

# **PALOMAR MOUNTAIN CAMPOREE**

# **CASTAWAYS**

**MAY 3-5, 2019**



## **CAMP FIESTA ISLAND**

### **CASTAWAY:**

From the Urban Dictionary - That dude is such a **castaway**, always doing their own thing....

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## CAMPOREE STAFF

**DISTRICT CAMPOREE CHAIRMEN:** Barbara Jehl, Pat Cypher

**REGISTRATION:** Double Knot, Barbara Jehl

**CHECK IN:** Barbara Jehl, Pat Cypher

**CHUCK WAGON:** Jerry Ennis & Team

**PUBLIC RELATIONS:** Barbara Jehl, Pat Cypher

**CAMPOREE NECKERCHIEFS:** Barbara Jehl

**CAMP MEDIC:** Barbara Jehl

**JUDGES – 4 FROM EACH TROOP**

**AWARD PRESENTERS:** Juan Hernandez

**DISTRICT EXECUTIVE:** Erica Audette-Shotwell

**CAMPFIRE PROGRAM:** Staff & Crew/OA

**FIRE ASH CEREMONY:** Larry McDaniel

**SCOUT'S OWN:** Larry McDaniel

**FLAG RETIREMENT:** Dave Browning

**CHECK OUT:** Crew/OA

## CAMPOREE INTRODUCTION AND CHECK-IN PROCEDURE

When: May 3 - 5, 2019

Where: Camp Fiesta Island

What: 2019 Palomar Mountain District

Why: To develop Scouting skills and to increase the level of scouting activities in the lives of all Scouts

How: This Leader's Guide Book contains all the details of the Palomar Mountain District Camporee

### CHECK-IN PROCEDURE on Friday, May 3

- Check-in begins at 4:00 p.m. at the Office

1. Troop should arrive together and ONE ADULT (preferably Scoutmaster) check-in with the following:

- All unpaid scouts Registration & Money
- Copy of the Guide to Safe Scouting
- Permission Forms
- A copy of the Unit Roster, listing all adults, scouts and patrols
- Health Forms A & B. You will be keeping them at your campsite but need to see them when you check in.

2. You will be advised of your campsite location. Please honor the posted speed limit.

3. After the campsite is located, Troops must unload quickly (5 minutes max). Move gear into the camp

**AFTER** moving your vehicle to an assigned parking spot .

### MANDATORY MEETINGS

SCOUTMASTER: 8:00 p.m.

LEADERS OF SKILL EVENTS AND JUDGES: 8 p.m. at Sail Bay in office.

CHAPLAIN'S AIDE/SCOUT FROM EACH TROOP: 8:30 p.m. at Sail Bay (Please bring the Scout's Own prep work done before the meeting)

### GENERAL INFORMATION

All Scouts attending the Camporee are expected to participate in the scheduled events.

Adults cannot lend any support to Scouts during Competitions.

Two or three adults per Troop will be needed to help with afternoon Activities.

**NO FISHING** and **NO BICYCLES** or **SKATEBOARDS** allowed at Camporee

**EQUIPMENT:** Bring necessary equipment for camping and events. Walkie talkies are encouraged for SPLs and Scoutmasters. Each troop should bring their own First Aid Kit and trash bags. When breaking camp, all trash should be deposited in the trash container located near the office.

**WATER:** Available at water spigots throughout the camp.

**CAMPSITES:** Campsites will be assigned by the number of campers pre-registered.

Washing dishes at Spigots **IS PROHIBITED**.

**UNIFORMS:** Field uniform (Class A) required for Morning Colors, Saturday morning competition and Scout's Own. Closed-toed or water shoes must be worn at all times in camp.

**PARKING:** **THERE IS NO PARKING** at the campsites. Vehicle will be allowed time to drop off equipment at designated parking areas. Do not leave your vehicle unattended on the roadside.

**CHECKOUT:** For those who need to leave Saturday evening - checkout will be 9:30 PM. **GATES WILL BE LOCKED AT 10:00PM.** Sunday morning - No vehicles will be allowed in camp until after Scout's Own – NO EXCEPTIONS. You cannot leave camp until a Staff Member inspects your campsite and a Checkout Slip is filled out. No Camporee patches will be given out without a completed Checkout Slip. Turn in Completed Evaluation Sheets to Barbara Jehl at the office.

**VISITORS:** *Only Registered Adults may spend the night at the Camporee event.* Siblings may not stay as this is a Scout Event for Scout aged youth (11+ years old). There are no events or programs planned for Webelos Scouts.

**LOST AND FOUND:** Please bring any items found to the office. Ask Camporee Staff regarding lost knives.

## CAMPOREE HEALTH & SAFETY

**The Swimming Merit badge is required for all water activities.**

**FIRE OR OTHER CAMP-WIDE EMERGENCY:** The signal will be a siren. If there is an emergency, meet immediately at the assembly area by the office where the flag ceremony was held.

**NO FIRES OUTSIDE DESIGNATED AREAS** - Note you must bring your own firewood

Extreme caution must be given at all times. Gas tanks or propane may be used inside the campsite, but not inside tents. No lanterns (except battery) are allowed inside or near tents. Each Troop should have sufficient fire buckets, a shovel and a rake. Plan to use propane for cooking fires.

Fire-fighting stations should be maintained by each Troop. The Fire Warden Chart should be posted and fire-fighting tools in plain sight and accessible. Tie-down lines for tents, rain flies and dining flies MUST be flagged.

**CAMPOREE LAW:** Follow the 12 points of the Scout law, The Outdoor Code and Youth Protection Guidelines. All campers and staff conduct will be measured against these three rules. At camp, we cannot tolerate and will not permit activities which do not meet the criteria set by these three rules.

**ALCOHOL AND DRUGS:** No alcoholic beverages or unauthorized drugs are allowed in camp.

**DANGEROUS EQUIPMENT:** No rifles, handguns, ammo, bows & arrows, sheath knives, nunchucks, bullwhips or fireworks are allowed.

**HAZING:** Hazing is prohibited. It could cause the Troop and Scout to be removed early.

**ELECTRONIC EQUIPMENT:** Please do not bring any electronic equipment like CD players and iPad. Do not walk around with phones with ear buds.

**DO NOT THROW ROCKS OR STICKS**

**NO INDIVIDUAL SCOUT HIKES ALLOWED**

**NO BIKES ALLOWED IN CAMP**

**WATER CONSERVATION:** The water supply is limited. Please take all steps possible to conserve water.

**DEHYDRATION:** Scouts and Scouters will be physically active during the Camporee and weather may be warm. Bring canteens and/or water bottles to all activities... and drink plenty of fluids.

**CLEANLINESS:** Keep everything in camp clean including: event areas, campsites, tents, KYBOS and yourself. Use trash bags.

**REST:** Sleep can "make or break" a great camp experience. Scoutmasters must ensure that their units at their campsites are quiet, out of respect for those who want to sleep or rest. Quiet time will be enforced.

**OFF LIMITS:** Staff areas are off limits. **DO NOT Walk off the Paths or Roadways!!**

**SMOKING AREAS:** Smoking is permitted in designated areas only. Please ask staff to find out the areas.

**The beach area or water's edge will be supervised. Please stay away from these areas unless participating in a program activity.**

## CAMPOREE SCHEDULE 2019

### FRIDAY EVENTS

4:30 - 7:30 PM Check-in at office. Pick-up Camporee schedule, map, & campsite location. Refer to Page 3.

**8:00 PM MANDATORY MTG: Scoutmasters and SPLs all Troops meet at Sail Bay.**

**8:00 PM MANDATORY MTG: Leaders of Skill Events and Judges at Sail Bay**

**8:30 PM MANDATORY MTG: Chaplain's Aide/Scout per Troop at Sail Bay. Please bring your prep work**

10:00 PM Gates are locked by the City of San Diego. Opened at 7:00 AM

11:00 PM Taps, quiet hours, no exceptions/no excuses (points deducted for violation)

### Saturday Events

6:00 AM Reveille

6:00 - 8:00 AM Breakfast and camp clean-up for camp inspection

7:00 - 8:00 AM Late Check

7:30 - 8:00 AM Camporee Staff Meeting **at Sail Bay**

8:30 AM Opening Flag Ceremony by front of office area

8:45 AM Skill Event Judges Please pick up your materials at Sail Bay

9:00 AM - Noon Patrol Skill Competitions ***Bring a tote bag (not plastic) to carry your gold nuggets for treasure buys at the campfire. Each activity will present you with gold!!!! Each patrol should have a backpack with the 10 essentials in it.***

9:00 AM - Noon Campsite and Gateway Judging ***There should be no adults at the campsite during the judging period!!***

11:30 AM -12:15 PM Patrols must turn in Score Sheets in the office at the Sail Bay by 12:15 !!

**Noon Lunch - Provided by the Crew Staff at the group picnic area or area close to the office.**

### Fun Events

12:30 – 1:00 PM Skits to be approved for Campfire. Please check in at the office for skit approval

1:00 - 4:00 PM Canoeing, Coconut Toss, Jousting, Scavenger Hunt and Triathlon **All activities will be on the waterfront.**

12:00-4:00 Crews will be responsible for setting up the campfire layout, assisting with the afternoon events, Brotherhood Ceremony, manning the campfire at the awards ceremony.

**1:00 PM**

### ACTIVITIES

**Canoeing around the bay (Swimming Merit Badge Required)**

**Jousting**

**Coconut Toss**

**3:00 PM**

**Tri Athlon – This is a TROOP EVENT-** 4 Scouts, Running, Canoe Paddle & Fireman Carry - Timed

5:00 – PM

Activities Closed – Retire the Colors

5:00 – PM

Brotherhood Ceremony for Order of the Arrow- Location TBA

5:30 - 7:30 PM

Grub time and clean-up

7:30 - 9:00 PM

Celebration Campfire, Award Ceremony, Skits – Camp Fire ring.  
Flag Retirement Ceremony. Bring your campfire ashes to contribute.

9:30 PM - 10:00 PM

Site inspection & Check out for Units leaving Saturday evening

10:00 PM

Gates are locked by the City of San Diego. Opened at 7:00 AM

11:00 PM

Taps, quiet hours, no exceptions/no excuses

### SUNDAY EVENTS

7:00 AM

Reveille, **Simple and Fast breakfast**

7:30 AM

Scouts Own at campfire ring – Each Chaplain's Aid from each Troop will be assisting with this. Please arrive at 7:15 AM

8:00 - 9:30 AM

**CHECKOUT:** No vehicles will be allowed in camp until after Scout's Own – NO EXCEPTIONS. You cannot leave camp until a Staff Member inspects your campsite and a Checkout Slip is filled out. No Camporee patches will be given out without a completed Checkout Slip and a completed Evaluation Sheet. PLEASE PARK IN PARKING SPOTS AND NOT ALONG ROAD. THE RANGER WILL TICKET YOU. DO NOT DRIVE IN THE CAMPSITE.



## PREPARATION CHECKLIST

A checklist of what Troops could be doing now in preparations for the Camporee.

- \_\_\_ Prepare a gateway for the Camporee events (NO Pre-assembly). Assemble at the campsite Friday night.
- \_\_\_ All Scouts are to participate in the Patrol Skill Events and Camp-wide Games.
- \_\_\_ Prepare for the skills events and check required equipment for the skills events.
- \_\_\_ Using the "Camporee Campsite Competition" form, secure all required equipment for the Troops and Patrols activities.
- \_\_\_ Bring a Unit Roster listing all adults and Scouts in Camp and the number of patrols.
- \_\_\_ Bring a Roster listing Scout names and Patrol.
- \_\_\_ Bring your copy of "The Guide to Safe Scouting".
- \_\_\_ Have available health history records for each Scout and adult. These must be present with each unit.
- \_\_\_ If applicable, bring balance of any Camporee fees.



## CAMPOREE AWARDS

Participation Ribbon: A PATROL participation ribbon will be presented at each competition site.

Grand Champion: Best overall **patrol**. The patrol that receives the highest combined total points from the Skill and Fun Events\*. Ribbons will be given to the top three patrols.

Top Knot Award: The top three **troops** will be determined by the accumulated score and awarded ribbons.

- a. Early registration (on-time) 50 Points Max
- b. Campsite Inspection 102 Points Max
- c. Gateway Competition 200 Points Max
- d. Flag Ceremony 50 Points Max
- e. Skill events By Patrol

Campsite Award: Campsite ribbons will be awarded to the top 3 Troops.

Gateway Award: Gateway ribbons will be awarded to the top 3 Troops.

Campfire Skit: Each troop may submit a skit for the campfire. 25 Points (Skits must be rehearsed prior to the campfire. Check in at Sail Bay/ office from 12:30-1:00. Participation points will be added to the troop overall score.

**All score sheets must be turned in by 12:15 pm at Sail Bay by the office**

Patrol Skill Events: Awards for places 1 through 5 will be presented. The top 5 patrols will be determined by adding up their scores for each individual activity. Patrols considered in the overall will also be included in the individual skill events.

Early Registration: Each troop that registers early will received 50 points when turned in by the early registration deadline date.

Competition – Judges' decisions are final and will not be disputed, discussed or argued. Remember scouting spirit, good sportsmanship. Let's have fun!

## COCONUT TOSS RULES

Each patrol gets three tries for the longest distance. Only one person per patrol gets to toss.

# CAMPOREE CAMPSITE COMPETITION

Troop # \_\_\_\_\_

Score Total \_\_\_\_\_

The Campsite Competition will be held Saturday beginning at 9:00 AM. The same panel of judges for uniformity and fairness will judge all sites. The campsites are to be prepared by the Scouts of the participating Troop. Adults are not permitted to do more than set-up their own tents and associate gear. Camporee Staff members will be watching for Scout leadership and teamwork at the Patrol and Troop levels. **NO ADULTS should be in the campsite during judging.**

## **Camp Checklist**

### **Troop Common Area**

- /3 Camped in designated boundary
- /3 Tents set-up in orderly fashion
- /3 Campsite layout shows Patrol Org.
- /3 Unit sign or banner visible
- /3 U.S./Unit flags properly displayed
- /3 Vegetation not cleared for soil conservation
- /3 Adult area clean & organized
- /3 Bulletin Board, Activity Schedule & Fire Warden Chart posted
- /3 Designated trash area
- / 27 Sub-total**

### **Cooking Area(s)**

- /3 Area cleared of cooking on ground
- /3 Dishes & utensils clean
- /3 Fire Buckets by cooking area
- /3 Patrol menus posted
- /3 Duty Roster posted
- /3 Menus show a balanced diet
- /3 Eating area/tables cleaned
- /3 Food in boxes & off the ground
- /3 Grease bucket ID'd, no pits allowed
- /3 Food prep area/Patrol boxes clean
- /30 Sub-total**

### **Patrol Camp Area**

- /3 Patrol System evident
- /3 Fire buckets present around each tent
- /3 Tents staked down
- /3 Vegetation not cleared for tents, no trenches
- /3 Tent flaps closed and sealed for security
- /3 Personal gear neatly arranged & stowed
- /3 Personal valuables out of sight
- /3 Fire Marshal posted
- / 24 Sub-total**

### **General/Camp Safety**

- /3 No trash around campsite
- /3 Camp gadget used
- /3 Troop First Aid Kit (sized for Troop)
- /3 Fire station, rake/shovel marked & easily found
- /3 Tent guy lines located safely & flagged
- /3 No personal gear left adrift in campsite
- /3 No Scouts in camp (should be at events)
- \_\_\_/21 Sub-total**

**Each judge scores each site with his own scores. Do not average.**

**Total** \_\_\_\_\_

Inspector's Comments: \_\_\_\_\_



# CAMPOREE PIONEERING GATEWAY COMPETITION

Troop # \_\_\_\_\_ Site # \_\_\_\_\_ Total Score \_\_\_\_\_

## Standard for Judging:

1. The Gateway must be erected by the Scouts on Site
2. No portion of the Gateway may be pre-assembled
3. There shall be absolutely no adult help in the construction of the Gateway. Those using help from adults will be disqualified from the competition.
4. The Gateway must be constructed within the Troop campsite. No guy lines, parts of the Gateway, or supports may extend into or over the campsite boundary lines.

<u>Factors:</u>	<u>Judge A</u>	<u>Judge B</u>	<u>Judge C</u>	<u>Judge D</u>	<u>Earned</u>	<u>Max</u>
1. Lashings correctly tied & identified (10 ea)	_____	+ _____	+ _____	_____	_____	40
2. Correct lashings used (10 ea)	_____	+ _____	+ _____	_____	_____	40
3. Troop Sign/Identification (10 ea)	_____	+ _____	+ _____	_____	_____	40
4. Overall appearance (10 ea)	_____	+ _____	+ _____	_____	_____	40
5. Flags Used (10)	_____	+ _____	+ _____	_____	_____	<u>40</u>

Max 200

**Total Score = \_\_\_\_\_**

The Gateway Competition will be held during Patrol Competition Saturday morning beginning at 9:30 AM. **NO ADULTS should be in campsite.**

**Inspector's Comments:**

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## PATROL SKILL EVENTS

Each patrol must have the 10 essentials in a day pack. Refer to the Scout handbook.

There are 7 skill events, and each is worth a total of 10 points and one timed event. Ribbons will be awarded to the top 5 Patrols in each event.

**A patrol shall consist of no fewer than 4 youth and no more than 8 youth.**

Events may have a time limit to allow all patrols to participate.

**Important!** – The fire starting event will be used to break any ties in the events. It will determine 1<sup>st</sup> through 5th place based on the time. (No time, No tie). Other activities may also have tie breaker questions.

**Compass:** From the starting point (map symbol), accurately follow four compass bearings and distances, and correctly determine the ending point (map symbol) in the shortest amount of time.

**Lashings:** All lashing are from the handbook.

**Map Reading:** Brush up on your map reading skills.

**Scout Knowledge:** Know your scout handbook and current events.

**Knots:** Knot relay. Each patrol member should be able to tie one of five knots from the Scout Handbook; each of the competing Scouts will be given the purpose of the knot and asked to name and tie the knot. This will be a timed event.

**Plant Identification:** Name the native plants.

**First Aid:** First aid will be from the Scout handbook.

**Fire Starting:** How fast can you make a fire which burns the string suspended above it? This is a **Timed Event** and will also be used for tie breakers.



ALL MATERIALS FOR PATROL SKILL ACTIVITIES WILL BE SUPPLIED OTHER THAN A COMPASS.

### Compass



#### **Object**

From the designated starting point (1-20), accurately follow three compass bearings and distances, and correctly determine the ending point in the shortest amount of time.

#### **Rules**

1. A compass course will be set-up using a modified set of the “SCOUT COMPASS GAME”
2. Each Patrol will receive an instruction card. Upon the signal of the event judge, the Patrol will begin at the entry point to the course and time will begin.

3. The instruction card will identify the number of the starting point. From there, the Patrol will navigate three compass bearings for the specified distances. At the completion of the directions, the Patrol should stop and signal the judge to stop time and to mark the final point.
4. The judge will record the elapsed time from the beginning up to the time Patrol signals, and record the distance to the correct final stopping point.
5. You have a maximum of 10 minutes to complete the course. Points will be assigned based on time and accuracy.

### Scoring

1. Five (5) points possible for correct distance to final point (accuracy).
2. Five (5) points possible for completion time. Faster completion results in more points. Time longer than 10 minutes results in 0 points for time.
3. Bonus points may be awarded based on orienteering knowledge.

### Materials

One (1) "Silva" or similar type compass (preferable liquid filled). NOTE: The compass MUST be provided by each Patrol.

## Plant Identification



### Rules

1. Name each plant correctly for one point each.

## Knots



### Object

Knot relay. Each patrol member should be able to tie one of five knots from the Scout Handbook. Each of the competing Scouts will be given the purpose of a knot and asked to name and tie the knot. All knots must be completed in a specified amount of time

### Rules

1. The Patrol will begin at the starting line.
2. On signal, the first member will race to the knot tying area where he will select a question.
3. The Scout will then identify and tie the knot asked for in the question. Upon completing the knot, the Scout will be instructed to untie the knot, race back to the starting line and tag the next Scout, and so on until all knots have been tied.
4. If the Scout is unable to name the selected knot he will forfeit one (1) point and be told what knot to tie.
5. If the Scout is unable to tie the selected knot he will forfeit one (1) point and will be sent back to tag the next Scout in line.
6. Upon completion of the above relay, one knowledgeable Scout will be asked to teach the knot to one Scout in the patrol who missed his selected knot.

### Scoring

1. One (1) points each for correctly tying five (5) identified knots.
2. One (1) point each for patrol spirit and team work.
3. Up to five (5) points will be awarded on a time basis for completing specified knots.

### Materials Supplied

1. Stop watch
2. Rope



## Lashings

### Object

Each patrol member should be able to tie each of the four lashings; Round, Diagonal, Square, and Tripod. Your patrol will not know in advance which lashings they will have to tie. All lashings must be completed in a specified amount of time.

### Rules

1. Lashings must be tight and conform to the handbook for accuracy.
2. There will be a designated amount of time to perform the lashing.

### Scoring

1. Three (3) points for correctly tying three lashings.
2. Three (3) points for identifying a use for each lashing.
3. Two (2) point for teamwork.
4. Five (5) points based on the time to complete.

### Materials Supplied

1. Stop watch
2. Rope
3. Poles

## First Aid



### Object

Utilizing the materials given your patrol must apply the proper first aid, build a stretcher and then move the injured castaway through a series of obstacles. All activities must be completed in a specified amount of time.

### Rules

1. All scouts in the patrol must participate either as the victim or as one of the rescuers.
2. Patrols will use equipment supplied.

### Scoring

1. One (1) point for team spirit.
2. One (1) point for teamwork.
3. Four (4) points for four questions.
4. Three (3) points for the correct use bandage for 3 activities.
5. One (1) point for correctly building the stretcher.

## Map Reading



### Object

Show ability to read a map and locate positions. All activities must be completed in a specified amount of time.

## Scoring

1. Ten (10) point each for 6 correct symbols or answers.
2. Ten (10) points for correctly reading places on the map.

## Scout Knowledge



### Object

Answer 10 questions on materials taken from the Scout handbook and current events.  
All activities must be completed in a specified amount of time.

### Scoring

1. One point for each correct answer.

## Fire Starting



### Object

1. Build a fire, using materials provided.
2. Goal is to burn the string suspended above the fire.
3. Only two scouts from the patrol will be competing in this event.

### Scoring

1. Scoring based on fastest time for burning the string.
2. Fastest time in this event for creating a flame will be used for a tie breaker in all events.
3. You have a total of 10 minutes
4. You will be using the items given to you to lay your fire and start it. This includes the flint and steel.
5. There will be 2 times listed for your patrol.
  - a. The first time will be when you achieve a flame.
  - b. The second time will be when your string burns from the flame.

The team who makes a flame but not burn the string will have only one time listed.

The patrol who burns the string fastest will win. The tie breaker will be the patrol who created a flame first.

If no one burns the string in the 10 minutes, the team that had the shortest time for flame wins.

## TRIATHLON - FIRST AID RUN



Three Scouts, on an adventure outing, find that they must swing into action to rescue an injured Scout.

**First Leg:** Single runner (Rescuer #1) from the starting line...runs to the first aid station to pick up a backpack which has the first aid kit...puts on back pack...runs to beach to meet a fellow Scout (Rescuer #2) waiting in a canoe.

**Second Leg:** Rescuer#1 gets into canoe with #2... together the team paddle canoes from beach to meet Rescuer #3 waiting on the "other side" of lake...once canoe lands on shore, Rescuer #2 takes the first aid kit and runs with Rescuer #3 to find injured Scout. **Third Leg:** Two man

team...run to find injured Scout only to find that the aid they can render will not be enough, so they must do a two man "Fireman Carry" to rush the injured Scout back to the first aid station...check him in...and run up to finish line (Starting Line)

## Campfire Skit



### **Object**

The goal is to prepare a skit and try out for a spot on the campfire program. The skit is limited to three minutes and only one per troop

### **Rules**

1. All skits must be pre-approved: Meet at Sail Bay by the office between 12:30 p.m. to 1:00 pm on Saturday to present skits for approval. Only approved skits will be awarded points.

# Troop Roster Form

**BSA Troop Number:** \_\_\_\_\_

**Scout Master:** \_\_\_\_\_

**Adults**

1	_____	4	_____
2	_____	5	_____
3	_____	6	_____
7	_____	8	_____
9	_____	10	_____

**Senior Patrol Leader:**

**Assistant SPL:**

**Patrol Name:** \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1	_____	1	_____
2	_____	2	_____
3	_____	3	_____
4	_____	4	_____
5	_____	5	_____
6	_____	6	_____
7	_____	7	_____
8	_____	8	_____
9	_____	9	_____

**Patrol Name:** \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1	_____	1	_____
2	_____	2	_____
3	_____	3	_____
4	_____	4	_____
5	_____	5	_____
6	_____	6	_____
7	_____	7	_____
8	_____	8	_____
9	_____	9	_____

# CAMPOREE EVALUATION

Please consult with the leaders and Scouts in your unit and turn this evaluation in prior to checkout.  
Evaluation forms must be completed prior to receiving Camporee patches.

Your comments will be used to help plan future Camporees for our district.

**PLEASE RATE THE FOLLOWING:**

	<u>EXCELLENT</u>	<u>GOOD</u>	<u>FAIR</u>	<u>POOR</u>
1. Camporee booklet	_____	_____	_____	_____
2. Ease of registration	_____	_____	_____	_____
3. Competitions	_____	_____	_____	_____
4. Fun Events	_____	_____	_____	_____
5. Theme of Camporee	_____	_____	_____	_____
6. Scoring system	_____	_____	_____	_____
7. Friday Leaders meeting	_____	_____	_____	_____
8. Saturday campfire	_____	_____	_____	_____
9. Awards	_____	_____	_____	_____
10. Overall Camporee	_____	_____	_____	_____

WHAT WOULD YOU HAVE DONE DIFFERENTLY TO MAKE THIS A BETTER EXPERIENCE FOR THE SCOUTS IN YOUR UNIT?

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DO YOU HAVE A SUGGESTED THEME FOR A FUTURE CAMPOREE? \_\_\_\_\_

ADDITIONAL COMMENTS (USE THE BACK OF THIS PAGE, IF NEEDED): \_\_\_\_\_

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WOULD YOU LIKE TO BE ON THE CAMPOREE TEAM FOR NEXT YEAR? YES PLEASE NOTIFY ME \_\_\_\_\_

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TROOP # \_\_\_\_\_ SCOUTMASTER: \_\_\_\_\_ SPL: \_\_\_\_\_

E-MAIL: \_\_\_\_\_

---

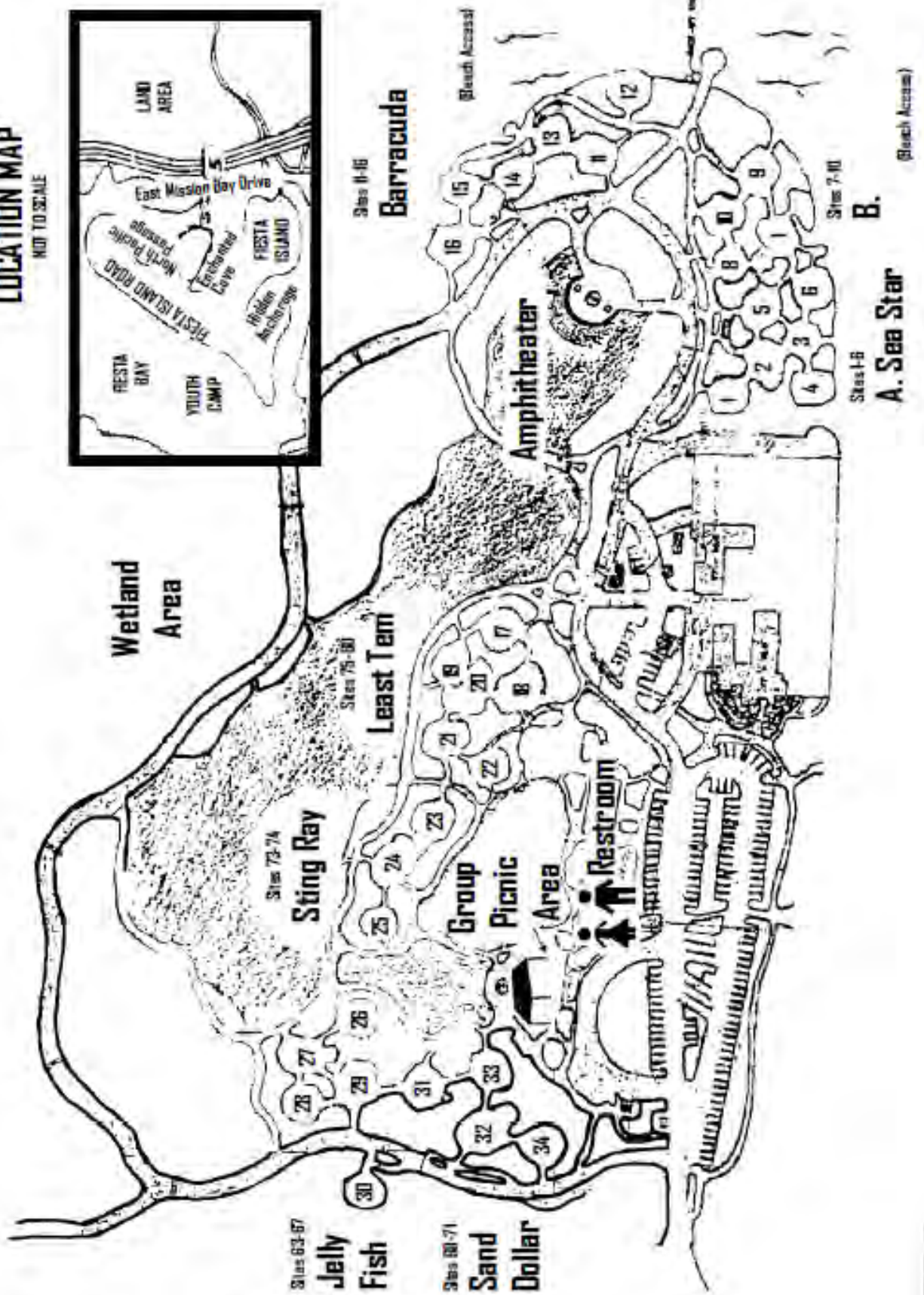
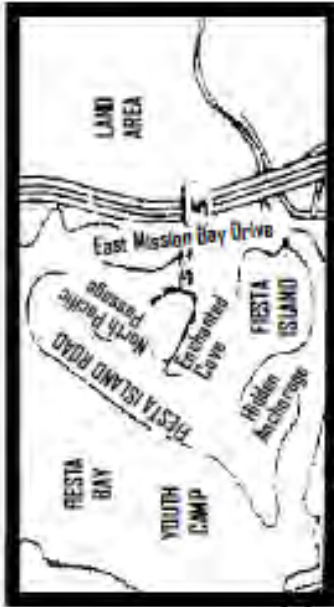


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**THANK YOU FOR YOUR FEEDBACK!**

**LOCATION MAP**

NOT TO SCALE



**B.**

**A. Sea Star**

(Beach Access)

Sites 1-6

Sites 7-10

Sites 11-16

Sites 63-67  
**Jelly Fish**

Sites 81-86  
**Sand Dollar**