

2024 BLUE ELK DISTRICT CAMPOREE



SEPTEMBER 13TH 2024 **Medieval
Times**

At The Legion Farm in Blue Springs

Unit Leader Guide

2024 Blue Elk Camporee Registration & Policies

- **ALL ATTENDEES AND STAFF WILL BE REQUIRED TO HAVE PARTS A AND B OF THE BSA ANNUAL HEALTH AND MEDICAL RECORD – INCLUDING Webelos coming out for the day.**
- **Units should reinforce frequent hand washing and are expected to provide their own handwashing stations along with appropriate soap and hand sanitizer**

REGISTRATION

The 2024 Blue Elk District Camporee will be held September 13-15th 2024, at The Legion Farm in Blue Springs, Missouri. Approximate attendance figures are required for planning the proper number of campsites, activity participation, patches, and materials.

★ DIRECTIONS

I-70 to Adams Dairy Pkwy., South 1 mile to 40 Hwy., East 0.4 mile to Legion Dr., North to Camporee.

REGISTRATION DEADLINE IS THURSDAY, Sept. 12th at 6:00 PM

Units need to register on the Blue Elk Activities page on the HOAC website

EVERYONE ATTENDING MUST PRE-REGISTER

Each Unit, Crew and Ship **MUST** either register on-line at <https://www.hoac-bsa.org/blue-elk-activities-and-camping> by Sept. 12th. **Webelos attending for Sat Sept 14st Must be registered by the Unit they are spending the day with.**

REGISTRATION FORM AND ROSTERS

Each Unit must complete both the Youth and Adult Attendance Rosters. These rosters should be the same as who registered and signed up online. A completed Youth and Adult Registration Rosters must be submitted to the Camporee Main Headquarters upon check-in (see pages 13 and 14)

CHECK-IN AND CHECK-OUT PROCEDURE

All units must check in and out of camp with the Camporee Director or Registrars and sign the attendance form. Camporee Administration Staff will be located at Camporee Main Headquarters.

Unit check-in is Friday, Sept 13th from 4:00 PM to 9:00 PM and Saturday, Sept 14th from 5:00 AM to 6:00 AM at Camporee Main Headquarters. Any later and you will miss the first events!!

ALL UNITS AND INDIVIDUALS IN ATTENDANCE SHOULD CHECK OUT AT CAMPOREE MAIN HEADQUARTERS PRIOR TO DEPARTURE.

Per the Guide to Safe Scouting, Webelos may only attend during the day Saturday, including evening campfire. Webelos Dens will NOT be permitted to camp overnight at this event.

CAMPSITE ACCESS & SELECTION

Campsites will be open at 4:00 PM on Friday, Sept 13th, and available on a first come, first served basis. There is no advance access to the park

Questions regarding camping should be directed to Marlene Curtis at (816)215-8180 or cmr0469@gmail.com

PARKING & MOTOR VEHICLES

Upon arrival, please select your campsite and park your trailer. All other vehicles will park in the grass off the road.

NO RIDERS (YOUTH OR ADULT) IN THE CARGO AREA OF ANY VEHICLE, INCLUDING PICK UP TRUCKS AND SUVS WITH OPEN LIFTGATES – NO EXCEPTIONS!!

LEADERSHIP

All Scout groups must be supervised by a minimum of two REGISTERED Scout leaders who are at least 21 years of age and Youth Protection Trained. *Female units must have at least one REGISTERED female leader on site. (Refer to the Guide to Safe Scouting)*

CAMPFIRE SAFETY

All open fires must be contained in a barrel or equivalent with a minimum ground clearance of 12 inches. Units should bring their own firewood.

All charcoal and wood ashes must be properly disposed of prior to breaking camp.

RESTROOMS

The Camporee will have portable restrooms. We recommended you bring your own toilet paper...just in case. Each portable restroom will be equipped with hand sanitizer.

WATER

Please bring your own water supply as you would on a regular two-night overnight. There will be a very limited water replenishment supply available.

TRASH

Please place all trash in bags and pack them out when you leave. There are no trash containers or dumpsters on site. Do not bury any refuse.

FIRST AID

Each Unit should attend to minor injuries. Injuries requiring more serious medical attention should be immediately reported to Camporee staff. First Aid is available at Camporee Main Headquarters.

Please have a copy of BSA Annual Health and Medical Record (Parts A & B minimum) for each Scout AND Adult in attendance. These forms will be submitted at registration and returned after headquarters looks at them.

CONTRABAND

ALCOHOLIC BEVERAGES, CONTROLLED SUBSTANCES, FIREARMS, AND FIREWORKS ARE NOT PERMITTED – VIOLATORS WILL BE ASKED TO LEAVE IMMEDIATELY. If the violators are adults in charge of a unit, leaders not in attendance will be notified and suitable interim leadership will be provided until replacement registered leaders arrive

DITCHING and DIGGING

Absolutely no digging or trenching for any reason - Leave No Trace

WEBELOS

Units are encouraged to invite AOL Dens to the camporee. all events should be Webelos-friendly. If they are interested,

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 activities. It is an expectation that all those participating in the Scouting Olympics be ambassadors of the Scouting Spirit in all we do.

Emergency Procedures:

Listen for 3 horn blasts. It will signal an emergency. Specific directions will follow.

Severe Weather

- Electrical Storm: Stay away from trees and buildings, take shelter in a low area. Take scouts quickly to cars or vans.
- Severe Rain or Hail: Take cover using the best and nearest shelter available.
- Severe Winds: Stay away from trees and get into an open area.
- If your Camp cannot take place because of severe weather Camp Staff will do their best to contact you with a change of date or location. This is one reason it is important to have accurate and legible information on your Pack Registration Form.

Lost Scout

- Send an Adult to contact the Camp Director.
- Search in the most likely places: restrooms, vehicles, favorite stations.....
- Ask others in the Pack if they know where he/she could be.
- Follow Directions of the Camp Director.

Health Emergencies

- Stop life-threatening dangers to keep victims from further harm.
- Notify the Camp Health Officer and the Camp Director.
- Get proper medical help.
- Contact parents/guardians

Fire

- Clear area of campers.
- Suppress fire, if able.
- Notify the Camp Director and follow their directions.

Child Abuse

- Separate victim from abuser.
- Notify the Camp Director immediately.

Welcome to the Medieval Times

We would like to welcome all Scouts, Scouters, and parents to another great Blue Elk District Camporee event. The theme for 2024 is "Medieval Times". This year's events will concentrate on competitions centered around the core skills and disciplines that lay at the heart of the Spirit of Scouting. I have all confidence that we will have another fun and safe Camporee weekend that will embrace all that has drawn us to Scouting and all that it offers. This packet will provide our Camporee participants with the registration forms needed for the event. It will also provide our Units with descriptions of the competition events so that they may Be Prepared for the events. In closing the Camporee Staff are excited to be putting on another great event for you and cannot wait to see you all there. If you have any questions or concerns, or would like to volunteer to help staff the event, please feel free to contact me at cmar0469@gmail.com (816)-2158180. We will do our best to help however possible.

Yours in Scouting,

Marlene Curtis ,Blue Elk Activities Chair

We hope your unit will have a great time at this year's event .

10 EXTRA POINTS if your Kingdom brings Canned Goods for



General

Units will be awarded points for both participation and display of skills at each of the games and activities.

Costumes

Units can earn bonus points by having members dressed in appropriate regalia of the time.

Chivalry

Units will earn points as good deeds are observed by staff throughout the day, and for other actions deemed exemplary, at the discretion of the Royal Knights.

Kingdom's Coat of Arms and Name

A heraldic design used to distinguish individual Units. Design yours as you would a patrol flag and proudly display your accomplishments. Give your Kingdom a name (must be appropriate!!).

Campfire Participation

We will need lots of songs, skits, and cheers to combine for a great campfire. The better the participation, the more Spirit Points a Unit receives!

Good Sportsmanship

Expected at all times. Penalty points for the Unit may be assessed for infractions.

Safety

Strict compliance with all Camporee rules and other scouting safety standards will be adhered to at all times. Penalty points to the Unit may be assessed for infractions.

Disputes

Any disputes will be settled by the Royal Knight for that game. All decisions are final.

Gateway Competition Rules

Gateway construction is a fun and traditional way of kicking off Camporee. Please let your Scout's mind run free and encourage their creativity with regards to the Medieval theme. The gateway judges will use the following guidelines when evaluating each Unit's gateway. All construction should utilize knots and lashings as defined in the BSA Handbook. Judging will take place after breakfast on Saturday Morning.

- Unit clearly identified on Units Coat of Arms hung on the gateway
 - Use of the Medieval theme in gateway
- All guidance and construction conducted by youth leadership and Scouts
 - Gateways are safe and of sturdy construction
- Gateways are of appropriate dimensions to comfortably allow entry and egress
 - All knots and lashings used are correct as defined by the BSA Handbook
 - Creativity and originality

CAMPSITE INSPECTION

UNIT # OR #'s

INSPECTION CATEGORY	POOR	FAIR	AVERAGE	GOOD	EXCELLENT	POINTS AWARDED
GATEWAY						
Functional entrance to campsite	1	2	3	4	5	
Unit Coat of Arms displayed properly	1	2	3	4	5	
Stable and safe design	1	2	3	4	5	
Proper knots and lashings	1	2	3	4	5	
Ends of rope whipped and fused	1	2	3	4	5	
No nails, duct tape, ect..	1	2	3	4	5	
Creativity	1	2	3	4	5	
PATROL AREAS						
Tents set up in patrol fashion	1	2	3	4	5	
Tents pitched properly	1	2	3	4	5	
Tents at least 10' from cooking area	1	2	3	4	5	
Tent occupants identified	1	2	3	4	5	
Duty Roster posted	1	2	3	4	5	
Patrol and personal equipment stored	1	2	3	4	5	
COOKING AREAS						
Stoves extinguished or monitored if on	1	2	3	4	5	
Cooking gear cleaned and stored	1	2	3	4	5	
Food stored properly	1	2	3	4	5	
Minimum of two gallons of drinking/cleaning water available	1	2	3	4	5	
TRASH						
Garbage bags available and no more than 3/4 full	1	2	3	4	5	
No litter in campsite	1	2	3	4	5	
SAFETY AND FIRST AID						
First Aid Kit clearly visible	1	2	3	4	5	
First Aid Kit centrally located	1	2	3	4	5	
TOTAL						

Events

Parade of Kingdoms (All Units @HQ) 8:20 AM

Each Unit will line up with all their Knights and Advisors. Please make sure you are in your Medieval Finest. Bring your Coat of Arms with you. We will march out into a circle so everyone can see each other. The Royal court will walk around and score each Unit on their Medieval Finest and the Name of their Kingdom. Up to 10 points can be awarded to the Unit.

Stone Throw AM

This done by throwing small stones at a target on the ground for Points. Each scout will be given 3 throws to accomplish this task.

The goal is to score as many points as possible.

Scoring:

The score of all stones that land in the targets will be added together for your Scouts. Only the top 3 scoring scouts for the Unit will be counted for points. This will be your Units total points.

Archery AM

The archer must successfully hit the apple and avoid the head of our “volunteer”. Each scout will be given 3 arrows to accomplish this task. The goal is to score as many points as possible.

Scoring:

All arrows that hit the apple will be added together and this will be your Units points.

Surrounding the Enemy in Battle AM

Rules:

Each member of the team is blindfolded without the ability to speak. One person, takes charge making sure all team members are blindfolded

Properly. That person will then be known as A Knight in Shining Armor.

The Royal Knight hosting the event will call out a particular geometric shape (circle, square or triangle ect..) to contain enemies from harming King Arthur.

A rope is placed on the ground at the feet of each warrior. Upon the word GO they pick up the rope and create a shape, blindfolded to contain the enemy from advancing. A Knight in Shining Armor must then instruct their fellow warriors without touching them on creating this shape using a rope held by everyone.

Scoring:

When the Royal Knight announces success in containing the enemy they will then call out another shape and A Knight in Shining Armor will instruct their fellow warriors without touching them on creating this shape and so forth. Your Unit will have 5 minutes to get as many shapes as possible.

At the 5 minute mark, the Royal Knight will call “Stop”. The number of shapes completed successfully will be your Units points.

Battle Ax Toss AM

Each scout will throw 3 axes at a designated target.

Scoring:

The score of all axes that hit and stick to the target will be added together for your units points

Rescue the Knight AM

The goal is to provide first aid to an injured individual using materials provided. The injured person must be safely moved 20 yards utilizing a method described in the Scout Handbook.

Scouts must identify and use proper first aid methods to treat and transport an injured person

Scoring:

Identifying the injuries 2 points

Administering the proper first aid 4 points

Utilizing the proper method for moving an injured party 4 points

The Kings Feast (Adults Only Challenge) 11:45 AM Entries Due

This challenge is for the Kingdoms Advisors Only!

Smoking meat is one of the oldest food preparation practices in history and has stood the test of time.

Your challenge is to smoke some meat. You can choose what kind of meat you smoke and how you smoke it. However all meat must be smoked during the Camporee. Smoking meat may start as soon as your Kingdom is set up on Friday. All smoked meat must be sent to the Royal Kingdom by 11:45 for judging. Judges will score the meat based on color, flavor and tenderness. Up to 15 points can be earned. Your kingdom can turn in a total of 3 different meats to be judged. The one with the highest points will be the points given to the unit.

Quoits 1:15PM

Teams of 2 are needed for this event. Teams will play 5 rounds. Two stakes at 10 Paces will be set in the ground, and then rope rings are tossed at the two stakes.

Scoring:

Each ring that catches a stake gets three points. Any leaning against the stake or touching it gets two points. Otherwise, the closest ring gets 1 point for that team. This will be a single elimination "bracket event"

If your team wins, they move to the next bracket. If you lose, you are out.

Tug-Of-War- 2:45PM

Units will get a team of 6 to Pull the opponent over the designated line.

This will be a single elimination "bracket event"

If your Unit wins, they move to the next bracket. If you lose, you are out.

Jousting- 3:45PM

Two scouts will face off in a joust. They will stand on a rocking platform and use heavily padded lances to try and knock the other off. Blows may only be directed to the torso, arms, or legs.

Blows to the head or groin are not permitted and are cause for disqualification. Forward jabs only are permitted. Participants must wear provided safety equipment. Each bout will be no more than 2 minutes. If no one is knocked off after two minutes the Royal Knights will determine a winner based on hits given by each scout during the bout. This will be a single elimination "bracket event"

If you win, You move to the next bracket. If you lose, you are out.

The Evening's Entertainment- 7:30 PM

We will need lots of songs, skits, and cheers to combine for a great campfire. The better the participation, the more Spirit Points a Unit receives! Last chance to get points for your Unit.

2024 Blue Elk District Camporee Event Schedule

Friday, Sept 20

4:00 PM – 9:00 PM-Units Arrive and Set Up Kingdom's Camp

4:00 PM – 9:00 PM-Registration – Camporee Main Headquarters

9:00 PM-Scoutmaster/Senior Patrol Leader Meeting (Camporee Main Headquarters)

10:00 PM-Lights Out

Saturday, Sept 21

7:00-8:00 AM Registration – Camporee Main Headquarters

7:00-8:00 AM- Breakfast in Campsites

8:20 AM-Parade of Kingdoms , Royal Court Introductions

9:00 AM-Gateway and campsite Judging

8:30 AM-Program Starts: All AM events are open to the Kingdoms NOTE: The AM event will not be open in the afternoon so please make sure your Kingdom gets to all of them to earn points. Please see the Events List for instructions.

11:45 AMKings Feast Entries Due at Royal Kingdoms Main Table

12:00-1:00 Lunch in campsites

1:15 PM**Program Starts:** Please see the Events List for times and instructions. Bring your entire court and flag to cheer on your Knights.

1:15 PMQuoits Tournament

2:45 PMTug-Of-War Tournament

3:45 PMJousting Tournament

5:00-6:00 PM-Dinner in Campsites

6:30 PM-Prepare for the Evening's Entertainment (Campfire)

7:30 PMEvening's Entertainment (Campfire) starts Last Chance to Earn Points.

10:00 PM-Lights Out

Sunday, Sept 22

7:00-8:45 AM-Breakfast in Campsites Duty to God/Interfaith Religious Service **(at unit campsite given by the units chaplain's aid)**

9:00 AM-Royal Kingdom's Award's Decree

10:00 AM-Units Break Camp and Departure

2024 Blue Elk District Camporee YOUTH Roster

Unit Type (circle one): Unit / Crew / Ship / Webelos Den Post

Unit Number (4 digit): _____ Chartering Organization: _____

Event Leader: _____ Phone: _____

Youth (First & Last Name)	Age	Rank

Total Number of Youth: _____

Please feel free to make additional copies of this page as needed

2024 Blue Elk District Camporee Adult Roster

Unit Type (circle one): Unit / Crew / Ship / Webelos Den Post

Unit Number (4 digit): _____ Chartering Organization: _____

Event Leader: _____ Phone: _____

Adult (First & Last Name)	Phone #

Total Number of Adults: _____

Please feel free to make additional copies of this page as needed

2024 Blue Elk District Camporee

FEEDBACK FORM

Your feedback is a valuable tool to help us provide a better experience for our Scouts. Please complete and return this form to Camporee Main Headquarters prior to departure on Sunday morning or email to Marlene Curtis at cmar0469@gmail.com.

1. Please rate your unit's overall experience at the 2024 Blue Elk District Camporee.

1 – Poor 2 – Fair 3 – Good 4 – Excellent

2. Which event was most useful?

3. Which event was the most fun?

4. Which event was the least useful or fun?

5. Please rate the following:

a. Registration Process

1 – Poor 2 – Fair 3 – Good 4 – Excellent

b. Event Organization

1 – Poor 2 – Fair 3 – Good 4 – Excellent

c. Program Variety

1 – Poor 2 – Fair 3 – Good 4 – Excellent

d. Location and Facilities

1 – Poor 2 – Fair 3 – Good 4 – Excellent

e. Program Skill Level Appropriateness for Units/Crews/Ships

1 – Poor 2 – Fair 3 – Good 4 – Excellent

6. Other Comments or Suggestions?

