

**PALOMAR ZONE CAMPOREE**

# **CARNIVAL**

**OCTOBER 21 - 23, 2022**



LEADER'S GUIDE BOOK

# **MATAGUAY SCOUT RESERVATION**

THIS HANDBOOK IS SUBJECT TO REVISION. PLEASE CHECK FOR UPDATES. TO OBTAIN THE MOST RECENT VERSION GO TO  
<https://palomar.sdicbsa.org/>

# TABLE OF CONTENTS

Camporee Staff .....	2
Camporee Introduction and Check-in Procedure .....	3
Mandatory Meetings .....	3
General Information .....	4
Camporee Health & Safety .....	4
Camporee Schedule 2022 .....	6
Preparation Checklist .....	7
Camporee Awards .....	7
Camporee Campsite Competition .....	8
Camporee Pioneering Gateway Competition .....	9
Patrol Skill Events.....	10
Firearm Permission Slip (3 to a page....only need 1 per scout!) .....	15
Troop Roster Form .....	15
Camporee Evaluation .....	17
Map of Mataguay Scout Ranch.....	18

## CAMPOREE STAFF

**ZONE CAMPOREE CHAIRMAN:** Barbara Jehl  
**SHORT TERM CAMP ADMINISTRATOR:** Pat Cypher  
**REGISTRATION:** Double Knot, Barbara Jehl  
**CHECK IN:** Eric Mullins, Charlene Mullins  
**CHUCK WAGON:** Eric Mullins & Team  
**PUBLIC RELATIONS:** Barbara Jehl, Pat Cypher  
**JUDGES AND EVENTS – 4 FROM EACH TROOP (IF POSSIBLE)**

**CAMP MEDIC:** TBD  
**CAMPFIRE PROGRAM:**  
**FIRE ASH CEREMONY:**  
**SCOUT'S OWN:**  
**FLAG RETIREMENT:**  
**CHECK OUT:** Camporee Staff



## **CAMPOREE INTRODUCTION AND CHECK-IN PROCEDURE**

When: October 21-23, 2022

Where: Mataguay Scout Reservation

What: 2022 Palomar Zone Camporee

Why: To develop Scouting skills and to increase the level of scouting activities in the lives of all Scouts

How: This Leader's Guide Book contains all the details of the Palomar Zone "Carnival" Camporee

### **CHECK-IN PROCEDURE on Friday, October 21, 2022**

Check-in begins at 4:30 p.m. (NO EARLIER) at the A-Frame

1. Check-in AS A UNIT. Troop should arrive together and ONE ADULT (preferably Scoutmaster) check-in with the following (points will be awarded):

- Double Knot Receipt - All unpaid participants must be paid for at this time!
- Copy of the Guide to Safe Scouting
- Shooting Permission Form for youth
- A copy of the Unit Roster, listing all adults, scouts and patrol names
- Health Forms A (Two Copies) & B. A copy of Part A MUST be maintained by Council for this activity! **Please bring a separate copy of Part A to turn in at registration (these will not be returned!).** If you do not bring a separate copy; Part A will be retained. Consent and medical forms are required for ALL participants (youth and adults). You will be keeping Part B at your campsite but need to see them when you check in.

2. You will be advised of your campsite location. Please honor the posted speed limit.

3. After the campsite is located, Troops must unload quickly (15 minutes max). Move gear into the camp **AFTER moving your vehicle to an assigned parking location**. Abandoned vehicle will cause deductions in points for the Top Knot Award!

Points will be awarded as follows:

- Double Knot Receipt 10 points
- Unload gear in designated time 10 points
- Part A (Retained by staff) and Medical Forms 10 points
- Unit Roster (WITH patrol names) 10 points
- Youth Firearm Permission Slips 10 points  
50 points towards the Top Knot Award!!!!

### **MANDATORY MEETINGS (FRIDAY NIGHT) SILVA LODGE**

SPL/UNIT LEADER: 8:00pm. Units will receive last minute instructions and reminders. Units in attendance will receive 5 bonus points!

JUDGES AND LEADERS OF SKILL EVENTS: 8:30pm. Each unit needs to supply two adults for morning activities and two adults for afternoon activities.

## **GENERAL INFORMATION**

**CRACKER BARREL:** Friday evening at 8:00pm in Silva Lodge for ALL Scoutmasters and SPL's. Designated judges meeting will be at 8:30pm.

**CAMP-WIDE GAMES:** Inter-Troop Activities and Skill Events begin at 9:00am. All Scouts attending the Camporee are expected to participate in the scheduled events. \*\*\* Adults cannot lend any support to Scouts during Competitions. Two to four adults per Troop will be needed to help with afternoon Activities.

**SHOOTING SPORTS:** The Shooting Sports ranges will be open a limited time. To participate in the shooting sports a parent permission slip **must** be completed for each scout and taken to the firing range by the Scoutmaster. Please check for your assigned Troop time to shoot. **IF YOU MISS YOUR TIME FOR SHOOTING, THERE WILL BE NO MAKE-UP TIME!**

**NO FISHING** and **NO BICYCLES** or **SKATEBOARDS** allowed at Camporee (with the exception of one bicycle per unit for the triathlon)

**EQUIPMENT:** Bring necessary equipment for camping and events. Walkie talkies are encouraged for SPLs and Scoutmasters. Each troop should bring their own First Aid Kit and trash bags. When breaking camp, all trash should be deposited in the dumpster located near the A-Frame.

**FIRST AID:** The Camp Medic will be located at the Med Lodge or Silva Lodge.

**WATER:** Available at water spigots throughout the camp. Washing dishes at spigots is prohibited. It is recommended that units bring water (a five gallon cooler is good!) as a back-up for drinking and cooking.

**CAMPsites:** Campsites will be assigned by the number of campers pre-registered.

**KYBOS:** Provided throughout the camp. They are not play areas and must be maintained. Please keep food and trash out of them. Each unit will be responsible for keeping them clean.

**UNIFORMS:** Field uniform (Class A) required for Morning Colors, Saturday morning competition and Scout's Own. Afternoon events – Activity uniform (Class B Troop T-Shirt). Closed-toed must be worn at all times in camp.

**PARKING:** **THERE IS NO PARKING** at the campsites. Vehicle will be allowed time to drop off equipment at designated areas. Do not leave your vehicle unattended on the roadside. After unloading, please park in designated areas only.

**VISITORS AND SIBLINGS:** *Only Registered Adults may spend the night at the Camporee event.* Siblings may not stay as this is a Scout Event for Scout aged youth (11+ years old).

**LOST AND FOUND:** Please bring any items found to Silva Lodge. Ask Camporee Staff regarding lost knives.

**CHECKOUT:** No patches will be given out until your campsite has been inspected and a staff member check-out slip is returned. Saturday evening checkout will be from 9:30 PM to 11:00 PM. Sunday morning - No vehicles will be allowed in camp until after Scout's Own – **NO EXCEPTIONS.** Check-out Sunday morning begins at 8:30am. **NO EXCEPTIONS!** If you wish to leave earlier, then pack the night before!

## **CAMPOREE HEALTH & SAFETY**

**FIRE OR OTHER CAMP-WIDE EMERGENCY:** The signal will be a siren. If there is an emergency, meet immediately in the field between the pool and lake. If there is an emergency, directions will be given there.

**FIRES!!!** - Extreme caution must be given at all times. Gas tanks or propane may be used inside the campsite, but not inside tents. No lanterns (except battery) are allowed inside or near tents. Each Troop should have sufficient fire buckets, a shovel and a rake. Plan to use propane for cooking fires.

Fire-fighting stations should be maintained by each Troop. The Fire Warden Chart should be posted and fire-fighting tools in plain sight and accessible. Tie-down lines for tents, rain flies and dining flies **MUST** be flagged. Depending upon weather, you may not be able to have a campfire or any exposed flames. Dutch oven cooking should be done in the fire ring.

**CAMPOREE LAW:** Follow the 12 points of the Scout law, The Outdoor Code and Youth Protection Guidelines. All campers and staff conduct will be measured against these three rules. At camp, we cannot tolerate and will not permit activities which do not meet the criteria set by these three rules.

**ALCOHOL AND DRUGS:** No alcoholic beverages or unauthorized drugs are allowed in camp.

**DANGEROUS EQUIPMENT:** No rifles, handguns, ammo, bows & arrows, sheath knives, nunchucks, bullwhips or fireworks are allowed.

**HAZING:** Hazing is prohibited. It could cause the Troop and Scout to be removed early.

**FOOT GEAR:** Walking barefoot is not allowed at any time. Scouts will wear closed toe shoes (including in camp) at all times.

**ELECTRONIC EQUIPMENT:** Please refrain from the use of electronic equipment during activities and events.

Do not walk around with phones with ear buds.

DO NOT THROW ROCKS OR STICKS

NO INDIVIDUAL SCOUT HIKES ALLOWED

NO BIKES ALLOWED IN CAMP

**WATER CONSERVATION:** The water supply is limited. Please take all steps possible to conserve water.

**DEHYDRATION:** Scouts and Scouters will be physically active during the Camporee and weather may be warm. Bring canteens and/or water bottles to all activities... and drink plenty of fluids.

**CLEANLINESS:** Keep everything in camp clean including: event areas, campsites, tents, KYBOS and yourself. Use trash bags.

**REST:** Sleep can "make or break" a great camp experience. Scoutmasters must ensure that their units at their campsites are quiet, out of respect for those who want to sleep or rest. Quiet time will be enforced.

**HONOR BOX:** This box will be used for lost and found. It will be located near Silva Lodge. A Scout is TRUSTWORTHY. Knives will be held by Eric Mullins until owner can be found.

**OFF LIMITS:** Staff areas are off limits. DO NOT Walk off the trails or roadway!!

**SMOKING AREAS:** Smoking is not permitted in camp!

**FIRST AID:** There should be a First Aid kit that is visible, accessible, marked and adequately stocked (as appropriate for the size of the Troop). A posted list of the Troop's qualified First Aid personnel is a good idea.

# CAMPOREE SCHEDULE 2022

## FRIDAY EVENTS

4:30 - 7:00 PM

Check-in at the A-Frame. After 7:00, check-in at Silva Lodge. Pick-up Camporee schedule, map, & campsite location. If you arrive after 7pm, check-in a Silva Lodge. Refer to Page 3.

**8:00 PM**

**MANDATORY MTG: Scoutmasters and SPLs all Troops meet at Silva Lodge** (Points deducted for missing!)

**8:30 PM**

**MANDATORY MTG: Judges and Leaders of Skill Events at Silva Lodge**

11:00 PM

Taps, quiet hours, no exceptions/no excuses (points deducted for violation)

## Saturday Events

6:00 AM

Reveille

6:00 - 8:00 AM

Breakfast and camp clean-up for camp inspection

7:00 - 8:00 AM

Late Check-in/Final Registration – Silva Lodge

7:30 - 8:00 AM

Camporee Staff Meeting **at Silva Lodge**

8:30 AM

Opening Flag Ceremony at the flag pole.

8:35 AM

Skill Event Judges – Make sure you have everything you need and report to stations!

9:00 AM - Noon

Patrol Skill Competitions **Each patrol should have a backpack with the 10 essentials in it.**

9:00 AM - Noon

Campsite and Gateway Judging ***There should be no adults at the campsite during the judging period!!***

11:30 AM -12:15 PM

**Patrols must turn in Score Sheets at Silva Lodge by 12:15 !!**

Noon – 1:30

Lunch at Troop Campsites

## Fun Events

12:30 – 1:00 PM

Skits to be approved for Campfire. Please check in at Silva Lodge for skit approval

1:00 - 4:30 PM

Shooting Sports (**Go at your Assigned Time!**) There will be other fun events going on! Details will be given to SPLs at Cracker Barrel!

**1:00 – 4:30 PM**

## AFTERNOON ACTIVITES

**4:30 PM**

**Triathlon – This is a TROOP EVENT-** 3 Scouts, Starts at Archery Range, then run to Blackfoot, then Bike to Med Lodge Finish Line (Timed).

5:00 – PM

Activities Closed – Retire the Colors

5:30 - 7:30 PM

Grub time and clean-up

7:30 - 9:00 PM

Celebration Campfire, Award Ceremony, Skits – Baden Powell Fire ring.  
Flag Retirement Ceremony. Bring your campfire ashes to contribute.

9:00 PM - 10:00 PM

Site inspection & Check out for Units leaving Saturday evening. No vehicles allowed into camp prior to 9:00

11:00 PM

Taps, quiet hours, no exceptions/no excuses

## SUNDAY EVENTS

7:00 AM

Reveille, **Simple and Fast breakfast**

7:30 AM

Scouts Own at Silva Lodge

8:00 - 9:30 AM

**CHECKOUT:** No vehicles will be allowed in camp until after Scout's Own – NO EXCEPTIONS. You cannot leave camp until a Staff Member inspects your campsite and a Checkout Slip is filled out. No Camporee patches will be given out without a completed Checkout Slip and a completed Evaluation Sheet.

# **PREPARATION CHECKLIST**

A checklist of what Troops could be doing now in preparations for the Camporee.

- \_\_\_ Prepare a gateway for the Camporee events (NO Pre-assembly). Assemble at the campsite Friday night.
- \_\_\_ All Scouts are to participate in the Patrol Skill Events and Camp-wide Games.
- \_\_\_ Make sure all of your patrols have a Patrol flag.
- \_\_\_ Prepare for the skills events and check required equipment for the skills events. Every patrol should have a backpack with the ten essentials.
- \_\_\_ Using the "Camporee Campsite Competition" form, secure all required equipment for the Troop and Patrol activities.
- \_\_\_ Bring a Unit Roster listing all adults and Scouts in Camp and name of patrols.
- \_\_\_ Bring a Roster listing Scout names and Patrol.
- \_\_\_ Bring your copy of "The Guide to Safe Scouting".
- \_\_\_ Have available health history records for each Scout and adult. These must be present with each unit.
- \_\_\_ Make sure you have a completed Youth Firearm Permission Slip for each Scout.
- \_\_\_ If applicable, bring balance of any Camporee fees.
- \_\_\_ One bike with proper safety equipment for the afternoon triathlon event (helmet is a MUST!)

## **CAMPOREE AWARDS**

Participation Ribbon: A PATROL participation ribbon will be presented to each patrol.

Grand Champion: Best overall **patrol**. The patrol that receives the highest combined total points from the Skill Events. Ribbons will be given to the top three patrols.

Top Knot Award: The top three **troops** will be determined by the accumulated score and awarded ribbons.

- a. Check-In Process 50 Points Max
- b. Flag Ceremony 50 Points Max
- c. Campsite Inspection 105 Points Max
- d. Gateway Competition 200 Points Max
- e. Skill events By Patrol 100 Points Max
- f. Camp-wide Fun Events – 50 Points Max

Campsite Award: Campsite ribbons will be awarded to the top 3 Troops.

Gateway Award: Gateway ribbons will be awarded to the top 3 Troops.

Campfire Skit: Each troop may submit a skit for the campfire. 25 Points (Skits must be rehearsed prior to the campfire.) Check in at Silva Lodge office from 12:30-1:00. Participation points will be added to the troop overall score.

**All score sheets must be turned in by 12:15 pm at Silva Lodge**

Patrol Skill Events: Awards for places 1 through 5 will be presented. The top 5 patrols will be determined by adding up their scores for each individual activity.

Early Registration: Each troop that registers early will received 50 points when turned in by the early registration deadline date.

Competition – Judges' decisions are final and will not be disputed, discussed or argued.

Remember scouting spirit, good sportsmanship. Let's have fun!

# CAMPOREE CAMPSITE COMPETITION

Troop # \_\_\_\_\_

Score Total \_\_\_\_\_

The Campsite Competition will be held Saturday beginning at 9:00 AM. The same panel of judges for uniformity and fairness will judge all sites. The campsites are to be prepared by the Scouts of the participating Troop. Adults are not permitted to do more than set-up their own tents and associated gear. Camporee Staff members will be watching for Scout leadership and teamwork at the Patrol and Troop levels. **NO ADULTS should be in the campsite during judging.**

## Camp Checklist

### Troop Common Area

- /3 Camped in designated boundary
- /3 Tents set-up in orderly fashion
- /3 Tents staked down or otherwise secured
- /3 Tent flaps closed and sealed for security
- /3 Personal valuables out of sight
- /3 Fire buckets present around each tent
- /3 Campsite layout shows Patrol Org.
- /3 Unit sign or banner visible
- /3 U.S./Unit flags properly displayed
- /3 Vegetation not cleared for tents,  
No trenches
- /3 Adult area clean & organized
- /3 Designated trash area

/36 **Sub-Total**

### Bulletin Board (General)

- /3 Activity Schedule
- /3 Fire Marshal posted
- /3 Fire Warden Chart posted

/9 **Sub-total**

### Other

- /5 No Scouts in Camp (should be at event)
- /5 Camp Gadget in use

/10 **Sub-total**

**100 Grand Total**

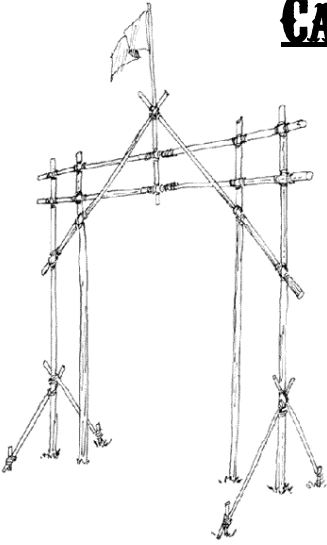
**Each judge scores each site with his own scores. Do not average.**

**Total** \_\_\_\_\_

Inspector's Comments: \_\_\_\_\_



# CAMPOREE PIONEERING GATEWAY COMPETITION



Troop # \_\_\_\_\_ Site # \_\_\_\_\_ Total Score \_\_\_\_\_

### Standard for Judging:

1. The Gateway must be erected by the Scouts on Site
2. No portion of the Gateway may be pre-assembled
3. There shall be absolutely no adult help in the construction of the Gateway. Those using help from adults will be disqualified from the competition.
4. The Gateway must be constructed within the Troop campsite. No guy lines, parts of the Gateway, or supports may extend into or over the campsite boundary lines.

### Factors:

<u>Factors:</u>	<u>Judge A</u>	<u>Judge B</u>	<u>Judge C</u>	<u>Judge D</u>	<u>Earned</u>	<u>Max</u>
1. Lashings correctly tied & identified (10 ea)	_____	+ _____	+ _____	_____	_____	40
2. Correct lashings used (10 ea)	_____	+ _____	+ _____	_____	_____	40
3. Troop Sign/Identification (10 ea)	_____	+ _____	+ _____	_____	_____	40
4. Overall appearance (10 ea)	_____	+ _____	+ _____	_____	_____	40
5. Flags Used (10)	_____	+ _____	+ _____	_____	_____	40

Max 200

**Total Score = \_\_\_\_\_**

The Gateway Competition will be held during Patrol Competition Saturday morning beginning at 9:30 AM. **NO ADULTS should be in campsite.**

### Inspector's Comments:

---



---



---

# **PATROL SKILL EVENTS**

Each patrol must have the 10 essentials in a day pack. Refer to the Scout handbook.

There are 7 skill events, and each is worth a total of 10 points and one timed event. Ribbons will be awarded to the top 5 Patrols in each event.

**A patrol shall consist of no fewer than 4 youth and no more than 8 youth.**

Events may have a time limit to allow all patrols to participate.

**Important!** – The fire starting event will be used to break any ties in the events. It will determine 1<sup>st</sup> through 5<sup>th</sup> place based on the time. (No time, No tie). Other activities may also have tie breaker questions.

**Compass:** From the starting point (map symbol), accurately follow four compass bearings and distances, and correctly determine the ending point (map symbol) in the shortest amount of time.

**Lashings:** All lashing are from the handbook.

**Map Reading:** Brush up on your map reading skills.

**Scout Knowledge:** Know your scout handbook and current events.

**Knots:** Knot relay. Each patrol member should be able to tie one of five knots from the Scout Handbook; each of the competing Scouts will be given the purpose of the knot and asked to name and tie the knot. This will be a timed event.

**Plant Identification:** Name the native plants.

**First Aid:** First aid will be from the Scout handbook.

**Fire Starting:** How fast can you make a fire? This is a **Timed Event** and will also be used for tie breakers.

ALL MATERIALS FOR PATROL SKILL ACTIVITIES WILL BE SUPPLIED OTHER THAN A COMPASS.



## **COMPASS**

### **Object**

From the designated starting point (1-4), accurately follow three compass bearings and distances, and correctly determine the ending point in the shortest amount of time.

### **Rules**

1. A compass course will be set-up using a modified set of the “SCOUT COMPASS GAME”
2. Each Patrol will receive an instruction card. Upon the signal of the event judge, the Patrol will begin at the entry point to the course and time will begin.
3. The instruction card will identify the number of the starting point. From there, the Patrol will navigate three compass bearings for the specified distances. At the completion of the directions, the Patrol should stop and signal the judge to stop time and to mark the final point.



- The judge will record the elapsed time from the beginning up to the time Patrol signals, and record the distance to the correct final stopping point.
- You have a maximum of 10 minutes to complete the course. Points will be assigned based on time and accuracy.

### Scoring

- Five (5) points possible for correct distance to final point (accuracy).
- Five (5) points possible for completion time. Faster completion results in more points. Time longer than 10 minutes results in 0 points for time.
- Bonus points may be awarded based on orienteering knowledge.

### Materials

One (1) "Silva" or similar type compass (preferable liquid filled). NOTE: The compass MUST be provided by each Patrol.



## PLANT IDENTIFICATION

### Rules

- Name each plant correctly for one point each.

- |                            |                  |              |
|----------------------------|------------------|--------------|
| • Black Sage               | • Scrub Oak      | • Rhus       |
| • White Sage               | • Monkey Flower  | • Salvia     |
| • Baccharus                | • Sage Brush     | • Toyon      |
| • Buckwheat                | • Deer Weed      | • Encelia    |
| • California Poppy         | • Elderberry     | • Deer Grass |
| • California Sycamore Tree | • Yarrow         | • Penstemon  |
| • Chaparrel                | • Sumac          | • Goldenbush |
| • Coast Live Oak           | • Mountain Lilac |              |
|                            | • Manzanita      |              |



## KNOTS

### Object

Knot relay. Each patrol member should be able to tie one of five knots from the Scout Handbook. Each of the competing Scouts will be given the purpose of a knot and asked to name and tie the knot. All knots must be completed in a specified amount of time

### Rules

- The Patrol will begin at the starting line.
- On signal, the first member will race to the knot tying area where they will select a question.
- The Scout will then identify and tie the knot asked for in the question. Upon completing the knot, the Scout will be instructed to untie the knot, race back to the starting line and tag the next Scout, and so on until all knots have been tied.
- If the Scout is unable to tie the selected knot, one (1) point will be forfeited and they will be sent back to tag the next Scout in line.
- Upon completion of the above relay, one knowledgeable Scout will be asked to teach the knot to one Scout in the patrol who missed their selected knot.

## Scoring

1. One (1) point each for correctly tying five (5) identified knots.
2. One (1) point each for patrol spirit and team work.
3. Up to three (3) points will be awarded on a time basis for completing specified knots.

## Materials Supplied

1. Stop watch
2. Rope



## LASHINGS

## Object

Each patrol member should be able to tie each of the four lashings; Round, Diagonal, Square, and Tripod. Your patrol will not know in advance which lashings they will have to tie. All lashings must be completed in a specified amount of time.

## Rules

1. Lashings must be tight and conform to the handbook for accuracy.
2. There will be a designated amount of time to perform the lashing.

## Scoring

1. Three (3) points for correctly tying three lashings.
2. Three (3) points for identifying a use for each lashing.
3. One (1) point for teamwork.
4. Three (3) points based on the time to complete.

## Materials Supplied

1. Stop watch
2. Rope
3. Poles

## FIRST AID



## Object

Utilizing the materials given your patrol must apply the proper first aid, build a stretcher and then move the injured castaway through a series of obstacles. All activities must be completed in a specified amount of time.

## Rules

1. All scouts in the patrol must participate either as the victim or as one of the rescuers.
2. Patrols will use equipment supplied.

## Scoring

1. One (1) point for team spirit.
2. One (1) point for teamwork.
3. Four (4) points for four questions.
4. Three (3) points for the correct use bandage for 3 activities.
5. One (1) point for correctly building the stretcher.

# MAP READING

## Object

Show ability to read a map and locate positions.

All activities must be completed in a specified amount of time.

## Scoring

1. Ten (10) point each for 6 correct symbols or answers.
2. Ten (10) points for correctly reading places on the map.



# SCOUT KNOWLEDGE

## Object

Answer 10 questions on materials taken from the Scout handbook and current events.

All activities must be completed in a specified amount of time.

## Scoring

One point for each correct answer.

# FIRE STARTING

## Object

1. Build a fire, using materials provided, this includes flint and steel.
2. Goal is to start a flame using provided materials.
3. Only **two scouts** from the patrol will be competing in this event.

## Scoring

1. Scoring based on fastest time for starting a flame; the fastest time in this event for creating a flame will be scored!.
2. You have a total of 10 minutes
3. You will be using the items given to you to start the flame. This includes the flint and steel.
4. Again - the time recorded will be based on when you achieve a flame.





## **TRIATHLON**

Three Scouts, on an adventure outing, find that they must race to the finish line – starting with an Archery event, running and cycling.

**First Leg:** Single runner (Rescuer #1) from the starting line...runs to the archery range. Once the rangemaster allows entry, the shooter is given 10 arrows...when five arrows stick to the target, the shooter will remove his arm guard and finger tab and then wave to Runner #2.

**Second Leg:** Runner #2 runs down the dirt road to the intersection of the paved road and heads uphill to Blackfoot Fort. There, the Cyclist (#3) will be tagged.

**Third Leg:** The Cyclist (#3) rides the bike (must have safety gear!) and stays on the paved camp road to the mark by the finish line (by the Med Lodge).

## **CAMPFIRE SKIT**

### **Object**

The goal is to prepare a skit and try out for a spot on the campfire program. The skit is limited to three minutes and only one per troop

### **Rules**

1. All skits must be pre-approved: Meet at Silva Lodge by the office between 12:30 p.m. to 1:00 pm on Saturday to present skits for approval. Only approved skits will be awarded points.



**Parental Firearm Permission Form**  
**Consent for Minor to Use Firearms & Live Ammunition**  
**San Diego-Imperial Council**

The State of California has enacted legislation that prohibits any person from furnishing, loaning, or otherwise providing a minor any firearm or live ammunition without the express permission of his or her parent or legal guardian. **Your son/daughter will not be allowed on any shooting range without this signed release. It is necessary for you to give consent for your child to participate in the shooting sports activities. This permission includes archery where applicable at the event or camp.**

By signing this consent form I do hereby give the minor named below permission as required by California Penal Code Sections 12552, 12070, 12072, 12078, et. Seq. to the San Diego-Imperial Council, Boy Scouts of America, and to instructors established by the Boy Scouts of America (National), to furnish a firearm, BB Gun/air rifle, .22 rifle, shotgun, Muzzleloading rifle, Muzzleloading Shotgun, Muzzleloading Pistol or handgun (Venture and Sea Scout only), bow, and ammunition and/or arrows to said minor for the purposes of instructing him/her in the safe handling of firearms, safe shooting, and marksmanship. Approved Instructors include Certified Instructors and Range Safety Officers of the National Rifle Association, National Archery Association Level 1 Certification or better. Instructors are meant to also include BSA certified archery instructors and adults Certified as BB Gun/air rifle Rangemasters. Firearms authorized for Venture/Sea Scouts are specified in the Guide to Safe Scouting. All guidelines of the Guide to Safe Scouting will be followed.

I do further agree to indemnify and hold harmless the San Diego-Imperial Council, Boy Scouts of America, and all officers, members, employees, and volunteers thereof, from all suits or actions brought for, or on account of, any injuries or damages received or sustained by any person or persons by or from the consequences of any negligence or any act or omission of the above named minor occurring during the course of said instruction.

Participant's printed name \_\_\_\_\_ Unit # \_\_\_\_\_

Participant's Age: \_\_\_\_\_

Date(s) of camp/event: \_\_\_\_\_

Parent/Guardian's Printed Name: \_\_\_\_\_ Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

Signature: \_\_\_\_\_

Relationship: \_\_\_\_\_

Primary Phone # (\_\_\_\_) \_\_\_\_ - \_\_\_\_

Alternate Phone # (\_\_\_\_) \_\_\_\_ - \_\_\_\_

# Troop Roster Form

**BSA Troop Number:** \_\_\_\_\_

**Scout Master:** \_\_\_\_\_

**Adults**

1	_____	4	_____
2	_____	5	_____
3	_____	6	_____
7	_____	8	_____
9	_____	10	_____

**Senior Patrol Leader:**

**Assistant SPL:**

**Patrol Name:** \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1	_____	1	_____
2	_____	2	_____
3	_____	3	_____
4	_____	4	_____
5	_____	5	_____
6	_____	6	_____
7	_____	7	_____
8	_____	8	_____
9	_____	9	_____

**Patrol Name:** \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1	_____	1	_____
2	_____	2	_____
3	_____	3	_____
4	_____	4	_____
5	_____	5	_____
6	_____	6	_____
7	_____	7	_____
8	_____	8	_____
9	_____	9	_____



# CAMPOREE EVALUATION

Please consult with the leaders and Scouts in your unit and turn this evaluation in prior to checkout.  
Evaluation forms must be completed prior to receiving Camporee patches.

Your comments will be used to help plan future Camporees for our zone.

**PLEASE RATE THE FOLLOWING:**

	<u>EXCELLENT</u>	<u>GOOD</u>	<u>FAIR</u>	<u>POOR</u>
1. Camporee booklet	_____	_____	_____	_____
2. Ease of registration	_____	_____	_____	_____
3. Competitions	_____	_____	_____	_____
4. Fun Events	_____	_____	_____	_____
5. Theme of Camporee	_____	_____	_____	_____
6. Scoring system	_____	_____	_____	_____
7. Friday Leaders meeting	_____	_____	_____	_____
8. Saturday campfire	_____	_____	_____	_____
9. Awards	_____	_____	_____	_____
10. Overall Camporee	_____	_____	_____	_____

WHAT WOULD YOU HAVE DONE DIFFERENTLY TO MAKE THIS A BETTER EXPERIENCE FOR THE SCOUTS IN YOUR UNIT?

---

---

---

DO YOU HAVE A SUGGESTED THEME FOR A FUTURE CAMPOREE? \_\_\_\_\_

ADDITIONAL COMMENTS (USE THE BACK OF THIS PAGE, IF NEEDED): \_\_\_\_\_

---

---

WOULD YOU LIKE TO BE ON THE CAMPOREE TEAM FOR NEXT YEAR? YES PLEASE NOTIFY ME \_\_\_\_\_

---

TROOP # \_\_\_\_\_ SCOUTMASTER: \_\_\_\_\_ SPL: \_\_\_\_\_

E-MAIL: \_\_\_\_\_

---

---

**THANK YOU FOR YOUR FEEDBACK!**

# Mataguay Scout Ranch

