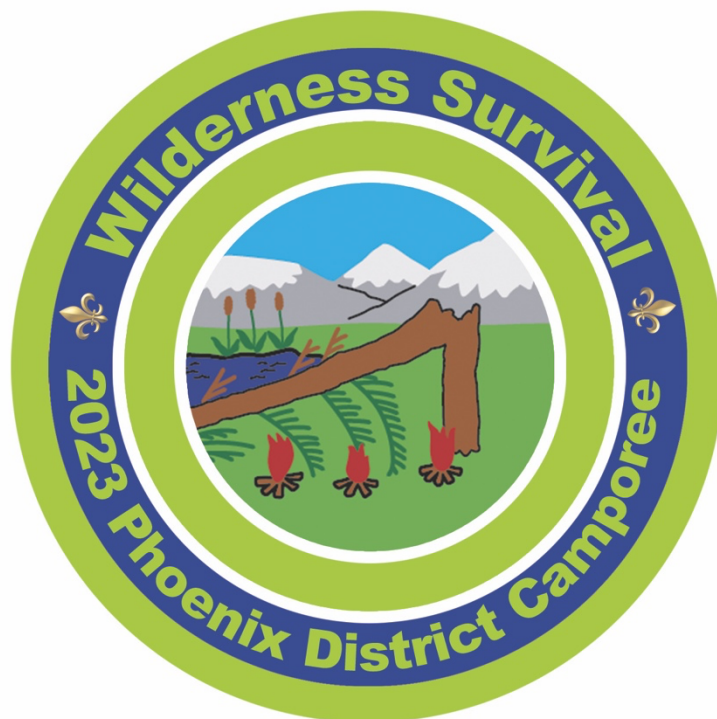


2023 PHOENIX DISTRICT CAMPOREE



WILDERNESS SURVIVAL

MARCH 31ST TO APRIL 2ND

Camp Elmore

3551 SW 142 Avenue, Davie, FL

Event Chief:

Tony Urbano 786-416-3905, juanaurbano@yahoo.com

District Executive:

Robert Graves Robert.Graves@scouting.org

Online Registration and fees: <https://sfcbasa.org/events/phoenix-camporee-4/>

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Letter from the Chief

Date: January 2023

To: **All Scouts and Scouters of Phoenix District**

From: **Tony Urbano, Camporee Chief**

Dear Friends,

First, I want to thank you all for continuing the tradition of Phoenix Camporee, which can only happen if all Troops attend. Our Camporee will be held March 31st to April 2nd and I look forward to a successful weekend of fun.

This year's theme is "Wilderness Survival". Handling emergency situations in the Outdoors requires basic wilderness survival skills and that's why I chose this theme for the 2023 Camporee. The scouts have always looked forward to the fun times and the spirit of competition at this annual event. We have some great events, new theme related and traditional, that the scouts will be able to show off their scouting skills as well as game skills.

The scouts should be creative, and campsites and gateways should represent the theme.

Please let's have a great weekend and don't abuse the rules concerning cars and garbage provided later in this guidebook, points will be deducted if rules are not followed, not only by the Scouts, but be the Adult Leaders. Remember, as Leaders we set the example.

I am committed to fairness to all troops and this will be reflective in the scoring of each and every event. Please let the Scouts do their work, they will figure out what needs to be done.

I look forward to seeing all of you at this year's Phoenix Camporee. Tell all your friends to join in the fun and excitement that is Phoenix District Camporee.

Yours in Scouting,

Tony Urbano

Tony Urbano., Camporee Chief
2023 Phoenix District Camporee

Staff Directory

Camporee Chief	Tony Urbano	786-416-3905 juanaurbano@yahoo.com
1rd Vice Chief	Gary Taylor	Troop 247
2nd Vice Chief		
Registration/ PR.	Tiffany	
Scoring	Frances De Oliveira	
Awards	Camporee Chief and all Vice Chiefs	
Campfire Coordinator	OA	
Patrol Events	1 st Vice Chief	
Troop Events	2 nd Vice Chief	
First Aid	Chris Morando	
Security	Camporee Staff	
Camp Masters	Yami and Rick	
Check-Out	Frances De Oliveira	

Check-in Procedures

Check in will open at 4:00 pm and close at 9:00 pm

Campsite/Gateway set up can begin at 4:30 pm

Please have the following ready to be submitted **Friday night**:

- At checking in, each scout will receive a wristband. Cut off time will be 9:00 pm. SPL must notify registration at Check -in if a scout will be arriving after 9:00, so arrangements can be made.
- Registration Form
- Health forms available for inspection
- Final Rosters must be turned in at check in.
- **Tug-of-War registration due** Friday at the SPL meeting. (In Class A uniform)
(Weight estimates; final weigh-in Saturday between 1:30pm to 2:00pm)
- **Volleyball registration due** Friday at the SPL meeting
- Skit due Friday at the SPL meeting. If you have any questions on what is NOT appropriate, please reach to the Camporee Chief no later than Friday March 24.

*** Every scout who is on the roster needs to be in full and proper class A uniform during Opening and Closing ceremony. Units need to inform scouts to be ready since no time will be given for scouts to “get ready”.**

Camp Rules & Regulations

1. REGISTRATION: You must check in with the Camporee staff on Friday evening. All units must check out before leaving on Sunday.
2. ADULT LEADERSHIP: Units must follow the “two-deep leadership” BSA policy. A registered leader (21 years or older) and at least one other adult (18 years or older) must be present at all times during outings. UNIT LEADERS WILL BE RESPONSIBLE FOR THE BEHAVIOR OF THE UNIT.
3. ALCOHOLIC BEVERAGES: Alcoholic beverages are ABSOLUTELY NOT ALLOWED on the camp property. Violators will be asked to leave.
4. VEHICLES: Speed limit is 15 MPH around the camping area. Pick-up trucks are to be used for transporting equipment only. All passengers must ride in the cab. NO RIDING IN THE BED OF TRUCK OR ON TRAILERS.

On Friday night, the number of vehicles allowed per unit will be limited to 3 at any time. Vehicles will be allowed in to drop off equipment only, this also includes any vehicle dropping off a trailer. Another vehicle from the unit will not be allowed in until one of the two leaves. All vehicles must be out of the camp area and in the main parking lot by 9:00 pm. You must follow the one way traffic pattern (signs are being erected now at camp for the fall, see map attached). If the Campmaster or Camporee Staff asks you to move your vehicle, you will have 15 minutes to comply or risk being removed from camp.

After 9:00 pm, no vehicle will be allowed inside the campsite area or campsite inner road until Sunday at check out.

5. PARKING: Vehicles MUST be left in main parking lot only. Parking in campsites, site entrances, and along the roadside is a violation of fire safety regulations and is strictly prohibited. This pertains to Staff as well as participating Troops.
6. ICE: Ice will not be available Friday night in accordance with Camp rules. Units should come with ice in their coolers, if not there are several locations in the area where it can be purchased.
7. WOOD: Use only dead wood for fires, no pallets or treated wood. The cutting of standing trees or shrubs is prohibited.
8. FIRES: Campfires may be built only in fire rings or above ground containers 18 inches from the ground. Fire buckets or fire extinguishers must be easily accessible. **NOTE: Local fire ordinances require that the Ranger or the Camporee Chief be notified PRIOR to the lighting of any ground fire. Cooking fires not in the fire ring must be at least 18 inches above the ground and approved by the Ranger or Campmaster and Camporee Chief prior to lighting.**

SAFETY NOTE: NO OPEN FLAME FROM CAMP FIRE, LANTERN OR COOKING STOVE ARE NOT ALLOWED UNDER THE THACHED HUTS AT THE CAMPSITE

9. Fuel and Cooking area:

(9.1.0) COOKING FUEL WOOD, CHARCOAL, LIQUID AND/OR PROPANE GUIDELINES

(9.1.1) **Wood, charcoal:** Stored off the ground protected from water.

(9.1.2) **Liquid fuel not in use:** Metal screw top containers, lanterns stored in a separate roped off open safe area. Liquid fuel cannot be stored in the trailer unless properly vented. Liquid fueled stoves may be left in the kitchen area.

(9.1.3) **Propane, butane, or other fuels in pressurized containers not connected to a lantern or stove:** Small containers 2.5 lbs or less - Stored upright in a box or crate in a separate roped off, open, safe area. Other containers (I.E. 20lb BBQ type container) - Stored upright in a separate roped off, open, safe area. Stoves may be left connected in the kitchen area. All tank valves must be closed except when cooking.

Lanterns connected to tanks of any size shall be left connected and stored in same area as containers when not in use. All tank valves must be closed. Lanterns connected to the same container as the stove in the kitchen area may be left connected with tank valves off except when in use.

10. FIREWORKS/ FIREARMS: Fireworks and firearms are NOT allowed on the camp property at any time. Violators will be asked to leave.

11. LATRINES: DO NOT wash dishes, throw trash or grease in the hand wash sinks or toilets. This can harm the septic system. Units are responsible for maintaining and cleaning the latrines. No troop will be allowed to check out Sunday morning if the latrines are not clean.

11. TRASH: Keep campsites clean and free of debris. Trash must be removed and disposed of in the dumpster provided. Do not dump cooking grease in the campsite. Pour grease into a can; allow it to cool and dispose of it properly. If the dumpster is full, trash must be taken off the premises. **Only household type of trash is allowed in the dumpster. No chairs, tents, projects, props, etc. If any unit is found dumping chairs, tents, projects, props, etc, there will be a 10-point deduction from their final score and they will be required to remove the items from the dumpster.**

12. PETS: Health and safety regulations do not allow pets on camp. Parents coming to pick up Scouts with pets in the vehicle must wait at the Main Parking lot, in their car, with their pet. (service dogs are exempt)

13. SWIMMING: Unauthorized swimming is NOT allowed in the lake, during the Camporee.

14. DITCHING: The ditching of tents is not permitted.
15. FISHING: All fishing must be done in accordance with the current regulations of the Fish and Game Commission. Please practice "catch and release". Fishing permitted from the shore only, not the dock.
16. BICYCLES: No Bicycles, skateboards, roller skates/ blades/hover boards, ATVs or motorized carts are permitted.
17. WILDLIFE: DO NOT collect, feed, molest, injure or otherwise harm wildlife or their nesting areas. The camp is their home; we are the visitors.
18. BOUNDARIES: All campers and visitors must stay within the fenced boundaries of the camp property. Units wishing to leave camp must first notify the Ranger or Campmaster and Camporee Chief.
19. DAMAGE: Units will be responsible for any damage, which may occur during their use of the camp facilities and equipment; and may be required to pay for any required repairs for negligence/vandalism.

The above listed guidelines are for everyone's benefit. All groups are expected to honor them. THE TROOP LEADERS SHOULD READ THIS TO ALL CAMPERS AND VISITORS.

Any units found violating the above rules may incur a point penalty of up to 75 points off their final score.

The Ranger, Campmaster and Camp Staff, as official representatives of the South Florida Council BSA, have full authority and responsibility of enforcement.

Camporee General Rules

These rules are the general framework around which all Camporees will operate. A spirit of Scouting, Courtesy, and Brotherhood must prevail during the entire Camporee, if it is to be a success. **The Scout Oath, Law, Outdoor Code and Guide to Safe Scouting are the guides for all behavior at the Camporee. Troops or individuals that do not conform to this spirit WILL be asked to leave the Camporee.**

1. All fees should be paid thru SFC online registration <https://sfcbasa.org/events/phoenix-camporee-4/>
2. **Troops WILL arrive and depart in full Class "A" uniform.** The uniform is required to be worn for Saturday's Opening ceremony and flag raising, Campfire, and for Sunday's Scouts Own and Awards ceremony.
3. Scouts should dress for Saturday's activities in a manner appropriate for the weather and the events. This generally means Scout shorts and Class "B" t-shirt for the warm weather. If the weather is cool, clothing should be layered. **No Military Camouflaged clothing, pants, jackets, etc. are to be worn at the event by Scouts and or Leaders.**
4. The Camporee Staff will assign campsites. Size of the site will be determined by the unit's size. Units will be required to stay within the boundaries of their campsite. A perimeter must be built by the unit and maintained until teardown.
5. Troops should not plan to arrive at the Camporee before 4:00 PM on Friday. Under no circumstances will vehicles be allowed on camp after 9:00 pm.
6. A map of the Camporee grounds will be located at the Camporee headquarters.
7. Any unsafe or improper use of knives, axes or other tools will result in a lowering of the Campsite Inspection score.
8. **Taps will be at 12:00 AM Friday night! Lights out at Camp Elmore is 11:00PM. Plan accordingly, for quiet time at 11:00 PM. Scouts can work after that, quietly, until 12:00, but quiet time is 11:00 PM.** Plan your gateway to have it, almost, completed Friday night. **All troops will have from 6:00 AM until 8:00 AM Saturday to finish the gateway and prepare the campsite for inspection.** Taps will be at 12:00 AM Saturday night. Reveille will be at 6:00 AM Saturday and 7:00 AM Sunday. Please respect the quiet hours between taps and reveille. Activities such as cooking, setting up camp and playing will not be permitted during quiet time. Plan to arrive at the Camporee with ample time to set up camp prior to taps.

A 25 point penalty will be assessed to any troop working on their gateway or campsite after 12:00 AM Friday and before 6:00 AM Saturday till 8:00 AM Saturday by the Camporee Staff only!

9. If available Camporee patches will be included in your check-out packets, otherwise they will be presented to the Troop at a later date during Round table.
10. Visitors (other than registered participants) are welcome at the Camporee; however, they must check in at the Camporee headquarters. They may watch the events, partake of meals and join us at the campfire. All visitors must depart before taps.
11. ALL SCORES ARE FINAL!! (Patrol leaders should qualify event scores at the time of the competition.) If there are discrepancies, they will be decided then. The Camporee Chief will be available at headquarter on Saturday night to discuss any matters relative to scoring. ONLY the Senior Patrol leader a designated junior leader with may participate in the scoring review.

If SPL or Junior Leader chooses, they can ask for assistance from their Scoutmaster/Assist. Scoutmaster. NO OTHER ADULTS! PLEASE ALLOW THE JUDGES TO DO THEIR WORK TO THE BEST OF THEIR ABILITY.

12. BSA Medical Health Form (Class 1&2) Audit. Please bring your BSA Medical Health Forms to the registration table before 8:30 PM on Friday night. All scout names from your Camporee registration form will be reviewed and a current and completed health form must be presented. If a Scout does not have a current and completed BSA Health Form, that scout will have to be sent home. The part A and B medical forms must remain in the campsite during the Camporee and will be part of the Campsite judging.

13. HAVE FUN!!!

Camporee Schedule

Friday

4:00pm	Check-in begins *
9:00pm	Check-in ends
9:30- 10:00pm	SPL Meeting *+ Bring all required materials
10:00- 10:30pm	Staff & Scoutmaster Cracker barrel
10:30- 11:00pm	Staff meeting
11:00- 12:00am	Quiet Time, lights out!!

You may continue to work on Gateway/Campsite but do so quietly until 12am!
12:00am Taps! All work on Gateways for the night must stop.

Saturday

6:00am-8:00am	Quiet Time. You may continue to work on Gateway/Campsite but do so quietly!
6:30am Reveille.	You may continue to work on Gateway/Campsite until 8:00 am ONLY
6:30-8:00am	Breakfast and Clean-up
8:30am	Invocation and Opening Ceremony *
9:30am	Campsite and Gateway Inspections
9:30-1:30pm	Patrol Activities
1:30-2:30pm	Lunch and Clean-up
2:40pm	SPL Meeting *
2:40-3:00pm	Report to Headquarters Bring Patrol Flags Weigh in for Tug of War
3:00-5:30pm	Troop Events Tug-of-War and Volleyball Best All Around
5:45pm	Pick-up Patrol Flags
6:00pm	Retrieve the Colors *
6:00- 7:30pm	Dinner and Clean-up/ PM inspections (if needed)
8:00-10:00pm	Campfire Skit Competition, OA Tap out
10:30pm	SPL, Staff, and Adult Cracker barrel
11:00pm	Lights Out, Quiet Time!!
12:00am	Taps!

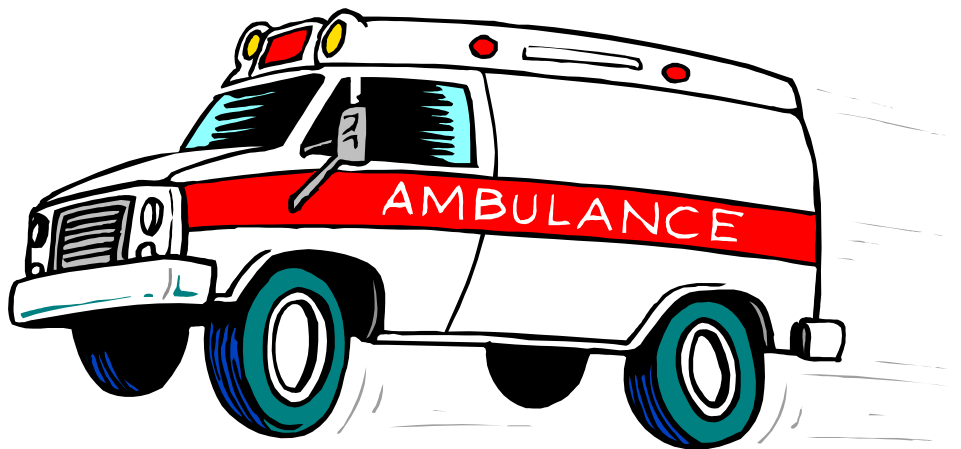
Sunday

7:00am	Reveille
7:00- 8:00am	Breakfast and Clean-up
8:30am	Flag Raising, Scouts Own*
9:00- 10:00am	Awards Ceremony
10:00am	Check-out process begins

*** Must be in Class A uniform during SPL meeting, Opening and Closing Ceremonies.**

Safety & First Aid

1. At this time First Aid support has not been finalized. While at the camp site Troop Leaders will evaluate any medical emergency or injury and if needed call 911, then call the Campmaster and Camporee Staff. If the medical emergency or injury occurs during the events the judge and/or available Adult Leader will evaluate any medical emergency or injury and if needed call 911, then call the Campmaster and Camporee Staff.
2. In case of an accident or any type of injury, please report to the Camporee headquarters immediately.
3. If, an accident or injury cannot be handled by available personnel, then the person or Scout may be transported to a nearby hospital if necessary, by two responsible adults from his respective unit or 911 if necessary, (Please have parent permission slips and emergency contact forms available at all times) Parents of injured Scouts will be notified immediately. *Unit leader will set up their procedures with parents. Unit Leaders, parents or EMS should transport Scouts. Camporee Staff generally does not do this. Incident Reports will be completed by the Camporee Medical Staff and given to South Florida Council*
4. Safety **FIRST**. Please review the rules (pages 6 through 10) with all your participants and visitors. We want you to have fun safely.



Parking & Security

1. Upon arrival at the camp, units using a Troop trailer may be permitted to tow their trailer into the campsite for the sole purpose of unhitching the trailer from the vehicle.
2. Fire safety regulations require that all vehicles be parked in designated parking areas only. Parking along any camp road, in campsite entrances or any other area not specifically designated as a parking area is strictly prohibited.
3. Watch your speed! The camp speed limit is **15 MPH**.
4. BSA National policy requires all vehicle passengers wear seat belts (buses exempted). Pick-up trucks can be used for the purpose of transporting equipment only- no passengers (except in the cab) may ride in the bed of the truck. Riding in or on trailers or flat beds is prohibited.
5. Security will be provided during Camporee; however, all units are reminded that everyone has access to the camp, so please exercise your own vigilance and report any problem or incidence to the Camporee headquarters. Do not leave any valuables inside car, lock all vehicles.
6. Please place the 3 x 5 card (you will receive for each vehicle) with your Troop # on the dashboard where it is clearly visible.
7. During night activities, please watch for pedestrians and young children in the parking areas.

Note: These vehicle policies are necessary in order to provide a safe camping environment and to protect the camp and those who used it from injury.

Awards

Patrol Event Awards

Awards will go to the top three placing patrols for the following events:

- Knot Tying Relay
- String Burning
- Chariot Race
- Javelin
- Archery (Top Archer)
- Survival Shelter
- Survival First Aid
- Cross the Moat

Troop Event Awards

Trophies will be awarded to the top three placing troops for the following events:

- Campsite Inspection
- Gateway Inspection
- Skit
- Tug-of-War
- Volleyball
- Overall Camporee Championship

Awards cont'd

Spirit Award

One troop will be awarded the “Spirit Stick” for good sportsmanship, a positive approach to the Camporee and how much you cheer. Points will be awarded during opening ceremony, patrol events and troop events. The troop with the most spirit points will be the winner. In the event of a tie, it will be awarded to both troops.

Troop Event Ribbon

Troop Display Picture Board, showing Troop Events 2022 to 2023.

Adult Spirit Award

One registered leader will be awarded the “Spirit Stick” for good sportsmanship, a positive approach to the Camporee and how much you cheer. The adult leader with the most spirit as determined by the Camporee Staff will be the winner. In the event of a tie, the Camporee Chief will make the decision.

“The Torch is Passed”

The tradition lives on. The Phoenix Camporee Chief Stick is bestowed onto the next year’s Camporee Chief as the torch is passed on.

Scoring

1. **All scores are final.** The Camporee staff will remain fair in all situations. Any disputed result should be addressed at the time of the event with the event coordinator. If the matter cannot be resolved, the SPL should bring it to the Camporee staff immediately. (Either the Camporee Chief, 1st Vice Chief, or 2nd Vice Chief) See page 4.
2. Patrol Events will be scored as follows. **Only the highest placing patrol can earn points for one troop in each event. (I.e. Troop 1 has two patrols, both earned 1st & 2nd place in knots; however, only the top score will receive points and the 3rd place winner from a different troop will get bumped up and so forth).** The patrol who places in 1st will receive 25 points. The patrol who places in 2nd will receive 15 points. The patrol who places in 3rd will receive 10 points. The total number of points that a troop earns will be added to their overall Camporee score.
3. Troop Events will be scored as per their criteria. No points will be awarded towards the Overall Score for the Spirit Stick, Troop Display, Tug-of-War or Volleyball Tournament as these are stand alone events. Proper Class "A" uniform must be worn to planned meetings and planned events (flag ceremonies, etc.) These times are noted on the schedule.

EVENT POINTS

Campsite Inspection	150
Gateway Competition	135
Skit Competition	60
Patrol Flag	60
Max Cumulative Points (8 patrol events X 25 points) 1st place = 25 points, 2nd place = 15 points, & 3rd place = 10 points	200
Participation Points 15 Per Patrol Event x 8 Patrol events	120

BONUS POINTS

On-time to scheduled events (8 X 10 points)	80
Class "B" (Same shirt for all scouts in unit) during events (8 X 10 points)	80

PHOENIX CAMPOREE CHAMPIONSHIP MAX POINTS TOTAL: 885

Campsite Inspection

The campsite inspection is conducted for our Scouts to develop a clear sense of individual, as well as team responsibility by having them follow a given set of rules and maintain a tidy, well-organized campsite. During the inspection, the judges require a Troop leader/ SPL or Junior Asst. Scoutmaster to be present to answer question they may have. If no one is available, the judges will use their discretion. Do not interfere with the judges' work. No one else should be in the campsite during the inspection except for the leaders. The campsite is judged independently. Section off Adult area so that it is not part of campsite inspection. Adults can only work on the ADULT section; rest of campsite must be built by the Scouts. Points will be deducted in this is not followed.

Campsite Inspections Score Sheet

ITEM	MAX.	SCORE
1. Troop site general appearance	5	_____
2. Patrol site general appearance	5	_____
3. Patrol Duty Roster posted and protected from weather	5	_____
4. Patrol Menu Posted and protected from weather	5	_____
5. Medical and permission slips readily available	3	_____
6. Troop Display Picture Board, showing Troop Events 2022 to 2023	5	_____
7. Troop Display Picture Board, Protected from weather	1	_____
10. United States Flag/Troop flag displayed properly (On gateway or campsite)	5	_____
11. Tents / Flies properly erected (Use Guidelines)	5	_____
12. Tents / Flies Guidelines taut and market for visibility	5	_____
13. Tents doors and windows uniform (All open or All closed)	5	_____
14. Tents in rows w/ front edges in straight line.	5	_____
16. Tents arrange in order, Large tents in rear, smaller in front	5	_____
17. Fire water buckets (2 per tent) next to tents or in central accessible campsite area.	5	_____
18. Per cooking area: 2 SAND buckets OR 1 Appropriate rate fire extinguisher	5	_____
20. Garbage of the ground and covered	5	_____
21. Recycle of the ground and covered	5	_____
22. Troop First Aid Kit marked and displayed inside campsite	5	_____
23. Patrol First Aid Kit marked and displayed inside Patrol Area	5	_____
24. Kitchen area clean and neat	5	_____
25. Food and water properly stored of the ground and covered	5	_____
26. Patrol method evident (in cooking area/mesh kits/Patrol name)	5	_____
27. Dishwashing area (3 bucket area)	4	_____
28. Appropriately sized Axe yard based on "blood circle", properly fenced and identified. (First Aid Kit inside Axe yard)	5	_____
29. Fuel yard safe, with equipment, gas containers stored, fenced and identified	5	_____
30. Emergency/Fire escape route plan posted	4	_____
31. Camporee Theme Apparent	10	_____
32. Campsite improvements, Scout made (useful gadgets 1 point per 3 max)	3	_____
33. Campsite perimeter roped and marked for visibility (poly-cord is acceptable due to theme) All ends must be whipped or fused.	5	_____
34. Wilderness survival made water filter	5	_____
TOTAL MAXIMUM POINTS	150	_____

TROOP NUMBER: _____ LEADER ON SITE: _____

Gateway Competition

The gateway competition is conducted to inspire Scouts to use imagination, creativity and inventiveness in the spirit of teamwork and unit pride. This is a friendly competition. Gateways should be “Scout built” and located at the entrance of the unit campsite. The gateway will be judged on the following criteria. The gateway judging will be concurrent with the campsite inspection. During the inspection, the judges require a Troop leader/ SPL or Junior Asst. Scoutmaster to be present to answer question they may have. If no one is available, the judges will use their discretion. If the gateway is tied off to the campsite perimeter, then the perimeter becomes part of the Gateway Inspection as well. If any adult from any unit is caught working on a gateway, 25 points will be deducted from their gateway score.

Gateway Competition Score Sheet

ITEM	MAX.	SCORE
1. Unit Identified on gateway (Troop Identification)	3	_____
2. Sponsor identified on gateway	3	_____
3. District identified on gateway	3	_____
3. City or Town identified on gateway	3	_____
4. United States flag properly displayed on gateway (Higher than other flags)	5	_____
5. Troop flag properly identified on gateway	3	_____
6. Scout made (No Adults can work on Gateway)	5	_____
7. Gateway made with “natural materials”	5	_____
8. Gateway safe and sturdy	10	_____
9. Freestanding (no guidelines) (-2 for guideline and/or stakes will be deducted)	5	_____
10. 6’ Adult must clear entrance	5	_____
11. Skill used in building. (Complexity)	15	_____
12. Proper knots	10	_____
13. Proper lashings	10	_____
14. Rope ends whipped or spliced	5	_____
15. Proper rope size proportion	5	_____
16. All ropes of natural materials	5	_____
17. Working announcer on Gateway (Doorbell)	5	_____
18. Working gate (Entrance door)	5	_____
19. Creativity and originality	5	_____
20. Camporee theme displayed (Embellishments. NO PAPER Embellishments)	10	_____
21. Camporee theme displayed using Natural Materials	5	_____
22. Wilderness Signal Flag Displayed on Gateway (Create your own)	5	_____
23. Adult area must be outside campsite perimeter and identified or inside and roped off and identified if not it will be judged.	5	_____
TOTAL MAXIMUM POINTS	135	_____

TROOP NUMBER: _____ LEADER ON SITE: _____

Skit Competition

RULES:

1. Only 1 skit per Troop may be entered.
2. Skit must be registered Friday by the end of the SPL meeting at 9:30pm. If skit turned in on Friday night are deemed inappropriate, a troop will not be allowed to perform the skit until making the change.
3. Each skit must be presented in typed form with the following information:
 - Title of Skit
 - Number of Scouts involved (NO ADULTS!)
 - List of costumes, props, etc. to be used in skit
 - The content of the skit (script, stage instruction, etc.)
 - The source of the skit (What book or author)
4. Skit must be prepared prior to the Camporee and must not exceed 7 minutes in length and this time limit will include all set-up time and dismantling time.
5. The Troops final score will be an average of the 3 Camporee judges' score.

Skit Score Sheet

Item	Max.	Score
1. Typed form requirements - turned in on time	5	_____
2. Scouting or Camporee Theme related	15	_____
3. Presentation (Well-rehearsed)	10	_____
4. Costumes & Props	10	_____
5. Creativity/Originality	10	_____
6. Within Time Limit (7 minutes)	10	_____
TOTAL MAXIMUM POINTS	60	_____

TROOP NUMBER: _____

Wilderness Survival Signal Flag Competition

Wilderness Survival Signal Flag needs to be turned-in at headquarters no later than 3:00pm, Saturday. They will be judged on the following criteria.

All materials must be “natural”, NO grommets for this year. The flag backing may be leather, canvas or a synthetic type alternative. No screws, nails or other type of mechanical devices, only scout skills fastening methods maybe used to join, fasten or bind any part of the flag. Flag may be painted, drawn or contain other forms of decorations BUT ALL MUST BE materials that you will find in the wild to draw and/or paint and decorate. **(No spray paint, No acrylic paint, no pens, you must create everything.)**

Only one Flag per Troop. The highest scoring flag from each troop will be scored for the final troop score; however, the 1st, 2nd or 3rd place winners cannot be from the same troop.

Patrol Flag Competition Score Sheet

<u>ITEM</u>	<u>MAX.</u>	<u>SCORE</u>
1. Overall length cannot exceed 6'-0" (+/- 2") (Includes the top embellishment)	5	_____
2. Top of pole decorated	5	_____
3. Troop #, District, Fleur-de-lis, & Council identified	5	_____
4. Flag bound	5	_____
5. Pole finished or decorated	5	_____
6. Durability & Portability (can it be carried easily)	5	_____
7. Proper knots and lashing	5	_____
8. Useful attachments from your backpack after getting stranded Ex: First Aid Kit / Water filter etc.	5	_____
9. Troop identity clearly defined	5	_____
10. Scout made	5	_____
11. Camporee Theme	10	_____
12. Take photos to show how it was all created (-10 will be deducted if not attached to flag)		_____
TOTAL MAXIMUM POINTS	60	_____

TROOP NUMBER: _____ **PATROL NAME:** _____

PATROL LEADER: _____

Patrol Events

Knot Tying Relay

String Burning

Chariot Race

Javelin

Top Archer

Survival Shelter

Survival First Aid

Cross the Moat

Knot Tying Relay

Objective:

The patrol must correctly tie eight out of a possible 12 knots. After all the patrols have completed tying their knots, their times are recorded, and the knots are reviewed. * Use the Scout Handbook for reference.

Method:

Scouts will line up at the starting line (Station 1) in patrols of 8 boys. If a patrol does not have 8 boys, patrol members will repeat the process until 8 boys have completed the relay. There will be a monitor at the starting line to regulate the advancement of the boys through the relay. After "go" signal, scout will run to station number 2 to pick up a card with a name of a knot. Scout will run to station 3 where he will tie the knot listed on the card. If the scout does not know how to tie the knot he will say "I pass". If the knot is normally tied in the hand such as a square knot it can be, or it can be tied on the bar provided. After the knot is tied the monitor at station 3 will thank the scout for tying the knot, or if the scout passes thank him for passing. Upon hearing the thank you the scout is to say, "**Your Welcome.**" Any other response is not sufficient. After the scout says your welcome, the monitor at station 3 will give the scout a card with a number. The scout is to run directly back to station 1 and hand the card to the monitor at station 1 whereby the monitor will advance the next scout through the process. When all 8 knots have been tied and the monitor at station 1 has received the 8th card the patrol is to shout "done" and the time will be stopped. After the 8 knots are tied the boys will be called over to station 3 to be shown which knots were correct and which, if any, were incorrect. The patrol will be shown how to tie any incorrect knots correctly and explained why a knot was incorrect if it was found to be so. The decision of the monitor at station 3 is final. When any boys are participating that are associated with the troop of the monitor at station 3 a third party will be used to verify the scoring of that patrol.

Scoring:

The patrol that ties the most knots correctly with the shortest amount of time will win. Time will be the tiebreaker. There is a maximum of 7 minutes per patrol before the patrol will be disqualified. As most patrols will know most of the knots (8 out of a possible 12), number of knots tied correctly is much more important than time. Boys are encouraged to run as fast as they can through the process and take as much time as necessary to tie the knot correctly. Additional 15 participation points go towards overall score.

Knots to Know:

Taut-line hitch
Sheet Bend
Two Half Hitches
Clove Hitch

Square Knot
Sheep Shank
Figure Eight
Timber Hitch

Bowline
Slip Knot
Overhand Knot
Larks Head

Materials: Provided by the Judge

- Rope- Eight pieces approx. 3 feet
- Hitching post
- Stopwatch
- Cards with knot names

String Burning

Objective:

The patrol must build a fire 12" high to burn a string 18" high in the least amount of time. Proper use of knife and ax, fire building and ability to work as a team are needed for this event.

Method:

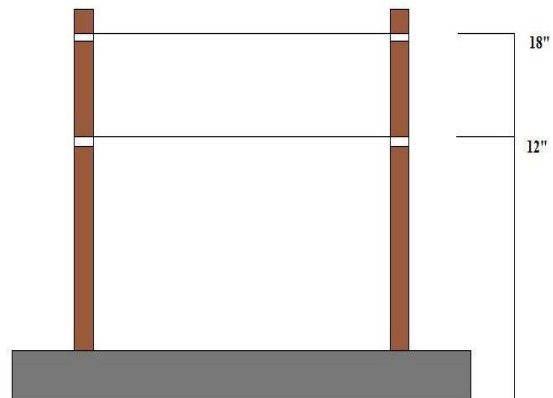
The whole patrol will be given a block of wood, 5 cotton balls and 3 matches. There will be an ax area to prepare the wood to be used in the fire. Only one scout will be allowed in ax yard at a time. You are given a 5 minute limit for "ax time". Two strings will be stretched between two vertical poles; one string will be 12" above the ground and the second will be 6" above the first string. The wood is to be piled no higher than the 12" string (**CANNOT TOUCH THE STRING**) and the fire must burn through the higher string. The patrol will be given time to build the fire to the height of the first string 5 min. max. Time will begin with the lighting of the first match and end when the top string breaks. After lighting, the fire must not be touched, nor can more wood be added. **TOTIN CHIP REQUIRED!!!**

Scoring:

This is a timed event, from the strike of the first match until the break of the top string. Patrols will be given time to cut wood in the ax yard. Note patrols will only be given 3 matches. If the fire is not lit with the 3 matches or if the string does not burn within 5 minutes, then no points will be awarded to the patrol. The top 3 patrols with the fastest times will be awarded. Additional 15 participation points go towards overall score.

Materials: Provided by Judge

- Wood
- 5 cotton balls
- Hand ax
- Poles with string at 12" and 18"
- Ax yard
- 3 matches
- Stop watch
- Pocket knives (provided by patrols)



Chariot Race

Objective:

This will test the scouts lashing ability. This event is based on time and the correctness of the lashings. Refer to the Scout Handbook.

Method:

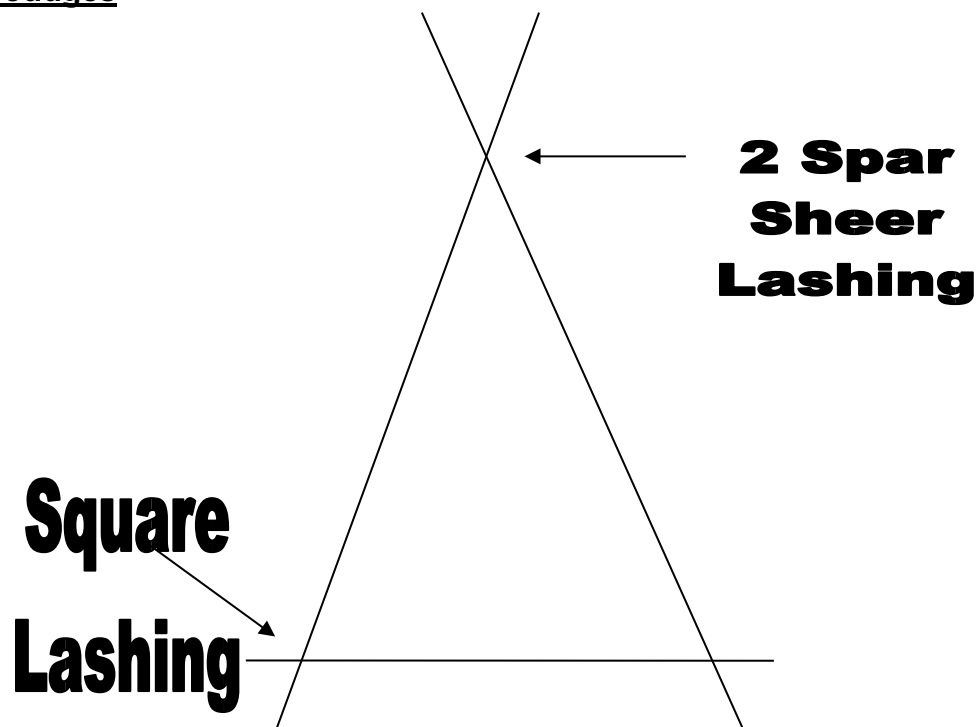
The judge will furnish two 8-foot spars for the A-Frame legs; one 6-foot spar for the ledger and three pieces of lashing ropes. Patrols will discuss their plan of attack. It is decided who is to tie what lashing, who is to assist, and who will ride. The time will start on signal, patrols lash together an A-Frame using a two-spar sheer lasing at the tips of the 8' spars and square lashings at the butt ends for the 6' ledger. When chariot is built, it is raced around a preset course or to a turnaround line and back. Once they cross the designated finish line, the time will stop. The judge will then look at the lashings to verify if they are tight and tied correctly. After the judge has seen the lashings the patrol will take apart the chariot and put the materials back to how they were before.

Scoring:

The fastest times will win. Thirty seconds will be added to the time for each lashing that is improperly lashed or fails to hold to the point that a pole can be easily removed from the lashing without undoing the lashing. In case of a tie, the patrols will have to redo the event until a winner is decided. Additional 15 participation points go towards overall score.

Materials: Provided by Judges

- Two 8 foot spars
- One 6 foot spars
- 3 pieces of rope
- Stopwatch
- Cones



Javelin

Objective:

The objective is to throw the Javelin Spear at a Target on the Floor. This event is based on closest to the target.

Method:

The judge will furnish Javelin Spear for the Patrol. Each Patrol member will have one chance to throw the Javelin (8 patrol members max, if less than 8 than some members will go twice) The Scout will set at the line, The Judge will Yell Ready, GO... The scout will stand/walk/run and throw before the next line. Time Begins on GO by Judge and ends when Javelin hits the target.

NOTE: Patrols must be ready and line up, when first member throws, they must retrieve the Javelin then come down the side back to his unit so the next member will have a javelin.

Scoring:

Patrol with most points wins. In case of a tie, the patrols will have to redo the event until a winner is decided. Additional 15 participation points go towards overall score.



Materials: Provided by Judges

- 6 to 8 Foot PVC or wood Javelin Spear with rounded tips
- Stopwatch
- Floor targets
- Yellow DO NOT CROSS safety area tape

Top Archer

Objective:

The objective is to hit the Target. This event is based on your Archery skills.

Method:

Each Patrol member will have a chance to shoot 3 arrows (8 patrol members max.) All members of a Patrol must line up and begin shooting when the Range is Hot. When done put down the bow in your spot, step back and wait for instructions.

When the Range Master says the Range is cold, you may go and retrieve your arrows and place them next to the bow, so they are ready for the next patrol.

Safety: Safety Glasses will be provided.

Scoring:

Bulls Eye= 10pts, Red=8pts, Blue=6 pts., Black=4pts, and so on depending on Target available at time of event. Patrol with most points wins. Additional 15 participation points go towards overall score.



Survival Shelter

Objective:

The patrol must build a survival shelter for two scouts staying behind while the rest of the patrol seeks help. Ability to work as a team are needed for this event.

Method:

Patrols will provide their own materials to build the shelter using the below list as a guide. Once finished, take a photo with the two scouts inside the Shelter and the rest of the patrol will go to the front pavilion for staff to go review and judge the shelter.

NOTE: If any troop leader/adult is caught anywhere near the Shelter areas before the shelter has been judged, the entire shelter will be disqualified.

You are not allowed to cut down anything at Camp Elmore.

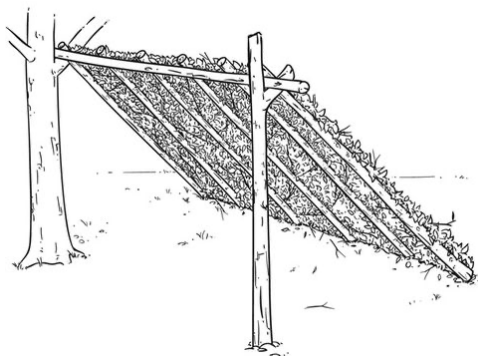
Scoring:

Will be based on Correct lashings, knots, protection from the elements and a Maximum time of 30 minutes.

The top 3 patrols with the best scores will be awarded. Additional 15 participation points go towards overall score.

Materials: Patrol must provide materials from list below. The below list is a guide use all or less, up to the patrol.

- 2 Long spar MAX
- 8 Poles MAX (No bigger than 6 feet poles)
- Tarp MAX (Choose the size)
- Rope (Natural or Paracord – Makes no difference to the score)



Survival First Aid

CPR / STRETCHER course

Method: The patrols line up in formation with the blanket and two poles, AED, and CPR mask. On signal, two scouts will run up to the unconscious hiker treat the injured scout and conduct 4 mins of CPR. After treating the injured the two scouts will run back to the start line and then the Patrol will build the stretcher using supplies at hand. When ready, they lift the stretcher and will take the mannequin down 25 yards to a cone and back to the starting line. There will be obstacles that the Patrol will need to go over with the stretcher.

Resources: First Aid Merit Badge book and Scouts handbook

Scenario: While on a hike, a Scout patrol finds a hiker that is lying outside of the camp site. The hiker is found to not be breathing and does not have a pulse. After conducting CPR and using the AED on the hiker. The sound patrol will need to move the hiker from the camp site to the road for Fire Rescue.

Scoring: The patrol that most carefully transports the unconscious hiker from to the starting line in the down 25 yards around the cone and back to the starting line. Time will start after the Patrol conducts 4 mins of CPR on the Hiker. After the 4 mins are done the Judge will advise the Scouts the unconscious hiker now has a pulse and is breathing. Then the Patrol will be able to start building the stretcher using supplies at hand.

3sec added on to the overall time for each improper use of the following.

+3 incorrect use of AED

+3 incorrect CPR

+3 If stretcher comes apart when carrying the unconscious hiker.

+3 Dropping the stretcher

Materials:

Two sturdy, 6-foot poles, one training AED, one CPR mannequin, one CPR Mask.

Stretcher Diagram



Cross the Moat

Objective:

Get the Patrol across the Moat in the quickest time.

Contest Rules:

- The Moat will be defined as distance from one point to another.
- Each participant will be given a steppingstone. The Patrol will cross the moat by laying down the stones and using them to step across the moat.
- Once a stone is laid down there must be some part of a person touching that stone at all time. If it is left unattended, even for a second, that stone is removed from play.
- If someone steps off a stone into the water, the whole patrol must start again.

Scoring:

1st, 2nd and 3rd place will go to the top three fastest times win. Additional 15 participation points go towards overall score.

Materials:

Rope to Define Moat

10 - 1' X 1' Squares



Tug-of-War
Volleyball
Display Board

Troop Activity

Tug-of-War

Rules:

1. Participating Troops must turn in the Tug-of-War participants, with approximate weights, during the check-in process, or no later than the SPL meeting Friday night. Weigh-In will take place at 1:30 in the headquarters pavilion.
2. The total combined weight for the Troop participants cannot exceed 1,000 pounds. Participants stated weight will be verified prior to the units' first pull. If an individual is found to cause the team to be over the 1,000 pounds, he may be substituted for, at weigh-in. If there is nobody to substitute, the team must drop the weight below the limit by excluding a scout.
3. Pullers must complete in the same outfit they weigh-in in. This includes shoes and clothing. Scouters will not be able to go back to campsite to change shoes.
4. Registered participants will be the only individuals allowed to "pull". If a registered participant is unable to continue, he forfeits his spot, there will be NO SUBSTITUTIONS.
5. Competition will be determined by a random drawing of all the participating units. The draw will be filled Friday night.
6. No spiked or cleated shoes, gloves, or any other equipment or device that will give an advantage, will be allowed.
7. Any Troop (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match and 50 points will be deducted from the troop's overall score.
8. This is a double elimination tournament. If a Troop has zero losses in the final pull and loses, they will get another pull.
9. Units must remain in the marked area. If a team pulls out of bounds, they will be disqualified.



Troop Activity

6 on 6 Volleyball

Rules:

1. Participating Troops must turn in the Volleyball rotation form by the SPL meeting on Friday night.
2. All registered Scouts on volleyball sheet, in each troop MUST participate, unless there are medical reasons. (This must be discussed with camporee staff at SPL meeting Friday night).
3. Competition will be determined by a random drawing of all the registered units.
4. Games will be to 12 points, with scoring on each server whether it is the serving team or not scoring the point, winner must win by two (2) points. However, the Championship game will be to 15 points and with scoring only on the serve. During the finals, the match is to 15 and the winner must win by two (2) points.
5. Any Troop (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match; this includes the use of bad language.
6. This is a double elimination tournament. If a Troop has zero losses in the final round and loses, they will get to play another match.
7. **Must Rotate on serve (same player does not serve consecutively). ONLY serving team rotates on serve.**
8. Server stands within the service area (the right-hand corner behind the outside court line) and hits the ball with his hand (open or closed) to send it over the net (without touching the net) into the other team's court. The server may jump up in the process of serving and after hitting the ball may enter the court and play. If the server steps on or over the outside line before hitting the ball, service is lost.
9. Each team may touch the ball up to three (3) times, however, not the same player consecutively, before sending it over the net. The ball may be hit with any part of the body (except on serve) above the waist as long as it is not held, scooped, or carried in any way.

Volleyball Con't

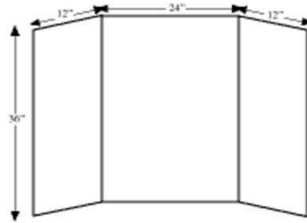
1. A hit is good if the ball touches the net (except on service) between the side markers and drops into the opponents' court. The ball is out of play if it touches the ground outside of the court. However, the ball is good if it hits the line.

2. A team loses the serves or the point if:
 - a. A player crosses the vertical plane of the net.
 - b. A player interferes with an opponent's play.
 - c. The ball touches the ground.
 - d. A team plays the ball more than three times in succession.
 - e. The ball touches the player below the waist.
 - f. A player touches the ball twice consecutively.
 - g. A team is out of position at service.
 - h. The ball is held or pushed.
 - i. A player touches the net (unless the ball knocks the net against the player).
 - j. A player crosses the center line when play is progress.
 - k. The ball does not pass over the net between the uprights.
 - l. The ball touches the ground outside of the court.
 - m. A player reaches under the net and touches the ball or the opponent during play. o. The team delays the game.
 - p. A player/s leave the court without permission.
 - q. A player intimidates an opponent.
 - r. A serve is illegal.

3. All play calls, made by the game officials, are FINAL!!



Display Board



The Troop Display Board is designed to incorporate all your Troop does throughout the year in pictures. These activities start after January 2022 or after the 2022 Phoenix. Troops must include all items listed below to obtain the Max.

1. The Troop display board also known as Science board is limited to 36" tall by 48" wide.
2. All items included must represent your scouting year in order to count.
3. Troop display board must be present at **campsite during campsite inspection.**

Pack Display Board Scoring Criteria

Items	Max.
1. Service project	5
2. Troop Fundraising	5
3. Camping – Competitive	5
4. Camping – Family / Fun	5
5. Troop Advancements	5
6. Summertime activities	5
7. Troop COH	5
8. Unit activities	5
9. Camporee Theme displayed on Board	15
10. All sections labeled (Each Label is worth 2 points for a total of 10 Max.)	10
11. Scout Made (Minimum Parent involvement)	5
Total (Maximum Points Possible 70)	

Scout's Own

1. All units should be assembled at the flagpole by 8:30am Sunday.
2. Attendance is mandatory and class "A" uniform is required.
3. Flag raising will begin at 8:45am sharp, followed by Scout's Own at 9:00am.
4. The Awards Ceremony will follow Scout's Own

A Scout is Reverent!



Take time to WORK, it is the price of
success
Take time to PLAY, it is the secret of
perpetual youth
Take time to THINK, it is the source of
power
Take time to READ, it is the foundation of
wisdom
Take time to PRAY, it is conversation
with God
Take time to LAUGH, it is the music of
the soul
Take time to LISTEN, it is the pathway to
understanding
Take time to DREAM, it is
hitching your wagon to a star
Take time to WORSHIP, it is the highway
to reverence
Take time to LOVE AND BE LOVE It is
the gift of God.

Check-out Procedures

1. No campsite, gateways or perimeter fences may be dismantled on Sunday until after the conclusion of the Awards Ceremony.
2. No unit may leave the Camporee on Sunday before receiving an "Authorization to leave camp" from the Camporee staff who checks the unit out.
3. No individual scout, from any unit, may leave the Camporee until his unit has received the okay to leave camp. If a scout has a job to go to, prior permission must be granted.
4. Checkout will operate from headquarters. When your unit is ready to be inspected, send a scout representative to headquarters. You will be taken in order of your reaching headquarters to sign-up.
5. We will try to expedite the procedures to the best of our ability. Volunteers to help with check-out are always welcomed.
6. Units will be issued an "Authorization to leave camp" order once the inspector finds the campsite:
 - Free of litter and debris
 - The latrine/ wash area is as clean as found
 - The wood used for gateways, perimeter fences, camp gadgets, and fuel and axe yards has been dismantled and hauled away
 - Garbage has been removed

Since there will be more than one unit per site and all units will be using the same latrine, SPL's will have to coordinate how the cleaning of the latrines will be divided. Additionally, Troops will need to provide Scouts on Sunday to clean the main latrine.

Each Troop will be assigned an area of the camp to police on Sunday.

7. Lost and found items will be held at headquarters. If any items are not claimed, they will be held at Council office for one week.

*Your unit must demonstrate the Scout Oath and Law as well as good sportsmanship, if a unit is found to break these rules during the duration of the Camporee, including arrival, but not limited to your departure on Sunday, will have 15 points deducted from their overall score.

Glossary of Terms

Available Means:

- At hand; accessible
- Capable of being used or gotten; obtainable

If you are asked to have something available **it should be visible, if nobody is present**, or at hand and readily obtainable. The Camporee staff will remain available for comments, questions and critiques at all time during the weekend.

Class "A" Uniform Means: Boy Scout issued

Shorts or Trousers
Dress Shirt with Council and Troop Patch BSA Belt
BSA socks
Hat (Troop option) Patrol Patch

Class "B" Uniform Means: Boy Scout issued

Shorts or Trousers
Troop or Patrol T-Shirt
BSA Belt
BSA Socks

On-Time Means:

The individual(s) required to be at a specific place at a specific time are there on or before the designated time. All SPL's must have a timepiece at Friday night's meeting, the Camporee clock will be set for "official time".

Natural Materials Mean:

Any article not made of plastic or metal. Any manufactured articles will be discounted.

Posted Means:

The article or document is displayed in plain view without the need to search for it.

Glossary of Terms Cont'd

Junior Asst. Scoutmaster Means:

This definition is strictly for Phoenix Camporee purposes. This is a scout who is at least 16 but under the age 18. This scout can be used in place of the SPL/Troop Leader if they cannot be available for the inspections.

Patrol Events:

Patrol events are based on 8 scouts per patrol max.

Scout Made Means:

Scout has built it himself or with a unit of scouts. No Adult help at all. Adults who physically assist to build or make anything during the Camporee will get a 25-point penalty towards their overall score.

Camporee Theme Means:

Any part of the gateway or campsite that relates to the Camporee theme.

Unit and Sponsor identified Means:

Unit number and Sponsor must be on a wooden sign or on the Unit's Flag.

Food stored properly Means:

Food must be stored off the ground, food must be in dry bins or coolers, must be stored away from the sun and must appear clean.

Troop First Aid Kit Means:

A well-stocked Troop First Aid kit includes, but not limited to; bandages, band-aids, updated medicine and ointments, tweezers, and gauzes.

Scout Handbook Means:

The latest edition of the Scout Handbook will be used for any reference and/or questions regarding events at the Camporee.

Camp Elmore Rules

1. All units must Check In and Check Out with Campmaster and Camp Ranger.
2. Overnight camping and day use of camp is only for properly registered camp users.
3. Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times and must be out cold when campsite is not occupied.
4. Smoking and tobacco products are NOT permitted anywhere on the Camp property.
5. No dogs or pets of any kind are allowed in Camp at any time. Please leave them home.
6. No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
7. No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
8. Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
9. No bicycles, roller skates, roller blades, skateboards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a preapproved organized and reserved Scout Activity ie: Merit Badge Course or Belt Loop Activity)
10. Swimming and boating are only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
11. Fishing is permitted only from the shore by registered campers under adult supervision.
12. All garbage must be bagged properly and placed in the dumpster nightly or taken home. Please keep your campsite and the restrooms clean at all times. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.
13. No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.
14. Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.
15. Vehicles may unload/load at Campsite and must then immediately be returned to parking lots. The Campsite Road gates will be locked from 10 PM Friday until 8 AM Sunday. Vehicles may only drive on designated roadways and park in designated parking lots. No vehicles/trailers are allowed in Campsites. No vehicles may be driven on or through grass on Camp.
16. Camp speed limit is 15 miles per hour. Seatbelts are required of every vehicle occupant.
17. Do not open plumbing, irrigation or electrical control boxes or fixtures, or attempt to make any changes, repairs or adjustments to them. Do not paint structures or add or change any signs.
18. Unit/Group Leaders are responsible to read all rules to each participant and distribute copies to all adults in their group prior to arrival and ensure their Units compliance with all Camp Rules. Disregard of rules may result in forfeiture of all deposits and Unit being asked to leave camp.
19. The COPE Course and surrounding area is OFF LIMITS to all campers and guests unless they are in a reserved COPE/Climbing Activity.

Let's all help in making this a safe and enjoyable outing for everyone at camp.

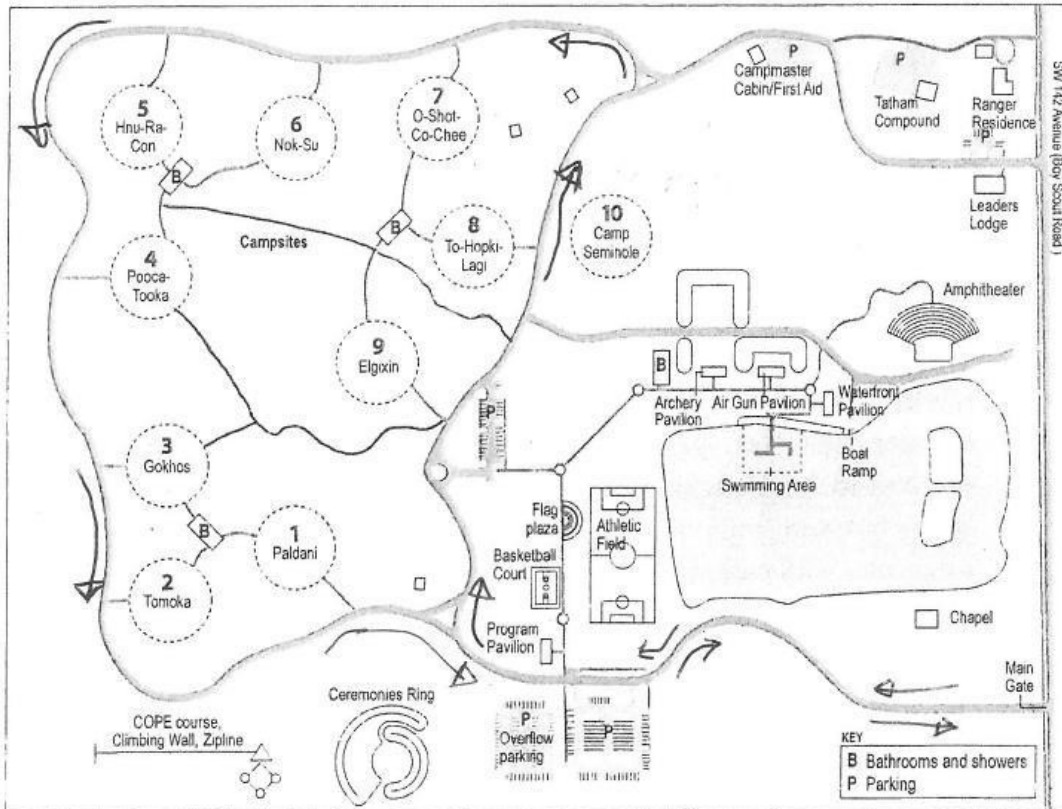
The Campmaster, Camp Ranger and Camping Director have the complete authority and responsibility to enforce all of the above Camp Rules by all participants.

Camp Elmore
Downrite Engineering Scout Reservation
 3551 SW 142 Avenue (Boy Scout Road)
 Davie, Florida 33330



Camp Elmore

ONE WAY CAMPSITE ROAD



2023 PHOENIX DISTRICT CAMPOREE
Online Registration

March 31 to April 2nd

Online Registration and fees: <https://sfcbsa.org/events/phoenix-camporee-4/>

Note: This is a rain or shine event, no refunds/cancellations accepted.

Please make sure to add Troop # when you register.

All registered Scouts and Adults need to wear a wristband that will be provided at check in.

For more information contact:

District Executive:

Robert Graves Robert.Graves@scouting.org

Activity Chair:

Tony Urbano juanaurbano@yahoo.com

Roster Sheet

Troop # _____

SPL: _____

ASPL: _____

ASPL: _____

Patrol Name & Members (type additional sheets if needed)

<u>Patrol 1 -</u>	<u>Patrol 2 -</u>
PL:	PL:
APL:	APL:

<u>Patrol 3 -</u>	<u>Patrol 4 -</u>
PL:	PL:
APL:	APL:

Adults:

SM:		
ASM:		

Tug-Of-War Registration Form

Troop# _____

Scoutmaster: _____

Senior Patrol Leader: _____

	Scout's Full Name	Approx Weight (lbs)	Actual Weight (lbs)*
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
	TOTAL WEIGHT NOT TO EXCEED 1000LBS		

* Actual Weight will be completed by staff at weigh in.

Troop Volleyball Registration Form

Troop# _____

Scoutmaster: _____

Senior Patrol Leader: _____

*****Troop Rotation MUST follow this form.**

	Scout's Full Name		Scout's Full Name
1		16	
2		17	
3		18	
4		19	
5		20	
6		21	
7		22	
8		23	
9		24	
10		25	
11		26	
12		27	
13		28	
14		29	
15		30	