

HERITAGE FALL CAMPOREE

CAMP BULLOWA – Oct. 1 through Oct. 3, 2021

This camporee will inspire a classic feel with camporee games, skills, assemblies, campfire gathering with skits and songs, various contests, and a District Gaga Ball tournament. The event will be open to Scouts, Webelos, AOLs and unit recruits and will be led by the scouts. All units are encouraged to use this event as a recruitment tool for their respective units. You are encouraged to invite new scout recruits or cubs who will be crossing over to attend the camporee for the day with your unit. This event will also kickoff the district Senior Patrol Leaders Roundtable. Units should prepare for the camporee by practicing scouting fundamentals – knots and lashings, first aid, citizenship, proper camping techniques, skills that a scout learns on the path to First Class. There are a series of events planned to test your patrol as a team.

Webelos scouts will enjoy a day of fun games, learned skills, making friends, and will be exposed to the patrol method by being assigned to a scout unit for the day during assemblies. A BBQ dinner will be offered and cooked for the Webelos by the Camporee staff.

SPLs and or ASPLs should attend the Sunday morning District Senior Patrol Round Table (DIST-SPLRT) regardless of the unit's participation at this event. The DIST- SPLRT will discuss and determine some of the upcoming year's program and events for the district. This event will start at 0930 at the Camp Bullowa Dining hall.

The fee of 15 dollars will cover all camp site fees (Overnight or day), camporee program materials, the awards, and a camporee patch for each scout.



CAMPOREE LOCATION, DETAILS AND CONTACTS

Camp Bullowa

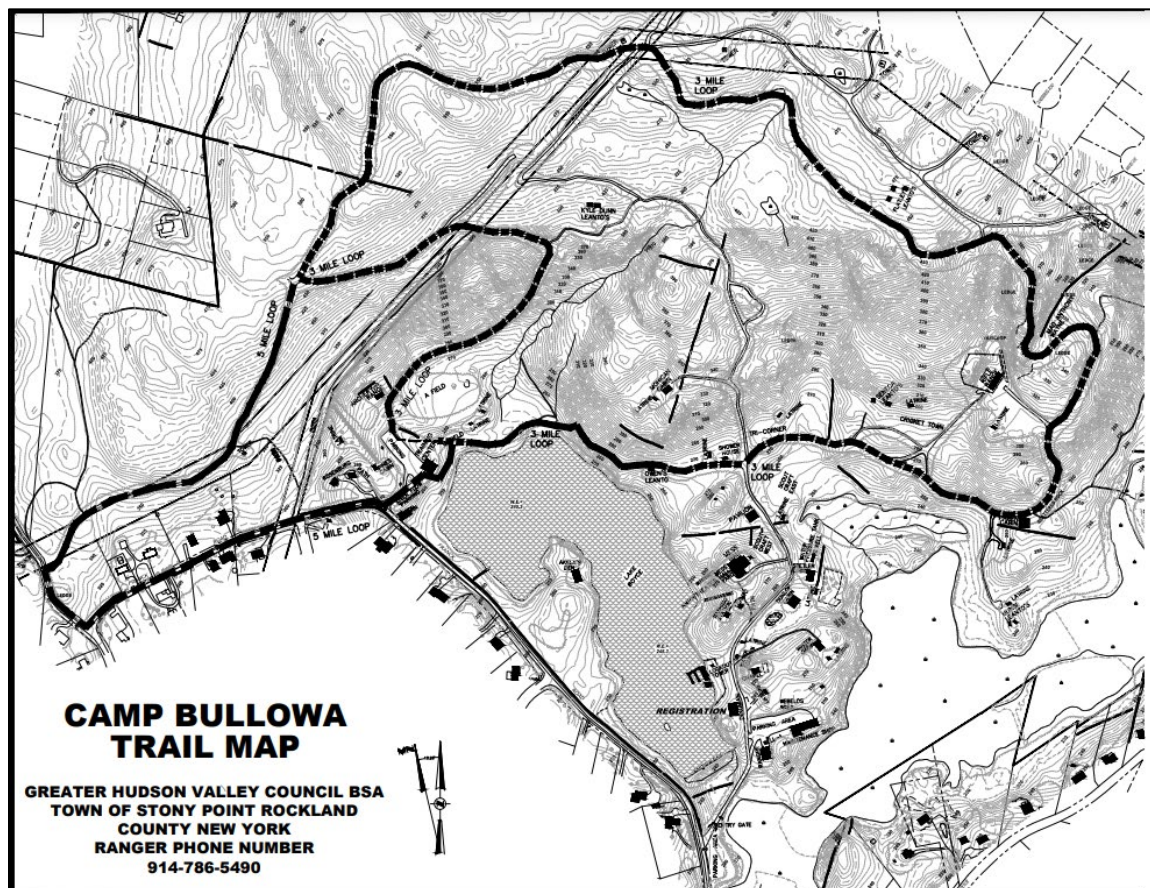
15 Frank Road, Stony Point, New York, 10980
Camp Master Office Telephone 845 786 2677

Camp Bullowa, located in Stony Point NY, celebrated its 70th anniversary in 2017. Nestled in the northern corner of Rockland County, the camp's 300 acres of fields and trails serve local youth through programs such as Cub Scout Day Camp, Scout BSA activities, cabin and campsite rentals, rifle range, archery range, as well as fishing and boating on Lake Boyce. Other resources include the Training Center and the Greater Hudson Valley Council's Scouting Museum.

The property is overseen by Camp Ranger Joe Langdon and the camp is available for use year-round by Scout units, as well as outside groups.

The History of Camp Bullowa

The founding date of Camp Bullowa has been selected as September 12, 1947. This was the date that the DeBaun Lake Properties were purchased by the Rockland County Council, B.S.A. The history of Camp Bullowa begins on that date and continues through the years, not only with the camping by Scouts but also with the decisions and actions of the various Council Committees trying to provide excellent camping facilities for the scouts.



CAMPOREE STAFF:

District Staff

Camp Ranger: Joe Langdon
District Chairman: Christopher Eachus
District Commissioner: Courtney Erin Grogan
District Executive: Richard Stockton

Camporee Leadership Staff - Adult

Camporee Scout Master: Joseph Bernard Murphy, Unit Comm. - Pack 6, ASM - Troop 31 B&G
Camporee Asst. Scout Master: Andrew Jones and or Chris Infante, SM/ASM - Troop 125
Camporee Asst. Scout Master: Bob Stuercke, SM - Troop 206
Camporee Medical Officer: John Defrancesco, Pack 32
Camporee Chaplin: Kenny Schwartz, Heritage District
Camporee Master of Ceremonies: Mr. Zach Raessler, Troop 125

Camporee Leadership Staff – Adult – Cub Scouts

Camporee Cub Master: Chad Wade, CM - Pack 28
Camporee Asst, Cub Master: Susan Loverde, CC - Pack 6

Camporee Leadership Staff - Scout

Camporee Senior Patrol Leader: Patrick Primavera, SPL - Troop 31
Camporee Asst Senior Patrol Leader: Ian Stuercke, SPL - Troop 206
Camporee Chaplain Aide: CA – Ms. Caitlin Grogan, Troop 31

Camporee Event Leaders

Gaga Ball - Patrick Mannion
BB Rifle Range – Andrew Jones
Archery Range – Irene Murphy
Color Guard – TBA

And many more volunteers behind the scenes.

Camporee Scout Master contact information:

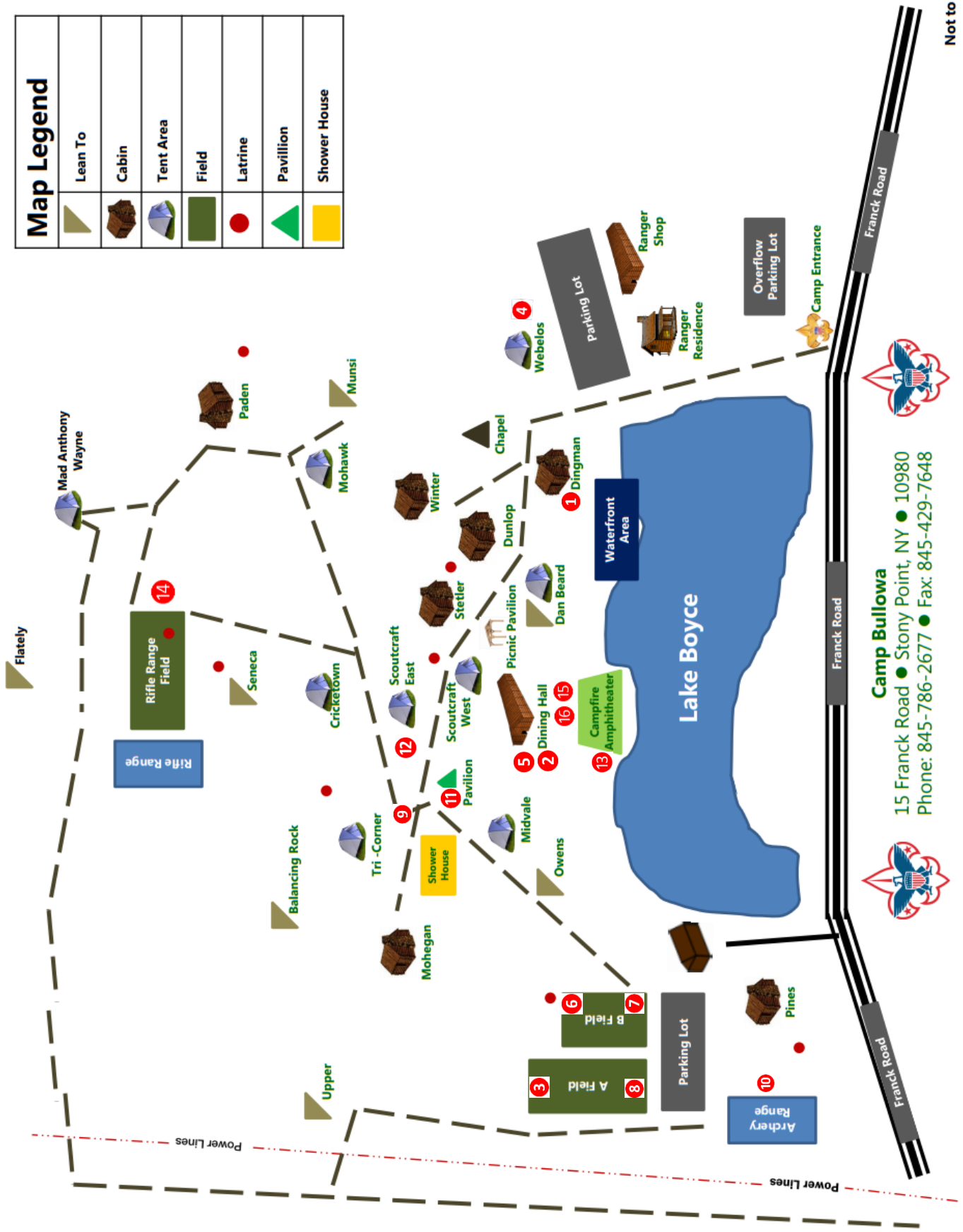
Joseph B. Murphy – “MURF”

M - 845 476 4959
E - josephbernardmurphy@gmail.com

CAMPOREE MAP EVENT LOCATIONS LEGEND

- ① Camp Master Building
- ② Camporee Head Quarters
- ③ Assembly Area
- ④ Webelos Day Camp Site
- ⑤ 6 Knot Relay
- ⑥ Deer Stalking
- ⑦ Mouse Trap Mine field
- ⑧ Tug of War
- ⑨ Cub Scout Rock Wall Climbing
- ⑩ Cub Scout Archery
- ⑪ Cub Scout Mouse trap Fishing
- ⑫ Gaga Ball Court
- ⑬ Camp Fire Gathering Show
- ⑭ BB Rifle Range
- ⑮ Bowline Rescue
- ⑯ Citizenship In Action

Map Legend	
	Lean To
	Cabin
	Tent Area
	Field
	Latrine
	Pavillion
	Shower House



Camp Bullowa
 15 Franck Road • Stony Point, NY • 10980
 Phone: 845-786-2677 • Fax: 845-429-7648

Not to Scale

IMPORTANT INFORMATION – Scouts BSA

ATTENTION: SCOUTMASTER & SR. PATROL LEADER

This guide explains Troop and Patrol participation, the registration procedure, the schedule of activities, the patrol events, and the expectations for Patrol Evaluations.

Troop Records – A roster of those Scouts and Leaders in attendance at the Camporee should be turned into the Camporee Headquarters on Friday Evening. Roster forms can be picked up at the Dingman Camp Master cabin.

Med Forms – Part A and B required for all scouts and leaders. Turn in at registration. We will check to make sure all your scouts have a form on file, and then return them to you for safe keeping. We must make sure you have them, but in no way want to keep them as they belong in your troop's hands.

Patrol Honors – Score sheets and the scoring system will be discussed during the Friday night SM and SPL cracker barrel meet. Any questions should be brought up in front of the whole group, so we all have accurate understanding of the answers. A scoring sheet is located on the last page of this guide.

UNIT PREPARATION FOR CAMPOREE:

Your Troop and Patrol(s) will derive the greatest benefit from the Camporee by preparing for it. The requirements for each event are clearly described in this Manual. It is suggested the Patrol Leaders review, at the next Council meeting this manual with your Leadership Corps and Patrol Leaders. Each Patrol Leader should have a copy of their own to review as necessary. Your Leadership Corps should conduct demonstrations and provide instruction at troop meetings. The Patrols should practice the skills they have learned in the meetings.

BEFORE THE CAMPOREE:

Prior to the Camporee, your troop should prepare for the camporee at meetings and on camping trips. Your Patrol(s) should practice the Patrol Method and prepare for the events described in this Guide. Also be prepared to receive a site and uniform inspection.

ARRIVAL & REGISTRATION AT THE CAMPOREE:

All scouts can begin to arrive at 5pm on Friday October 1, 2021 and are expected to check in with the Camp Master at Dingman cabin. The Camp Master will collect unit rosters and confirm which campsite your unit is assigned to during the camporee. At 20:30 (8:30 PM) Scout Units should send their unit representative(s) SPL and Asst. SPL and an adult leader to the Camporee Head Quarters (HQ) located at the Dining Hall. We will conduct a small meet and greet/cracker barrel with the camporee staff and the attending units. Please feel free to bring a dish to share. You will be provided additional details about the camporee, score sheets, event start & rotation details, and assignment information if your unit is hosting any of the events. Make sure to bring Med Forms with you.

Please note that a single vehicle may be used to transport unit equipment to the assigned camping site(s) if road access is available. This is at the discretion of the Camp Ranger and or Camporee Scout Master. All vehicles will then need to park in the assigned parking areas. Parking is available just after the main entrance or adjacent to Field A next to the Training Center. Otherwise all scouts and scouters will be required to hike in their gear to their assigned campsite(s). Wagons are available and located at

the camp service road entrance across from the Camp Master – Dingman cabin. After use, please return the wagon so that others may also use the wagons. Wagons not returned after check in time will result in a demerit of camporee points.

PATROL PARTICIPATION:

All Patrols are expected to participate in all the camporee events and to adhere to the Scout Oath and Law. Some events are elective like Cast Iron Chef and the Campfire Gathering Show. Entering these elective events will result in additional camporee points awarded to the patrol. More participants will result in a better event for all to enjoy. Please consider entering these elective events. A high level of Sportsmanship is expected of all participants. Patrol Leaders will be required to carry their patrol score sheet with them during the camporee until such time they are turned in to Camporee HQ.

Scouts will camp together as a patrol at their assigned site. Tents should be grouped by patrols, have a patrol flag with them and show scout spirit with a patrol cheer. Your campsite will be inspected, and points awarded. All scouts are expected to be in class A uniform for the Saturday Retreat flag lowering ceremony. During the ceremony, patrol evaluations will be conducted by the Camporee staff. They will primarily focus on uniform inspection and patrol formation. When approached by the Commissioners and/or Camporee SPL staff, it is suggested to announce your Patrol Name, Unit and Patrol Cheer for all to hear. Again, points will be awarded.

ATTENTION: SENIOR PATROL LEADERS (SPLs) & ASSISTANT SPLs

The camporee will be organized by the Greater Hudson Valley Council and the Heritage District Committee, but the event will be run by the Scouts. A Camporee Senior Patrol and Assistant Patrol Leader will organize the event with the other attending units' SPLs, ASPLs, PLs, APLs, etc.... and perform certain ceremonies such as Flag ceremonies and the Camp Fire Gathering Show and award ceremony. All units are expected to report to and follow the guidance of the Camporee Scout Master and staff.

Your Leadership and participation are required to make this event successful. Being prepared for this event will ensure that your patrols will be successful. We thank you in advance for your support at our Fall Camporee.

Any units willing to contribute to the event by hosting or assisting a camporee event will be granted an additional reward at the camporee. It will be appreciated by your fellow scouts and scouters. All materials for the events will be provided, Guidance will be communicated long before the event.

A briefing and preparedness check for the events will be run. This will take place on Friday during the Leaders and SPL gathering at the Camporee HQ located at the dining hall.

Perhaps the most important thing that any unit SPL and ASPL can do for our scouting program and district is to attend the Sunday Morning District Senior Patrol Leader Round Table Kick off for the 2021/2022 program year. See Senior Patrol Leader Round Table section in this guide for details.

Camporee Scoring to determine First, Second and Third Place Camporee Champions are based on the combined scoring of:

- Combined Morning Program score tally
- Camp Site Inspection points earned
- Camp Fire Gathering Show Auditions – points awarded for participating
- Demerit points
- Bonus Points Awards – various
- Finding the location of bigfoot – 2 locations.

HERITAGE DISTRICT - SENIOR PATROL LEADER ROUND TABLE (DIST-SPLRT):

Perhaps the most important thing that any unit SPL and ASPL can do for our scouting program and district is to attend the Sunday Morning District Senior Patrol Leader Round Table Kick off for the 2021/2022 program year.

The Heritage District will be launching the Senior Patrol Leader Round Table. The purpose of this district group of youth leaders is to have the scouts themselves lead and drive some of the course of our district's programs and events. This round table will allow for the sharing of ideas and skills. It will also allow for the introduction of new skills and event planning. The SPLs can take back new skills they learned to their own units. The DIST-SPLRT will provide valuable input to the district and council by allowing us to be directly involved. This level of involvement will provide enrichment to our scouting program.

Our Scouts know what best works for their troop, what would be fun, what would be entertaining or what is needed/desired for their respective units. This valuable input will allow us to better guide our district.

The DIST-SPLRT will meet monthly as a breakout session of the monthly District Round Table. Each month a new unit will host this break out session, providing meeting content to share. There will be an adult advisor assigned to each meeting. It is important that each unit sends a representative to attend the meeting, preferably the SPL and or the ASPL. If they are unavailable a PL designee of the unit's SPL should be sent in their place. This is important to distribute the information back to the unit.

ATTENTION: SENIOR PATROL LEADERS (SPLs) & ASSISTANT SPLs

The camporee will be organized by the Greater Hudson Valley Council and the Heritage District Committee. The event itself will be run by the Scouts. A Camporee Senior Patrol and Assistant Patrol Leader will organize the event with the other attending units' SPLs, ASPLs, PLs, APLs, etc.... and perform certain ceremonies such as Flag ceremonies, the Camp Fire Gathering Show and award ceremony. All units are expected to report to and follow the guidance of the Camporee Scout Master and Camporee Senior Patrol Leader and Assistant SPL.

Your Leadership and participation are required to make this event successful. Preparation prior to the event will ensure that your patrols will succeed. Your participation and assistance during the Camporee will also be requested. I thank you in advanced for your support at our Fall Camporee.

All Units are requested to host an event. All materials for the events will be provided and guidance on the event will be communicated long before the event. A review and a preparedness check of the events to be run will take place on Friday during the Leaders and SPL gathering at the Camporee HQ located at the dining hall.

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- Camp Site Inspection points earned
- Camp Fire Gathering Show Auditions – points awarded for participating
- Bonus Points Awards – various

IMPORTANT INFORMATION –Webelos and AOL Scouts

ATTENTION: PACK AND OR DEN LEADERS

This camporee will provide an exciting experience for our Webelos and AOL cub scouts. You are highly encouraged to use this camporee as a recruitment day event for age appropriate recruits (Webelos and AOL den ages only). Recruits are welcome to partake in all day events on Saturday October 2, 2021. They must be registered as a guest/recruit (via the website). They will incur a charge reduced by 50% and can elect the dinner meal plan. Please note that an adult must be present with any non BSA registered guest.

Dens wishing to camp Friday and or Saturday night may do so, and their leaders do not require Baloo adult training, but it is always encouraged as scouts deserve properly trained leaders. As this is a District event that falls under a different set of rules and led by the district/camporee staff, Baloo is not required. All Safe scouting protocols concerning tenting and separation of boys and girls and or adults applies. If you have any questions please feel free to reach out to the Camporee Scout Master, Mr. Joe “Murf” Murphy at 845 476 4959. A text would be preferred during business hours.

All Cub scouts are required to bring with them a packed lunch, a water bottle and the 6 essentials. As this is a long day, filled with many events and experiences, a Dinner will be provided if elected during the online registration process for a nominal fee (see Website for details of cost and menu). For anyone not registering for the dinner, please also provide a packed dinner. All Cubs will dine together at the dining hall.

Cubs will be engaged in events starting at 0900 to 1700(5:00pm) on Saturday. After dinner the Cubs Scouts will cook smores and then enjoy some free time until the Camp Fire Gathering Show which starts at 20:00(8:00 pm). During the show awards will be awarded as our cubs are eligible for many awards listed in the below table. For full award details see the Camporee Honors to Be Awarded section of this guide.

*Cubs can leave early if necessary, should the day be filled with too much fun for one day.

WEBELOS and AOL AWARDS			
CAMPOREE AWARDS	ARCHERY	MOUSE TRAP FISHING	CAMPFIRE GATHERING SHOW
Den Participation - Webelos	Bullseye	Most Fish Caught - First Place Den	Best in Show - Cub
	Missed it by that much	Most Fish Caught - Second Place Den	Best Joke - Cub
	We all got one	Most Fish Caught - Third Place Den	Best Skit - Cub
	BB RIFLE RANGE	ROCKWALL CLIMB - TBA	
	Sharpshooter – First place		
	Sharpshooter – Second place		
	Sharpshooter – Third place		

FRIDAY CUB CAMPER ARRIVALS:

All Cub scouts can begin to arrive at 5pm on Friday October 1, 2021. They are expected to check in with the Camp Master at the Camp Master – Dingman cabin. The Camp Master will confirm which campsite your unit is assigned to during the camporee. At 2030 (8:30 PM) please send your Pack/Den representative(s) to the Camporee Head Quarters (HQ) located at the Dining Hall. We will conduct a small meet and greet/cracker barrel with the camporee staff and the attending units. Please feel free to bring a dish to share. You will be provided additional details about the camporee and assignment information if your unit is hosting or assisting any of the events. Make sure to bring Med Forms with you for your Cubs who are camping overnight.

SATURDAY ONLY CUB ARRIVALS:

Cub Scout Leaders, scouts and guests recruits with an adult (Webelos /AOL age) can begin to arrive at 7 am on Saturday October 2nd. Check-in at the Camp Master – Dingman Cabin is scheduled to from 7-8:45am. All Cubs should be in position to start the day's events by no later than 08:45 at the morning flag ceremony that starts at 0900. Any late arrivals call Mr. Murphy at +1 845 476 4959 to receive your event start location and rotation.

Webelos leaders need to register at Camporee HQ and bring Med Forms for all attending Webelos scouts who will be camping only. Webelos are assigned the Webelos campsite located at the beginning of the camp to store their gear for the day. Coolers and ice will be supplied to store food and drinks at the site. Webelos will eat their own packed lunch. All food stored in the coolers should be in an individual package and clearly marked with the Webelos scout's name. The Webelos scouts will be able to participate in 3 webelos only events during the day and may observe any other events at the Camporee. Webelos scouts who signed up for the dinner will be treated to a BBQ dinner at the dining hall. You may bring your own dinner to be consumed at the dining hall with the Camporee leaders, Scouts and other Webelos.

CAMPOREE SCHEDULE OF EVENTS

FRIDAY, OCTOBER 1st		
Start Time	End Time	
1700 (5:00 PM)	2000 (8:00 PM)	Arrival and Check in at Camporee HQ – LOCATION
2030 (8:30 PM)	2130 (9:30 PM)	Leaders & SPL Gathering and Cracker Barrell Meeting at HQ
	2230 (10:30 PM)	LIGHTS OUT – Good Night Scouts and Scouters
SATURDAY, OCTOBER 2nd		
0630 (AM)	0845 (AM)	Wake up, Breakfast and Clean up
0700 (AM)	0845 (AM)	Saturday Check in
0900 (AM)	0915 (AM)	Morning Flag Raising Ceremony – LOCATION
0930 (AM)	1200 (PM)	Morning Programs Scouts and Webelos – see detail for locations
1215 (PM)	1415 (2:15 PM)	Lunch at Unit campsite. Campsite Inspection by Camporee staff Webelos lunch at the dining hall
1300 (1:00 PM)	1400 (2:00 PM)	Camp Fire Gathering Show Auditions - each unit is required to participate in the Campfire Gathering Show with at least one Skit, song, joke, talent, etc.
1400 (2:00 PM)	1700 (5:00 PM)	GAGA BALL District Tournament. Open Game, Last Scout Standing, Patrol Competition.
1430 (2:30 PM)	1700 (5:00 PM)	Webelos Afternoon Programs
1700 (5:00 PM)	1830 (6:30 PM)	Free Time. SPLs will submit their unit's score sheets to the HQ
1700 (5:00 PM)	1845 (6:45 PM)	Dinner at Unit Campsite
	1830 (6:30 PM)	Cast Iron Scout Chef Submissions brought to the Dining Hall
1900 (7:00 PM)	1945 (7:45 PM)	RETREAT, Flag Lowering Ceremony - LOCATION Patrol Evaluations at the Flag ceremony
2000 (8:00 PM)	2130 (9:30 PM)	Camp Fire Gathering Show – Entertainment by Units, Patrols, Order of the Arrow and Awards to be given out
2130 (9:30 PM)	2200 (10:00 PM)	Webelos dismissal from event who are not camping overnight
	2300 (11:00 PM)	LIGHTS OUT – Good night Scots and Scouters.
SUNDAY, OCTOBER 3rd		
0630 (AM)	0845 (AM)	Wake up, Breakfast and Clean up
0900 (AM)	0915 (AM)	Morning Flag Raising Ceremony - LOCATION
0930 (AM)	1000 (AM)	District Senior Patrol Leader Round Table Kick off.
1000 (AM)	1100 (AM)	Camporee HQ open for check out. Units Breakdown Camp
1030 (AM)		Scouts Own Service
	1100 (AM)	Camporee ends. Till we meet again.

SCOUTS - MORNING PROGRAM EVENTS

6 KNOT RELAYS (2 scout entry per patrol). Sponsored by unit #

Judged on time taken to tie knots correctly. The six knots are the square, bowline, sheet bend, clove hitch, round turn and two half hitches, and sheep shank.

DEER STALKING (2 Scout entry per patrol). Sponsored by unit #

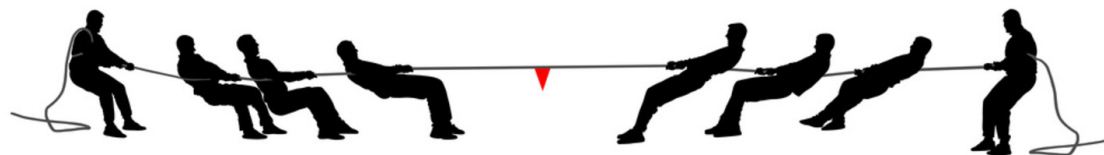
The Scoutmaster acts as a deer, not hiding but standing, and moving occasionally now and then. The Scouts go out to find the deer, and each tries in his own way to get up to it unseen. Directly the Scoutmaster sees a Scout he directs him to stand up as having failed. After a certain time the Scoutmaster calls "Time," and all stand up at the spot which they have reached, and the nearest wins. Closest to the Scoutmaster earns 50 points. Points decrease 5 points from closest to furthest away.

MOUSETRAP MINEFIELD (Patrol). Sponsored by unit #

Patrol members must help their PL navigate a minefield full of mousetraps. PL will be blindfolded and will enter the minefield only with directions from his patrol. PL must make it through the minefield without setting off any or mousetraps.

TUG OF WAR (Patrol). Sponsored by unit #

Patrols no more than five scouts per side, troop vs troop. Patrol that wins receives five points for each win.



BIG FOOT - 50 BONUS POINTS. Sponsored by Heritage District Committee

Short on points? Want to ensure camporee victory? Then if you dare find the sasquatch (big foot, Skunk Ape, Yeti, Yeren, Almas, Yowie) hidden with Camp Bullowa. Listen for clues from the camporee staff to sighting locations of this mythical creature throughout the camporee. There are two of these creatures in the camp. Report the code word located on the back of the big foot to redeem your bonus points.



CUB SCOUTS – MORNING PROGRAM EVENTS

GAGA BALL



Sponsored by unit #

Come one, come all and play Gaga Ball with other cubbies in attendance at the camporee. Gaga Ball will only be available during the morning program as the gaga ball court will be used in the afternoon for the scout district playoffs.

ROCK WALL



Sponsored by unit #

Cubs will put on a helmet and safety harness as they climb 1 of 4 varying rock climbs up the Rockwall amusement attraction that is owned by the Council. A safety device will prevent anyone from falling so go ahead and get to the top and ring the buzzer for all to hear your victory of the rock wall.

BB RIFLE RANGE



Sponsored by unit#

Cubs will put on a helmet and safety harness as they climb 1 of 4 varying rock climbs up the Rockwall amusement attraction that is owned by the Council. A safety device will prevent anyone from falling so go ahead and get to the top and ring the buzzer for all to hear your victory of the rock wall. Cubs may also qualify for the shooting award during the camporee.

BOWLINE RESCUE



Sponsored by unit#

This AOL requirement will be satisfied by having your scouts learn to tie and apply the lifesaving bowline knot. The scouts will take turns rescuing and being rescued from the steep traverse of the amphitheater terrain.

ARCHERY FIELD



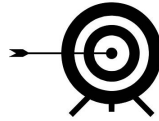
Sponsored by unit #

Besides being fun and learning a skill for life, archery teaches discipline, patience, and focus, it improves physical health and general fitness and can give the student a strong sense of personal achievement. Oh, yea and it is cool. Cubs may also qualify for the shooting award during the camporee.

CUB SCOUTS – AFTERNOON PROGRAM EVENTS

ARCHERY FIELD

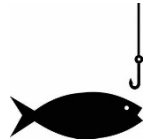
Sponsored by unit #



Besides being fun and learning a skill for life, archery teaches discipline, patience and focus, it improves physical health and general fitness and can give the student a strong sense of personal achievement. Oh, yea and it is cool. Cubs may also qualify for the shooting award during the camporee.

MOUSE TRAP FISHING

Sponsored by unit #



Mouse trap fishing with only a single or multiple poles. Team work to be used by 2 or more Cubs. Scouts will need to work together to move a very long pole into position over the fish to then lower the bait over our special camp Bullowa fish. They do bite and hopefully you can reel them in for points. Awards will be given out for the most fish caught by a den.

BB RIFLE RANGE

Sponsored by unit#



Cubs will put on a helmet and safety harness as the climb 1 of 4 varying rock climbs up the Rockwall amusement attraction that is owned by the Council. A safety device will prevent anyone from falling so go ahead and get to the top and ring the buzzer for all to hear your victory of the rock wall. Cubs may also qualify for the shooting award during the camporee.

CITIZENSHIP IN ACTION - FLAG RAISING, LOWERING AND FOLDING

Sponsored by unit#



Cubs will enjoy a hands-on demonstration in proper flag raising, flying (full or half-mast) lowering and folding of our nations flag.

ROCK WALL

Sponsored by unit #



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OTHER PROGRAM EVENTS

CAST IRON SCOUT CHEF

Each patrol is expected to present at least one dish in the cook off but is encouraged to submit both an entree and a dessert. All dishes must be prepared on Saturday, 10/02, on site and presented to Camporee Leaders at the Dining Hall by 1830 (6:30 P.M.) Best dishes (entrée and dessert) will be judged by commissioner staff. Winning entrée and dessert dishes will be revealed at the campfire gathering show. It is suggested that portions allow for at least 6 tastes of each dish for the Commissioner judges.

All entries must be accompanied by a recipe. The winners and their recipes will be posted on the Council and District website for all to see.

CAMPFIRE GATHERING SHOW – AUDITIONS, SHOW AND AWARDS

Patrols are highly encouraged and may even receive a few bonus points (hint, hint) for auditioning to be part of the Camporee Campfire Gathering Show. We are looking for songs, skits, jokes and run-ons. Entries can be done by the entire patrol, a few or even a single patrol member. Patrols may have up to 3 entries.

Auditions will be conducted at the Campfire Amphitheater Saturday, 10/2/2021 at 1300 (1:00 PM) till 1400 (2:00 PM).

All awards will be handed out during the Campfire Show which will be located at the Campfire amphitheater adjacent of the dining hall. Along with the patrol entertainment the camporee staff and the order of the Arrow lodge will also provide entertainment.

SCOUTS OWN SERVICE

A Scouts Own is a non-denominational, interfaith, reverently focused service for scouts and scouters that would normally attend a religious service during the weekend. Service is at the Chapel across from the Dingman Scoutmaster Cabin on Sunday morning, 10:30 AM. Scouters that wish to do a reading, please arrive 15 minutes early.

GAGA BALL TOURNAMENT - Basic Rules of the Game

1. Camporee Staffer will be the referee. The referee is the sole authority during play and is responsible for settling disputes and ensuring fair play.
2. The referee begins play only after all players are standing in the Gaga court and have indicated that they are ready to start the game by placing their hands on the wall.
3. The referee tosses the ball up in the air. Players yell “Ga” on the first bounce and “Ga” again on the second bounce, and “Ball” on the third bounce, the ball is then in play.
4. Players hit the ball with their hands only and may not carry or throw the ball - it must be hit with open hand or fist.
5. If the ball contacts a player or a player’s clothing below the waist following being hit, that player is eliminated must step out of the pit. If the ball contacts the player above the waist, the player is still in. The ball is “rejuvenated” by contact with the wall.
7. If the ball goes out of the Gaga court, the last player to touch the ball is eliminated.
8. If a player catches the ball before it bounces, the player who had the last contact with the ball is eliminated.
9. Once the player hits the ball, he or she must wait until the ball touches someone else or a wall before hitting it again (no double touches).
10. If there are only two players remaining, a player may hit the ball up to 3 times in a row. The ball is “rejuvenated” by contact with the wall, and the hit count resets.

Camporee House Rules for the Gaga Tournament

There will be two divisions of play in the tournament. Individual or “Last Scout Standing” and Patrol Competition.

LAST SCOUT STANDING

It’s Scout against Scout in a free for all. From 2 to 4:30 this Pit is open to all scouts. This is a good spot to practice for the patrol competition and learn some strategy. This competition ramps up at 4:00 PM or 4:30 PM when ONE scout from each troop enters the Gaga pit for our final standoff. All troops will play, but only one troop will have the Last Man Standing.

PATROL COMPETITION:

Each Patrol will elect 5 Scouts for the competition. Single Elimination Bracket Advancement. During the morning please stop by the Gaga pits and sign up your patrol for the competition. At 2pm the bracket will be introduced, and at 4:30 the patrol competition will begin. One loss and you are out of the running. The winning patrol will earn the District Golden Camporee Gaga Ball Trophy.

CAMPOREE HONORS TO BE AWARDED

There are many awards to be obtained by the Scouts, Patrols and Cubs and Dens. See the details of the awards below and good luck to you all.

SCOUTS			
CAMPOREE AWARDS	CAST IRON SCOUT CHIEF	GAGA BALL TOURNAMENT	CAMPFIRE GATHERING SHOW
Camporee First Place Patrol	Best Entrée – First Place	Dist. Champion – First Place	Best in Show – 1 st Place
Camporee Second Place Patrol	Best Entrée -Second Place	Dist. Champion – Second Place	Best in Show – 2 nd Place
Camporee Third Place Patrol	Best Entrée – Third Place	Dist. Champion – Third Place	Best in Show – 3 rd Place
	Best Dessert -1 st Place	Dist. Team/Patrol Champion – First Place	Best in Show *
Unit Hosting Award	Best Dessert -2 nd Place	Dist. Team/Patrol Champion – Second Place	Best Joke*
Troop / Patrol Participation Award	Best Dessert -3 rd Place	Dist. Team/Patrol Champion – Third Place	Best Skit*
WEBELOS			
CAMPOREE AWARDS	ARCHERY	MOUSE TRAP FISHING	CAMPFIRE GATHERING SHOW
Den Participation Award	Bullseye	Most Fish Caught - First Place	Best in Show*
	Missed it by that much	Most Fish Caught - Second Place	Best Joke*
	We all got one	Most Fish Caught - Third Place	Best Skit*
	BB RIFLE RANGE		
	Sharpshooter – First place		
	Sharpshooter – Second place		
	Sharpshooter – Third place		

**This award can be won by either Scouts BSA or Cub Scouts.*

SCOUTS CAMPOREE AWARDS

Unit Hosting – Award to those units who not only attended the camporee but who also assisted in the preparation and execution of the event. Award to both Scout and Cub Scout units.

First Place – Award to the unit with the highest score tallied*. This unit shows that they embrace all that is scouting and sets the example for others to follow.

Second Place – Award to the unit with the second highest score tallied*. This unit shows that they embrace all that is scouting and sets the bar.

Third Place – Award to the unit with the third highest score tallied*. This unit shows that they embrace all that is scouting and sets an example for others to follow.

Participation – Award to those amazing units who came out to have fun and support scouting. Bravo!

*Highest Score of the tallied points of: Campsite Inspection, Program event scoring and Patrol Evaluations.

CAST IRON SCOUT CHEF

Make us say yum and you will be deemed a Master Scout Cast Iron Chief by the Commissioner Staff. Satisfy our sweet tooth and will have nailed it! Judging of the dishes will entail, Presentation, Smell, Taste and being properly cooked.

GAGA BALL TOURNAMENT

Be the last man and or patrol standing while showing good sportsmanship and skill of the game.

CAMPFIRE GATHERING SHOW

Make us laugh, make us cry, make us all remember you. Whoever receives the loudest cheers and or laughs wins admiration of the attendees and an award. Scout and Cub Scout awards will be issued.

CUB SCOUTS CAMPOREE AWARDS

ARCHERY - CUBSCOUTS

Anyone in the Den gets a bullseye then the den gets the *Bullseye* ribbon. Way to go cubby!

If the majority of the den member hits the target within the white outer circle of the target (10-point ring) then your den will receive the *Missed It by That Much* ribbon. Maybe next time you will get a bullseye.

If everyone in the den gets an arrow to stick to the target (anywhere) then your den will receive the *We All Got One* ribbon.

MOUSE TRAP FISHING – CUBSCOUTS

Catch the most fish to win to win this award and be deemed as a seasoned angler.

1 fish, 2 fish, 3 fish, catch as many fish as you can and be deemed the greatest cub scout angler there ever was at the camporee. Scouts will need to work together to move a very long pole into position over the fish to then lower the bait over our special camp Bullowa fish. They do bite and hopefully you can reel them in for points. Awards will be given out for the most fish caught by a den.



HERITAGE DISTRICT - FALL CAMPOREE

TROOP: _____

PATROL: _____

PATROL LEADER: _____

ASST. PATROL LEADER: _____

EVENT DETAILS		POINTS AWARDED	STATION SIGN OFF
CAMPOREE EVENTS			
	CAMPSITE INSPECTION – PATROL		
	PATROL EVALAUTION		
CAMPOREE CONTESTS			
	CAST IRON CHEF ENTRY #1		
	CAST IRON CHEF ENTRY #2		
	CAMPFIRE SHOW ENTRY # 1		
	CAMPFIRE SHOW ENTRY # 2		
	GAGABALL ENTRY		
MORNING SCOUT PROGRAMS			
	6 KNOT RELAYS		
	DEER STALKING		
	MOUSETRAP MINEFIELD		
	TUG OF WAR		
	CAMPOREE EVENTS		
BONUS			
	BIGFOOT # 1 FOUND		
	BIGFOOT # 2 FOUND		
	CAMPOREE BONUS AND OR DEMERITS		
TOTAL PATROL POINTS AWARDED			

Recipe Name:



Scouts or Patrol Name:

Scout Unit & Patrol Name:

Ingredients:

Cooking Directions: