



2022 Council Camporee Leaders' Guide

Rio Grande Council Boy Scouts of America

Dear Leaders:

The annual Rio Grande Council Camporee will be held on April 22th -24th, 2022 at Camp Perry. This years' Camporee will be open for all Troops, Crews, Ships and Posts to participate in. Please make sure to divide your youth into patrols for the participation of the Camporee. Each patrol should be around 5-8 participating youths. The competition is based on the skills contained in the Scouts BSA Handbook. We hope that the youth apply their learnings while having fun. If you have any questions, please contact the Camporee Chair: Luis A. Miranda

The required events that all patrols have to participate in are:

- Fire Building
- Knots
- First Aid
- Pioneering
- Campsite Inspections
- Uniform Inspections
- Flag Raising

In addition to the required events, two (minimum) elective events from the following are required:

- Archery. •Tomahawk
- Rifle
- Tent Building
- Canoe Race
- Scout Knowledge
- Cooking - (Category 1 & 2)

New event for this year: 3 Mile Run/Walk

We're looking forward to a yet again exciting and successful Council Camporee this year. The cost for this years' camporee is \$25 per person and \$15 for staff, which includes a t-shirt and patch. **A t-shirt is not guaranteed after April 5th.** Please make sure to know your sizes before you go online to register.

(Meals will not be provided at this event.)

Note about parking: All trailers will be stationed in the **main parking lot area**. Handicap vehicles will be able to park in the handicap parking spots at the Health and Fitness Pavillion and the horseshoe parking area. All other vehicles will also be parked in the main parking lot area. **ABSOLUTELY NO CARS ARE ALLOWED PAST THE MAIN PARKING LOT.**

If you have any questions, please contact the Camporee Chair, Luis A. Miranda at 956-640-1450 or email him at l.albertomiranda@gmail.com

Luis A. Miranda - Camporee Chairman

Rudy Gonzalez - Staff Advisor

Check-In

Each participating unit must be prepared with all their paperwork, please be ready with the following:

- **Proof of Current YPT for all adults**
- **Medical Forms for all youth and adults**
- Troop Roster Form (by Patrol)
- Adult Roster (1 per troop) with cell numbers

* The troop(s) that turn in all the required paperwork will receive a recognition for "Perfect Check In"

General Rules and Information

1. All adults and youth are to follow the Scout Oath and Law during the Camporee.
2. Uniforms are to be worn properly for morning and evening flag ceremonies, the Saturday night campfire, Sunday worship service, and at other appropriate times as announced.
3. Scouts may dress in their Class B's for the Saturday activities.
4. Campsites will be assigned by the staff, each troop/venture/explorer units are asked to use the minimal space for its campsite. Due to a large expected attendance, more than one troop may be assigned to each campsite. Please be courteous to your fellow campsites mates.
5. Arrival/Check-In time is 6:00pm on Friday evening. Campsites will be assigned at that time.
6. Vehicles will not be allowed on camp trails. All vehicles must park in designated parking lots.
7. Practice sensible fire safety, please make campfires in the designated fire rings located in each campsite. Please do not remove fire rings from other campsites. Liquid fuels are not recommended. Please follow BSA policy on handling, use and storage of such fuels.
8. Follow all rules regarding knife safety, proper handling of knives and tools.
9. Please do not cut down any live trees for firewood. Any cutting down of live trees will require permission.
10. Please keep out of the Camp Ranger house, Ranger Shop, and all other buildings unless instructed to do so.
11. Scoutmasters and Assistant Scoutmasters may be requested to assist in some of the events.
12. Skits, songs, etc must conform to Scouting standards and must be submitted to the Camporee Program Director in the office for screening prior to 5:00pm Saturday. Please come by and tell us what you'd like to do. We encourage all units to participate.
13. Visitors will check in/check out at the office (must acquire a wristband), and must depart before Lights Out each evening.
14. Lights Out will be at 11:00pm each evening, Reveille will be at 6:30am. Quiet hours are between those times. Units should arrive with enough time to set up campsites by Lights Out.
15. All troops/units must remove garbage from their campsites and place it in the dumpster prior to departure.
16. All troops/units will be assigned cleanup assignments and should complete them prior to departure. (Camp Ranger will give the final approval)
17. Please plan departing before 12pm on Sunday.
18. Inappropriate conduct will **NOT** be tolerated and will result in asking the participant(s) to be removed from camp grounds.

2022 Camporee Schedule

Friday

6:00pm - 9:00pm Check-In and Campsite Assignment
8:00pm - SPL and Adult Leader Meeting (Lodge)
8:30pm - Event Chair Meeting (Lodge)
9:00pm - Swim Check (Canoe and Relay Participants)
11:00pm - Lights Out

Saturday

6:30am - Breakfast and Cleanup (in campsites)
7:00am - 3 Mile Run/Walk
8:00am - Morning Flag
8:30am - Event Chair Check In at Office
9:00am - Camporee Events (Morning Sessions)
12:00pm - Lunch and Clean up (in campsites)
1:00pm - 5:00pm - Camporee Events (Afternoon Sessions)
4:30pm - 5:30pm - Iron Man Relay
5:00pm - Proposed Programs due in office!!
5:15pm - Event Chairs turn in results for scoring
6:15pm - Evening Flag
6:30pm - 8:15pm Dinner and Clean up (in campsites)
7:00pm - Cooking Entries due in Lodge
8:30pm - Campfire and Camporee Awards (Bowl)

Sunday

6:30am - Breakfast and Cleanup (in campsites)
8:15am - Flag
8:30am - Religious Service, World Scouting Fund Collection (Chapel)
9:00am - Complete Cleanup Assignments / Break Camp
Check Out by 12pm

Camporee Events

Required Events (complete all)

Fire Building - Use your skills to burn the string and earn bonus points by completing a special challenge. You'll be using magnesium with flint and steel strikers. Total possible points 90 points for burning the string and 100 points in total for completing the bonus challenge.

Knot Tying - Be ready to tie all the knots required through the Scouts BSA First Class requirements. Total possible points 100.

First Aid - Be prepared to be tested in this essential area of scouting skills.

Pioneering - All lashings out of the BSA Handbook are represented in the Pioneering competition. Be Prepared!!

Campsite Inspections - This year's campsite inspection score sheet is enclosed with the leader's guide. Please refer to it to ensure your Troop scores well. Total possible points 100.

Uniform Inspections & Flag Raising - ALL will be judged on how well they meet the uniform inspection criteria. Uniform Inspection will take place Saturday morning during flag. Please come prepared. ; Practice your flag etiquette and flag raising ceremony skills to be ready for this event!! Total possible points 100 in each category.

Elective Events

(complete a minimum of 2 along with the required above)

Archery - Bring your patrol to the Archery Range and compete.

Rifle - Come to the Rifle Range and try your marksmanship skills. Get your shots to group within a space the size of a quarter.

Tent Building - Use the appropriate First Class knots to erect a provided wahl tent. Tie breaker will be the best time.

Canoe Race - Meet at the docks and race against the clock in canoes with your patrol. It's all about teamwork here. Best time will be worth 100 points and each subsequent time will receive a score proportionate based on all times. Minimum score for completing the race will be 75 points.

Scout Knowledge - Stop by the Lodge and test your knowledge on Tenderfoot through First Class scout knowledge and other scout info from the scout handbook.

Cooking - There will be 2 categories for youth. Compete in one or both. Category 1 is the Savory Dish competition. Bring your best main or side dish to see how it rates with our judges. Category 2 is the Dessert Competition - Bring a dessert of your choice and let's see which one the judges like best.

Adult Cooking Competition - Same two categories are available for the Adults to compete in. The adult cooking competition will not affect the youth camporee scoring. It is only an exhibition, please no wagering.

Iron Man Relay 1- BMX Trail : 3 Laps around track 2- Run: from BMX trail thru Cope Course to end at swimming pool 3-Swim one lap 4- Rifle run from swimming pool to range (1 shot) 5- Archery: run from range (1 shot) 6- Final runner from archery to bmx trail

Scoring and Awards

- 1st, 2nd, and 3rd will be awarded for each event.
- Scoring for each event will be based on a 100 point scale.
- Each troop will have an average score determined by adding all of its points and dividing by the number of events it competed in.
- Required events are Fire Building, Knots, First Aid, Pioneering, Campsite Ins., Uniform Ins. and Flag Raising.
- Elective events are Archery, Rifle, Canoeing, Tent Building, Scout Knowledge, Cooking - Category 1 (Savory Dish) and Category 2 (Dessert Dish)
- The troop with the most spirit will be recognized with the Camporee Spirit Award.
- Event Scoring will be based solely on scout skills. Patrol flags should be present with each patrol and each patrol will be asked to demonstrate their Patrol Yell at each of the events.

BE PREPARED. BOTH TOTIN' CHIP AND FIREM'N CHIT WILL BE REQUIRED FOR FIRE BUILDING!

Saturday Night Program

Saturday night everyone will get together at The Bowl for fun and fellowship as we gather for a campfire program along with the announcement of the event winners and the Camporee Spirit Awards. Please remember that each troop is expected to participate in the campfire program. **Please come to the office by 5pm and get on the campfire program list with your song or skit.**

Sunday Program, Cleanup and Check- out

Interfaith Service: There will be an interfaith service on Sunday. Please make plans to attend, we will be taking donations for the World Brotherhood of Scouting if you would like to donate.

Cleanup Assignments: All units are expected to clean up their campsite areas along with areas of camp. Units will draw from a hat their cleanup assignments at the SPL meeting Friday night.

Check Out: Come by the office to turn in your evaluations (one per unit), checkout and pick up your t-shirts and patches prior to leaving. The goal is for all to be checked out and leave camp by 11:30am.

**Council Camporee
Unit Roster**

Troop/Unit: _____ Assigned Campsite: _____
Scoutmaster/Unit Leader: _____ Cell Number: _____

SCOUTS IN CAMP BY PATROL

Senior Patrol Leader: _____

Asst. Senior Patrol Leader: _____

Patrol Name: _____

Patrol Name: _____

1. PL	1. PL
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.

Patrol Name: _____

Patrol Name: _____

1. PL	1. PL
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.

Council Camporee Adult Roster

Troop/Unit: _____ Assigned Campsite: _____

Scoutmaster/Unit Leader: _____ Cell Number: _____

Adults in Camp

Adult	Cell Number
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

Campsite Inspection Sheet

1. Campsite neat and free of litter. Campsite demonstrates Leave No Trace principles. (20 pts)
2. Properly pitched tents w/"No Flames in Tents" clearly visible on each tent, proper distance from fire rings (10 pts)
3. Food and cooking gear, clean and properly stored, w/water available (10 pts)
4. Campsite clear of all hazards and safety problems, w/first aid kit available and visible (10 pts)
5. Clothesline erected for holding wet clothes, towels, etc. (10 pts)
6. Troop/Patrol equipment properly stored (proper ax/tool yard) (10 pts)
7. Scout/Camp daily schedule, Fireguard Chart and duty rosters posted in camp (10 pts)
8. Canopy, dining fly or other shade erected to protect from sun or rain (10 pts)
9. American and Troop flags present and on display (10 pts)

Total (out of 100)

Boy Scout/Varsity Scout Uniform Inspection Sheet

Official Placement of Insignia

Conduct the uniform inspection with common sense; the basic rule is neatness.

Merit Badge Sash

- 5 pts. ☐ If worn, **merit badges** are attached to front (and back, if needed) of sash.
☐ **Venture/Varsity letter** is attached at bottom front corner.
☐ **Temporary insignia** may be worn on back.
 Notes _____

Shoulder Epaulets

- 5 pts. ☐ Green shoulder loops identify Boy Scouting (all members of a troop).
☐ Blaze (orange) loops identify Varsity Scouting.
 Notes _____

Right Sleeve

- 5 pts. ☐ **U.S. flag emblem** centered directly below shoulder seam. Only the most recently earned **Journey to Excellence recognition** may be worn below patrol emblem or below the National Honor Patrol star.
☐ **Musician badge**, if in band or drum corps, is worn $\frac{1}{2}$ inch below patrol emblem.
 Notes _____

Left Sleeve

- 5 pts. ☐ **Council shoulder emblem**, unit numeral, and veteran unit bar are worn as shown snug up, and touching each other.
☐ On the official shirt, the **badge of office** is centered on the pocket, as shown. On the official uniform shirt, the **badge of office** is centered and touching the unit numeral, or centered 4 inches below the shoulder seam.
☐ On the shirt, the **Trained Leader emblem** is centered as shown at the top of the pocket flap. On the official uniform shirt the **veteran unit bar** (25, 50, 55, 60, 65, 70, 75, or 80 years) is positioned above and touching troop numeral and in turn touching council emblem.
☐ **Den chief cord** is worn over the left shoulder, under epaulet.
 Notes _____

Right Pocket

- 5 pts. ☐ **Jamboree insignia** (only one) worn above BSA or interpreter strip.
☐ **Order of the Arrow lodge insignia** worn on pocket flap.
☐ **Temporary insignia** worn centered on the pocket or hung from the button.
☐ The **Varsity or Venture strip** is worn above the BSA strip or above the interpreter strip.
☐ **Nameplate**, if worn, is centered above the BSA strip, interpreter strip, and Venture or Varsity strip.
 Notes _____

Left Pocket

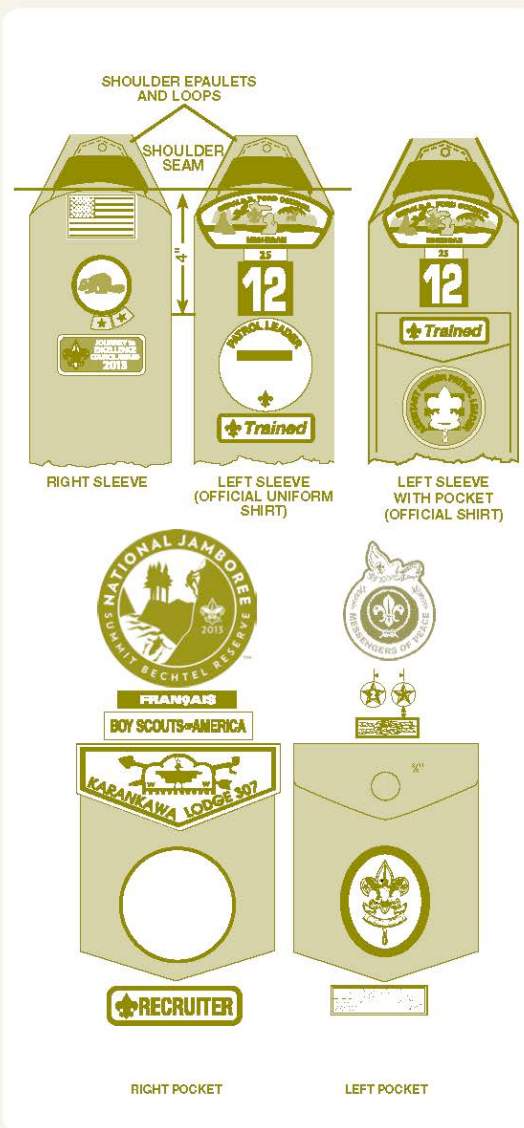
- 5 pts. ☐ **Service stars** are centered above the pocket, $\frac{1}{4}$ inch from top point to top point and $\frac{1}{4}$ inch from either the pocket or embroidered knots.
☐ **Embroidered square knots** are worn centered above the pocket in rows of three.
☐ Not more than five medals may be worn, pinned centered immediately above the pocket (extending over knots if both are worn).
☐ The order of wearing knots and medals is at the wearer's discretion; typically the medal or knot the wearer deems most important is worn to the wearer's right.
☐ **Badges of rank** are worn centered on the pocket above the Arrow of Light Award, as shown.
☐ The **World Crest emblem** and **Messengers of Peace ring** are worn centered horizontally over the left pocket and vertically between the left shoulder seam and the top of the pocket.
 Notes _____

Total Insignia Score (transfer to other side)

30 pts.



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