bay Council to furnish firearms, ammunition, and B.B. guns, as appropriate**, to the minor named herein for the purpose of instruction in the safe handling and shooting of firearms, target shooting, and related activities under the supervision of the shooting sports director, range master, or range staff.

I do further agree to indemnify and hold harmless the Boy Scouts of America, Silicon Valley Monterey Bay Council and all officers, members, employees, and volunteers thereof, from all suits or actions brought for, or on account of, any injuries or damages received or sustained by any person or persons by or from the consequences of any negligence or any act or omission of the above named minor occurring during the course of said instruction.

This authorization will remain in effect for said minor while participating in any Boy Scouts of America program or related activity related to firearms, ammunition, and B.B. guns or rifles unless revoked in writing by the undersigned and said revocation is personally delivered to the Silicon Valley Monterey Bay Council.

Scout's name: _____ Pack/Troop/Crew # _____
Parent's name: _____ Date: _____ 20_____
Parent's signature: _____

* The State of California has enacted legislation that requires the consent of a minor's parent or guardian before a firearm, live ammunition or B.B. guns may be furnished to the minor for the purpose of instruction in the safe handling and shooting of guns and related activities. It is necessary for you to give consent for your child to participate in the above listed activities.

**Cub Scouts are restricted to using B.B. guns but Scouts may use any equipment listed herein.

SILICON VALLEY MONTEREY BAY COUNCIL BOY SCOUTS OF AMERICA CAMP CUTTER SCOUT RESERVATION

Policies and Procedures

Welcome to Camp Cutter!

Fires. Open fires are permitted within defined fire rings in designated campsites, unless local fire conditions do not allow them, as determined by the Forest Service.

Vehicles. All vehicles should be parked in the main parking lot, backed in to allow easy evacuation in the event of a forest fire. Camp Cutter campsites are walk-in camps however heavy gear such as patrol boxes and Dutch ovens may be driven in and dropped off depending on road conditions and other factors. Vehicles should then be re-parked in the parking lot. Please see the Campmaster for vehicle access information.

Pets. Pets are not allowed in camp, with the exception of service or guide dogs. Camp Cutter is home to many wild animals, including deer, coyote, fox, raccoons, wild turkeys, and skunks, and occasionally bears and mountain lions to name a few. Dogs, in particular, are descended from wolves and leave odors that interfere with the normal behavior of native species.

Activity Centers. Camp Cutter's activity centers include a gun and archery range, a nature trail and climbing wall in addition to other amenities. Use of these facilities must be arranged in advance and may only be used under the supervision of a certified instructor.

Personal Guns and Archery Bows. Guns are not allowed in camp, except by licensed law enforcement personnel. Personal BB-guns and archery bows may only be brought to camp with advance permission of the instructor in charge (Rangemaster), and must be checked in with the range instructor upon arrival until ready to use.

Sustainable Operations. Camp Cutter is a natural area and is operated sustainably in keeping with the best traditions of scouting. Dead wood on the ground may be used for firewood, but branches, even dead branches on trees should not be cut down. All fires must be confined to fire rings.

Paper products and "spudware" supplied in the kitchen are compostable. All paper products provided including toilet tissue and paper towels are of recycled content. **Styrofoam is not permitted in camp.** Waste containers designated: "Compost", "Recycling", and "Landfill" are provided for your convenience. A composter and dumpsters for recycling and for landfill are located in the corporate yard. Please use these properly as indicated.

Green Cleaning. Cleaning products supplied are also sustainable; they are low-VOC, minimally hazardous, and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant in them, causing them not to work.

Leave No Trace. The Boy Scouts of America has introduced people to conservation, environmental awareness and love for the out-of-doors more than any other organization in the world. *Leave No Trace*, a program adopted by the National Forest and National Park Services, was originally developed by the Boy Scouts of America. The basic tenants of *Leave No Trace* include: Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife and Be Considerate of Other Visitors in terms of noise, litter and visual impact. "Take only pictures, leave only footprints", is one way of summarizing it. Others have suggested we should avoid leaving footprints, too!

Clean Up. Each group is responsible for cleaning up after themselves. Buildings used by participants including restrooms, lodge and kitchen should be dust mopped or swept, restrooms and kitchen wet mopped, fixtures wiped down, grounds swept for litter, and leaves and duff "fluffed" to return the campsites to as natural as looking state as possible for the next set of campers. If a Campmaster is on duty, he or she will inspect your site at check-out to help ensure compliance. Our goal is for each group to leave the camp a little better than they found it, helping to ensure its continued enjoyment by future campers for generations to come.

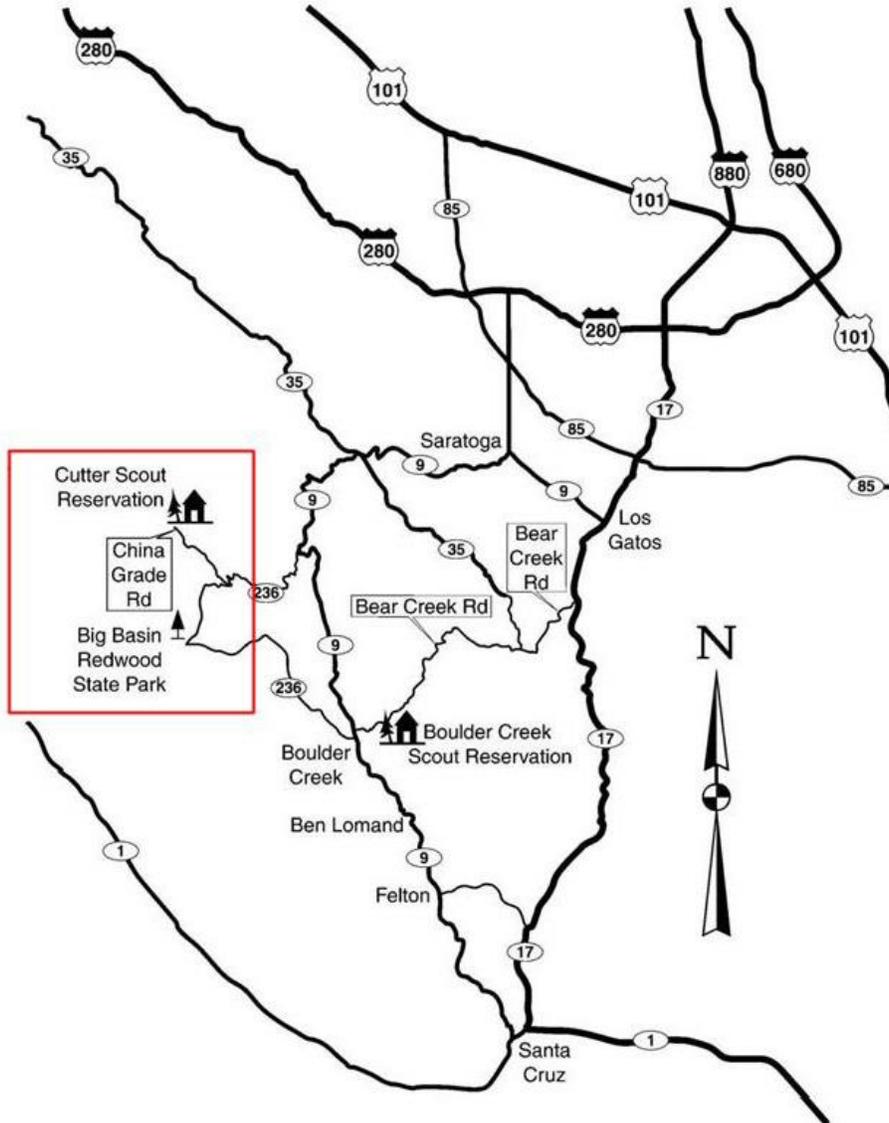
Maps and Driving Directions

Camp Cutter: 2500 China Grade Rd., Boulder Creek, CA 95006

Camp Cutter Scout Reservation is located in the Santa Cruz Mountains, San Mateo County, approximately 54 miles from Palo Alto. Cutter is about 2,200 feet in elevation and is in some of the last old-growth redwoods on the west coast. Cutter is owned and operated by Pacific Skyline Council, and has a full-time resident ranger.

The map below contains two BSA camps, Cutter and Boulder Creek. Both are owned by Pacific Skyline Council. Please use the directions to Camp Cutter, not Boulder Creek Scout Reservation.

**Map to Cutter Scout Reservation
and Boulder Creek Scout
Reservation**



NOT DRAWN TO SCALE