

# BILL HART DISTRICT CAMPOREE 2024



May 3<sup>rd</sup> thru 5<sup>th</sup>  
Valley Trails Campground

## CAMPOREE OVERVIEW

This year's Camporee theme is "**Olympics.**" Events, decorations and costumes should reflect the spirit of the Olympics as the Patrols compete against each other to win the prestigious Bill Hart District Buckhorn Award.

All attendees will receive a Camporee patch with their paid registration.

### EVENTS

All patrols will participate in the following events, hosted by the indicated troops:

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		Troop
1.	TBD	2
2.	TBD	2G
3.	TBD	48
4.	TBD	58
5.	TBD	228
6.	TBD	303
7.	Shotgun	583
8.	TBD	609
9.	TBD	2019
10.	.22 Rifle	2222
11.	Campsite Inspection	3 Inspectors
12.	Uniform Inspection	3 Inspectors

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## PATROL CLASSIFICATION

Patrols in Scouting are made up with a mix of ranks. All will not be seasoned veterans with polished skills gained from years of Scouting. Some will be brand new; some will be Eagles. Therefore, it would be an insincere and transparent honor for the veterans, as would be expected, to prevail over those who have recently joined Scouting. Conversely, the likelihood of new patrols successfully competing against Scouts who have been around for some time is remote, although it is not totally inconceivable. This is the reason for the rating system for Camporee.

## SCOUT RANK RATING SYSTEM

<u>Scout Rank</u>	<u>Rating</u>
“New Scout” & Scout	1
Tenderfoot	2
Second Class	3
First Class	4
Star	6
Life	7
Eagle	8

**Each Scout will be rated according to his or her scout rank. The total of all Scout ratings will then be divided by the number of Scouts in the Patrol to obtain the Patrol's Rating Average. A Patrol must consist of four Scouts minimum; there is no maximum number.**

## PATROLS WILL BE CLASSIFIED AS FOLLOWS:

<u>Rating Average</u>	<u>Classification</u>
1.00 through 3.49	Primordial
3.50 through 5.49	Titan
5.5 and Higher	Olympian

## **BSA REQUIREMENTS**

Downloading and completing required forms is a part of the DoubleKnot registration process.

Upon check-in, all Unit Leaders will sign-in at the registration area, confirming that all paperwork is in order. Paperwork may be requested for review by registration staff at the time of check-in.

It is the Unit Leader's responsibility to have all required forms in their possession at the Camporee.

## SCHEDULE OF EVENTS

### Friday, May 3

4:00 PM	Check-In and Campsite Assignment Set up Campsites and Troop Gateways (Patrol Gateways are optional) Event Leaders set up Event Areas
8:30 PM	Cracker Barrel by the staff area (Staff, Event Leaders, Adult Leaders & SPL's)
10:00 PM	Taps – Lights Out & Quiet in Camp <b>NO GRACE PERIOD</b>

### Saturday, May 4

6:00 AM	Reveille, breakfast & cleanup
6:00 AM to 7:00 AM	Final check-in for all participants and Saturday arrivals
8:00 AM	Opening ceremony & flag raising – by the Order of the Arrow
8:30 AM	Uniform and campsite inspections – by assigned leaders
9:00 AM	Events begin for patrols (morning session)
12:00 PM	Lunch – OA lunch available for purchase – see attached flyer
1:00 PM	Events resume (afternoon session)
5:00 PM	Event competition concludes (patrols in line at 5:00 pm should be accommodated)
5:00 PM to 7:00 PM	Dinner, free time
5:00 PM to ??	Event Leader submits event scores to staff (Event Leader must be present)
7:00 PM	Campfire – skits, awards, Order of the Arrow Call Out
10:00 PM	Taps – lights out & quiet in camp <b>NO GRACE PERIOD</b>

### Sunday, May 5

9:00 AM	Scouts' Own
10:00 AM	All Units Check-Out

#### **Note:**

- **Event times are flexible. Each patrol will be assigned their first event for Saturday morning to spread everyone out. After that, patrols are free to pursue the events in any order.**

**LEAVE NO TRACE!**

**Take Pride in Your Troop's Good Citizenship!**

## CAMPSITE AND UNIFORM INSPECTION

Saturday morning each patrol will have campsite and uniform inspections which will be conducted immediately after the flag ceremony and morning announcements. This will allow the patrols to receive immediate feedback from their inspector. When the scouts leave their campsite for the Saturday morning opening flag ceremony, their campsite must be ready for inspection. There will be no time after the flag ceremony to clean up and organize campsites. Scouts must also be in dress uniform, ready for uniform inspection.

### NEW THIS YEAR...

**Camporee staff will be assembling two groups of inspectors, one group for campsite inspections and one group for uniform inspections. Uniform inspections will take place immediately following morning flags and announcements. Campsite inspections will be conducted after competitions begin; Scouts do not need to be present at their campsite.**

To insure consistency, all campsites and all uniforms will be inspected by the same group of adults who will be given clear scoring guidelines following the criteria below.

#### CAMPSITE INSPECTION CRITERIA

<u>Item</u>	<u>Points</u>
Flags (Troop US flag = 8; Patrol flag = 8).....	10
Patrol Fire Buckets (fire ring, sand & water with critter stick) .....	10
First Aid Kit (centrally placed, easy access).....	10
Kitchen (duty roster and menu posted, cooking area organized and safe, perishable food stored properly).....	20
Tents (properly pitched, neat, flaps closed) .....	10
Campsite (clean and policed) .....	10
Patrol Perimeter Fence (patrol name posted)....	10
Troop Gateway (counts for all patrols) .....	10
Campsite Gadget .....	10
<b>Total.....</b>	<b>100</b>

#### UNIFORM INSPECTION CRITERIA

<u>Item</u>	<u>Points</u>
General Appearance and Impression .....	10
BSA Shirt .....	10
Neckerchief (if Troop elected to wear).....	10
BSA Neckerchief Slide, Scout Crafted Slide ..	10
BSA Pants or Shorts.....	10
BSA Socks .....	10
BSA Belt .....	10
Left Sleeve (council patch, troop #, World Crest above the left pocket.).....	10
Right Sleeve (patrol patch) .....	10
Epaulets (shoulder loops).....	10
<b>Total .....</b>	<b>100</b>

*Please **do not** deduct for having or missing patches beyond those described above, such as: Journey to Excellence, Founder, OA, etc.*

#### Notes on uniform inspection:

- Uniform inspection criteria are based on official BSA uniform policy, with a few minor adjustments. The point system above will be used, not any other BSA scoring system.
- Each scout will be inspected and scored. These scores will be totaled and divided by the number of scouts in the patrol, yielding the patrol's average uniform inspection total.

## EVENT & AWARDS SCORING

### NEW THIS YEAR...

Patrols are eligible to earn a **maximum of 200 points per event.**

- 0-100 points for skill -- see Scoring Your Event guidelines on page 14
- 0-50 points for leadership -- see Scoring Your Event guidelines on page 14
- 0-50 points for spirit -- see Scoring Your Event guidelines on page 14

Please note that leadership and spirit make up one-half of a patrol's event score. Utilizing a combined leadership/spirit equal to the skill points is intended to lessen subjective scoring errors.

## AWARDS

### Scout Patrols

For each event, nine awards will be presented, based on total event points earned by each patrol:

- Primordials: 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>                      - Titans: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>                      - Olympians: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>

For overall merit, nine awards will be presented, based on each patrol's total points in all events:

- Primordials: 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>                      - Titans: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>                      - Olympians: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>

The prestigious grand award, the Buckhorn award, will be presented to the patrol with the highest overall score, from all Scout patrol classifications. The best overall score includes skill, leadership, spirit, uniform inspection, and campsite inspection. The Buckhorn will be presented to the winning patrol by last year's Buckhorn winning patrol.

In the event of a tie, subtotals for the following will be considered, in this order:

1. leadership
2. spirit
3. skill
4. uniform inspection
5. campsite inspection

For example, if leadership breaks the tie, we're done. If not, then we look to spirit subtotals, and so forth. Note the emphasis is on the importance of leadership and spirit over skill.

There will also be two separate awards given to the Patrols which have:

- Exceptional Total Leadership score
- Exceptional Total Spirit score

These awards will be presented to the winning patrols by last year's winners.

Ties of exceptional total leadership and spirit scores are broken based on the sole discretion of the Camporee Director.

## **SCORING CHALLENGES**

All scoring challenges should be brought to the attention of the Camporee Director. Bringing a challenge to any other camporee staff member, including registration and scoring, will only result in a referral to the Camporee Director for resolution.

The Camporee Director will assemble an “Eagle Board,” as needed, consisting of Eagle Scouts from attending units. In the event of a challenge, the Camporee Director will convene the Eagle Board to review the matter in closed session. Eagle Scouts from any unit(s) involved in the challenge will be excluded.

Upon reaching a conclusion, the Camporee Director will inform the involved units of the decision and the reasons behind the decision.

**ALL CHALLENGES MUST BE BROUGHT TO THE ATTENTION OF THE CAMPOREE DIRECTOR BEFORE THE START OF THE CAMPFIRE. THE CAMPFIRE WILL NOT START UNTIL ALL PENDING CHALLENGES ARE RESOLVED, SO PLEASE, BRING UP ANY ISSUES AS EARLY AS POSSIBLE TO AVOID DELAYING THE CAMPFIRE.**



## CAMPOREE RULES & PROCEDURES

A spirit of scouting courtesy and brotherhood must prevail during the entire Camporee if it is to be a success. The scout oath, law and outdoor code are the guides for all behavior at this Camporee. Troops or individuals who do not conform to this spirit will be asked to leave the Camporee.

1. An on-time registration fee \$30.00 per youth and per adult will be charged to cover the cost of the Camporee supplies, awards and patches. Fees must be paid in advance through Double-Knot. Late registration is \$35.00 per attendee; see page 15.
2. Patrols must be a minimum of four Scouts
3. Troops should arrive and depart in full dress uniform. Uniform inspection will be performed immediately after the Saturday morning opening flag ceremony and announcements.
4. Scouts should dress for Saturday activities in a manner that is appropriate for the activity and the weather. "Class B" uniform or Camporee themed costumes are recommended.
5. **PARKING is very limited at Valley Trails. Please park facing out. The Serranos Chapter Order of the Arrow will be in charge of parking and will direct drivers when and where to stop for unloading, as well as where to park. Please follow their directions for safety and efficiency for all campers.**
6. Campsites will be assigned by the Camporee staff.
7. **BRING YOUR WATER. There are no water spigots at campsites.**
8. **The troop campsite area has no natural shade. It is recommend that troops bring EZ-Ups.**
9. Visitors are welcome at this Camporee. They are welcome to observe events and attend Saturday night campfire.
10. Webelos may visit the Camporee on Saturday as guests, but they cannot participate in events. They must be accompanied by two (2) Adult Leaders per Webelos Den, or their parents or guardians. The hosting troop will be responsible for the actions of the Webelos, just like the Scout Patrols.
11. Taps will be at 10:00 pm. Reveille will be at 6:00 am. The camp is to be quiet during these hours. Please respect those who are camped around you.
12. Given out during registration Friday night, each Patrol's score sheet will indicate a certain starting event; after completing their starting event, the Patrol may complete the rest of the events in any order.
13. Each Patrol leader should, upon completion of an event, check with the event leader for that event for the Patrol score and record it on the Patrol's score sheet. The Patrol Leader will initial the event leader's master score sheet as complete and correct.
14. Adults and Scouts will want to bring their camping chairs. Amphitheater seating will be limited at the awards campfire.

## CAMPOREE RULES & PROCEDURES (cont.)

15. There is NO smoking or alcohol allowed in camp.
16. **BE ADVISED**, cellular phone service is weak in and problematic around the campground.
17. **TROOPS MUST PACK OUT THEIR TRASH, no dumpster service available at the campsite.** All troops are responsible for their own trash and for leaving their campsite in a clean, Leave No Trace condition. Please take trash home for disposal. Troops must notify Camporee Director and must have their campsites inspected before they will be permitted to leave.
18. Safety and fire protection are the responsibility of everyone at this Camporee. **ONLY PROPANE STOVES** may be used in campsites. **NO OPEN FIRES** are allowed in campsites.



19. Sheath knives and fixed blade scabbard knives are prohibited.
20. Any unsafe or improper use of knives, axes or other tools will result in immediate removal from the Camporee of the violator. Youth must have earned their Totin' Chip to use or carry pocket knives and other woods tools.



21. There will be NO booing by Scouts or Scouters towards other Scouts or Scouters at campfire on Saturday night.
22. Dutch oven cooking. One Dutch oven patch will be given for each Dutch oven used for cooking. The patch is shown below. If not prohibited by the fire department or prevailing conditions, charcoal fires will be allowed, ONLY outside the Valley Trails Dining Hall. Please make sure the coals are in a container and on the ground or concrete patio. Bring a bucket to fill with water to put out the coals after you are done. There will be water near the Dining Hall.

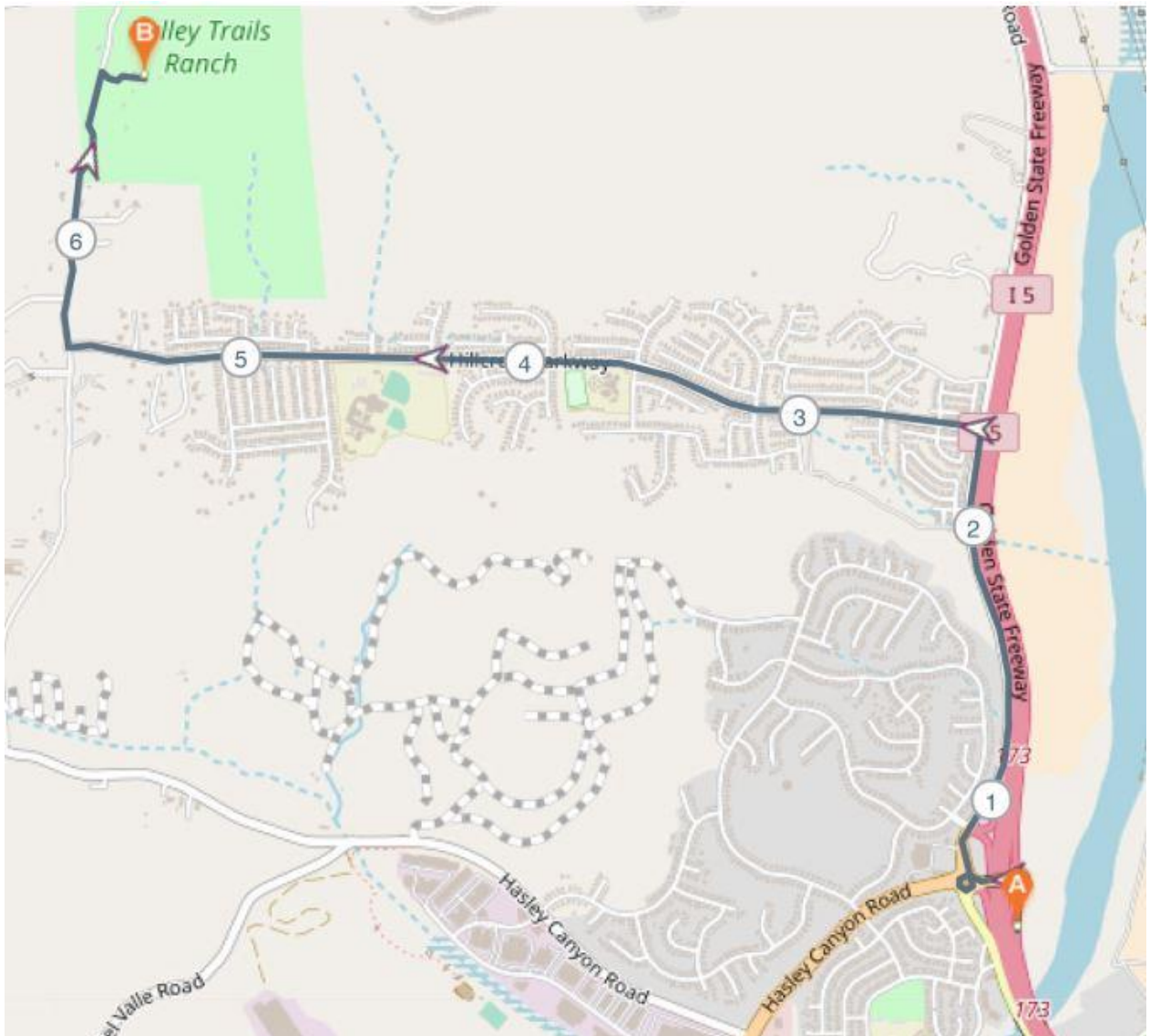


## MAP TO CAMPOREE

### Valley Trails

30910 Sloan Canyon Rd, Castaic, CA 91384 - Camp phone 661-257-0266

- From Santa Clarita, take I5 N drive approx. 6 miles to exit 173.
- Take exit 173 for Hasley Canyon Rd.
- At the traffic circle, take the 2<sup>nd</sup> exit onto Hasley Canyon Rd. Drive 0.3 miles.
- At the traffic circle, take the 1<sup>st</sup> exit onto The Old Rd. Drive 1 mile.
- At Hillcrest Pkwy, turn left onto Hillcrest Pkwy. Drive 2.6 miles.
- Hillcrest Pkwy ends, continues on as Madloy St.
- Madloy ends at Sloan Canyon Rd. Turn right when the road ends onto Sloan Canyon Rd.
- The Speed Limit on Sloan Canyon Rd. is 10 MPH
- Drive 0.6 miles on Sloan Canyon Rd. Valley Trails will be on the right hand side of the road.
- **Drive past the Valley Trails entrance** – look for Order of the Arrow members, please follow their unloading and parking instructions.



**Bill Hart District  
2024 Camporee  
Event Leader Instructions**

This information is primarily for adult leaders who are organizing and running the events. It is included here to fully inform all participants about how the events are structured and scored. Please read it carefully. **If you have questions on the running or scoring of events, please bring them up at Friday night Cracker Barrel.** You may also submit any questions, suggestions or concerns, to the Camporee Committee's attention prior to the start of Camporee

These guidelines are intended to make our Camporee run smoothly and fairly. Please comply as closely as possible. **THANKS FOR RUNNING AN EVENT!!!** Many youth benefit from your service and "good turn." Camporee would not be possible without your help.

**Planning Your Event**

Your event needs to be planned and run so that all Patrols can complete it on Saturday.

Leaders should estimate a minimum number of 150 Scouts participating for planning purposes. A more accurate number may be available as we get closer to the Camporee date. If your event is expected to take a long time, you may need to plan for multiple Patrols at the same time and/or impose a time limit.

Sometimes the patrol line for an event backs up. Maintaining adequate throughput at each event is critical. This has been an issue and cause for complaint in the past. So, please have enough supervision and structure to make sure the order of arrival is not vague to those running the event.

Uniformly scoring the event across all the patrols is critical. This can be especially difficult if different adult leaders take turns running an event during the day. Please make every effort to maintain a consistent level of standards and scoring throughout the day. Communication among the adult event leaders is crucial to maintaining standards.

There is a total of 7 hours of competition time -3 hours in the morning and 4 hours in the afternoon.  
**All patrols should be able to finish ALL events by 5:00 pm.**

**Running Your Event**

**ADULTS ONLY run the events. Please no exceptions.**

**All events must remain open until 5:00 pm, unless ALL patrols have completed the event. No event may close early without prior authorization from the Camporee Staff.**

An adult leader for each event **MUST** check in with the committee Saturday morning before the competition starts. The scoring form you will receive at this time will list all registered patrols. This should help insure that scores are attributed to the proper patrols. Since some patrol structures are altered for Camporee, we have sometimes seen youth confused about their patrol names.

This list will also help you pace your event. By lunchtime, for example, you should have handled approximately half of all patrols. If you are behind and have a constant waiting line, you will need to pick up your event pace.

## **Event Leader Instructions (cont.)**

All patrols will compete in the order of arrival. Again, make sure the order of arrival to those running the event and to the patrols is very clear. **After completing their event, please have each Patrol Leader initial the Patrol score on your master score sheet; this is the official score sheet that you will turn in to Scoring at the end of the day.**

We have had in the past, infrequent but very unfortunate cases where adults running the events have “ejected” a patrol from an event because of behavior or other circumstances, giving them a zero score. PLEASE DO NOT DO THIS. We need to lead by example, with EVERYONE following the Scout Law. If a patrol is behaving badly, this will be reflected in their spirit and leadership scores. You may politely and respectfully counsel the patrol, and perhaps talk to their scoutmaster later in severe cases.

### **\*\*\* IMPORTANT \*\*\***

**CONSISTENCY IS PARAMOUNT! Regardless of the details of your event, please do everything possible to treat all patrols equally. Different leaders should be giving the exact same instructions and applying the same judging criteria to all patrols. Make sure the size of the patrol doesn't affect the ability to earn points. Let's make it as fair as possible.**

## Scoring Your Event

For your event, you will award each patrol three separate scores, each ranging from 0 - 50 for leadership and spirit and 0 - 100 for skill. Please try to use a scoring method that does not result in a lot of ties. For example: don't just assign scores in 25-point increments, or give every patrol 50 Spirit Points just for showing up. To maintain as much consistency as possible between events, please try following these guidelines...

**Skill:** Skill scoring should be objective, and easily calculated using the total or the average of Patrol Members individual scores, or for a timed event use a bracketed scale for successful or unsuccessful completion of the event.

**For example,** Tomahawk Toss: Each scout could throw 5 hawks. Each hawk that "sticks" the target is worth 20 points (a possible 100 points if all 5 hawks stick). The total number is then divided by the number of scouts in the patrol that participate in the activity to arrive at the final points score. Another example is the Bucksaw: If only one 2-scout team is allowed to complete, the score should be based on time. Example: cutting through the log in 0-60 seconds = 100 points, 61-70 seconds = 90 points, etc

**Leadership:** We are asking those running the events to follow the below scoring matrix. These definitions will help the scouts better understand the scoring and how to prepare.

Scoring	Category
0 to 10	Does the Patrol arrive as a Patrol and show unity?
0 to 10	Does the Patrol have a Patrol flag and give a hearty Patrol yell?
0 to 10	Does the Patrol Leader introduce themselves and their Patrol?
0 to 10	Does the Patrol Leader control the Patrol and give good leadership?
0 to 10	Does the Patrol clean up after themselves and thank event leaders?

**Spirit:** We are asking those running the events to follow the below scoring matrix. These definitions will help the scouts better understand the scoring and how to prepare.

Scoring	Category
0 to 10	Does the Patrol exhibit cheerfulness by all?
0 to 10	Does the Patrol act respectfully to all?
0 to 10	Does the Patrol show enthusiasm during the event?
0 to 10	Does the Patrol encourage each other during the event? Does the Patrol encourage other patrols at the event?
0 to 10	Did the whole Patrol participate? Cheering may be considered as participating.

You do not need to total any scores. Just report the three scores. If calculations are required (time, penalties, etc.) to determine an event's skill score, you will need to do this yourself.

**As soon as your event is complete, please bring your score sheets to the scoring officials at registration. Do this while others are cleaning up your equipment, if at all possible. This will help minimize scoring bottlenecks.** When you arrive with your scores, they will be entered into the scoring database and final results for your event will be printed and handed to you on the spot. You will also receive the award ribbons for your event. You will use this final results page to fill out the back of the ribbons. You will present your events ribbons to the winning patrols at Saturday evening campfire.

# BILL HART DISTRICT CAMPOREE

May 3, 4 & 5, 2024

## Registration Instructions

1. All Camporee registration **MUST** be completed online. All fees must be paid through WLACC Double Knot. No fees will be accepted at Valley Trails Campground.
2. All youth must be registered in a chartered unit of the Scouts BSA at the start of Camporee.
3. Advance registration ends midnight, Sunday, April 21, 2024. Adult and youth advance registrants will pay \$30.00; attendees save \$5.00 by registering early.
4. Beginning Monday, April 22, 2024, adult and youth registrants will pay \$35.00.
5. DoubleKnot online registration may be edited through, Friday, April 26, 2024.
6. **Patrol rosters. This is very important.** During registration on DoubleKnot, you will enter patrol rosters with each scouts name and rank. Please list Scouts by either (first name, last name, rank) or (first name, last initial, rank), whichever you please. Please **DO NOT** simply list patrols members as, "Scout 1, Scout 2, etc. Patrol members names are a necessary item when setting up the scoring program. Questions concerning scoring can be sent to Neil Smith at (nssmith59@gmail.com).
7. Modifications to the patrol name or number of patrol members (+/-) must be made on DoubleKnot thru Friday, April 26th. After this date, changes can only be made by emailing our District Program Chair, Adi Petersen at adipetersen@yahoo.com. **Please note that adding scouters and/or scouts at the time of check in will not be permitted.**