

Troop 210B & 210G are proud to host the Pirate Camporee



Participant & Leader Guide

May 13-15, 2022

AppleFest Grounds

Rowland Road, Lafayette, NY

Captain's statement

Ahoy mateys. Grab your peg legs and eye patches. This years spring camporee is going to be a swashbuckling good time. Who hasn't dreamt of being a pirate at some point of their life? Come sail the seven seas in search of treasure, glory, and adventure. Troops 210 and 210g look forward to walking the plank into the unknown with our fellow scouters of all ages.

This year's event is an open world activity. Pirates valued their freedom, so scouters can pick and choose what event to do and when. Adult leaders are welcome to accompany their patrols, but not permitted to help. All events have been designed with the scouter safety and enjoyment in mind. Team building and critical thinning are a must. Scouts of any age, from tigers to eagles, will be able to participate.

Many hours and conversations have gone into planning this weekend. I have wanted to do this for a while and with the help of troop 100 of lafayette, it has finally happened. I want to thank everybody involved with the planning and execution. I do ask as tribute each unit sacrifice an adult to help judge and run events.

I hope everybody enjoys this as much as I will. So hoist your colors high, weigh anchor, and keep a weathered eye on the horizon. We set sail for fortune.

Its a pirates life for me!

Captain Eric La Forte

Registration

All registrations and fee payments must be made online using the Longhouse Council's Tentaroo system at <http://longhouse.tentaroo.com> no later than May 10th. Registration fees are \$15 per Scout and Leaders. Registration fees are \$5 for Parents. No walk-ins will be allowed.

The online registration system will ask for a number of youth (scouts) \$15 each, leaders (\$15 each) and adults (\$5) attending from your unit. These "slots" are non-refundable, but are transferable should a Scout be otherwise unable to attend. At check in on Friday or Saturday, the unit leader in charge will provide a copy of the participant roster for the event and settle any additional fees due. All registrations must be paid in full by check-in for any last-minute additions. Checks should be made payable to "Longhouse Council". Any unit not paid in full will not receive their Camporee patches or stickers on Sunday until registrations are paid in full.

Location

The AppleFest Fairgrounds on Route 20 and Rowland Rd, Lafayette, NY

Check-in Friday from 4-8 PM Webelos, AoL & Scout BSA /
Saturday from 7 – 8:45 AM Cub Scouts, Webelos, AoL & Scout BSA



The Senior Patrol Leader or other designated youth and their adult leader in charge should check in at the Camporee HQ. Please be prepared to fill out a unit roster of attendees – both youth and adults – and bring your medical health history A&B forms show the health officer at this time. Since this event is less than 72 hours, Part C (physical) is not required.

Camporee Uniform/Unit Flags

The BSA Field and/or Activity uniforms should be worn proudly and correctly the whole weekend, especially for the opening and closing ceremonies (Lions are the exception- wear your Class B). Each unit is requested to bring their unit flag to opening and closing ceremonies.

Costumes Welcome

Scouts and Adults are encouraged to wear Pirate costumes and time will be given to change from Class A Uniforms. There will even be a few stations to enhance your costumes (see schedule of events).

Parking



Parking will be permitted at the designated parking area ONLY. Signage will be clear. No vehicles will be permitted onto the Camporee field or to be left in campsites, except for the loading and unloading of gear and for those with medical clearance. Trailers will be parked with vehicles in the designated parking area. Trailers and participant vehicles cannot be brought onto the Camporee field at any time – NO EXCEPTIONS. During the weekend, please make sure that all locks are locked and there are no "hanging" locks (so no one can be locked in your trailer).

Fires

Above ground fires only. A filled water bucket must accompany any fire maintained by your unit and must be of a manageable size to be easily extinguished. Units are encouraged to bring their own wood, but firewood will be available for purchase at the Trading Post. All ashes must be wet and cool. A designated area can be referenced on the map. No unburned wood to be left over on the Camporee grounds. Leave No Trace!

Garbage

Units should be prepared to pack-in and pack-out all of their materials, including their trash. We, as Scouts and Scouters, should look to set the example of being good stewards of the land and taking responsibility for making our campsite better than we found it.

Adult Leaders Lounge

There will be an adult leaders lounge in the Donut Barn kitchen. Any adult leader 18+ is welcomed to stop by to chat with other adult leaders and share ideas. Coffee will be available all weekend!



Digital Sea Shanty Submission Rules



[Note: submissions due by 5/1/22. No exceptions]

Every Patrol and Den is encouraged to participate in the Sea Shanty contest. The Camporee Committee reserves the right to select from multiple entries due to time constraints and will jury for quality and appropriateness. Entree will be judged on originality, spirit, and presentation(costumes, props,etc.) Submit videos no longer than 5 minutes to scoutingseashanty2022@gmail.com

General Camporee Rules

- Leave No Trace camping is in effect for the Camporee
- Please do not dig into the ground at all
- Please wash your dishes at your campsite using the 3-pot method (No dishwashing at the water spigots)
- Please make sure there is adult supervision in your campsite at all times~ 2 Deep Rule
- Please drive 5mph anywhere around the Camporee grounds
- All participants- scouts, parents, leaders, volunteers, must wear the event bracelets issued

NOTE: One of the biggest complaints at Camporees is always people not respecting campsite boundaries – walking through other unit sites! Please respect other site boundaries!

Sunday Checkout

Before units are permitted to leave the Camporee, they must be checked out by a staff member. To get checked out, the senior patrol leader/youth leader can come to Camporee HQ to get a staff member to verify your site has Left No Trace! Upon checkout, your unit will receive an Exit Package which includes the Camporee patch. Units must have a paid in full status.



Lost and Found

The Camporee Headquarters is the official location of the Camporee Lost and Found. Any lost or found issues after the Camporee can be directed to Matt Lacy at the council office.

Refund Policy

In all programs offered by the Longhouse Council, BSA, a great deal of planning and purchasing takes place well in advance. These plans include, but are not limited to, staff, food, program materials, patches and awards, rental and purchase of equipment. When an individual or group makes a reservation for an activity or program, these items are included in ordering of materials and staffing for that event.

Refunds: Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a refund of fees paid, less a 15% administrative charge. No refunds will be made after the 30 day cancellation deadline, unless there is a medical or other emergency.

ALL CANCELLATIONS MUST BE MADE IN WRITING AND SENT TO THE LONGHOUSE COUNCIL, 2803 Brewerton Rd, Syracuse, NY 13211 to the attention of Ellen Tyler.



ADULTS ONLY COOK OFF

This is for the adults. Prepare a pirate themed meal to be submitted for judging.

All entries must be presented to staff pavilion by 6pm.

Points for taste, presentation, and originality.

Any method of cooking is allowed as long as it's done at camp.

Who will be the top ships cook?

Schedule of Events

4-7	Check-in/ Register	Cub Scout Building	Participant to receive packet. Building also acts as a Trading Post & Emergency Contact info.
4-7	Tent Set-up	General Camping Area	Units will be assigned a specific camping area within the General Camping Area. Webelos & AOLs may camp with the Troop counterparts.
7-10	Game Night	Silver "Donut" Barn	This is an opportunity to play board games with friends. With dozens of picnic tables available, it will serve as a warm and dry place to socialize together.
7-10	Astronomy MB	Southern Field	Weather permitting, a Merit Badge Instructor will be made available to help with Requirement 4 & other Requirements that Scouts come prepared to discuss with the counselor (aka Worksheet)
10:30	Quiet/ Lights Out	Taps played by live bugle over speaker system	

Friday:

Saturday:

7:45	Wake-up	<i>Reveille</i> played by live bugle over the speaker system				
8-9	Check-in/ Register	Cub Scout Building	Leader to receive welcome packet. Building also acts as a Trading Post & Emergency Contact info.			
8-9	Breakfast	Campsites				
8-9	Tent Set-up	General Camping Area	Units will be assigned a specific camping area within the General Camping Area. Webelos & AOLs may camp with the Troop counterparts.			
9	Opening Ceremony	Flagpole	Pledge, Law, Outdoor Code, Promise, Prayer & General Announcements To the Colors played by live bugle as flag is raised.			
9:15-9:30	Final Prep	Campsites & Activity Areas	Units clean site and prep for the day, including getting into their pirate costumes. Volunteer prepare activity stations.			
			General Activities	Scouts BSA Activities	Cub Scout Activities	Donut Barn
9:30-11:30	Session 1	Activity Areas	<i>Orienteering</i> <i>Knot Relay</i> <i>Scavenger Hunt</i> <i>Splinted Leg Race</i> <i>Eye Patch Craft</i> <i>Eye Patch Cannon</i> <i>Bandana Station</i> <i>Moustache Station</i>	<i>Large Mast Carry & Custom Pirate Flag</i> <i>Weighted Boat Contest</i> <i>Tomahawk Contest</i>	<i>Small Mast Carry & Custom Pirate Flag</i> <i>Rain Gutter Regatta</i> <i>Sling Shot Contest</i>	A neutral place to relax, regroup, chat with friends and socialize between activities.
11:30-11:45	Break					
11:45 – 1:00	Session 2	Activity Areas				
12:55	Meal notice	Mess played by live bugle				
1 – 2	Lunch	Campsites				
2-3:30	Session 3	Activity Areas				
3:30-3:45	Break					
3:45 – 5:45	Session 4	Activity Areas				
5:40	Meal notice	Mess played by live bugle				
5:45-7	Dinner	Campsites				
6:40	Notice of service	<i>Church</i> played by live bugle over the speaker system				
6:45-7	Service	Donut Barn	Non-denominational service led by Troop 210 Chaplain			
7-9	Campfire Program	Campfire area	A Digital & Live Campfire. Bring camp chairs. Awards will be given for Camporee competition and for video submissions			
9-11:30	Freetime	Campsites				
9:15 – 11:30	Movie	Donut Barn	<i>Pirates of the Caribbean</i> shown. Bring camp chairs. Popcorn will be provided.			
11:30	Lights Out	<i>Taps</i> played by live bugle over the speaker system				

Sunday:

7:45	Wake-up	<i>Reveille</i> played by live bugle over the speaker system	
8-9	Breakfast	Campsites (Volunteers eat at the Cub Scout Building)	
8:45-9	Inspection	Inspectors assigned to unit sites with Exit Packets	
9	Closing Ceremony	Flagpole	Final Announcements <i>To the Colors</i> played by live bugle
9-10	Check-out and Take Down	Units pack up and volunteers take down	

Description of Each Activity

[Description of the prizes !!] trophies given for first, second, and third overall
additional trophy for sea shanty video

Name	Description	Competition Goal
ALL SCOUTS		
Orienteering	patrols will be given compass coordinates to follow. each checkpoint will have a "token" to be collected last token will be in a specific spot and more difficult to find	each token will be worth points overall with the last token being worth the most
Knot Relay	patrols will divide into 2 groups 15 yards apart a scout must run to the other side tie a knot or lashing when finished a different scout will run to the other side to tie another knot this continues until all knots have been finished knots are square knot, sheet bend, bowline, double half hitch, clove hitch, ending with a rope coil	event is timed with a 15 minute time limit for bsa patrols cubs can take all the time needed points awarded for time under the limit
Scavenger Hunt	current cyber chip needed digital cameras, cell phone cameras, or polaroid cameras permitted patrols will be given a list of items and people to find and photograph some will need to be interacted with to get the picture	points are given for each picture after cyber chip is presented
Splinted Leg Race	each person in the patrol will have a full leg splint to simulate a peg leg they will then have to complete an obstacle course as a team time stops when last person finishes	20 minute time limit points given for every minute under time
Eye Patch Craft	design your own eye patch however you want	no points given just have fun with it
Eye Patch Cannon	each patrol will be given 3 "cannonballs" with 1 eye covered they will throw the "cannonball" at targets of different distances	points awarded for targets hit the farther the target the higher the point value
Bandana Station	explain or demonstrate uses for a scouts bsa neckerchief bandana think outside the box	points given for each use with bonus points for original uses
Moustache Station	design your own moustache style and cut it out to wear	get crazy with it kids
SCOUTS BSA		
Lg Mast Carry & Custom Pirate Flag	patrols must carry a "mast" through a course as a team then place it standing up raise your pirate themed patrol flag	points given for teamwork, flag raising etiquette, and flag design

Weighted Boat Contest	each patrol will build a ship before camporee measuring no more than 24 inches long and 10 inches wide no less than 12 inches long and 6 inches wide ship must have 3 masts no more the ¼ in in diameter your choice of materials	weighted washers will be added by the patrol on the masts until it sinks points for design and number of washers
Tomahawk Throwing Contest	each patrol given 3 throws at a target must present totem chip throwers chosen at range masters discretion	points awarded for target placement
CUB SCOUTS, WEBELOS & AOLs		
Sm Mast Carry & Custom Pirate Flag	same as large mast carry just smaller for cub scouts	
Rain Gutter Regatta	build and sail your own regatta boat however you want	
Sling Shot Contest	shoot dog kibble from our slingshots at pie tin targets	points given for each target hit

*** bonus points given for scout spirit, team work, costumes, patrol flags, and smiles