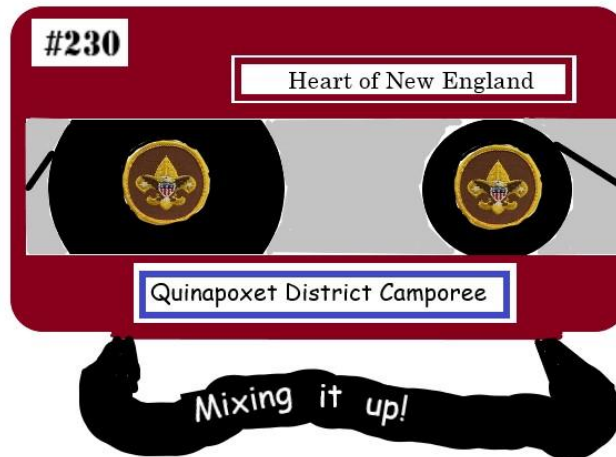




BOY SCOUTS OF AMERICA®

HEART OF NEW ENGLAND COUNCIL

Spring Camporee 2023 - Leader Guide



May 12-14, 2023
Laurel Springs Farm
34 Ford Rd.
Sterling, MA

A combined Scout BSA / Cub Scout / Venture Scout Event

Hosted by: Quinapoxet District

For any questions, or if you want to volunteer, contact:
Brian P. Donelan (mr.dangersr@gmail.com)

Camporee Details:

Date: May 12-14, 2023
 Location: Laurel Springs Farm, 34 Ford Rd. Sterling, MA
 Contacts: Brian P. Donelan (mr.dangersr@gmail.com)

Registration: Please register online at the Heart of New England Website
<https://commerce.hnebsa.org/event/quinapoxet-district-spring-camporee/>

Cost: \$25 per unit
 \$15.00 per Scout (includes Patch)
 \$4.00 per Adult (includes Patch)
 \$8.00 per Webelos and Parent/Guardian (only one patch issued, additional patch can be purchased if Parent/Guardian would like one)
 Camporee patches will be ordered after the event for those who participate. If extra patches would like to be purchased, the cost will be \$3 per patch. Contact Brian P. Donelan or order at check in. Patches will be mailed to the Unit Leaders.

SCHEDULE:

Friday - 5/12/23		Saturday - 5/13/23		Saturday - 5/13/23 Con't	
5:30	Check-In	8:00	Check-In	6:00	OA Callout Ceremony
9:00	Cracker Barrel @ Boathouse	9:00	Opening Ceremony	6:30	Evening Events Prep
10:00	Quiet Time	9:15	Begin Morning Events	7:00	Adult and Youth Karaoke
11:00	Lights Out	12:00	Lunch	9:00	Cracker Barrel (Scoutmaster & Adults)
		1:00	Chuckwagon Events*	10:00	Quiet Time
		4:00	Patch Trading	11:00	Lights Out
		4:45 to 5:00	Cooking Contest Turn in	Sunday - 10/3/21	
		5:00	Dinner		

- *If the Chuckwagon does not happen, afternoon competitions will be substituted (see [Appendix 1](#))
- Please review rules and guidelines (see [Appendix 3](#)). Print these out for your Unit to read.

Information for Senior Patrol Leaders and Scoutmasters

WHAT IS A CAMPOREE?

A camporee is many things—camping fun for youth, the thumping of hundreds of feet on the way to an evening campfire, and the blue smoke from fires cooking stew or ham and eggs. It's the patter of rain on many tents at night. It's the ripple of wind-blown flags in the morning sun. It's catching the idea of teamwork in a patrol. It's learning to carry out an order to help the team succeed.

A camporee can be a perfect showplace for the Scouting program and, therefore, go far beyond just being a gathering of Scouts.

A camporee starts with the recognition that a patrol is the basic camping unit. The patrol demonstrates its very best camping techniques and shares its experiences with other patrols. The camporee involves the type of equipment that can be carried in a pack by Scouts and can be set up entirely by Scouts, allowing them to be completely self-sufficient for a self-reliant experience over a period of two or three days.

One of the purposes of a Camporee is to utilize the Patrol method during all activities. Scouts should bring all materials required for an overnight adventure in cold weather conditions. Using this event guide, the Scout Handbook, the Scout Fieldbook, the Webelos Handbook, The Senior Patrol Leader Handbook, and The Patrol Leader Handbook, a unit will be able to do well in the preparation, acquiring the equipment recommended, and developing a program that a Patrol can use to be competitive.

WHO CAN ATTEND A CAMPOREE?

The Camporee is open to all registered members of **Scouts BSA** and **Venture** Units within the Heart of New England Council.

Webelos and AOL's are welcome to attend the Camporee as the guest of a Troop. A parent or guardian must be in attendance with their Scout(s). In addition, Webelos and AOL's are allowed to spend the night and will be under the direct supervision of the Troop who invited them.

Scoutmasters are encouraged to invite your local Cub Scout pack Webelos and AOL's to attend with a parent or guardian.

HOW DO I REGISTER FOR A CAMPOREE?

We ask that unit leaders register online at the Heart of New England website.

<https://commerce.hnebsa.org/event/quinapoxet-district-spring-camporee/>

If a unit cannot register online, please contact the event organizers in advance to let us know how many will attend from your unit. We ask this so that we can coordinate the necessary logistical information and better prepare for your unit's arrival. Please include unit number, town, estimated adults and Scouts attending and estimated arrival time and day. Please try to provide as close to an estimate as

possible. Units can always add to their numbers at the event registration, but can't subtract from their totals.

HOW DO I CHECK-IN / CHECK-OUT FOR THE CAMPOREE?

Unit Check-In takes place on Friday night from 5:30 PM to 9:00 PM and Saturday morning from 8:00 AM - 9:00 AM with the opening ceremony starting at 9:00 AM and the events treating at 9:15 AM. Each Senior Patrol Leader or President should sign-in their Unit and all Patrols upon arrival at the Camporee to receive the Instructions and Materials needed for the weekend. Please have the unit roster (Appendix B) filled out and medical forms ready to speed up the registration process.

All Troops should be under the direct control of a Senior Patrol Leader (SPL)/Patrol Leader (PL) at all times. All changes to the activity schedule relative to the Camporee schedule and participation routine shall be made only to the SPL or PL.

There will be a white board outside the Registration Area that will have any schedule changes posted on it.

Health forms will be returned at the end of closing on Sunday about 9:30 and troops/ crews are free to depart.

WHO RUNS THE EVENTS AT A CAMPOREE?

Events are led by volunteer event staff. Ideally, events are managed by Adults who are members of the units attending the Camporee. All units should have at least one adult willing to run an event. We ask that those adults go to the registration hall on Friday at 9:00 for instructions. This gives time for any questions to be answered and to know where they will be running their event on Saturday

A 1st, 2nd, and 3rd place ribbon will be given to the best Patrol/Crew of each event, and also to the best over-all.

HOW ARE MEDICAL FORMS AND FIRST AID MANAGED?

As with any District-sponsored event, BSA medical forms are required for ALL participants. Please make sure your Unit brings a medical form for each and every youth and adult participating in this event. Cub Scout parents please be sure to bring your medical forms with you.

Medical Forms should be presented at the time of check-in and the Adult Leader for the unit The Health and Safety officer will file them for the duration of the event. They will be returned on Sunday during the closing ceremony.

Each Troop, Patrol, and/or Unit should be prepared with first aid equipment and supplies (readily identifiable) for caring for cold exposure and small wounds.

In the event a Scout has a serious injury they will be directed to the Health and Safety officer. If a serious injury occurs Unit leaders will then be directed to the nearest care facility.

DO I NEED TO BRING MY CLASS A UNIFORM?

Scout uniforms (Class A) required for all flag ceremonies. Scouts and Scouters should wear clothing appropriate for New England weather and temperatures.

WHAT EQUIPMENT IS NEEDED FOR THE CAMPOREE

Each Troop/Patrol/Unit shall furnish their own equipment and tools to be used. Scouts are encouraged to review the guide of activities and events. Each event is described along with the equipment required - including what must be provided by the Scout/Patrol.

Troops and Crews should bring their Troop/Crew flag, and all Patrols/Dens are encouraged to bring the Patrol/Den flag.

DO WE HAVE TO COOK?

Absolutely! Often a camporee includes a cooking contest that is judged on taste and creativity. Camporees are a great opportunity to work on some rank requirements related to cooking, and serve as an opportunity to practice Leave-No-Trace cooking methods (can you say easy clean up?).

CAN WE HAVE A CAMPFIRE AT OUR SITE?

When camping at Heart of New England camps and designated camping areas (e.g. state campgrounds) ground fires are allowed within designated fire rings only. We ask that units not create new fire rings, but please use existing locations.

When events are held at non-camping areas (e.g. rod and gun clubs, fields, etc.) ground fires are not allowed; all fires must be an above ground fire pit / bowl / barrel.

Please be sure to follow fire safety rules such as creating an area free of combustible material within 10 feet of a fire, having appropriate fire buckets filled with water to within 1" of the top near the fire, and making sure that the forest canopy is not too low and close to your fire.

Fires must be attended to at all times, NO EXCEPTIONS. If there is no one available to attend the fire, then the fire must be extinguished according to BSA guidelines. Water buckets must be displayed as usual.

Due to the Asian Long-horned Beetle outbreak within Worcester County, the Heart of New England Council has adopted a policy to prevent the spread of these types of damaging insects.

Troops are asked not to bring in firewood for their campfires. There is ample amounts of dead wood to be used at the event for troops to use.

WHAT FACILITIES ARE AVAILABLE AT THE CAMPOREE?

Bathrooms - Flush toilets are on site for use. Please keep these clean and if there is a problem, let Camporee staff know immediately so that it can be addressed. Depending on total numbers, additional porta-potties will be provided for use by attendees.

Water - Troops must bring their own water with them. Non Potable Water is available onsite for Fire Buckets. Please ensure that your scouts remain hydrated; hydration is critical to scout and scouter safety.

Trash - Trash in – Trash out. Please remember the Outdoor Code and leave our Camporee site cleaner than you found it.

Camporee Events

Some events may be canceled depending on staffing constraints.

Air Supply - Each member of the patrol will run to a table, blow up a balloon so that it doesn't fit thru a ring, then return to tag the next member. Scoring is time to complete divided by number of participants

The Doors - a memory game with a twist (similar to Kim's game) Scoring will be judged on how many the patrol get correctly divided by how many in the patrol.

Earth, Wind, and Fire - Patrols will have to find supplies, start a fire and burn threw a piece of twine over the fire pit. This is a timed event and scoring is how long it took divided by how many in the patrol.

Flock of Seagulls - This is a canoe relay race. Two members of the patrol paddle a canoe across the pond and back and relay the canoe to two more members of the patrol. Each participant must have passed the BSA swim test at a summer camp to participate. Patrols are looking for the shortest time in this event.

The Cure - Patrols will be tested in their abilities of knowledge of First Aid. Points will be awarded for correct answers.

Hall and Oates - Patrols must lash together a Roman Chariot to transport the bags of oats. This is a timed event and scoring will be time divided by number in patrol.

The Tubes - Patrol members will use a series of pipes to transport tennis balls from one side of the course to the other. This is a timed event, best time wins 1st place

Nuclear Assault - This was an actual band name and this station is played like nuclear Isotope. Patrols will have to pick up a bucket of nuclear water, transport it, and then dump it into the storage container. Points awarded by how quickly the patrol completes the task as well as how much water is transported.

Journey - Patrols must use a compass to find different letters that will spell out another name of a band. Points awarded by how quickly and accurately they solve the puzzle.

The Kinks - Patrols will be tested on their knot tying skills. Points awarded to the most correct tied knots.

Red Hot Chili Peppers - This is a cooking challenge. Each patrol should make their best dish using peppers (*which they supply*) and bring a sample to the registration area to be judged. The cooks can use the time after lunch and during the afternoon to prepare. Entries must be submitted from 4:45 to 5:00.

Chuck Wagon Event & Competition

Saturday 1:00pm to 4:00pm

It is very important to support the Cub Scout program. After all, Cub Scouts is where most units get their new membership from. Helping the Cub Scout program in providing fun activities keeps the Cubs engaged in scouting. That in turn benefits all of us!

With that in mind, all Scouts BSA Troops and Venture Crews that are attending the camporee are requested to run a station during the Cub Scouts' Chuck Wagon Derby which is running during the Saturday afternoon of the camporee. Each unit should plan and bring the supplies needed to run a **western themed station**. In addition to running these activities for the Cub Scouts, they (the Cub Scouts) will be judging/scoring each station on the following.

- Funniest Station
- Most Original Station
- Most Scout Spirit

These scores will be added to your unit's camporee scores, as well as units receiving ribbons for 1st place, 2nd place, and 3rd place. If units are having trouble planning an event, then they can opt to run a preplanned event and will receive a zero in the judging categories.

The stations should be fun, engaging and age appropriate. Be creative! It's more about the fun and less about skills as the Cub Scouts are not judged or scored at this derby.

Please sign your unit up to run a station via the link: <https://forms.gle/LVyGmQd6LmfrprWv5>

Webelos and AOL scouts attending the camporee with a troop can either help run the station or participate with their pack. If they participate with their pack, they must register with their pack and have paid the \$5 fee and be on their pack's roster for the Chuck Wagon in addition to the fee for being with the Scouts BSA unit at the camporee.

For more information about the Chuck Wagon, please refer to it's [leader guide](#) or reach out to Lori Renzoni (aka "Miss Lori") at: lori.renzoni@heartofnewenglandbsa.org

Patch Trading

Saturday 4:00pm to 5:00pm

For those who have been longing to trade patches, This is the time to trade!! Set up your collection of patches near the bleachers in the West side of the main field and trade till you get all the patches.

While patch trading is meant to be fun, keep a few rules in mind:

- Use the buddy system. Always have a friend or group with you.
- Youth should trade with Youth, Adults with Adults per “International Scouting Collectors Association Guidelines.” Youth can trade with Adults if their Adult Unit Leader is present to observe and approve the transaction.
- Do not trade any award or rank patches. Scouting knots, religious medals, or badges of office should not be traded. Doing so violates the Rules and Regulations of the Boy Scouts of America.

Order of the Arrow Callout Ceremony

Saturday 6:00pm to 6:30pm

For those units who have had their Order of the Arrow elections and would like to have their scout “Called Out” here is a great opportunity to do so. This camporee is a week before the Spring Inductions weekend at Camp Wanocksett so candidates will have an opportunity to complete their Ordeal the weekend of May 19th thru 21st. Scouts should be in Class A uniform for this ceremony.

Adult and Youth Karaoke

Saturday 7:00 pm to ?

Belt out those tunes and one hit wonders of yesterday when you could understand the words to songs the first time you heard them. Points will be awarded to those units that are brave enough to participate.

Adult Cracker Barrel

Saturday 9:00 to 10:00

The Commissioner's of the Quinapoxet District are sponsoring a Cracker Barrel for all Adult Volunteers. Come Join them for some food, stories, networking and have your questions answered.

Appendix 1 - Optional Events

These events will take the place of the Chuck Wagon if the event for the Cub Scouts is canceled.

Jefferson Airplane - this band wasn't formed in the 80's or 90's but makes a great competition. Members of the patrol make a paper airplane (must be a plane, not a ball) to throw. The scoring is how far the total distance of each plane divided by the number in the patrol.

Talking Heads - Patrols will be divided into two groups each with their own "Talking Head" and must relay a message from one to another and back. Points are awarded by the speed, and comprehension of the message.

Men At Work - Each member of a patrol has to run to a board, pound a nail in it, then move to the saw horse and cut a board, then return for the next scout to take a turn. Scoring goes by total time taken divided by the total number in the patrol.

Garbage - The patrol as a whole has to clean up **all** the garbage and put it in the barrel. This is a timed event

Matchbox 20 - Patrols will be shown a picture of 20 Matchbox cars, then will have to duplicate the picture. Points will be awarded to how many cars are in the correct spot.

Crash Test Dummies - One patrol member rides in the "car" while the rest of the patrol pulls him through the course. Timed event.

Poison - Patrols will be given cards of different plants and must identify the ones that are poisonous and which ones are edible. Points awarded for correct answers.

The Rolling Stones - Patrols must cross the river using the stones provided. This is a timed event.

Electric Light Orchestra - Patrols will be given supplies to build a generator to power a light. Points will be given to the patrol that works the best to complete the task and light the light.

Crowded House - Patrols will be given a piece of tarp depending on how many are in the patrol. They must get every member of the patrol on the tarp without having any part of their body touching the ground. Timed event

One Bad Pig - This is a patrol vs. patrol game of Steal the Bacon. Points will be awarded for each time a patrol is successful in stealing the bacon.

Appendix 2 - Unit Roster

Scoutmaster: _____

Unit #: _____

Email: _____

Town: _____

Cell #: _____ - _____ - _____

Mailing address (for patches):

Adult 1: _____

Adult 2: _____

Adult 3: _____

SPL: _____

Adult 4: _____

ASPL: _____

Adult 5: _____

Adult 6: _____

Patrol Name: _____

Patrol Name: _____

Patrol Leader: _____

Patrol Leader: _____

Scout: _____

Scout: _____

Scout: _____

Scout: _____

Scout: _____

Scout: _____

Scout: _____

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Patrol Name: _____

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Patrol Leader: _____

Patrol Leader: _____

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Patrol Name: _____

Patrol Name: _____

Patrol Leader: _____

Patrol Leader: _____

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Scout: _____

Scout: _____

If there are more than six patrols, please print another copy of this page.

Appendix 3-Rules and Guidelines

1. Fires are to be only in existing fire rings or above ground fire pits
2. Water buckets must be filled and present at every fire
3. Fires must be attended at all times or extinguished when not attended (must be dead out, no smoldering fires)
4. Two deep leadership must be obeyed at all times.
5. The Buddy System must be followed with no more than 2 years between two same sex scouts (no mixing of genders) or a triple of same sex scouts can have two scouts within 2 years and one that is not.
6. No use of drones unless permission has been granted by an employee of The Heart of New England Council.
7. Quiet Hours (10:00 PM to 7:00 AM) are to be honored.
8. No cutting through another Unit's campsite
9. All injuries must be reported to the Health and Safety officer.
10. If a Unit must depart before closing on Sunday, they must notify the camporee staff upon arrival (unless it's due to severe weather conditions).
11. No cutting of live trees or vegetation.
12. **Water at Laurel Springs Farm is not drinkable**, it should only be used for extinguishing fires.
13. Campsites should be cleaner than when you arrived, please carry out all trash.
14. No Alcohol, illegal drugs, or smoking is allowed during the camporee. Scouters should be setting a good example for the scouts.
15. Scouts should be setting a good example by living by the Scout Oath and Law.
16. Please no pets unless approved by council.

Appendix 4 - Chuckwagon Derby sign-up



CHUCKWAGON DERBY UNIT SIGN UP

SATURDAY MAY 13, 2023 1-4PM

UNITS CAN VOLUNTEER TO RUN A STATION THEY CREATE OR VOLUNTEER TO ASSIST IN REGISTRATION/DEPUTY SHERIFF DUTIES OR

VOLUNTEER TO ASSIST IN AN EXISTING STATION

Cub Scout teams will be deputized at registration and each given a badge. They will also be given a scavenger hunt sheet /"station"sheet. They will be looking for bandits; if they find one, they bring it to a volunteer "sheriff" to be stamped; same for their scavenger hunt sheet. Participating stations will stamp the team sheet when visited; volunteers will award extra stamps for any Scout/team "showing a good turn"or show Scout Spirit. The most stamps will win a special prize; all Cubs will take home their deputy badges and a patch.

FOR STATIONS: SCOUTING UNITS WILL RECEIVE AWARDS FOR THE MOST FUN STATION, THE MOST ORIGINAL STATION AND THE STATION WITH THE MOST SCOUT SPIRIT AS VOTED ON BY THE CUBS.

ALL SCOUTING VOLUNTEERS WILL RECEIVE A PATCH

UNIT# _____ CITY/TOWN _____

—

STATION _____

_____ VOLUNTEERS: _____

ADULT _____ LEADERS/PH/EMAIL:
