Pioneer District Camporee Guidebook

PIRATE ADVENTURE

3-5 April 2020
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 is a different Camporee event from past years

Yours in Service and Scouting
The Pioneer Camporee Staff
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SCHEDULE OF EVENTS
Subject to Change Without Notice

Friday, April 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, April 4
6:00 AM  Reveille and Breakfast
7:00 AM  Finish breakfast
8:00 AM  Opening Flags
8:30 AM – 9:00 AM  Mandatory shooting sports orientation (Dining hall)
9:00 AM  Patrol competition begins
12:00 PM  Lunch
1:30 PM  Camp wide games
4:30 PM  Afternoon ends
7:00 PM  Youth and adult Dutch oven competition ends
7:30 PM  Evening colors (main flagpole area)
8:00 PM  Campfire, awards and OA callout
11:00 PM  Taps (All quiet in camp)

Sunday, April 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 “PIRATE 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 logistic matters associated with Camp Cutter that are different from Camp Chesebrough if one has never attended Camp Cutter. This camp is owned by the Pacific Skyline Council. This Council has operational requirements that differ from our Silicon Valley Monterey Bay Council. Details are provided later in this Leader’s guide in a separate section.

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/](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 March 21, 2020, 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/](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 located in the dining hall.

**NOTE:** There are no cars permitted in camp site overnight unlike other venues except under special condition, only loading and unloading. There is a large parking lot a short distance walk outside the main camp 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) in the dining hall. 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 ask 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 must 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
- Camp neatness and cleanliness, personal equipment storage
- Low impact camping
- Wearing a Pirate 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(s) may include the entire Patrol or just an 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 Pirate 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 Pirates who generally survive off whatever they can farm, catch or grow. Honey was the only sweetener the Pirates knew. Feasts would include the same foods—meat, fish, fowl, vegetables, wild greens, bread and fruit, but in a greater variety. Remember, Pirates 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 Pirates 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 entrée and desert. There will be prizes for first and second place in each category. There is no third-place award.
**Event Scoring**

Patrol score 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 computerized 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.
Camp Cutter Requirements that Differ from Camp Chesebrough

The following are provided for all attendees in order to make Camporee fun and safe.

1. There will be gender specific areas related to bathroom and camp sites. Please do not violate the privacy of either gender per BSA youth protection requirements.
2. **NO SCOUT IS TO USE ANY OF THE PLATFORM TENTS!** These are reserved exclusively to adult leaders.
3. Troops must be prepared to bring kitchen tables as most campsite do not have tables, benches or chairs for seating. Bring camp chairs or plan on standing a lot in camp.
4. Scout must bring their own tents, despite all the platform tents available which are off limits, except for adult leaders per Camp Cutters rules. Scouts should plan to share tents, if possible, since some campsites are small and may not have room for many tents to be pitched.
5. Everyone needs to be cautious about the ravens and raccoons. They will scavenge for food that troops may locked up or sealed in patrol boxes, bear cans, etc. While away from camp during the morning for events, critters love to enter all campsites, evening at night. DO NOT FEED THE ANIMALS (Scoutmaster and adult leaders are an exception and need to be fed by youth, if this is the policy of individual troops).
6. All cars are to be backed in when parking anywhere in the camp.
7. Scouts need to check out the campsite before setting up in order to ensure suitability.
8. The Harber cabins are reserved for Camporee staff “only”, with adult advisors getting priority.
9. Troops must dispose of all trash by carrying it out or to a dumpster. The ranger will not remove your trash and if the camp is left dirty, we may not be able to return in the future. All units “must” provide their own trash bags or cans as there are none in the campsite.
10. Activity areas must get cleaned up once the activity is done. Pack up your material immediately. These supplies can be then taken to the cars that afternoon instead of waiting for checkout in the morning;
11. The Trading Post serves as the infirmary for those requiring first aid.
12. The Fire Bowl area of camp is the best location to observe the boat race event.

**Important Note to Drivers**

The dirt road into Camp Cutter is approximately 2 miles which is not in the best condition and very bumpy in places. This is a critical note for drivers having cars that are low-riding with advisement to not drive on this road with this vehicle. Any damage to vehicles is at the responsibility of the driver. It is recommended that one maintain a speed limit of 5 MPH in bumpy places to prevent damage.

**Parking at Camp Cutter**

1. No vehicles will be permitted to drive into the campsite with exceptions. These exceptions will be issued by the Camp Ranger. If a car is permitted to be drive to a site, only one car will be permitted at a time. There may be certain camp sites where cars are permitted to park. Do not plan on this luxury being given to anyone. The Camporee Director or staff will assist if the need for a car to go to the campsite is required.
2. This travel restriction may change. Plan to carry in all gear, the old fashion way.
PIRATE 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 Pirate’s 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”.

- **Pirates Doing Their Thing (Fire Building)**

  **Description:** Pirates are notorious for wanting to take and not give. Occasionally they must come onto land for supplies such as food, water and bounty. Their treasure map from Google does not disclose hiding places of where highly desired goods are located. Google Maps, at the time when pirates roamed the both land and sea, did not disclose hiding places. Therefore, all Pirates in a patrol must work together to create some kind of small fire near homes of cities to scare the local population to tell them where to go to recharge the cell phones for use on the open water, or for gold.

  **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. At a signal of “GO”, participants will create a wood structure using flint and steel to start a fire. Time is stopped when twine burns through or when the local people disclose valuable information. You can only use material provided. Matches or any other fire-starting material is 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.
• **Man Overboard (First Aid)**
  **Description:** Pirates during their travel around the world in search of treasure may encounter physical hazards. Accidents do happen. When accidents do occur first aid must be performed such as heard as on the Pirate’s flagship *Enterprise*; “Dang it Captain, I’m a Pirate, not a Doctor”! Sometimes one does not survive their injury.

  **Solution:** Figure out what needs to be done. There may be multiple injuries caused by the same accident, getting hit in the head with a mast, bungy jumping with an anchor, food poisoning, wounds from battle or something else bizarre. 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.

• **Opening a Private Casket of Captain Morgan’s Root Beer (Tomahawk Throw)**
  **Description:** This is a winner takes all contest, or bragging rights, to see who can open a casket of rum without spilling the contents (see “Man Overboard” for the person who misses, or one ending up with a bizarre injury).

  **Objective:** To achieve the highest score possible by throwing a hatchet into the end of a log. This is a game Pirates engage in when they become bored and thirsty.

  **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).

• **Be Nice to the Captain’s Pet Bird (Bull Dogging)**
  **Set-up and Rules:** Using a 50-foot climbing rope, select Pirates from each patrol must tie a timber hitch with a reverse half hitch around the Captain’s favorite pet’s body or log, (not the neck; refer back to “Man Overboard” if done wrong), coil and throw the other end of the rope over a cross bar (the mast of the ship or tree limb), and then tie a clove hitch onto another part of the ship (log or pole) located on the other side of the mast pole. 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. When completed all participants must raise their hands above their heads to indicate completion. The event leader (staff or adult) will examining all knots for correctness. The pet cannot touch the ground after the rope is secured to the tie-down post.

  **Solution:** Two pirates 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 on his ship.

- How to Build or Repair a Ship (Wood Chopping)
  Objective: Wood chopping is a critical part related to the lifestyle of pirates as they must sometime repair their ship, or build a new one if it sinks. Since using an axe can be dangerous to unskilled pirates, 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 Pirates must work together to maximize efficiency (hint—one pushing and the other pulling at the same time works best for maximum efficiency).

  Solution: Two [un]skilled Pirates 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.

- Radioactive Cargo on a Pirate Ship (Radioactive Isotope)
  If pirates are unable to pillage for bounty they sometimes turn to trade for food and supplies. A cherished item for trading is radioactive material that was found in treasure chest and turned into gold. (Note to Self - handle with care, after all the content is radioactive and if handled wrong, refer back to “Man Overboard”).

  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 Pirates 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, if provided 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: Pirates hunt for food on land or catch fish in the ocean. Use of a firearm would deplete their small inventory of bullets or cannon balls therefore, a sling shot is used to daze and confuse large fish when hit on the head such as a whale.

  Solution: All Pirates 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).

- **Sending a Message to Another Pirate Ship (Telephone Line)**
  
  **Objective:** Pirates must sometime communicate with other ships in their armada. In order to communicate over vast distances, one must use a row boat (dingy) to travel hundreds if not thousands of miles between ships. Months later the message is received. Let's see if Captain Hook received the message correctly from Captain Sparrow.

  **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 Pirate who must then run to the next Pirate and pass along the May Day message. After receiving important information, 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 message is received.

  **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.

- **Tie Down the Mast Head (Knots Relay)**
  
  **Details:** This is an event that tests skills of survival by ensuring the sails on any pirate ship are raised properly and tied down in order to not swing during a hurricane. Pirates must know how to tie knots correctly to ensure the ship will travel to its desired destination. If knots are tied wrong, refer back to “Man Overboard”.

  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*. 
• **What a Pirate Does When Not Sailing Open Water (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 Pirates 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 Pirate 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 Ship Sinks in Shallow Water (Walking A-Frame)**
  
  **Details:** When a ship sinks in shallow water, the depth of the water may be too deep to walk to shore. This is an exciting adventure where members of Davy Jones’s locker, working underwater, help a stranded pirate on a grounded ship make it to shore.

  **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 Pirate, man or woman, stands on the cross bar of the A-frame (not on top as shown in the clipart; hard to walk sitting down). The entire team must maneuver the A-frame a distance of 20-feet without the Pirate falling off and drowning in knee-deep water since few pirates know how to swim. 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*.

• **Traveling Between Ships (Pole Pass)**
  
  **Objective:** Pirates sometimes have to travel between ships in their armada or to board enemy ships and gang planks are generally not that long in length. One must construct an alternative gang plank to board the other ship.

  **Procedure:** A set of structures are provided all with different sizes and shapes. On the word “Go”, all Pirates must create a method to cross water. After the poles or structures are correctly passed between ships, 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.
• **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 TROOP-WIDE EVENT**

  Scouts who plan on participating in this special event must be pre-BSA swim checked as a “swimmer” 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, along with other qualified adults in water supervision and safety.

• **How Long Can You Tread Water (DIY Boat Relay Race)**
  Each *Troop* is to make a boat no bigger the 8 ft. x 4 ft. made only out of cardboard and man’s best friend, 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 while being “in the boat” and not Davy Jones’s locker!

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

  **Specifics**
  **Boat**
  - Material: Cardboard, Duct tape, Pool Noodle 12 feet max, Two PVC Pipes (4 feet max * ½ in).
    
    This length is not long enough to reach the bottom of the pond
  - Maximum dimensions of the boat: 4 ft by 8 ft.

  **Rules**
  - Both pirates must be in the boat and cannot push/move their vessel while in the water.
  - Buckets will be provided for bailing out water which need to float (i.e., milk cartons).
  - Paddle heads should be made of cardboard.
  - Flex tape or flex seal, along with any other type of sealants is not allowed. If in doubt, ask.
  - Linked troops can use the same boat in different heats, but not at the same time.
FIELD SPORT EVENTS

- Archery, Rifle and Shotgun (If a Rangemaster is available)
  This event is open to participants during the day. This activity \textit{will be scored} for ribbons issued by the range masters and not computerized.

A signed parent/guardian \textit{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: \url{http://svmbc.org/svmbc/wp-content/uploads/2015/09/Firearms-Permission2017.pdf}

\textbf{This Authorization Form is also provided near the end of this Guidebook}

\textbf{Mandatory Requirement in Order to Participate in Field Sports Activities}

When the Shooting Sports Authorization Form is verified by the Rangemaster \textit{and the youth attends the mandatory orientation meeting at 8-9 AM Saturday morning, they will be able to participate in this event. Details provided at the Leaders Meeting Friday night on the location of where this orientation will occur along with other important information regarding range safety.}

Those attending the orientation will be issued a wristband. No wristband, no shooting. Attendance at the orientation is not required for Archery, only Rifle and Shotgun however, the Shooting Sports Authorization Form is still mandatory for all three events.

\textbf{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.

\textbf{MYSTERY EVENT}

This event \textit{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.

\textbf{Objective:} To have fun.
\textbf{Rules:} What rules?
\textbf{Scoring:} Does it matter besides bragging rights!
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 personal 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, hatches 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 | Firearms | 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.
CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, __________________, parent or legal guardian of ____________________,
(Print Name of Parent or Legal Guardian) (Print Name of Child)
hereby give my child express permission and consent to be loaned and possess firearms (handguns
and long guns) and ammunition to engage in lawful, recreational sport, including target practice,
and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945,
29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, “firearms” include any
handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state
and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a

This consent is valid, absent my express revocation thereof, for the calendar year of __________.  
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited
by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the
Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers
thereof, from all losses, damages, causes of action, cost and expenses, arising from any false
statements or representations made by me herein.

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain
in your child’s possession at all times while he or she possesses any firearms or ammunition, and
one (1) copy should be provided to the owner of the firearm.

_________________________________________    __________________________
Signature of Parent or Legal Guardian                Date
PACIFIC SKYLINE COUNCIL BOY SCOUTS OF AMERICA
CAMP CUTTER SCOUT RESERVATION INFORMATION

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