



Fall 2017 - Boot-Camporee - Leader Guide



HOW MUCH WILL IT COST?

Camper fees will be \$10 per scout & \$4 per adult, which will include camp fees, awards, SPL / Leader cracker barrel, coffee at admin tent and patch.

ARRIVING AT CAMP

Check-in will be as you pull into camp. Upon arrival at camp, the Scoutmaster and Senior Patrol Leader must turn in a complete roster of youth and adults attending the camp. At this time you will be led to where you will set up camp.

PARKING

Only troop trailer and tow vehicles will be allowed to remain in the campsites unless you have a medical reason. All other vehicles will be parked near gate. Look for direction by Troop staff and details at check in. Other vehicles will be allowed into the campsite to unload and then leave the site when completed.

CAMPSITE POLICIES

This camp area has NO ELECTRICITY. Portable campfires may be used in troop camping areas. Please provide your own wood and have water on hand to control if needed. All fires must be completely extinguished and cold to the touch at Lights Out.

BRING WATER - This camp area does not have readily available water. Bring enough for your Troop.

DAILY SCHEDULE

FRIDAY

7:00PM - Arrival/Setup Opens (can arrive any time after 7pm)
9:00 - 9:30PM - SPL Meeting / Cracker Barrel
10:00PM - Quiet Time
10:30PM - Lights Out

SATURDAY

7:30 - 9:00AM - Wake Up/ Breakfast
9:15 - 9:30AM - Morning Flags and Announcements
9:30AM - 11:30AM - Morning Activities
11:30AM - 1:00PM - Lunch
1:00PM - 4:00PM - Afternoon Activities
4:00PM - 5:00PM - In-Site Troop Time
5:00PM - 6:30 - Dinner
6:30PM - 7:00PM - MRE Dessert Cooking Competition (same Ingredients will be provided to each Troop)
7:00 - 9:00PM - Closing Campfire/Skits/Prize Announcements
9:15PM - Back to Sites
10:00PM - Quiet Time
10:30PM - Lights Out

SUNDAY

7:30 - 9:00AM - Wake Up/ Breakfast
9:15 - Morning Flags
9:30 - Scouts Own Service
9:45 - Pack Up
11:00 - Check-out

- Details on Morning and Afternoon activities will be provided at Cracker Barrel
- MRE Dessert Cookoff will require Troops to get creative with ingredients provided to come up with the best Dessert. Deserts will be Judged by a panel and shared with all after Judging.

CHECKOUT

Staff members will inspect campsites to ensure they are clean. The entire campsite must be approved by the staff before any unit assigned to it may be released. Vehicles will be allowed into the campsites in a limited fashion. Due to 1 road in and same road out, we need to coordinate the departure process. Upon dismissal from the campsite, the unit will receive their camporee patches. Staff members will be assigned to each campsite Sunday morning to assist with checkout procedures.

LEADERSHIP

Two-deep leadership National BSA policy for any Scouting activity. The Buddy System is also strongly enforced at camp. Unit leaders are responsible for the Scouts in his/her own unit at all times. As an adult, if you see an example of improper leadership or a lone Scout, please address the situation immediately. Two adult leaders need to be with each unit, not as a participant but as a safety check as these events are in the dark. Scout leaders should make sure his/her Scouts are drinking enough water to stay hydrated.

LEADER'S MEETING

Each Scoutmaster and Senior Patrol Leader will meet in the check in tent Friday at 9:00 pm for a SPL / Leader meeting. The complete agenda will be reviewed and any questions will be answered then. Coffee and cracker barrel for SPL & ASPL, SM and ASM positions.

STAFF

Annandale Troop 354 Scouts and Adult Volunteers will be your host Troop for the weekend. Matt Okerman is Scoutmaster, Thoren Lexvold is Senior Patrol Leader.

LIGHTS OUT

Lights Out is when all Scouts and Leaders are asked to be within their own campsites and begin getting ready for bed. A Scout is courteous so please remember that others around you may already be asleep.

Everyone should be in their own tents and quiet for the rest of the night.

MEDICAL

Each adult and scout should have a completed BSA Health and Medical forms A & B. Each unit will keep track of their units own health forms. Each unit is expected to bring its own First Aid kit and be responsible for administering any minor First Aid. For serious or life threatening injuries call 911 and notify Troop 354 Scoutmaster. Recap with scouts that the woods at Bertram are very raw with lot of branches and sticks that could cause eye and other similar type if injuries.

WHAT SHOULD YOU BRING TO THE CAMPOREE?

A Scout should bring the following to the Camporee:

BSA Field Uniform (Class A) & BSA Activity Uniform (Class B) uniforms
Personal hygiene products
Proper camp attire
Comfortable pair of shoes or hiking boots
Bug spray (non-aerosol)
Personal camping gear (sleeping bag, pad/cot, etc.)
Rain gear
Flashlights
Jacket/Coat
Water bottle (required)
Small daypack
Camp Chair (optional)

The Troop should bring the following to the Camporee:

Health Forms for all Scouts Attending
Water for your Scouts/Adults for the weekend
Meals and Cooking equipment
Tents
Standard Camp equipment
Skit for the Closing Campfire

For more information, contact:

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