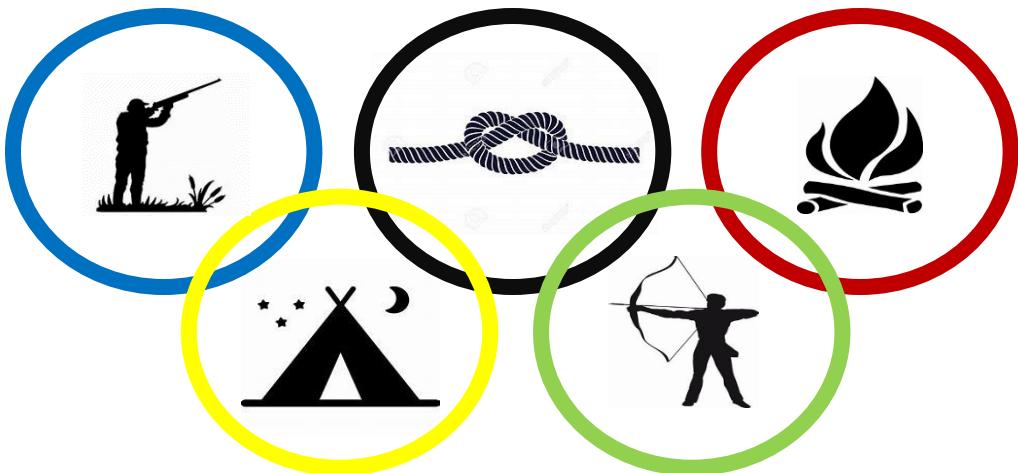




# Chief Solano District Presents



# Scout Olympic Games





## Location: American Armory Museum

4144 Abernathy Rd, Fairfield, CA 94534

Saturday, September 21<sup>st</sup>, 2019, 7:00AM-6:00PM

## BSA Requirements for Chief Solano Camporee 2019

Medical Forms – Each registered Scout and Scouter must have a completed BSA Annual Medical Form Part A and Part B. As this is a one-day event with no overnight component, Part C requiring a doctor's exam is NOT required for this event. These forms can be found online at...  
<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>.

It is the responsibility of each Troop leader to maintain control of the medical forms for each of their Scouts participating, and to provide Camporee Staff with quick access in case of an emergency. If the Troop leader must leave the grounds for any reason, they need to transfer control of the medical forms to another Troop leader or parent. The Part B of the medical form includes the BSA Talent Release Agreement. If any participant elects not to sign the Talent Release Agreement, please bring this to the attention of the Camporee Staff when you check-in. If there are any medical conditions or considerations for any of your Scouts, please bring these to the Camporee Staff's attention at check-in as well. A Mt Diablo Silverado Council Shooting Sports Permission Slip will also be required to be filled out for every Scout participating in any Shooting Sports activities and turned into the Staff Registrar with your Troop's registration packet. These forms can be found online at the Council website at <https://www.mdscbsa.org/wp-content/uploads/2018/09/MDSC-SHOOTING-PERMISSION-FORM-FOR-OLDER-SCOUTS-05.10.2018.pdf>

## Camporee General Information

Check-In – Saturday September 21<sup>st</sup>, 2019, 7:00am-8:00am – The Scout Master and SPL should be the only Troop representatives at the check-in/registration table. Parking will be at a premium, so it will be more important than ever to rideshare and economize travel to include as few vehicles as possible. The OA and Venture Crew Staff will be directing parking. Please be Kind and Courteous to our Staff as they do their best to facilitate a fun event for you and our Scouts.

Check-Out – Saturday September 21<sup>st</sup>, 2019, 6:00pm until complete – Immediately after the awards ceremony will be Camporee check-out. Please remember our Outdoor Ethics and Code while on site. Please pick-up any litter or mess you encounter during the day and especially before leaving.

Scout Spirit – Scout Spirit is the core of everything we do as Scouts and Scouters. It is the embodiment of the Scout Oath and Scout Law, and it is the cheerful and positive attitude displayed in all we do. Scout Spirit is the beacon that sets Scouting apart from other youth programs. It is an expectation that all those participating with the Chief Solano Camporee be ambassadors of the Scouting Spirit in all we do.

Uniform – The uniform for Camporee is the BSA Field (Class A) Uniform. The Field Uniform is expected for all Scouts and Scouters during registration, flag ceremonies, Campfire, and Scout's Own. The Activity (Class B) Uniform can be worn during competition. Please stay aware of the weather for Camporee weekend as well as the grounds conditions. It is the responsibility of the Troops to have weather appropriate clothing on hand, as well as a change of uniform if necessary.

Emergency Medical Service – Camporee does provide an event Medical staff for first-aid situations. Scout specific medication and other medical issues should be handled within the Troop. Each Troop should also be outfitted with a campsite first-aid kit that is centrally located.

Campfires – There are no authorized campsite campfires at all on the American Armory Museum grounds.

Camporee Service – It is strongly encouraged that Scouters and older Scouts from each Troop help to contribute to the Camporee Program in some way, be it through Honor Guard detail, event sponsorship, or volunteering for staff. There will be OA and Venture Crew members augmenting these as well, but this YOUR Camporee and your help is greatly appreciated.

Scout Spirit – I listed this a second time for a reason. Scout Spirit really is the core of what Scouting is and seeing it in action is why I continue to volunteer for Camporee. I love seeing our cheerful Scouts at their best in respectful competition. I love seeing their ingenuity and creativity as they embrace the theme for each year's Camporee. The Campsite Entryways, their Patrol flags, and their Patrol cheers are all so awesome. So awesome in fact that there is an entire award every year for the Patrol who best embodies Scout Spirit. So, I encourage all our Scouts to embrace the Scouting Spirit.

Site Management – This will be our first- time holding Camporee at The American Armory Museum. We appreciate their opening their facility to Scouting and letting us use their property for our event. We want to show this appreciation by properly respecting the grounds during our event. This means staying within our area of operation and keeping it, and all its facilities, clean.

BSA's Outdoor Ethics should be embraced in full during Camporee. We clean up after ourselves as well as police random litter as we come across it.

Event Day Schedule – Camporee registration will start as previously mentioned. At 9:00am we will have opening flags and immediately after competitions will begin. No meals are provided at this event. Please eat before arrival and bring a sack lunch. It will be up to each Patrol/Troop as to when they break from competition and eat lunch onsite. I anticipate competition to end between 3:00pm and 4:00pm. It will take some time to tally all the scores and arrange the awards. We ask patience during this time and that Troops conduct themselves as Scouts. The American Amory Museum is open for your Patrols/Troops to learn and explore during this time. We only ask you observe their rules and be respectful of their displays. We will gather all competitors once the scoring is complete and hold the awards ceremony promptly after. After the awards ceremony Patrols/Troops will be free to check out and return home.

## The Outdoor Code

As an American I will do my best to;  
Be clean in my outdoor manners,  
Be careful with fire,  
Be considerate in the outdoors, and  
Be conservation minded.

## Principals of Outdoor Ethics

- Plan ahead and be prepared
- Travel and camp on durable surfaces
  - Dispose of waster properly
  - Leave what you find
- Minimize campfire impacts
- Respect wildlife
- Be considerate of other visitors

## Scout Events

\* Each event description will be an accurate overview of the task to be completed in the competition. If changes are made to any of the competitions from what is described below, the scoring card for said event will reflect the change, and the changes will be described in detail by the event staff before competition begins. I thank you for your understanding.

- Olympic Torch Relay – participants will be provided with an instructor, ferro rod fire starter, tinder, a torch, and an Olympic Fire Ring. When instructed, time will begin and the patrol will gather their torch, tinder, and ferro rod and begin attempting to light their torch. Once the torch is lit, the Patrol will form a line ending at the Olympic Fire Ring and pass the torch to each Patrol member a minimum of 7 times. If the participating Patrol has less than 7 participating members then some members will need to be passed the torch more than once. AT NO TIME WILL ANYONE RUN WHILE HOLDING THE TORCH. When the Patrol torch is put into the Olympic Fire Ring time will stop. The Patrol with the shortest time will receive the highest score.
- Linked Knot Tying Relay – participants will be provided an instructor, relay course, lengths of rope, and a knot line. When ready and instructed to begin, time will start, and the competing Patrol will use provided rope to tie their members legs to one another using a square knot. The Patrol will then move as one across the course to the Knot Line where each member of the Patrol will have to tie one of seven posted knots. The knots for this event will be; the square knot, clove hitch, sheet bend, bowline, timber hitch, taut-line, and two half hitches. If there are fewer than seven Patrol members, then some members will have to tie more than one knot. When all knots are completed correctly, the Patrol will turn around and move as one back across the starting line. Time will stop when the entire Patrol is back across the starting line. The Patrol with the shortest time will receive the highest score.
- Scout First Aid – participants will be provided an instructor, first aid supplies, and event field. This event will test basic first aid knowledge covered in the Boy Scout Handbook for ranks Tinderfoot, Second Class, and First Class. When the Patrol is ready the Instructor will begin time and give the Patrol the first of three first aid scenarios that they will have to properly address per knowledge in the Boy Scout Handbook. When the scenario is complete, the next scenario is complete the next scenario will be given by the instructor. When all three scenarios are complete time will stop. The Patrol with the fastest time correctly addressing all three scenarios will receive the highest score.
- Patrol Land Ski Course – participants will be provided with an instructor, Patrol land skis, and an event course. When ready the entire Patrol will mount the provided land skis and on the instructor's mark time will begin. The Patrol will have to move as one to navigate the provided course. The event will stop, and time will stop when the entire Patrol and all of their land ski is fully across the course finish line. A 3 second penalty will be assessed for each time a patrol member touches the ground off of the land ski. The fastest time will receive the highest score.

## Scout Events (continued)

- Log Hoist – participants will be provided with an instructor, a course with an H-frame, a stake, a length of rope, and a log. When the Patrol is ready the instructor will start time and the competition will begin. The Patrol will have to divide its members to position some behind the H-frame with the log and the rest behind the toss line with the rope and tent stake. The Patrol will then secure the stake, toss the length of rope over the H-frame, and secure the log using a timber hitch and half hitch. The Patrol will then lift the log and secure the rope to the tent stake using a clove hitch and sheet shank. Time will end when all Patrol members have hands off the rope and it is secured to the stake, over the H-frame, and the log is securely hoisted. A 5 second penalty will be assessed for each incorrect knot technique. The Patrol with the fastest time will receive the highest score.
- Fast Compass Course – participants will be provided with an instructor, a compass, a circle compass course with lettered target posts, and a course score sheet. When ready each Patrol member will be given a course score sheet and two minutes to correctly associate the lettered targets with associated compass bearings. Each Patrol member will be scored according to the number of correctly identified lettered targets, and the total Patrol score will be the average of each Patrol member's individual scores.
- Pipe Roll River Crossing – participants will be provided with pipes, plank, push poles, and a river course with start and finish line. When instructed by the score keeper the Patrol will board the pipe and plank raft with the Patrol Leader assigning jobs to who will be pole pushers and who will be pipe movers. When ready the score keeper will start the timer and the Patrol will start pushing the raft with the provided poles and picking up pipes as the roll from the rear of the raft and place them in front of the raft. The Scouts repeat until they have crossed the finish line when time will stop. This is a timed event where the fastest time will receive the highest score. A 10 second penalty will be assessed to the score for each time a Scout on the raft touches the ground with their body.
- Log Drag – Patrols will be provided a log and rope. They will take the rope and go to the log and tie a timber hitch and a half hitch. Once the Patrol has correctly tied the knots to the Challenge Leaders approval, they will enter the rope loop and drag the log from the current position out across a finish line. The entire log must cross the line for the challenge to be complete. This is a timed event, with the Patrol with the fastest time earning the highest score.
- Nitroglycerine Transport – Patrols will be provided with 6 poles, lashing rope, and a bottle of “nitroglycerine”. Using the clove hitch, tripod lashing, and square lashing assemble a tripod with bottom supports with the provided materials. Suspend the “nitroglycerine” from the top of the tripod. When the Patrol is complete, they will be instructed to lift the tripod and move it to a designated point and back without dropping the “nitroglycerine”, and the tripod remaining intact. If the “nitroglycerine” drops there will be 5 points deducted and the Patrol must stop and retie it to the tripod. If the tripod becomes unlashed, then the patrol must stop and re-lash it before resuming relay. Up to 60 points will be awarded for the proper technique using the knots and lashing. Up to 40 points will be awarded for the relay time with the fastest time receiving 40 points.

# Camporee 2019 Competition Scoring

Each Scout and Patrol is encouraged to participate in all the events to be able to achieve the maximum number of points. Every Patrol should carry their Patrol Flag with them to every competition, work as a team and involve each member of the Patrol in all events and demonstrate their Scouting Spirit wherever they go.

In all activities and challenges, every Scout should keep SAFETY FIRST as their first goal. All awards are based on the Patrol's achievements based on the standards below.

- Each competition will be scored as described in the event description and will be explained to each Patrol prior to the start of the challenge. There will be awards for each challenge. Each challenge's score will be added towards the overall score.
- Patrol flags will be judged based on creativity and use of theme. Up to 100 total points will be awarded and counted towards overall score.
- Bonus points will be awarded for the following: participation in one of the pre-Camporee service days for Yolo-50 each, Troop sponsors an event-100, Living the Scout Law-30, and Scout Spirit-30. Bonus points do not have individual awards and only count towards overall score.

# Camporee 2019 Registration Form

## Webelos Den

Pack # - \_\_\_\_\_

Total Number of Scouts - \_\_\_\_\_

Total Number of Leaders - \_\_\_\_\_

Webelos Den Total - \_\_\_\_\_

Registration Cost per Person - \$10.00

Webelos Den Total Cost - \_\_\_\_\_

Webelos Den Contact - \_\_\_\_\_

Contact Phone Number - \_\_\_\_\_

Contact Email - \_\_\_\_\_

Patrol/Den name - \_\_\_\_\_

Additional Leader Name - \_\_\_\_\_

Additional Leader Phone Number - \_\_\_\_\_

Additional Leader Name - \_\_\_\_\_

Additional Leader Phone Number - \_\_\_\_\_

Webelos Scouts Attending -

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# Camporee 2019 Registration Form

## Scout/Venture Crew

Troop/Crew # - \_\_\_\_\_

Total Number of Scouts - \_\_\_\_\_

Total Number of Leaders - \_\_\_\_\_

Troop/Crew Total - \_\_\_\_\_

Registration Cost per Person - \$10.00

Troop/Crew Total Cost - \_\_\_\_\_

Troop/Crew Contact - \_\_\_\_\_

Contact Phone Number - \_\_\_\_\_

Contact Email - \_\_\_\_\_

Total Number of Patrols - \_\_\_\_\_

Additional Leader Name - \_\_\_\_\_

Additional Leader Phone Number - \_\_\_\_\_

Additional Leader Name - \_\_\_\_\_

Additional Leader Phone Number - \_\_\_\_\_

Can Your Troop/Crew Sponsor an Event - \_\_\_\_\_ ?

Can Your Senior Scouts Help Run an Event - \_\_\_\_\_ ?

## Camporee 2019 Unit Roster

Unit # - \_\_\_\_\_

Unit Leader - \_\_\_\_\_

Senior Patrol Leader - \_\_\_\_\_

Emergency Contact Number - \_\_\_\_\_

Patrol Name - \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

Patrol Name - \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_