

2019 Eagle Trail District Camporee



Scout Commander



Leader's Guide

March 22 - 24, 2019

Camp James Ray Scout Reservation

Pottsboro, Texas

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**Boy Scouts of America
Circle Ten Council – Eagle Trail District
2019 Spring Camporee
“Scout Commander”**



We are very excited about the Program we have planned for the 2019 Eagle Trail District Camporee!

Camporee events are a chance to join in one of the oldest traditions in Scout history – coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year’s Spring Camporee.

We recommend you review the Executive Summary as soon as possible to gain an awareness of what you need to do now to begin to plan for this event.

Then, as you are able, please take the necessary time to familiarize yourself and your Scoutmaster Corps with all of the information contained in this packet. As this Camporee is being held at Camp James Ray Scout Reservation, there are a number of rules and regulations we must follow during this event. Also included are copies of the all the necessary forms for your use. Please take note of critical dates such as the return date for Early Registration forms. Please feel free to make duplicate copies of these forms and this booklet for your participating Adult Scouters and Scouts and have them filled out, signed and ready for inspection at check-in.

Registration must be completed and paid no later than March 15, 2019 to reserve a campsite for \$15 per Scout/Scouter. Registrations received after March 15 will be charged an extra \$5 per Scout / Scouter, making the fee \$20 per Scout / Scouter.

Check-in and campsite assignments will begin at 5:00pm on Friday, March 22, 2019. Please plan to attend the Cracker Barrel and Leader’s Meeting for all Scoutmasters and SPL’s at 10:00pm where any last-minute changes to the program schedule will be discussed.

Our staff has developed an exciting, competitive and outstanding Camporee with a Campfire program, including an Order of the Arrow Ceremony and Call-out!

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Executive Summary

Important Information for Unit Leaders to Know at First Glance

A. Patch Design Contest

We are asking Scouts to submit a design for the 2019 Camporee patch based upon the theme, **Scout Commander**. The submitted rendering need not be artistically perfect but rather just an idea or sketch to be considered. Our patch vendor can take even the crudest of drawings and use the idea behind it to draft a very professional looking patch. Please encourage your Scouts to submit their ideas to [Curtis Mitchell](#) or [Joe Vanek](#) no later than January 15, 2019 for consideration. The person whose design is selected will win a \$50 gift card.

B. Build-It, Bring It

The build-it, bring-it competition this year is all new and will require some planning and preparation in advance of Camporee. Please work with your Scouts to come up with ideas and plans to complete this project so they can enjoy being a part of the competition. See pages 10 and 13 – 15 of this Leader's Guide for all of the details.

C. Unit Participation – Hosting an Event

All units in attendance are being asked to help by hosting / coordinating an activity. Please review page 9 of this Leader's Guide to see what activities are available. Contact [Joe Vanek](#) at your earliest opportunity to let him know the event with which you would like to be involved and he will provide additional details.

D. Unit Based Competitions

The purpose of unit-based competitions is to encourage units to practice Scouting skills and take pride in what their unit can accomplish. We highly encourage Scoutmasters to work with their PLC to focus on these skills and actively participate in the unit-based competitions. The campsite inspection, patrol flags, unit history display and overall participation are all ways to reinforce many important aspects of the Scouting program. Unit leaders owe it to their Scouts to not neglect these key Scouting elements as you prepare for Camporee.

E. Meal Planning

As we have done for the last couple of years, the District will be providing lunch on Saturday for all Camporee attendees. This is being done in an effort to make it easier for units to stay involved in the activities of the day instead of having to worry about cooking and kitchen patrol duties. You will want to be sure to make the appropriate adjustments to your meal planning process to not plan for lunch on Saturday. However, please be aware that if you have members with dietary restrictions, you may still need to make plans to accommodate those needs.

F. Skit Auditions

Unit Leaders should verify their unit's skit or skits are Scout appropriate and in conjunction with the Camporee theme. It is recommended units plan and rehearse skits in advance of Camporee to ensure a high-quality program.

G. Patrol Classifications

Awards will be presented to Troops and Patrols who qualify during the activities / competitions. Patrols are skill based and Scouts should be placed in the correct patrol classification in advance of arriving at Camporee even if this means they are not in the same patrol to which they are normally assigned within their Troop. These patrol classifications are for the purposes of completing the activities / competitions only and they may continue as a part of their normal patrol for other aspects of the campout. See page 9 of this Leader's Guide for more details.

H. Leader Meeting

The designated Adult and Scout Leaders at your campsite (preferably the Scoutmaster and SPL) must attend the Leader Meeting at the cracker barrel at 10:00 pm on Friday. At that time, any questions on check-in materials received or on the schedule of activities may be discussed. Additional information on activities or schedule changes will also be presented at that time.

I. Order of the Arrow

There will be an Order of the Arrow call-out prior to the Camporee Campfire. There will also be a Brotherhood Walk opportunity and Induction Ceremony after the OA Call Out. Please work with your Scouts who are elected to ensure they are in attendance and can be called-out during the ceremony.

J. Scouts Own Service

A Scout is Reverent. Interfaith worship services will be held Sunday morning at 8:45am. Set the right example for your Scouts and join us as you depart for home. It is important we leave Camporee with thanksgiving that we have had the opportunity to participate and to experience the fellowship of Camporee camping.

Camporee General Information

Membership/Participants

All participants of the Camporee must be registered members of the Boy Scouts of America. All Eagle Trail District *Scouts BSA* troops should attend this once-a-year camping event. The Troop SPL shall present a roster at check-in of all scouts attending.

Units participating in this Program will need to have their Scouts divided into patrols with a minimum of 4 and a maximum of 12 Scouts per patrol. Webelos Scouts attending with Troops, can participate in the Camporee subject to the following conditions:

- Each Webelos Den must participate with a registered Scouts BSA Troop.
- Webelos Scouts are members of a Scouts BSA Patrol and may compete with that patrol

Two-deep Leadership

All units attending the Camporee must comply with the BSA policy requiring that “two registered adult leaders or adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips and outings.”

Site Location

We are responsible for any damage to this camp so please follow all rules so we may leave it in better condition than when we arrived. There is a map included with this packet.

More information on Camp James Ray Scout Reservation can be found at the [Circle 10 Council Website](#).

Directions

Directions from Dallas: Take Highway 75 north to Denison, take exit 69 (Highway 120), and turn left at the light. Continue west on Highway 120 to Pottsboro, passing through town (staying in the left lane). At the intersection of Highway 120 and Highway 289, continue on Highway 120 for 5.1 miles. Turn left on Locust Rd (see camp direction sign), travel 1.8 miles to a 4-way stop (Paradise Store on the corner). Turn right on Mill Creek Rd, travel 2.1 miles. Camp James Ray entrance will be on the right (large stone entrance-way).

Off limits area

Some portions of Camp James Ray are considered OFF-LIMITS and are to be avoided by everyone. These areas are clearly marked. Anyone found in these areas may be subject to dismissal from the camporee.

Date and Arrival Time:

Camporee will take place Friday, March 22, 2019 through Sunday, March 24, 2019. Registration will begin at 5:00 P.M. on Friday. While the camporee will continue into Sunday, presentation of awards will be take place Saturday evening to accommodate those units who are required to leave Saturday night. Note that all events are subject to change, if necessary, due to bad weather.

Registration Fee:

All registration must be completed and paid by March 15, 2019 to reserve a campsite for \$15 per Scout / Scouter. Any registrations received after March 15th will be an extra \$5 per Scout / Scouter, making the fee \$20 per Scout / Scouter.

Uniforms

Minimum uniform standards for Friday evening and Saturday through dinner will consist of long or short pants, a Scouting T-shirt and closed toe shoes. Hats, if worn, must be Scouting hats. Field (Class "A") uniforms are the appropriate dress for the Saturday campfire program and Sunday morning assembly.

Patches

Each registered Scout and Scouter will receive a patch Sunday morning after the successful completion of the unit's campsite inspection and checkout. Any extra patches will be sold during the weekend or thereafter at Roundtable, etc.

Parking

All cars and trucks must be parked in the Parking Lot, no exceptions. Unit trailers may be parked in the campsites and can be delivered on Friday night and retrieved Sunday morning. No vehicles are allowed to drive around camp on Saturday. Only properly marked Staff or Handicapped vehicles will be permitted in camp. Vehicle permits will be provided at check-in for those allowed to travel into the Camp. Only Camp Staff and/or Handicap vehicles will be allowed into the Camp.

Latrines

Please keep latrines in good shape and respect others. Latrines are spread throughout the camp. Latrines will be checked as part of the check-out procedure. Units camping near Latrines are responsible for the check-out.

Water

Abundant fresh water is available at Camp James Ray. All Units should bring their own water and containers to transport the water to their campsites as needed.

Tents

Units must furnish their own tents.

Meals

Units are to provide all their own meals. **Saturday Lunch will be provided by the District.** All other meals will be cooked and eaten in the campsites. Please use Leave no Trace principles when preparing and your meals and cleaning up afterwards.

Concession Stand

The Order of the Arrow will run a concession stand on Saturday. All proceeds will serve the needs of the chapter and the scouts of Eagle Trail District.

Fire Safety

Note that all liquid fuels must be handled in accordance with National BSA policy, including adult supervision. Each patrol is to provide its own chemical fire extinguisher per Patrol and/or Troop cooking area.

Garbage

For last couple of years, we tried to make Camporee events Zero Waste. This year has the same emphasis. Trash can be left in the large trash bins at Camp James Ray before you leave.

Campsites

Each Unit will be assigned a campsite adequate for the number of Scouts indicated on your Unit Registration form. Last minute additions to your Unit Roster may result in overcrowding of campsites so please have an accurate attendance count for Registration. Be reminded to have a First Aid Kit, Trash Bags, Patrol Duty Roster, Meal Plan, Unit Duty Roster and Consent to treat forms visible in your campsite.

Cooking and Sanitation

Each Patrol will cook by the Patrol Method, and must furnish its own food, ice, stove fuel, wood or charcoal. There is typically a single campfire ring in each campsite. Please plan to use the ring or a metal plate for your Dutch oven cooking. No ground fires outside the fire ring.

All Patrols are encouraged to use charcoal or stoves (liquid or propane). BSA rules for handling of liquid or gas fuels should be followed (Guide to Safe Scouting).

Health/First Aid

Unit responsibility. Major first aid problems will be handled by Camporee first aid staff, 24 hours per day. *The First Aid Station will be marked with a Red Cross Flag.* Please be sure to advise your patrol members of its location, to be announced at Friday's Cracker Barrel and the Saturday morning Flag ceremony. Traditionally the First Aid Station is near the parking lot.

EMERGENCY CONTACT INFORMATION

In cases of emergency, the telephone number(s) to call are:

General issues: Curtis Mitchell: (972) 567-0224

Camp Medic: Peder Mockler: (214) 418-3120



Health and Medical Records

The Unit Leader must have a copy of the Annual Health and Medical Record, Parts A & B for each Scout participating in this Camporee. These forms must be kept in the Troop/Patrol area throughout the Camporee and available during the Campfire Inspection. (Form can be found at the [scouting website](#)).

Check-out

Final check-out for everyone is to be completed by 10:00am Sunday. Those not staying Saturday night must check out with the Camporee Staff after 5:00pm on Saturday. In either case, Camporee Inspection and Evaluation forms must be completed and returned before you receive your patches and check-out packet. Units camping near Latrines are responsible for cleaning them before checkout.

Camporee Evaluation

Please fill out the included Camporee Evaluation and return it at check-out. Be fair and honest in your opinions as they will have a bearing on future Camporees. All suggestions or improvement are greatly appreciated.

Scout Commander Camporee Program Information

This year's Camporee theme is "**Scout Commander**" and is based on the popular Duck Dynasty TV show. The individual activities we have developed for this event reflect this theme. The wearing of hunting camouflage and beards by Scouts and leaders is *highly encouraged*.

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. All event competitions will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete. "Passports" will be given to each patrol listing the order of activities to visit. The score for each event will be recorded on the passport. Each patrol must turn in their passport to the Eagle Trail District Staff as they finish in order to be eligible for any awards.

Judges

Adult leaders and parents from each troop may be solicited to help judge events. Leaders are encouraged to accompany patrols to the events for support and cheering, but not participation. Adults not with Units assigned to the events will assist those Units. Additional assignments will be made at the Friday evening cracker barrel.

Buglers

Any Scouts who can play taps, reveille, call to colors, etc. on their bugles are encouraged to bring their bugles and check in with the Camporee staff on Friday evening.

Troop Participation: Hosting an Event

Each troop in attendance is expected to host one of the competition events described below. Hosting an event includes providing supplies and materials needed and running the event throughout the day. In the event we have more units than we have events, units may be asked to co-host an event.

Only the host troop(s) for each event will receive the specific details and instructions on how the event should be run. This is intended to ensure all participants have the same opportunity to perform at an appropriate skill level and without previous practice.

To avoid an advantage within their own event, host troops will receive a handicap in the scoring of their own result for the event they are hosting. After stack ranking all troops in the event, the host troop may not hold the first-place position. Meaning, if any of their patrols end up in the first-place position, they will automatically be moved down to the highest-placed position that is not occupied by one of their own patrols. If the host troop patrols place second or below, they will retain their original ranking.

Patrol Classifications

Each patrol in every troop is strongly encouraged to participate in every patrol competition. In order to allow patrols to compete on their own level, competitions will be judged separately among New Scout Patrols, Experienced Scout Patrols, and Senior Patrols.

A **New Scout Patrol** may not have any scouts above Tenderfoot rank. This type of patrol is intended for relatively young scouts who have joined the troop recently and are still learning their basic Scout skills.

An **Experienced Scout Patrol** mostly contains scouts who are first or second class.

A **Senior Scout Patrol** consists of a majority of older, more experienced scouts, of star rank or above.

In order to give every patrol a fair chance to compete, Scoutmasters and Senior Patrol Leaders are urged to ensure that each patrol in their troop competes in the appropriate category. To compete for awards, a patrol should have a minimum of four Scouts due to the rules of most events.

Patrol Leaders should ensure that all patrol members compete in some events by alternating scouts between events, and should ensure that scouts do not participate in activities beyond their abilities.

A description of the events follows. Except where noted, all events are the same for all patrol categories. Scouts may bring and use their Handbooks for all events.

Troop Hosted Events:



All Tied Up and Batty, Jack!

Even Scouts who know their knots will be challenged with this one!

Duck Huntin'

No dogs allowed but do your best at these traditional shootin' sports.

“Duck” Tape First Aid

Tapes of all kinds have been used for fixin' what ails ya, and “duck” tape is the cheapest and most useful of all the tapes. First aid knowledge mixed with some creativity will be the key here.

Frisbee Golf

A new twist on a classic game.

Gear 'N Grub

Loading your pack for a long hike isn't always so easy. Keeping your food safe can also be a challenge. This activity will test your *back-packing* skills and your ability to protect your grub from wild intruders.

Mountain Man Machine

Using the equipment you bring with you (See SPL guide) and some creativity, patrols will be tasked with building a device to solve a problem. Some of the equipment will be crucial for solving the problem while other items may not be as useful. Patrols will be scored on teamwork, time, patrol spirit, creativity, and if the problem is solved.

Hilbilly Horseshoes

Your horse will have no use for these.

Tent Buildin'

Have you set up a tent in the dark before with no problem? I guess we'll see about that (or maybe you won't)!

Top Shot

Leave your rifle at home...your gun shootin' skills will do you no good here.

District Hosted Events

Duck Blind Competition

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting, etc.). The blinds will be judged on creativity, correct lashings, and camouflage effectiveness. Blinds may be designed in advance of Camporee but setup must be complete by 9:00 a.m. on Saturday.

Far Buildin'

Being able to start a fire will only get you part of the way through this competition. Be sure to bring the needed supplies listed in the SPL guide.

Unit History Display

Each unit is encouraged to have the historian construct a display to tell the story of their unit. This display may take many different forms but should include at least the elements listed on the evaluation form. Displays should be brought to the Activity Center by 12:00 pm on Saturday and picked up at 5:00 pm.

Patrol Flag Competition

Each patrol should enter its flag in a competition to find the best patrol flag at the Camporee. Every patrol which enters a flag will receive a bonus in the Best Overall Patrol competition. Although every flag will receive a bonus, flags that are constructed entirely by Scouts will receive the largest bonus, and flags which have obviously been hastily prepared at camp will receive the smallest bonus. Awards will be given in each category of patrol classification. Flags must be turned in to Camporee staff at the Activity Center by 12:00 pm on Saturday and picked up at 5:00 pm. Be sure the Troop number is on the flag.

2019 Build-It, Bring-It: Outhouse Race

Don't be a party pooper. Let's get this "potty" started by entering your Troop in the Outhouse race. Design and build a person powered Outhouse capable of withstanding multiple races. How creative can you be using the construction requirements?

There will be an award for the most creative design. The painting and decorating of Outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging by 9:00 a.m. to be eligible for the Party Pooper Award. Judging will occur in the morning, races in the afternoon. See official rules for more information.

Scout Commander Theater

Every Troop is encouraged to have a skit at the campfire on Saturday night. ***Most importantly...EVERY skit must have a Scout Commander (Duck Dynasty®) theme!*** It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. An award will be given for the best and most original skit with a Duck Dynasty theme. ***Note: This event will not count towards the overall unit award as it will take place at the end of the campfire and after the other awards have been delivered.***

Campsite Inspection

Campsite inspections will be scored as a unit event for Best Overall Unit and will be 20% of the overall unit score. Each unit will be responsible for providing their own fire protection. Troops will share campsites, but should be separated so they may be judged separately. Please designate so judges can distinguish between the two. Units may earn up to 10 extra points if the tent flaps are left open for inspection. Judges will not enter tents, but will look inside for neatness and hazards. Inspections will include youth and adult camping areas. Inspections will follow the attached criteria and will be conducted between 9:00 AM and 11:50 AM on Saturday.

100% Participation Award

Each patrol and each unit should strive to earn the 100% participation award at the Camporee. For a patrol to earn this award, the patrol must compete in all patrol events (for its category of patrol) and enter a patrol flag in the flag contest. For a troop to earn the award, every patrol in the unit must earn the award and the troop must participate in the campsite inspection.

Explanation of Scoring in the Patrol Competition

After the competition, each type of patrol at the Camporee will be ranked, i.e., if 25 experienced Scout patrols are present, those patrols will be ranked 1st through 25th in each of the events. A patrol that does not compete in an event will be ranked five places lower than the last patrol's place in that event. The places will then be used as point values in determining places for the overall events. Thus, a patrol with the first, fourth, seventh, eighth, tenth, thirteenth, and twenty-fourth places in the individual competitions would score $1+4+7+8+10+13+24=67$ points.

Every patrol which enters a Scout-made flag in the patrol flag contest will have ten points subtracted from its score, patrols which enter flags not made by Scouts will have five points subtracted from their score, and patrols which enter flags which are obviously last-minute crudely made will have 1 point subtracted from their score (whether scout-made or not). Thus, if the patrol above entered a Scout made flag, their final score would be $67 - 10 = 57$ points. The patrols will then be ranked based on the total scores. Note that in this scoring system, the lower the points, the better the score. In case of a tie for first, second, or third place in the overall patrol competition, the winning patrol will be the patrol with the most first place scores in the events. If still tied, the number of second places will be used, then third places, etc. until the tie is broken. The patrol which wins the tie-breaker will be given the place and the other patrol will be given the next lower place.

Explanation of Scoring in the Unit Competition

Unit score for patrol competitions

New Scout patrols, Experienced Scout patrols, and Senior patrols will have been ranked for overall best patrol competition. Each patrol will then have point values assigned based on their ranking among their peers and based on the number of separate teams in their categories. Point values will be assigned so that first place is always worth one point and last place in each of the three categories is worth approximately the same amount. Thus, if 19 traditional patrols compete and 7 New Scout patrols compete, the 1st through 7th places among the New Scouts patrols will be worth 1,4,10,13,16, and 19 points. The average of the overall patrol point values for all patrols in the unit will be computed, and units will be ranked for their overall patrol competition result.

Best Overall Unit

The best overall unit award will be given to the best troop camping at the Camporee, based on the results of the unit scores for (a) Patrol Events and (b) Campsite Inspection. The best overall unit will be determined by adding the rankings for each of the Patrol Events and Campsite Inspection, with the following weights applied: unit score for patrol competitions will count as 80% of the overall award, campsite inspection 20%. In case of a tie for first, second, and third place, the tie will be broken by the unit score in patrol events. If a tie remains, the average number of first places among all patrols in each unit, then by second places, etc., will break the tie.

Supplies Required

It is the unit's responsibility to provide everything that will be needed to run your assigned event. Since your unit will be running the event it is important that you determine what you need to run it successfully. Please prepare to set up enough stations so we will not get backed up throughout the day. If any items are needed from District, please contact Curtis Mitchell.

Additionally, some events require patrols to bring specific items. See the SPL guide for a listing of these items and additional details.

Saturday Night Cracker Barrel Cook-off (Duck Dynasty Style)

Saturday night cracker barrel will be an opportunity for all units to demonstrate their special "***Scout Commander***" recipes. Use of a Dutch oven is not required but please submit a dish that goes with the Camporee Theme. [Click here](#) for some recipes from Miss Kay's kitchen. Feel free to adapt or make substitutions (chicken instead of squirrel, etc.) or come up with your own ideas but items that fit with the theme will be given bonus points.

Your Camporee staff will provide drinks, and their own special treats to compliment this cracker barrel, but it will be up to the Troops to make it memorable! All Units may cook a desert or a main course dish, it is up to you! Those coming to the Cracker Barrel should bring their own mess kits. Submissions should be completed and turned into Camporee HQ by 6:00pm on Saturday to be eligible for prizes.

Ribbons will be awarded in the following manner:

Best Scout Entry

Best Adult Scouter Entry

Adult Training

Scoutmaster Position-Specific Training (4 1/2 Hour Course)

The course will provide Scoutmasters with the basic information and tools they need to lead successful Scouts BSA troops. Scoutmasters and assistant Scoutmasters who complete this course, Introduction to Outdoor Leader Skills, and Youth Protection Training are considered "trained" for those positions. Cap on attendees is 18.

OUTHOUSE RACES

2019 Camporee Build-It, Bring-It Competition

~ Official Rules ~

Don't be a party pooper. Let's get this "potty" started by entering your patrol in the Outhouse Race!

Prior to Camporee, design and build a person powered Outhouse capable of withstanding multiple races. How creative can you be using the construction requirements listed below? There will be an award for the most creative design and an award for the best decorated. The painting and decorating of Outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging prior to the deadline stated in the official Race Rules listed below to be eligible for the *Party Pooper Award*. Judging will occur in the morning and races will take place in the afternoon.



Construction Requirements:

1. Build an Outhouse on a plywood base. Your Outhouse should resemble an actual Outhouse.
2. The Outhouse should have 4 sides, a roof, a floor and a doorway. It may also have a door (optional) but the door must be secured open during the race.
3. The Outhouse may have openings in the side (windows) that do not exceed 12" by 12" but no glass will be permitted.
4. The Outhouse must measure a minimum of 9 square feet (3' wide x 3' deep) at its base and at least five feet but no more than 8 feet in height from the floor to the highest point of the roof (not including decorations, chimney, etc.).
5. The maximum overall width of the Outhouse should not exceed 7 feet, including pushing and pulling devices.
6. There is no minimum or maximum weight requirement.
7. The exterior of the Outhouse may be built from any material (except glass) but must be structurally sound.
8. There is no minimum thickness to the materials which may be used.
9. Outhouses will race multiple times so it should be solid enough to remain intact after each race.
10. Outhouses must be human push and/or pull powered only. Any form of propulsion or mechanical power is not allowed. No motors or bicycle-type parts or devices are allowed. No chains, ropes or pedals may be used.
11. Batteries are not permitted except as to be used for decorating effects, as desired.
12. Outhouses must have four (4) wheels equal in size which are in constant contact with the ground for the duration of the race. The wheels must be mounted no more than 10" outside of the walls.
13. The Outhouse interior must contain a box / seat with a hole, on which one team member will sit during the race. The seat must be attached securely to a frame which is attached to the Outhouse base.
14. The rider must hold on to some type of grasping device secured to the frame or base during the race for safety reasons.
15. The interior of the Outhouse must have one roll of toilet paper on a roll holder or hanger and reading material.
16. Each Outhouse must have a name or theme which should be displayed on the exterior of Outhouse. All names and themes must be in good taste.

Team Rules:

1. Each team consists of four pushers / pullers and one rider.
2. A maximum of 5 Scouts may be on each team with one of those 5 riding inside the Outhouse and remain in the Outhouse throughout the race. The riding team member riding must weigh at least 100 pounds.
3. All team participants must be registered youth with BSA.
4. ***Adults may not participate as crew members. (However, if at least two Scouter patrols build and bring an Outhouse, we will hold a separate race event for an Adult / Scouter league).***
5. During the race the rider must be seated over the hole throughout the entire race.
6. The rider may not participate in the propelling process in any way.
7. The rider must wear a safety helmet during race (provided by unit). Other safety gear is permitted.
8. Clothing and shoes should be chosen for safety but should also reflect the theme of the entry. It may be creative, epic and outrageous, but not provocative. All participants must wear appropriate footwear. No flip flops, sandals, or other open toed shoes or bare feet will be permitted.
9. The original 5 team members must compete in the entire event including heats, finals and grand finale. However, team members may switch positions with the rider between races. No substitutions of crew members will be allowed and racing team members may not change from race to race. In the event of extenuating circumstances, the Scoutmaster may request to consult with a race official and, if a good reason is provided, an exception may be made to this rule.
10. Each Outhouse will undergo a safety inspection. A patrol may not be allowed to participate if their Outhouse is deemed unsafe.

Race Rules:

1. Outhouses and the accompanying registration form (including crew names) must be submitted to race officials at the designated location no later than 9:00 a.m. Saturday morning. The designated location will be announced during the opening flag ceremony. Once submitted, no changes may be made to the Outhouse or crew.
2. Units may enter and race multiple Outhouses and crews. However, unit entries may not exceed 1 per patrol participating at Camporee.
3. Outhouses must be kept in the designated area while not racing. Changes may not be made after the Outhouse has been submitted on Saturday morning. In the event of damage during a qualifying heat, the racing crew (and only the racing crew, excluding adults or other scouts) may make minor repairs to restore the Outhouse to its pre-race condition. No enhancements or changes that would alter the performance of the Outhouse may be made.
4. Units will race in qualifying "heats" of two at a time.
5. Crews must pull or push their Outhouse from the starting line to the midpoint pit stop, where they will go through a "fire-drill" wherein each crew member must run around the Outhouse three times and the rider must switch places with one of the pushers. Each team member will be required to place a color-coded roll of toilet paper on a corresponding color-coded plunger in order of color scheme provided at race time. Once the fire-drill has been completed and the rider has been replaced, the crew may attempt to proceed to the finish line.
6. The Outhouse must be under the control of *ALL* pushers when crossing the finish line.
7. No Outhouse may collide with another. If an accidental collision occurs, both teams will return to the start line and restart the race. Any intentional contact or interference with another team will be deemed a foul and the offending Crew will be disqualified from the competition.
8. The first Outhouse to cross the finish line will be deemed the winner of that race.
9. The winner of each race will advance within the corresponding bracket.
10. This is a double elimination tournament.
11. Units will continue to advance in the brackets until we have a 1st, 2nd and 3rd place winner.
12. Rules discussed on the day of the race will override any written rules.
13. Any decisions rendered by race officials will be deemed as final.
14. Outhouses must be removed from Camp by the unit which brought it. Units should not plan to leave or dispose of their Outhouse or pieces of it at camp, including placing it in the trash dumpsters.

OUTHOUSE RACES

2019 Camporee Build-It, Bring-It Competition

~ Registration Form ~

This form is to be completed and turned in when delivering the Outhouse to the designated location and no later than 9:00 a.m. on Saturday.

Troop: _____

Patrol: _____

Crew Names:

I, _____, Scoutmaster / Acting Scoutmaster, have read and reviewed the Official Rules of the 2019 Eagle Trail Camporee Build-It, Bring-It competition, as stated in the Leader's Guide and have discussed these rules with the Crew members listed above. I confirm that to the best of my knowledge, the above referenced Outhouse entry and all crew members meet the requirements as listed in the Construction Requirements and Team Rules sections.

Scoutmaster / Acting Scoutmaster

Evaluation Forms

Campsite Inspection Form

Campsite Inspection Form		Troop # _____
Description	Max. Points	Score
Fire Safety followed: Firefighting equipment available for each fire Source (such as fire extinguishers) for gas stoves and Charcoal / liquid fuel safely and properly stored.	0 – 10	
Troop and American flags properly displayed	0 – 10	
Campsite free of motorized vehicles and hazards (such as wood tools on ground, clotheslines less than six feet above the ground, unattended fires, unmarked tent or tarp lines in major walkways of the campsite)	0 - 20	
First aid kit properly marked, adequately stocked, readily available in a central location	0 – 10	
Cooking area and equipment clean, neat and properly stored and Menu and patrol duty roster posted	0 – 10	
Campsite free of litter and garbage properly stored and off the ground	0 – 15	
Tents and tarps pitched properly and personal gear clean and properly stored	0 – 10	
Unit site perimeter properly marked with a camp gadget present	0 – 10	
No Scouts and no more than two adults in the campsite during activities	0 – 5	
Overall campsite score	0 – 100	
Name of inspector:		Time of inspection:
Inspector's notes and comments:		

Unit History Display Form

Unit History Display Rating Form	Troop # _____	
Description	Max Points	Score
Unit is easily identified (includes unit number, chartered org., district, council, and pack or troop)	0 – 20	
Includes unit apparel (t-shirts, unit specific patches, hats, etc.)	0 – 10	
Quality construction and workmanship and creativity (overall look)	0 – 20	
Contains pictures, timeline of unit history, Eagle Scouts, etc.	0 – 20	
List of community service projects including Eagle projects	0 – 10	
Display contains awards and recognition the unit has received during the past year	0 – 20	
Unit Historian or his designee is present during judging	0 – 20	
Overall Score	0 – 100	
Name of Judge	Time of judging	

Patrol Flag Competition Form

Patrol Flag Competition Rating Form	Troop # _____	Patrol Name _____
New Scout ____, Experienced ____, Senior Patrol ____, Category (check one)		
Description	Max Points	Score
Quality of construction and workmanship for flag and pole	0 – 20	
Craftsmanship, proper knots, lashings and tied correctly	0 – 20	
Overall appearance, including Patrol name and unit #	0 – 20	
Camporee theme incorporated into design	0 – 20	
Originality and evidence of Scout only construction	0 – 20	
Overall Score	0 – 100	
Name of Judge	Time of judging	

Duck Blind Form

Duck Blind Rating Form	Troop # _____	
Description	Max Points	Score
Unit is easily identified (troop signage, etc.)	0 – 5	
Camouflage made up of all-natural materials	0 – 10	
All structural elements pioneering built, excluding signs and decorations	0 – 15	
Duck Blind of safe and sturdy construction	0 – 20	
Two points for each lashing properly tied as defined at bottom of this document and in BSA Handbook	0 – 30	
Creativity and Originality	0 – 20	
Overall Score	0 – 100	
Name of Judge	Time of judging	

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage. All materials for duck blinds MUST be supplied by the troop, and the duck blinds should be 100% Scout made with only limited assistance from adult leaders. Decision of the Judges is final for all scores.

Knots:

- Clove Hitch: Starts most lashings except diagonal lashing; used to end all lashings
- Timber hitch Starts diagonal lashing

Lashings:

- Square Lashing: Used to fasten two spars or poles together
- Diagonal Lashing: Used to bind poles together that cross each other but do not touch when their ends are lashed in place in a structure
- Round Lashing: Used to bind two poles together for the purpose of increasing the length



2019 Eagle Trail District Camporee



Scout Commander

March 22 – 24, 2019

UNIT REGISTRATION FORM

Troop/Crew _____

Scoutmaster/Advisor _____ Phone _____

Address _____, _____ TX _____

Assist. SM/Advisor _____ Phone _____

Total Scouts Attending _____ x \$15.00 (\$20.00 after 3/15/19) = \$ _____

Total Adults Attending _____ x \$15.00 (\$20.00 after 3/15/19) = \$ _____

Total Troop Attendance _____ x \$15.00 Total Amount Due = \$ _____

Estimated number of Patrols: _____

Early Registration is due by March 15, 2019

MAKE CHECK PAYABLE TO: Circle 10

**PLEASE NOTE ON THE CHECK THAT IT IS FOR THE
2019 EAGLE TRAIL DISTRICT CAMPOREE**

SEND COMPLETED UNIT APPLICATION & THE REGISTRATION FEE TO:

**EAGLE TRAIL DISTRICT
2019 CAMPOREE REGISTRATION
5600 US HWY 75 SOUTH
FAIRVIEW, TEXAS 75069**



2019 Eagle Trail District Camporee



Scout Commander

March 22 – 24, 2019

UNIT REGISTRATION FORM #2

Please type or print all information and bring this form with you to registration / check in.

UNIT _____ DATE _____

UNIT CONTACT NAME _____ PHONE _____

E-MAIL _____

PATROL NAMES

Classification (S,E,N)

S= Senior, E= Experienced, N=New Patrol

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____



2019 Eagle Trail District Camporee



Scout Commander

Schedule of Events

Friday, March 22, 2019

5:00 pm – 9:30 pm	Check in at Headquarters, Campsite setup
10:00 pm – 10:30 pm	Scoutmaster and SPL Cracker Barrel
10:45 pm – 11:00 pm	Staff meeting
11:00 pm	Lights Out – Scouts in tents and quiet

Saturday, March 23, 2019

6:30 am	Wake up
6:30 – 7:45 am	Breakfast at Campsites
7:45 am	*Camporee Opening & Opening Flags (Class A, Unit and Patrol Flags)
8:00 am – 9:00 am	Duck Blind Building at Campsites
9:00 am – 10:00 am	*Far Buildin' at Sports Field^
10:00 am – 12:30 pm	*Patrol Events
12:00 pm	Patrol Flags and Unit History Displays Due at Activity Center
12:30 pm – 2:00 pm	*Lunch at Activities Center
2:00 pm – 4:00 pm	*Patrol Events
4:00 pm	*Outhouse Races at Sports Field
5:00 pm	Early Departure Check-out at Headquarters
5:00 pm	Dinner at Campsites
6:00 pm	Drop off Cook Off entries
6:30 pm	*Camporee Awards & Closing Flags (Class A, Unit and Patrol Flags)
7:00 pm	*OA Call Out at OA Fire Ring
	*Scout Commander Theater (Campfire skits)
	Brotherhood walk after OA Call Out
10:00 pm	Scoutmaster / SPL Staff Cracker Barrel
	Dutch Oven Award / Campfire Skit Award
11:00 pm	Lights Out – Scouts in tents and quiet

Sunday, March 24, 2019

6:30 am	Wake Up
8:45 am	*Interfaith Worship
10:00 am – 11:00 am	Break Camp & Checkout with OA

SPL attendance is expected at the highlighted items above.

**Designates camp-wide activities which should be attended by all members of all units*

^All Troops will attend and compete together in the Far Buildin' activity at 9:00 am on Saturday morning. Patrols should remember to bring the needed supplies to this event (see checklist on page 10 of this guide). After this activity has concluded, patrols may choose which event to compete in next. If that event is full when they arrive, they must pick a different event and return to that event later in the day.

All events except for the Outhouse Race must be completed by 3:45PM. At 4:00PM the Outhouse Race will begin.

Camp James Ray Map

