

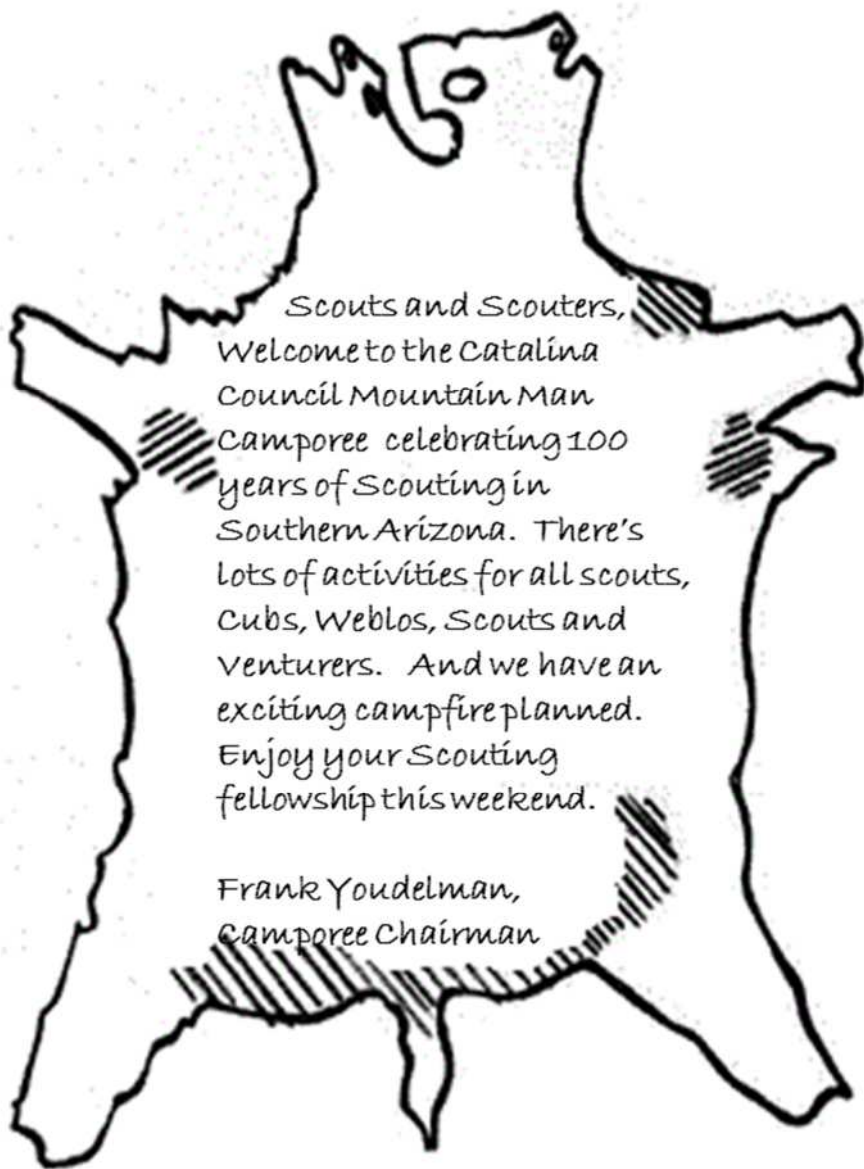
Catalina Council Camporee 100 Years of Arizona Scouting



October 21 - 23 2011
Double V Scout Ranch
Tucson, Arizona

**Unit Information
and
Registration Packet**

Welcome to the Camporee !



Scouts and Scouters,
Welcome to the Catalina
Council Mountain Man
Camporee celebrating 100
years of Scouting in
Southern Arizona. There's
lots of activities for all scouts,
Cubs, Webelos, Scouts and
Venturers. And we have an
exciting campfire planned.
Enjoy your Scouting
fellowship this weekend.

Frank Youdelman,
Camporee Chairman

Registration and Participation

- Registration for the camporee is on a unit basis using the attached registration form or on line. Return the forms to the council office. Only one chartered unit may be on a registration.
- Registration fees must accompany the form.
- For the safety of participants, adults, youth, staff and visitors will be required to wear wrist bands for identification. Units will receive wrist bands when they check in at registration.

Registration Fees

- The fees are for youth is \$15.00 and \$10.00 for adults until September 30, 2011.
- The fee for all unit registrations or additions after September 30th is \$20.00.
- The deadline for refunds is September 30th.

Webelos Participation

- Webelos dens may register and participate in the Camporee.
- Scout troops should encourage and work with an affiliated Cub Pack in coordinating registration and participation of the Webelos.
- A pack or troop that does not have an affiliation and would like one may contact their district committee.

Cub Scout Participation

- Cub packs are welcome to participate in age appropriate Camporee events.
- Overnight camping by Tiger Cub, Wolf, and Bear Cub Scout dens is not approved.

Siblings

- We understand that there may be circumstances that cause siblings not registered as scouts to be in attendance. Parents and unit leaders must ensure that they are supervised for safety do not participate in camporee events.

Sack Lunches

- Sack lunches will be catered by Egees and are available for pre-order at a cost of \$6 until September 30th.
- The Sack lunch consists of an 8" Grinder sandwich, 1 oz bag of chips, drink, sugar cookie and fruit.
- One special wrist band will be provided for each lunch pre-ordered. The wrist band will be traded for lunch at the distribution point.
- Lunches will be distributed from 11 Am to 1PM.

Camporee T-Shirts

- Camporee T-Shirts are available for pre-order up to September 30, 2011. Shirts will be available for pick-up at unit check in at the camporee. Cost is \$10 (\$12 for XL-XXL)
- If T-Shirts are ordered after that date or at the camporee, the cost is \$12/\$14 and they will be available for pick-up at the council office about 2 weeks after the camporee.
- The order form is at the end of this guide.

Camporee Hats

- Camporee Hats are available for pre-order up to September 30, 2011. Hats will be available for pick-up at unit check in at the camporee. Cost is \$5
- If hats are ordered after that date or at the camporee, they will be available for pick-up at the council office about 2 weeks after the camporee.
- The order form is at the end of this guide.

Camporee Mugs

- Camporee T-Shirts are available for pre-order up to September 30, 2011. Mugs will be available for pick-up at unit check in at the camporee. Cost is \$5.
- If mugs are ordered after that date or at the camporee, they will be available for pick-up at the council office about 2 weeks after the camporee.
- The order form is at the end of this guide.

Scout Shop

- The Tucson Scout Shop will have a limited inventory available at a special camporee Scout Shop.

Transportation Stuff and Parking

As you can see from the map, we are going to use the "back" gate for the main entrance/exit for the camporee. Traffic will enter the gate from 4 PM on Friday until 12:0 Noon on Saturday. From 12:00 Noon Saturday until noon 12:00 Noon Sunday the gate will be for exit only. This will allow an easy entry and departure for all participants either after the campfire on Saturday or on Sunday.

Camporee parking will be in the area of the back gate.

Units will be permitted a vehicle for unit equipment, please park all others in the main parking area.

Communications

The camporee staff will be using the Family Service Radios for communications. Channel 1 will be for emergencies, Channel 2 for Program and Channel 3 for Camporee support. Units may use Channel 4 if needed. Unit leaders may find it easier to use cell phones for this event.

First Aid

A first aid station will be in the vicinity of the Sports Ramada.

Commissioner Service

The council and district commissioner service will be assisting with the camporee in several areas. Your unit commissioner should be there to assist you.

Camporee Headquarters

Camporee Headquarters will be in the vicinity of the Sports Ramada.

Camporee Rules

The Catalina Council wants to make sure everyone participating in the Camporee has a safe, enjoyable and quality Scouting activity. The following rules are designed to ensure that these goals are met. Please review these rules and policies with your Scouts and leaders. Your cooperation is appreciated.

- The Scout Law is the law of the camp.
- The Guide to Safe Scouting will be followed by all participants.
- As at any Scout activity, there will be no illegal substances, alcohol, fireworks, firearms or other weapons.
- No unit group or individual other than the Tucson Scout Shop, official sponsors or the Catalina Council may sell, take orders for future sales or advertise or promote any item, product or service on the Double V Scout Ranch.
- All trash must be placed in the dumpsters provided.
- Please report all accidents, injuries, or other emergencies to the Camporee HQ.
- Please turn in lost and found items at the Camporee HQ area. Unclaimed items will be available at the Scout Office after Camporee.
- All Scouts are required to be in full uniform for check-in, check-out, campfire, and flag ceremonies. Patrol or Troop activity uniforms are encouraged for all other activities.
- Wood tools must be properly stored and used.
- Sheath knives and knives with blades over 3 inches are not permitted.
- No wood may be cut from trees, nor trees cut down.
- All fires must be contained and attended at all times. Do not leave the campsite while the fire is anything but COLD to the touch.
- Scouts may not enter other campsites without permission. Scouts must remain in their campsite after taps at 10:00 pm.
- Patrol Leaders are requested to teach and enforce the Buddy System during Camporee.
- No Scout may leave the Camporee site unless pre-arranged and approved by the unit leader. Please have the Scout checkout at the Camporee HQ area before leaving the camping area. *Scoutmasters, if appropriate, please advise Camporee Staff of Scouts' special needs.*
- No electronic devices such as radios, tape decks, Ipods /CD / DVD / MP3 players, walkie-talkies (except devices designated for Camporee staff use only are allowed within the Camporee area.

Camporee Schedule

Friday

Sunset: 5:45 PM

4:00 - 10:00 Check-in

8:00 Cracker Barrel for unit leaders at Ramada Grande

Commissioners Fellowship at Ramada Grande

Saturday

Sunrise: 6:33 AM Sunset: 5:44 PM

6:30 - 7:20 Breakfast and clean up

8:00 - 8:30 Opening Ceremony - Flag Raising at Campfire Circle

8:30 - 9:00 Pancake Flip and Egg Cooking

9:00 - 12:00 Camporee Events - See List

11:00 - 1:00 Sack Lunch Pick-up

12:00 - 1:00 Lunch in Camp Sites

1:00 - 4:00 Mountain Man Village

Discover Scuba - 1st 200 scouts registered.

Events Continue

4:00 - 5:00 Dutch Oven Cooking Competition

5:00 - 5:15 Camporee Retreat

5:15 - 6:30 Dinner in Camp Sites

6:30 - 8:00 Campfire and Closing

Sunday

Sunrise: 6:33 AM

8:00 - 9:00 Scout's Own Religious Service at Chapel

9:00 - 11:00 Units clear campsites

HAVE A SAFE TRIP HOME

CAMPOREE PROGRAM EVENTS – Cub Scout

Whittling Chip: Come and learn the differences between whittling and carving. Practice these two skills while earning the Whittling Chip Card.

Candle Making: Learn how a candle is made and create one for you to take home.

Rope Making: Start with a string and end up with a rope strong enough to hold your own weight.

Cub Cooking: Hungry? Try making a hot dog on a stick.

Animal Tracks: Can your den identify 10 animals from our silhouette trail?

First Aid: Do you have a first aid kit or even know what goes in one, stop by and make a handy pack size first aid kit.

BB Gun: How's your aim? Stop by and try the shooting range.

Archery: Maybe guns aren't for you Archery is right across the way.

Tom Tom Morse Code: Send messages using Tom Toms

Izzy Dizzy: What would a Camp-O-Ree be without the Izzy Dizzy Obstacle Course? The course consists of pushups, sit ups, jumping jack, hula hooping, soccer ball dribbling, and the feared izzy dizzy challenge. The best part is your den can compete against another den.

Corn Hole Toss: This is a game for all ages; it is a cross between horse shoes and a bean bag toss. Check It Out.

Marbles: Put your Play Stations away!! We're going to teach you how to play the game and start a championship this weekend. Winner takes home his marbles.

Cue Sticks: This event is going to happen in the afternoon from 12:00 to 3:00pm so come to the cue stick station and make your own cue stick to participate in the afternoon. (Details will be at the station and registration.)

Para cord Crafts: Choose from hundreds of parachute cord projects to make and take home.

Monkey Bridge: Don't miss out on the monkey bridge! NEVER ENOUGH TIME

CAMPOREE PROGRAM EVENTS – Boy Scout

Fire Building/ Pancake TOSS: After flag ceremony each patrol will head off to their respective starting marker. They will have to make a fire and cook a pancake with the materials that they brought with them. (Camp-o-ree Committee will provide the pancake batter) Once the pancake is made it must be flipped over a wire line suspended in the air. Once flipped a scout from that patrol must eat the pancake. Once completion of the taste is notified by a judge the entire may move onto their first point's event.

Tomahawk Throwing: Each scout will receive the opportunity to throw three authentic tomahawks at a designated target. For each tomahawk that hit the target he will receive 10 points. For each tomahawk that sticks he will receive 20 points and for each tomahawk that sticks in the bull's eye he will receive 30 points. Once all of the scouts in the patrol have thrown their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 90)

Knife Throwing: Each scout will receive the opportunity to throw three knives at a designated target. For each knife that hit the target he will receive 10 points. For each knife that sticks he will receive 20 points and for each knife that sticks in the bull's eye he will receive 30 points. Once all of the scouts in the patrol have thrown their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 90)

Spear Throwing: Each scout will receive the opportunity to throw three full length spears at a designated target. For each spear that hit the target he will receive 10 points. For each spear that sticks he will receive 20 points and for each spear that sticks in the bull's eye he will receive 30 points. Once all of the scouts in the patrol have thrown their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 90)

Atlatl Throwing: Each scout will receive the opportunity to throw three authentic atlatl arrows using an atlatl. Three will be four separate targets each one being 20 feet farther than the other. The first target is worth 10 points; the second is worth 20 points and so on. Once all of the scouts in the patrol have thrown, their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 120)

Dutch Oven Competition: Your patrol must create an entree in your dutch oven (deserts and breads do not qualify). Provide a 4oz. sample of your meal with the recipe at 5:00pm at headquarters for judging. Points will be awarded on difficulty, looks and taste of the finished product and if there was any outside help from adults.

Spirit Stick Competition: Any scout may enter the spirit stick competition but your patrol will only be able to awarded points once. Each scouts hiking staff is unique to him and him alone. Either bring your hiking staff in or create one at the camp-o-ree. Judging will be at 3:00pm at headquarters bring your staff and describe it to the judges. Points will be given in 10 point increments up to 100 points for the first place stick.

Trail Signs: Trail signs are unique to men of the outdoors; some are made from wood others from stone and even possibly grass. Your patrol must identify the trail signs and tell their meanings. (Your patrol will be awarded 10 points per correct answer)

Animal Tracking: Your patrol will be given a book of animal footprints. Your goal is to identify as many of the footprints as possible and receive the highest score possible. Your patrol may only have one guess per page and if you get it wrong you cannot move on. You're done. The each track is worth 10 points. There are 20 tracks for total points possible of 200.

Tom Tom Morse Code: Your patrol will be given a message and a standard Morse code chart; your patrol will split into two groups. The first group will send the message via drum to the second group 30 feet away. The second group will then decipher the question and return the answer via mores code using the drum. To place at all you must have the correct answer. 5min or under is worth 100 points, 5 to 10 min is worth 80 points, 10 to 20 min is worth 60 points, anytime over 20 min. is worth 50 points.

Wilderness First Aid: When in the wild for several months and days from doctors your patrol would have to rely on their own personal knowledge and abilities. Your patrol will be given a situation in which you must perform first aid in the wild. There are no supplies provided. Only what you bring with you. (Be Prepared) You will receive 100 points for getting your victim to the first aid station alive. 50 points will be awarded for working together as a team, and 50 points for assessing all dangers.

Cannon Ball Toss: This is a test of your patrols brute strength. Each member of your patrol will throw the cannon ball down the field. The score will be taken by the farthest thrown cannon ball. (For every ten feet that you throw the cannon ball you patrol will receive 25 points)

Log Sawing Contest: How many inches can your patrol cut in 5 min? Your patrol will be given a log and a 2 man lumberjack saw. You will attempt to cut as many round tuits as u can within 5 min. Scoring is as follows, for every inch of wood that your patrol cuts you will receive 10 points and for every round tuit that your patrol cut you will receive a bonus 20 points.

Cabor Toss: A cabor is a 3 foot log that you toss end over end to see how far you can get it. Each member of your patrol will throw the cabor down the field. The score will be taken by the farthest thrown cabor. (For every ten feet that you throw the cabor your patrol will receive 25 points)

Travois Race: The patrol will have to make a travois, pick a scout to get on top of the travois and the rest of the patrol will drag him across the finish line (if the travois falls apart at any time the patrol must carry the pieces of the travois back to the start line and relash. This is a timed event that will start with a whistle and will end with the patrol cheer (the patrol must disassemble the travois in order to receive any points) Points are as followed: 50 points for completing under 10 min. , 25 points for completing in over 10 min. and 50 point for correctly tying the travois. (2 square lashings and 1 diagonal lashing)

Bedding Platform: Many mountain men had to sleep off the ground on what is called a bedding platform to protect them from the snake and scorpions while they slept. Your patrol will be given all of the necessary supplies to make one of these beds. This not a timed event. Your patrol will be graded on the quality of the bed and if it will hold a large man. The points will be awarded by the judge, 25 points will be given as a minimum score for trying but you could earn as much as 200 points for having the best bed.

Burro Packing: Your patrol will be given a cart full of supplies for camp. You must tie you supplies to the burro and walk it through the predetermined course. If any package falls off you lose 10 points and you must stop momentarily to retie the object that fell off. Your patrol will be given 200 points for completing this event with all supplies on the burro as it crosses the finish line. Careful this is a fun activity but your patrol could lose overall points.

Portage Relay: Along the river there are spots than cannot be traveled by canoe and therefore your team must empty your canoe and carry its contents across the obstacle and put it back in the water.

Mountain Man Obstacle Course: This is an obstacle course to build knowledge and skill rather than brawn and strength. Each patrol must visit and participate in each of the planned activities. If chosen first they will receive added skills to help them compete the day's activities. These demonstrations are "How to pack a mule", visit our "Mountain Man Trading Post" and make a canteen from a gourd or a hat out of a pelt, make a candle from our Hot Wax area, and finally visit our Black Powder demonstration

CAMPOREE PROGRAM EVENTS – Venture Crew and Leadership Corps

The venture crew events will be set up like the amazing race. Their events will start on Friday night at the registration desk. They will receive a compass course which they must complete in order to find their campsite. At their campsite they will find instructions for the next day and ingredients to complete their first challenge. As a challenge is completed your crew will be told which event will be next to avoiding a bottleneck at the events. There are going to be three checks in points to see how your crew is progressing. You must check in at Headquarters at 12:00noon, 2:00pm and 4:00pm. The crew with the least amount of completed competitions is out of the race. The rest of the afternoon is yours to do whatever you would like. (If you do not wish to compete in the race than you may simply enter as a patrol in the camp-o-ree)

Egg Cooking: Your crew must first make a fire and using only the items in the milk crate make and eat your breakfast. Your crew will be judged on teamwork and edibility of the egg. Completed correctly you may leave at 9:00am for the events, completed incorrectly you will leave for your events at 9:15am.

Portage Relay: Along the river there are spots than cannot be traveled by canoe and therefore your team must empty your canoe and carry its contents across the obstacle and put it back in the water. Complete this exercise and move onto your next event.

Bedding Platform: Many mountain men had to sleep off the ground on what is called a bedding platform to protect them from the snake and scorpions while they slept. Your crew will be given all of the necessary supplies to make one of these beds. This not a timed event. Your crew cannot move on to the next event until the bed is built, tested by the judge and then disassembled.

Log Sawing Contest: Using the 2 man lumberjack saw cut 2 totems and move onto your next event.

Wilderness First Aid: When in the wild for several months and days from doctors your patrol would have to rely on their own personal knowledge and abilities. Your crew will be given a situation in which you must perform first aid in the wild. There are no supplies provided. Only what you bring with you) If you don't complete this exercise your crew is finished and your race is over. Know your first aid.

Tomahawk Throwing: Each crew member will receive the opportunity to throw three authentic tomahawks at a designated target. Your crew may not move onto the next competition until it has stuck 5 bulls' eyes.

Knife Throwing: Each crew member will be able to throw three throwing knives at the target, your patrol may not move onto the next competition until it has stuck 5 bulls eyes.

Spear Throwing: Each crew member will have the opportunity to throw three full length spears at a designated target. Your crew must get 5 spears to stick in the target before moving to the next event.

Atlatl Throwing: Each crew member will receive the opportunity to throw three authentic atlatl arrows using an atlatl. Your crew must hit the target on the far end 5 times before you can continue

Trail Signs: Trail signs are unique to men of the outdoors; some are made from wood others from stone and even possibly grass. Your crew will follow a trail of signs to your next event. If you don't finish this event your crew is out of the race.

Animal Tracking: Your crew must locate and identify 10 different animal footprints in a 100 square foot area before you can continue to the next event.

Blow Darts: Each crew member will take turn shooting three darts. Your crew must pop 5 balloons using the blow darts that will be provided before you can continue to the next event.

2D/3D Archery: Each crew member will take turn shooting three arrows. Your crew using the equipment provided must hit the "Kill Zone" five times before moving on to your next event.

Paul Bunyan: Using the equipment provided chop the log into 2 pieces. This is a timed event from the first swing taken to the second the log splits into two (this time will only be used as a tie Breaker at the end of the race). SAFETY FIRST - BEING UNSAFE WHILE DOING THIS ACTIVITY WILL EJECT YOUR ENTIRE CREW FROM THE RACE.

Check in

There will be a check in area near the entrance gate. You will be assigned a campsite and receive any hats/mugs/t-shirts ordered and wrist bands. Please have only the Scoutmaster and Senior Patrol Leader check-in. At this time leaders should have a current Part II of the BSA Medical form for all participants.

Cracker Barrel

There will be a cracker barrel for Scoutmasters and Senior Patrol Leaders at 8PM Friday at Ramada Grande. Final information will be provided. At the same time there will be a fellowship for all council commissioners.

Events

Take a close look at the events listing. Scouts and Venturers may need to do some prior planning. For example - a frying pan is needed for the egg cooking and pancake flipping. Be Prepared. Scoring for this camporee will be non-traditional. Each event will be scored separately with no overall score.

Discover Scuba

As a special opportunity, the first 200 scouts attending this camporee who register for Discover Scuba will have a great experience on Saturday afternoon. The forms are on the web site.

Check-out

A member of the Camporee Staff **MUST** inspect your campsite before you leave. Prior to inspection, please complete the following:

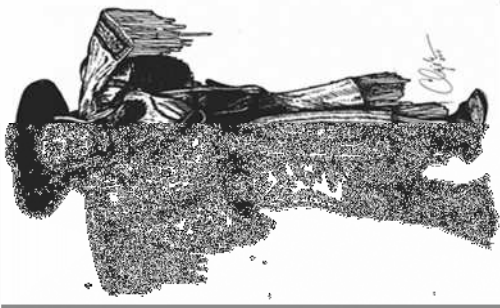
- Ensure the campsite is litter free.
- Restore the campsite to its original (or better) condition.
- Pack all gear and be ready to depart.
- Deposit all garbage in the dumpsters provided.
- Request a site inspection of a Camporee Staff member.

The check-out sheet will be signed when the inspection is completed. The Scoutmaster and Senior Patrol leader must then present the form at the administration area. Patches and streamers will then be presented to the Scoutmaster and Senior Patrol Leader with the signed check-out sheets. Any outstanding fees must be paid before departure.

Camping

- Units will be assigned camp sites on arrival.
- Because the Double V will be crowded this weekend, some units may be assigned unimproved camp sites. Units must share available facilities.
- Each registered unit will be permitted one vehicle at the camp site parking areas. Please do not park additional vehicles in these areas.
- As usual, units must bring equipment, supplies and food for the weekend. (Other than ordered sack lunches.) Remember that due to the number of units, crowding, you may not be able to use tables and ramadas - so be prepared.
- Water is available at numerous sites through the Double V, share the water points.
- Cooking and Fires. Cooking may be done on stoves, charcoal or open fires. Bring your own wood as there is no gathering of wood on the Double V. If there is no established campfire ring at your camping area, you may still have an open cooking fire. Please clean up the fire areas on your departure to leave no trace. Any coals deposited in trash containers must be COLD out and wet.
- Trash - please clean up your camping areas and deposit trash in the dumpsters provided.

Camporee Entrance Fri to Noon Sat/Exit After Noon Sat



Double V
Scout Ranch

Camporee
Parking

Gate

Scout
Events

Cub
Events

Human Foosball

Obstacle Course
Baseball and Soccer
Sports Ramada
Pool

Throwing Events

Archery
BB Gun

Ramada Grande

Parking

Trail

15 MPH Road

Ranch Office

Ranch Shop

Entrance

Kinney Road

Cactus

Anaconda

Amis/ud
Artisan

Mulcahey

Coyote

Road Runner

Rattlesnake

Saguaro

Red Feather





Catalina Council Mountain Man Camporee

100 Years of Arizona Scouting
October 21-23, 2011
Double V Scout Ranch
REGISTRATION FORM

UNIT(Pack, Troop, Crew, Team, Post) # _____

UNIT CONTACT: Name _____
 Phone (Cell) _____
 Phone (Night) _____
 email _____

Unit Leader Name: _____

Troop/Crew/Team/Post Youth Leader Name: _____

Registration On or Before September 30th, 2011

Scouts Attending _____ @ \$15.00 = _____

Adults Attending _____ @ \$10.00 = _____

Registration After September 30th, 2011

including additional participants added after Sept 30th
(Late Registrations may result in patches arriving after
the camporee)

Scouts Attending _____ @ \$20.00 = _____

Adults Attending _____ @ \$20.00 = _____

Extra Patches _____ @ \$ 4.00 = _____

Total Due (Including Lunches) \$ _____

SACK LUNCH ORDER

Sack Lunches are available for pre-order only before October 14th for pick-up 11AM-1PM at the camporee. Lunches are catered by Egee's.

Lunch is 8" grinder (no ham) sandwich, 1oz bag of chips, drink, sugar cookie and fruit

Lunches ____ @ \$6.00 = _____

Make checks payable to: Catalina Council, BSA GL# 1680105020
Ring Code - CAMPO

***** SEE THE CAMPOREE LEADER'S GUIDE FOR DETAILS *****



Catalina Council Mountain Man Camporee T-Shirt Pre-Order Form



Illustration Only
 ← Front
 Back →

Pre-Order Camporee T-Shirts are \$10 each (\$12 for XXL)
 After Sept 30, 2011, T-Shirts are \$12/\$14 each and must be
 picked up at the Scout Office about 2 weeks after the event.
 Shirts are Natural Color.

	SIZE	NUMBER	COST
_____	Youth Medium	_____	_____
Unit _____	Youth Large	_____	_____
_____	Adult Small	_____	_____
Contact _____	Adult Medium	_____	_____
_____	Adult Large	_____	_____
Phone _____	Adult X-Large	_____	_____
PAYMENT MUST	Adult XX-Large +\$2	_____	_____
ACCOMPANY ORDERS	Adult XXX-Large +\$2	_____	_____
GL# 1680105020	TOTAL	\$	_____
Ring Code - CAMPO			



Catalina Council Mountain Man Camporee Hat Pre-Order Form



Pre-Order Camporee Hats are \$5 After Sept 30, 2011,
Hats are \$7 each and must be picked up at the Scout Office
about 2 weeks after the event. Hats are Stone.

Unit

Contact

Phone

email

**PAYMENT MUST
ACCOMPANY ORDERS
GL# 1680105020
Ring Code - CAMPO**

ONE SIZE FITS ALL

NUMBER

TOTAL

\$ _____



Catalina Council Mountain Man Camporee Mug Pre-Order Form



Pre-Order Camporee Mugs are \$5 After Sept 30, 2011, Mugs are \$7 each and must be picked up at the Scout Office about 2 weeks after the event. Logo does not have white background.

Unit

Contact

NUMBER

TOTAL

\$ _____

Phone

email

PAYMENT MUST

ACCOMPANY ORDERS

GL# 1680105020

Ring Code - CAMPO