

14-16 October 2016
Camp Landstuhl, Germany

BARBAROSSA DISTRICT
2016 Fall Camporee



Barbarossa District Fall Camporee 2016

I. Overview & Registration Information

Dates and Location

14-16 October 2016

Camp Landstuhl, Landstuhl Local Training Area 2, Germany

Who Can Attend

All Boy Scouts, Venturers and Scouters registered with the Transatlantic Council.

Cost

\$20 per youth and \$10 per adult

Note: Unit registration fees will not be charged for this event, but it is imperative that we receive a minimum of two volunteers from each unit to be able to run the program events.

Camporee financial statement– Average Cost

\$1,150.00 Latrines

\$ 350.00 Event patches

\$ 500.00 Program Supplies

No individual Registration Fees will be waived

Pre-Registration Forms – Appendix A

Each unit (Troop, Crew) will be required to turn in a pre-registration form **NLT 6 Oct 16**. Please send the pre-registration to our Registrar (FallCamporee@BarbarossaDistrict.org). Pre-registration numbers can be modified until 12 Oct.

Payment

Payment is due during check-in at the Camporee. Payment will be made in the amount of the **reservation** as of Wednesday, October 12. Cancellation and/or refunds will be negotiated with the District Executive and only in the matter of health and natural events.

Make checks payable to **TAC-BSA**. Be sure to indicate unit number on all checks and money orders. We will not be using unit accounts at TAC for registration fees.

Camporee Reception - Appendix B

Upon arriving at camporee, the Senior Patrol Leader & Primary Adult Unit Leader should report to the reception center area. They should have in their possession the following items:

1. Each person (adult & youth) attending the Camporee must have a Medical Information Form (A&B)
2. Camporee Registration Form (Appendix B)
3. Payment

Medical forms will be checked against the roster.

Volunteers

This program cannot run without volunteer support. Upon initial registration, each Unit will be required to provide a minimum of two volunteers to assist with running program stations. If you already know who your volunteers will be then please let the staff know so that we can contact them and prepare ahead of time for the position that they will fill.

Camporee Staff

Below is the primary leadership for this Spring Camporee:

Camporee Coordinator	Lorna Dore
Ranger	open
Program/Awards	Chris Markus
Camp Commissioner	<i>Barbarossa District Commissioner</i>
Camp Medical Officer	Joe Dore

Food

The units are responsible for all meals: Friday - Sunday

II. PROGRAM Appendix D

Overview

This year's fall camporee will consist of six stations that will be visited in a "Round Robin" layout. We have developed a program focused on basic Scout skills required to earn the First Class rank. The patrol who performs best across in uniform inspections, campsite inspection, campfire skit/song, and the six events will earn the Camporee President's Award. (see Appendix F)

Patrols/Crews

Each patrol will have a minimum of four but no more than eight scouts. Ideally, each patrol will be made up of scouts from all different ranks. Every scout will have an opportunity to participate in every station. **Each patrol will provide a patrol name, have a patrol flag and yell.**

Equipment*

Each **Scout** will have a daypack with him containing the following items during the Saturday events:

- Water
- Scout Handbook
- Notepad/Pen or Pencil
- Neckerchief
- HEALTHY snacks are allowed

Each **Patrol** will have a Basic First Aid Kit as described in the BSA handbook in their possession on Saturday. A Unit First Aid Kit should also be at your campsite throughout the weekend.

Each Patrol should also have at least one flint and steel as well as firestarter. (See Station 5 under Program.)

***NOTE: this is a basic list of items needed.**

Leader Participation

Unit leaders who have not been "volunteered" to work a station will be free to accompany his/her patrols around the stations. They will be forbidden to offer advice, coaching, or assistance during the event. Leaders who are found to be interfering will be asked to leave the program area.

Program Notes

Scouts will spend much of the day participating in events. They will not be allowed to leave the event area to retrieve forgotten items. They should be dressed and prepared for the weather, which can be cold and wet.

A campsite inspection will also be included as part of the program. These will be done on Saturday while scouts are at the afternoon Scout Skill Stations.

Leave No trace camping will be in effect during the weekend. Debris and garbage will be the responsibility of each unit. Elevated fire pits are approved, but there will be absolutely no ground fires. No firewood is being provided other than downed wood. It is recommended that you bring some firewood.

The Camporee Program Director will act as head judge and will decide any protests.

Campsite Inspection competition– (see Appendix G)

For the purposes of this competition, teams are made up of patrols from your unit. If you have more than one patrol in your unit, then each will compete separately.

Only one gateway per unit will be scored. Gateways may be made of timber and rope.

Safety is the number one priority. All structures must be safe. Unsafe structures will not be scored and must be made safe or disassembled immediately. Scouts caught acting in an unsafe manner will be disqualified and may be sent home.

Any structures like a tower, bridge, gateway, climbing wall, etc, that involve climbing to above shoulder height should follow the necessary BSA guidelines and safety precautions which may include harness and belay systems. Stakes may be used for support but no holes are to be dug (i.e. post holes, latrine holes, flag poles, etc).

All tools and materials must match the spirit of pioneering. Hand cut spars, and logs are acceptable. Eyebolts and pulleys are acceptable as pivot points for moving lines. Nails, screws, bolts, are not allowed for securing spars together instead of rope. Appropriate lashing should be used or some other method of connection (dove tail joint, dowel, etc). Advance preparation is allowed including, finding materials, cutting, drilling, boring, etc provided that all work should be done by hand tools (no power tools like electric drill or saw, or chain saw).

Units may bring their gateway already assembled if size allows or may assemble them at the campsite. All units are responsible for providing their own materials including rope, spars, stakes, pulleys, etc.

All units are responsible for cleanup when the camporee is over and must take all materials back home with them and leave the camp cleaner than they found it.

Judging of the gateway will be held during program on Saturday. All gateways should be completed at this time. The judge has the final word on the score of the gateways. Gateways will be scored as for correctness, strength, creativity, appearance, etc. **Additionally, each patrol is required to construct a minimum of one pioneered camp gadget with the patrol name attached,** subject to the same regulations as the gateway. Units are limited to the space provided and must keep all work and projects within that space.

Units are encouraged to visit other unit's campsites with permission and share techniques and projects with each other. Units are also encouraged to enjoy using and playing with or on their projects keeping in mind that they need to be presentable and intact for judging.

Any teams not following these rules or the scout oath and law will be disqualified.

FRIDAY

Chaplain/Chaplain's Aid Meeting 20:00

Each unit will send an adult and youth (beyond the SM and SPL) to serve as a Troop Chaplain and Chaplain's Aide. Meeting location: Staff Area.

Volunteer Staff Meeting 20:30

There will be a volunteer meeting for all volunteers on Friday night in the staff area. This is for scouters or /parents who would like to help or have already volunteered to assist. Meeting location: Staff Area.

SPL/Scoutmaster Meeting 21:00

There will be a mandatory Camporee SPL meeting on Friday night at 9:00 PM; the SPL & Scoutmaster (or substitute leader) are required to attend. Meeting location: Staff Area.

OA Cracker Barrel 21:30

There will be a Cracker Barrel fellowship for all OA members. Meeting location: Staff Area.

SATURDAY

Opening Ceremony 08:00-08:30

Uniform Inspections 08:30-08:45

Each patrol member should be dressed in the BSA Field Uniform (Class A). The patrol leader should lead and present his patrol for inspection, providing a patrol roster, and displaying the patrol flag. Uniform standards can be found on BSA Form 34283: <http://www.scouting.org/filestore/pdf/34283.pdf>. Inspectors will judge the following categories: Boy Scout Handbook, General Appearance, Shirt and Neckwear, Shoes, and Insignia.

Stations 09:00-12:00, 13:30-16:30

All Scouts will participate, regardless of skill level. Patrols will "Round Robin" through stations.

Volunteers, please look over the events to have an idea on where you might be most helpful.

Station 1 First Aid: This station begins with each Scout completing a timed, 20 question, closed book, multiple-choice quiz. Questions will come directly from the Boy Scout Handbook 13th Edition. Then scouts will be given a scenario of an injured person. Scouts must identify what happened and proceed as if it is real.

Patrol rankings will be determined based upon time to correctly and safely address the issues described in the scenario.

Station 2 Throwing: Scouts will rotate through Tomahawk Throwing, Slingshots and Rock Toss.

Patrol rankings will be determined based upon combined score of each area.

Station 3 Life Raft: Scouts will lash together logs to create a raft 10 logs wide, 2 logs high with a yardarm.

Patrol rankings will be determined based upon quality of lashing, teamwork, stability and accuracy of knots.

Station 4 Knots: All scouts will attempt to tie each knot in 60 seconds. The knots being tested are: Two half hitches, taut line hitch, square knot, sheet bend and bowline. Scouts will demonstrate their ability to whip a rope.

Patrol rankings will be determined by accuracy of knots and time to tie them.

Station 5 Fire: Scouts will bring natural materials for a firestarter: e.g. dryer lint, charcloth, wood shavings. Bring flint and steel to start your fire. Matches will NOT be allowed. Two stakes will be in the ground with two pieces of twine tied between them. The wood can go no higher than the first piece of twine.

Patrol rankings will be determined on how long it takes for the top piece of twine to burn all the way through. Unnatural substances (kerosene, gasoline, etc.) are illegal.

Station 6 Island Evac: Scouts will construct a stretcher with provided materials while patrol leader blind folds 4 boys. When stretcher is complete patrol leader will guide boys through obstacle course as quickly as possible.

Patrol rankings will be determined based upon time to complete the task.

Campfire Program 19:00

Saturday evening, OA will host a traditional campfire program. Each patrol will put on a song or skit (3-4 minutes) during the campfire. Song or skit proposals will be accepted from check in thru opening ceremonies. (See Appendix K) Questions/clarification will be addressed with units during lunch. Please keep all songs/skits appropriate; no toilet jokes, foul language, sexual innuendo, or drug or alcohol innuendo, and no water may be used. Campfire will last approximately 2 hours. Since it is outdoors, please ensure everyone dresses accordingly.

SUNDAY

Interfaith Service 08:00

Closing Ceremonies 08:30

Departure Following the completion of the Closing Ceremonies.

Vehicles can enter campsite after closing ceremonies. If you must depart the campsite before closing ceremonies then you can walk your gear to the parking lot or road. Please do not walk through the ceremonies as to interrupt the program.

Vehicles enter through the main gate and the flow of traffic will be the same as arrival procedures.

After campsites are cleared by staff (staff names to follow) the unit will get a sign out sheet to bring to the staff area to pick up patches.

III. MISCELLANEOUS ADMINISTRATION ITEMS

Medical Checks

Each Scoutmaster/Advisor or his designee shall have in his possession the **Medical Forms, Parts A & B** for each Scout and Scouter. Unit leaders should maintain a binder with their Unit info. Make sure that each Scout is registered. If you do not know who is registered in your troop, please contact Jessica Curtis, District Executive for a roster. Youth who are not registered are not considered Scouts and will not be covered under BSA insurance. **Camporee Staff will inspect the binder upon check-in; Unit Leader will retain possession of binder with their Unit information. Please alert Camporee Staff of any outstanding health requirements, needs and/or concerns.**

Vehicles-Driving/Parking - Appendix C/Appendix J

Each vehicle owner/driver will need to register their vehicle to drive onto Camporee grounds and be issued a parking pass. All vehicles will stop at the gate. No Scouters/Visitors will be allowed to pass without registering the driver's name / vehicle make, model, color / license plate. Please travel safely; all Scouts need to be seat belted. After obtaining a vehicle pass, unit leaders will be allowed to take unit cargo into the campsite. All vehicles will drive no greater than 15 MPH/20KPH with lights and warning blinkers ON after arriving at the camp. Parking will be in designated areas ONLY. Trailers, clearly marked and safely stowed outside of normal foot traffic may be negotiated with the Camp Coordinator and allowed to remain in the campsite

Units leaving on Saturday evening are asked to load their vehicles between 18:00-18:45. All vehicles should be returned to the parking by 18:50. Vehicles are not to be in campsites after this time.

During Saturday evening's events ALL parent pickups will be accomplished via the Range Parking lot (Appendix I). The gate to the main camping area will be closed off to maintain safety. Thank you

Fire Safety

A water bucket and/or sand bucket or a fire extinguisher is required in each camp. It must be in plain sight and easy to reach. It must be shown to the campsite inspectors. Ground fires are **NOT** permitted during this Camporee. All fires **MUST** be in above ground fire pits and the ground underneath will **NOT** be raked or disturbed.

Uniform

The Boy Scout Field Uniform (Class A) is required for the Opening Ceremony, Campfire, Interfaith Service, and Closing Ceremony. Any Scout Activity Uniform (Class B) may be worn while participating at the program stations. Please ensure your Scouts/Scouters do not wear inappropriate T-shirts or military camouflage.

Trash: Pack it out when you head home!

Behavior - Appendix E

Directions - Appendix H

Appendix A

Unit Pre-Registration Form

Barbarossa Fall Camporee 2016

14-16 October 2016

Submit to FallCamporee@BarbarossaDistrict.org

Unit Number: _____

Number of Patrols: _____

Patrol Names

Number of Scouts

Adult Camporee Staff Volunteer(s)

Email(s)

Unit Leader Name: _____

Email: _____

Telephone: _____

Appendix C

Barbarossa District

Boy Scouts of America

This Form is required for each vehicle entering Camp, one form per vehicle.

Date: _____

Owner's Name: _____ Unit: _____

Unit Leader's Name: _____

Vehicle Color: _____

Make/Model/Year of Vehicle: _____

License plate: _____

Cell phone: _____



This Form is required for each vehicle entering Camp, one form per vehicle.

Date: _____

Owner's Name: _____ Unit: _____

Unit Leader's Name: _____

Vehicle Color: _____

Make/Model/Year of Vehicle: _____

License plate: _____

Cell phone: _____

Appendix D Weekend Schedule

Definitive Schedule will be provided at check in.

CAMPOREE SCHEDULE

Fri, 14 October

13:00	Staff Arrival	Staff Area
16:30	Registration/Check-in Begins	Staff Area
20:00	Chaplain/Chaplain's Aid Meeting	Staff Area
20:30	Volunteer Staff Meeting	Staff Area
21:00	SPL/Youth Leader/Scoutmaster	Staff Area
21:30	OA Cracker Barrel	Staff Area
22:30	Lights Out	

Sat, 15 October

06:30	Reveille	Campsites
	Breakfast at Campsite	Campsites
08:00	Opening Flag Ceremony	Assembly Area
08:30	Uniform Inspection	Assembly Area
09:00	Scout Skill Stations	Event Area
12:00	Lunch	Campsites
13:30	Scout Skill Stations	Event Area
13:30	Campsite Inspections	Campsites
16:30	Return to Campsite for Dinner	Campsites
19:00	Campfire	Campfire Area
22:30	Lights Out	

Sun, 16 October

06:30	Reveille/Breakfast	Campsites
08:00	Interfaith Service	Assembly Area
08:30	Closing Ceremonies / Awards	Assembly Area
11:00	All Units Have Checked Out of Campsites	

Appendix E

RULES OF CONDUCT for CAMPOREE

- 1) All rules of the campground will be enforced and must be strictly followed. The Camporee Staff is in charge of the safety and welfare of all campers and have final authority on what will be allowed and in all matters of Health, Safety and Security.
- 2) Do not bother any of the natural wildlife you may find at the camp area.
- 3) Adults may use the designated Port-A-Potties only. Four corner urinals will be leased, please observe decency. **These rules must be strictly followed, as it is a Youth Protection rule.**
- 4) Do not waste water. Dishes WILL NOT be washed at latrines/water distribution faucets. Dish water will be obtained and taken to the unit's campsite. Grey water may be distributed beyond 50 feet from the entire campsite perimeter.
- 5) Do not walk through another Units campsite without asking permission.
- 6) Behaviour by any participant (youth or adult) that results in property damage, injury to another person, or disrespect to another Scout, Scouter, or the Staff will not be tolerated and may result in their removal from Camporee.
- 7) **Alcohol/Smoking** consumption of any type of alcoholic beverages at any BSA sponsored event is prohibited. Smoking is also not appropriate in this venue. Please do not smoke.
- 8) **Scouts are expected to be in their tents no later than lights out each night.** Additionally, scouts and scouters are reminded to keep their voices low after lights out.
- 9) **Items To Be Left At Home:**
 - Sheath Knives
 - iPods, Radios, Boom Boxes, PSP's, Nintendo's and the likes, etc...
 - Military Clothes and Equipment
 - Fireworks, Poppers, Caps, etc...
 - Aerosol Cans
 - Un-scout-like Behavior
 - ANY & ALL chemical-based fire starter aids

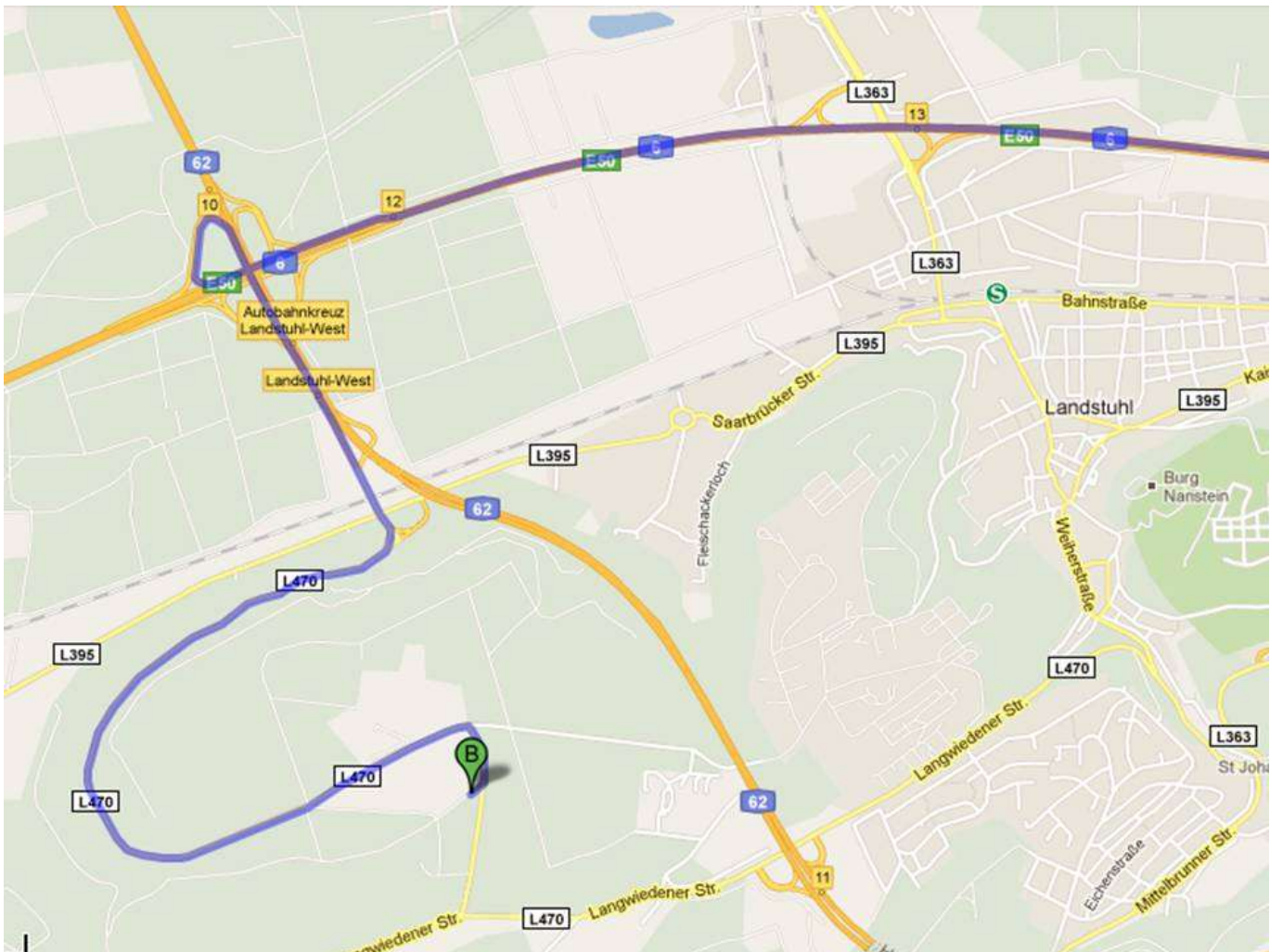
Remember, the primary purpose of Camporee is to build teamwork within the patrols, experience Scouting fellowship, and, most importantly, to use your scout skills to make this a fun event for all.

Appendix H Directions to Landstuhl LTA

Merge onto **A6** via the ramp to **Saarbrücken/Trier**
Take exit **12-Kreuz Landstuhl-West** to merge onto **A62** toward **Pirmasens**
Take exit **Landstuhl-West** toward **Hauptstuhl**
Merge onto **L470**
Slight right to stay on **L470** (signs for **Zweibrücken/Martinshöhe**)
Turn right to stay on **L470**
Landstuhl LTA / Barbarossa Fall Camporee will be on the right

GPS Coordinates: 49°24'00.7"N 7°32'23.0"E
49.400194, 7.539722

49.400194, 7.539722



Appendix I
Landstuhl LTA Map



**Appendix K
Campfire Skit/Song Proposal**

Unit Number	
Patrol Name	
Patrol Leader Name	

Description of Song or Skit to be presented at the Campfire

Patrol Skit/Song proposals will be accepted from check in thru opening ceremonies.

Questions/clarification will be addressed with units during the lunch period.