

MAY THE ODDS BE EVER IN YOUR FAVOR

2019 Spring Camporee

THE HUNGER GAMES

March 22-24 2019

Bicentennial Park

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**Welcome to Mobile Area Council's temporary Hunger Games Capitol "MACEM" (pronounced 'Mack-em') as your troop prepares to participate in our version of The Hunger Games! This multi-district Camporee will feature unique and challenging events that will test your patrols and troops both physically and mentally as you compete for Mobile Area Council District-level awards and Challenge Recognitions. We will be featuring both NIGHT TIME and DAY TIME events and much of what we have planned comes DIRECTLY from our Senior Patrol Leader's feedback and ideas! We will incorporate many ideas and concepts from The Hunger Games movie-series so be sure to read and understand this guide and the Challenge Events so that you will 'Be Prepared' to do well during The Games.**

**'May the odds be ever in your favor!'**

Throughout this guide, you will find all the information that you will need to **"be prepared"** for this camporee, so please read the entire guide.

**Registration/Fee:** The **Early Bird Camporee fee will be \$16.00 per individual** (Scouts and leaders). The deadline for submitting the registration form and Early Bird fee is **March 8, 2019**. After that date, the fee will be \$20.00 per individual (Scouts and leaders).

Checks are to be made out to: Mobile Area Council and both the registration form and check is to be mailed to Mobile Area Council, 2587 Government Blvd. Mobile, Alabama 36606

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

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

**Ground Fires:** Ground fires are not allowed. Troops/patrols can do their cooking on above ground fire pits, camp stoves or grills.

**Restroom Facilities and Water:** There will be separate adult men's and women's restroom facilities and Scout youth facilities as well as handwashing stations within the troop camping area. There is potable water near the Pavilion in the campsite area and by the 'Blacksmith's shop' on the property to fill water containers. **ALL PARTICIPANTS ARE EXPECTED TO USE THE PROPER RESTROOM FACILITIES BASED ON SIGNAGE AND YOUTH PROTECTION POLICIES ARE IN FORCE FOR THE ENTIRE CAMPOUT!**

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

**Check-In:** Check-in will be between 6:00 PM and 8:00 PM on Friday, March 22<sup>nd</sup>. Try to arrive as one Troop. If this is not possible then have a leader confirm your Troop is on site, then provide a roster at the Scoutmaster / SPL meeting – THIS MEETING WILL TAKE PLACE AT 9PM ON FRIDAY NIGHT. The gathering and check-in area will be identified via signage and staff will be available to direct you to your camping area. To check-in, make sure your troop has **a copy of the BSA Annual Health and Medical Record, Parts A & B completed for all Scouts and leaders attending in the possession of the troop adult leadership, two copies of an updated roster** (Camporee Registration Form at back of Leader's Guide) and **list of all patrol names participating in the events.**

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

**Check-out:** Check out time will be after the Sunday awards ceremony. Camporee patches will be distributed to the units based on the number of people registered. Please make sure that your campsite is free of all trash prior

to the morning assembly. Part of the weekend awards is for the Troop to attend this assembly and be in full field uniform.

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

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

**Flags:** Troop flags and American flags are to remain in the unit's campsite area. Patrol flags are not necessary to be carried at this camporee but can be carried based on Patrol Method and Patrol Spirit.

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

**Safety:** No firearms, fireworks or sheath knives (fixed blade knives) are allowed.

**Electronic Devices:** Portable music and game players are not allowed. Please limit the use of cellphones.

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

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

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

**Uniform Requirements:** Each Scout and Leader must be in **field uniform** to check-in and the evening activities such as the Saturday campfire and Sunday Scouts' Own service. A troop activity uniform or other approved activity uniform is appropriate for all other Camporee activities.

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

**Be Considerate:** Do not disturb other campers during Quiet Time. For security, it is suggested that an adult remain at/or near the campsite at all times.

**Saturday 'free time':** Due to the Friday night Challenge events lasting into the early morning on Saturday – we will observe a 'free time' on Saturday until lunch time at 12pm. DURING THIS TIME, ALTHOUGH SCOUTS ARE FREE TO MOVE AROUND CAMP, THEY MUST BE CONSIDERATE OF OTHERS WHO CHOOSE TO 'SLEEP IN'. REMEMBER – A SCOUT IS COURTEOUS!

**Order of the Arrow events:** The Woa Cholena Lodge of the Order of the Arrow will be in charge of our Saturday night campfire event and will host Crackerbarrel for all participants. This is a time for all Camporee participants to experience how our OA members enjoy fellowship as a Brotherhood of Cheerful Service. All OA members are encouraged to wear their OA sash for these events to signify their membership in OA.

**In addition, for any troop that need to have the OA conduct a tap-out ceremony based on troop elections – the OA will be available to conduct a ceremony for those Scouts.**

**Leader's Potluck Dinner:** A Leader's Potluck Dinner will take place Saturday night. This is a time to meet together and share a meal and fellowship. We ask that one adult leader from each troop attends this dinner and brings a main dish or dessert for the meal. The leader's meal may be prepared however the leader desires (no ground fires please). Participation in this

meal is part of the Troop's overall score. Troops not participating will not be considered for the TOP TROOP or SPIRIT STICK awards.

**WEBELOS/AOL Scouts:** For WEBELOS/AOL attending the camporee, if your partner pack's WEBELOS or AOL dens would like to attend they are welcome on Saturday, the 23<sup>rd</sup>. They are welcome to arrive for lunch and to spend the day. They can form a patrol and join any events that are age-appropriate. Their participation does not help or hurt your overall score. It is a time to let these WEBELOS Scouts learn about camporees and the fun that Boy Scouts have at camporees. A WEBELOS den leader must accompany the WEBELOS and have copies of medical records on site for reference by the camporee director. If they are staying through lunch and supper they need to provide their own food. They are welcome to stay for the Saturday camp fire but will not be allowed to do any overnight camping at this event.

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

## **CAMPOREE SCHEDULE OF EVENTS**

### **Friday, March 22<sup>nd</sup>**

6:00 PM to 8:00 PM Check-in (Tent next to Veterans memorial on main road)

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

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

9:00PM to 10:00PM Search for Sponsor's gifts by patrols

10:30 PM to 2:00 AM Night-time Challenge events

3:00 AM Camp Quiet Time

### **Saturday, March 23<sup>rd</sup>**

**MORNING TIME IS FREE TIME FOR ALL TROOPS – NO SCHEDULED EVENTS!**

***FEEL FREE TO SLEEP IN ☺***

***OPPORTUNITY TO PARTICIPATE IN ARCHERY, TOMAHAWK THROWING, KNIFE THROWING AND PUGLE STICK BATTLES AVAILABLE DURING THIS TIME***

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

1:00 PM to 5:00 PM Day-time Challenge events

5:30PM to 7:30 PM Dinnertime for all Troops

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

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

9:00 PM to 11:00PM Cracker Barrel/Movie (Hosted by OA – for all Scouts. Pavilion in camp area)

11:15 PM Camp Quiet Time

### **Sunday, March 24<sup>th</sup>**

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

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

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

## **CAMPOREE COMPETITIVE EVENTS INFORMATION**

### **Campsite Macem Districts:**

In keeping with The Hunger Games theme – each Troop will be part of a ‘District’ as a part of “Macem” that has a theme related to an area of the Boy Scout Handbook.

**The Troop will be notified of the theme of their ‘District’ no later than March 15<sup>th</sup>.**

If a Troop wishes to develop their campsite to reflect that theme to gain extra points towards their Mobile Area Council District’s TOP TROOP award, they are encouraged to do so! The Troop may choose to build camp gadgets related to their theme or the patrols may choose to dress in costumes that fit the theme of their District. **BE AS CREATIVE AS YOU WANT TO BE!**

**WHATEVER THE TROOP DECIDES TO DO MUST BE IDENTIFIED TO THE CAMP DIRECTOR AT THE FRIDAY NIGHT SPL/SM MEETING. If this is not announced by the SPL at the Friday night meeting, it will not be judged or count towards your Mobile Area Council District’s TOP TROOP.**

The judges will be looking at how the Troop has chosen to showcase their ‘District’, how creative the ideas are and how these ideas relate to the District they have been assigned. **THIS WILL EARN YOUR TROOP EXTRA POINTS!**

**\*Safety Reminder** - Scouts are not allowed to work at heights or on ladders (*Guide to Safe Scouting*). Any gateways incorporating towers or other features that may require a Scout to climb the structure must be constructed on the ground. Scouts are not to climb a finished gateway or tower.

***For all challenge events during the Camporee, a “patrol” is defined as 6-8 Scouts. It will be the responsibility of the SPL to provide the Camp Director the name of each patrol that will be participating in the challenge stations.***

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

**If the Camporee Director doesn’t know about the patrol – they are not eligible for any recognition or awards!**



**Sponsor Gifts:** On Friday night, from 9pm to 10pm, patrols will have the opportunity to search throughout the camp for 'Sponsors'. If located, these Sponsors will ask the patrol a question that, if answered properly, will earn that patrol a doubloon good for a GIFT that will prove useful during the Challenge Events. There will be a total of 5 Sponsors and each of their gifts will prove useful in the Night-time Challenges. Troops will receive information on tips to locate Sponsors at check-in.

## **Night-time Challenge Events (Friday night):**

### **1. Building a fire & cooking an egg**

**Event Background:** "When you're in the middle of the **Games** and you're starving or freezing, some water, a knife, or even some matches can mean the difference between life and death. And those things only come from sponsors."

You are lost in the forest as night falls. All you have is the stack of firewood donated by a sponsor, an egg you scavenged, and whatever other fuel you can scavenge in the area. Your goal is to build up a fire to keep you warm, keep the wild animals away, and cook your egg to eat for dinner.

**Event Details:** In your patrol, designate one member as a cook (cannot be the patrol leader). The patrol leader should help the entire patrol build a fire. **YOU MUST USE PROVIDED WOOD** (unless you have a Sponsor Gift). Then the cook should cook an egg using the fire built. Judges will be looking at speed, quality of cooking, and quality of fire. **THIS IS A TIMED EVENT – 15 MINUTE CAP FOR MAXIMUM POINTS.**

#### **Scoring:**

##### **Points Awarded**

**10 Points** – Patrol demonstrates good teamwork and leadership

**10 Points** – Patrol provides its own matches/fire-starting source

**10 Points** – Patrol uses kindling from surrounding environment

**20 Points** – Creativity in cooking the egg

**50 Points** – Event Completion

**Total Possible Points: 100**

##### **Points Deducted**

**-10 Points** – Every minute over 15 minutes

**-10 Points** – Egg is raw or burnt

**-10 Points** – Fire is poorly and/or dangerously structured

##### **Tips:**

- Bring your own matches **MUST HAVE WAY TO START A FIRE**
- Be quick and efficient
- Practice cooking eggs

## 2. Blindfolded Obstacle Course

**Event Background:** While you were trying to build a shelter, you accidentally stumbled upon a nest, and were stung by a swarm of tracker jackers! You are suffering through hallucinations and can't see; make it to safety before anyone can take advantage of your weakness.

**Event Details:** You will have an obstacle course set up for the patrol leader to traverse through. The patrol leader will be blindfolded, but can receive any form of VERBAL instruction from the rest of the patrol. PATROL MEMBERS CANNOT TOUCH THE BLINDFOLDED PATROL LEADER. Your goal is to complete the obstacle course as fast as possible, without coming in contact with the obstacles. THIS IS A TIMED EVENT – 5 MINUTE CAP FOR MAXIMUM POINTS.

### Scoring:

#### Points Awarded

**20 Points** – Leadership and Teamwork

**80 Points** – Completion

**Total Points possible: 100 points**

#### Points Deducted

**-5 points** – Every 10 seconds over 5 minutes

**-5 points** - Any patrol member physically touches blindfolded Scout

**-5 points** – Every obstacle hit

### Tips:

- Have a set of commands pre-prepared in order to guide your patrol leader
- Accuracy is just as important as speed!

## 3. Source of Life – Water Challenge

**Event Background:** “What I want most, right at this moment, is water”. Your mentor, Haymitch’s directive to immediately find water was not arbitrary. You won’t last long without it. For a few days, you will be able to function with unpleasant symptoms of dehydration, but after that you will deteriorate into helplessness and be dead in a week, tops.

**Event Details:** Fill a 2-liter bottle with water until it completely covers the glow stick inside bottle using water-soaked sponge as your means of getting water in the bottle. This will be a ‘relay-style’ event. Use the water source to soak sponge and run to bottle location and wring it out into the 2 liter bottle. Hand the sponge off to the next person. You will have 5 minutes to submerge the glow stick inside your bottle.

### Scoring:

#### Points Awarded

**20 Points** – Leadership and Teamwork

**80 Points** – Completion

**Total Points possible: 100 points**

#### Points Deducted

**-5 points** – Every 10 seconds over 5 minutes

### Tips:

- Accuracy is just as important as speed!

#### 4. Campfire Auditions

**Event Background:** An important part of the Hunger Games is to entertain and impress citizens of the Capitol, in order to earn a sponsorship from them. Sponsorships can give competitors useful items to survive in the games. The Campfire Auditions will give you an opportunity to entertain a member of the capitol in exchange for some valuable points.

**Event Details:** Patrols will create something entertaining up to 5 minutes in length. Entertainment can be musical, theatrical, sports-oriented, educational or humorous). IT IS CRITICAL THAT THE PATROL'S ENTERTAINMENT IS NOT JUST A 'NORMAL' SCOUT SKIT.

The entertainment's merit in areas such as humor, creativity, and originality will earn patrols some points. In addition, the top entertainment will have an opportunity to perform at the Saturday evening campfire.

**Scoring:**

**Points Awarded:**

**20 Points:** Incorporating the Hunger Games theme into the entertainment

**50 Points:** Creativity and Originality in entertainment

**30 Points:** Full Patrol Participation

**Total Possible: 100 Points**

Patrols scoring 85 points or higher will receive a slot at the Saturday Campfire. Qualifying patrols will receive 10 bonus points after completing their entertainment at the Campfire.

**Points Deducted:**

**-20 Points:** Entertainment is longer than 5 minutes.

**-30 Points:** Entertainment is longer than 6 minutes (entertainment will be cut-off by judges at this point)

**Tips:**

- Prepare your entertainment before coming to Camporee
- Create your own entertainment and BE CREATIVE! Originality will receive the maximum amount of points.

#### **Day-time Challenge Events (Saturday afternoon):**

##### **1. Archery, Tomahawk Throwing, Knife Throwing**

**Event Background:** In order to survive in the **Hunger Games**, competitors were forced to use a vast variety of weapons, such as the bow and arrow and tomahawks/knives. Patrols will get to test their skill at archery, tomahawk and knife throwing in a safe and scout-friendly environment.

**Event Details:** The patrol will select one member to participate in archery, one to participate in tomahawk throwing and one to participate in knife throwing . For archery, the selected Scout will receive a bow, 5 arrows to shoot at a target. For tomahawk throwing, the selected Scout will receive 3 tomahawks to throw at a target. For knife throwing, the selected Scout will receive 5 knives to throw at a target. Simply, the goal is to hit the target as often as possible.

**Scoring:**

**Points Awarded**

**5 Points:** Every time the target is hit

**Total Points Possible: 65**

**Tips:**

- Follow all range officer instructions for safety
- Have Fun!

## 2. Poison Berry – ‘Nightlock’

**Event Background:** In order to survive in the arena contestants might have to live off berries, but if they choose the wrong berries they are gone.

**Event Details:** One Scout from each patrol will be blindfolded. The blindfolded Scout will begin selecting M&M’s out of a pot one at a time. Each brown M&M is a poison berry. He may continue to select M&M’s until he has selected five poison berries. Each member of his patrol is allowed to say one number to the member to let them know whether or not it is a brown M&M. Once that patrol member has said his number he cannot say another word, else be penalized. Any other words spoken by the other patrol members will also incur a penalty. Guttural noises and audible sighs by members of the patrol can also incur a penalty.

Once each patrol member has used their number, the blindfolded Scout is on their own and will continue to choose until they eat 5 poison berries or reach the maximum points, whichever comes first.

**Scoring:**

**Points Award**

**10 points:** for each M&M that is not brown.

**Total Points Possible: 100**

**Tips:**

- Do different colors of M&M’s feel differently?

## 3. Pugle Stick Challenge

**Event Background:** In the arena, contestants must face off in hand-to-hand combat. To survive, you must be victorious.

**Event Details:** This challenge requires three Scouts from two different patrols to compete in a 5 minute pugle stick match. The ‘winning’ patrol will be the patrol that wins the best 2 out of 3 in the matches. If any 5 minute match results in a tie, two other patrol members will be chosen to compete in order to achieve a best 2 out of 3.

**Scoring:**

**Winning Patrol receives 50 points**

**Tips:**

- Choose your contestants wisely! Who has the best balance control?

**2019 SPRING CAMPOREE**  
**March 22-24, 2019**  
**Bicentennial Park, Stockton, AL**  
**Unit Registration Form**

**Troop:** \_\_\_\_\_ **Scoutmaster:** \_\_\_\_\_

**Scouts Attending: (First & Last Names)**

1.	13.
2.	14.
3.	15.
4.	16.
5.	17.
6.	18.
7.	19.
8.	20.
9.	21.
10.	22.
11.	23.
12.	24.

(Add names to back of form if needed)

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

1.	4.
2.	5.
3.	6.

**FEES ON OR BEFORE MARCH 9, 2019**

\_\_\_\_\_ Scouts@ \$16 ea.    \$ \_\_\_\_\_                      Total Attending: \_\_\_\_\_  
 \_\_\_\_\_ Adults@ \$16 ea.    \$ \_\_\_\_\_                      Total Money: \$ \_\_\_\_\_  
 \_\_\_\_\_ Number of non-paying adults

**FEES ON OR AFTER MARCH 9, 2019**

\_\_\_\_\_ Scouts@ \$20 ea.    \$ \_\_\_\_\_                      Total Attending: \_\_\_\_\_  
 \_\_\_\_\_ Adults@ \$20 ea.    \$ \_\_\_\_\_                      Total Money: \$ \_\_\_\_\_  
 \_\_\_\_\_ Number of non-paying adults

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

\_\_\_\_\_ I am paying with Check Number \_\_\_\_\_ which is enclosed.  
 \_\_\_\_\_ I am paying by Credit Card (Please circle card type) VISA or MasterCard

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

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

# PATROL NAME ROSTER

**Troop:** \_\_\_\_\_

**SPL:** \_\_\_\_\_

1.
2.
3.
4.
5.
6.
7.

