2020 Southern Areas Fall Camporee

October 16-18, 2020
The Point at Pintail

Delmarvalous Camporee
From Bay to Bay, Year 1 of 2

Leader's Guide
The Del-Mar-Va Council, invites you to the:

Delmarvalous Camporee

What does Delmarvalous mean?

This phrase was coined by the late, great Scorchy Tawes, WBOC’s roving reporter for over three decades. Voicing over his weekly stories with a heavy, yet endearing, Eastern Shore accent, Schorchy found unique locations around Delaware and the Eastern Shores of Maryland and Virginia and the even more unique people who lived here. From decoy carvers to discount fabric distributors, Schorchy told the stories that made the land that we call home special, interesting and unlike anywhere else in the world. His reports always ended with the sign-off, “Wandering our Delmarvalous land, I’m Schorchy Tawes.”

General Information

Contact:
Dennis Redington
Phone: (302) 381-6784; please leave a message
Email: dennis.redington@sussexvt.k12.de.us

Registration:
dmvc.org/fallcamporee

Location:
The Point at Pintail, 511 Pintail Point Farm Lane, Queenstown, MD 21658

Cost:
$20.00 per attendee

Leadership:
Per BSA regulations, two leaders, one of whom must be at least 21 years of age, must accompany each unit. All adults who camp must be trained and current in Youth Protection Training.

Camporee Check-In Procedures

Units may begin checking in at 5:00 PM Friday. Upon arrival, one adult and the SPL from each unit should report to Headquarters.

Leaders should be prepared with the following:

- Troop Roster (Page 6)
- Unit Health Forms (Unit Leader must keep copies for staff use if needed).
- Payment (if any) that is due

Each troop furnishes its own tents, food, wood, water, and equipment. No ground fires are allowed at this event. It is recommended that the troop have a gas or charcoal grill for cooking. After your unit has dropped off your equipment at your campsite, vehicles must be moved to the parking area along the fences. One unit trailer may remain in camp to hold supplies for the event.

All participants must submit to, or proof of, a COVID19 Safety Check Survey (Page 5) upon arrival to the event. Please perform these tests in your unit before travelling to the site as it will delay check in.
General Camporee Notes

Each unit attending is asked to have at least one adult leader to assist with the events. Several events will be competition-based. Prizes will be awarded at Saturday evening's campfire.

Please notify the Camporee Staff in advance of any of your scouts have special medical needs. We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.

Field uniforms (“Class A”) are expected for dinner and the campfire program.

Cub Scouts and Webelos Scouts should not attend nor camp during the Camporee since many events will not allow for him/her/them to comply with the Age-appropriate Guidelines for Scouts BSA found in the Guide to Safe Scouting.

General Guidelines:

- Each troop is responsible for the scouts in their unit.
- Each patrol is asked to bring their patrol flag to the event.
- No ground fires are allowed at this event.
- Take nothing but pictures, leave nothing but footprints.
- The Scout Oath and Law will govern all participants. Camporee regulations are necessary to ensure that every scout, leader, guest and host has an enjoyable and safe experience.

Camporee Events:

- Clay Pigeon Target Shoot
- Archery Shoot
- Tomahawk Throw
- Recycled Flotilla Race
- Fishing Tournament
- Del-Mar-Va Cuisine Iron Chef Cook-off
- Punkin’ Chunkin’
- And tons of local activities, presenters, games, history and fun!

Be aware that some events (e.g. Clay Pigeon Target Shoot, Recycled Flotilla Race, etc.) will be scheduled to ensure that everyone has an opportunity to participate and to decrease the lines at more popular event stations.

Items to have with you on Saturday

- COVID19 protocols
- First aid kit
- Pocketknife
- Drinking water for every member
- Pen or pencil and paper
  - A camp chair or blanket for the campfire program since there is no seating available.
- Patrol flag
- Leader guide
- COVID19 protocols
  - Facemasks, hand sanitizer, etc.
- Event map & schedule

Event Notes

Most event stations will be run all day; however, some stations/guest appearances will only be open in the morning or in the afternoon for a short period. A list of the rotating events, event locations (with map) and clarifications will be provided at the leader meeting Friday night.

Awards

The following awards will be presented to patrols and/or individuals: Clay Pigeon Target Shoot, Archery Shoot, Tomahawk Throw, Recycled Flotilla Race, Fishing Tournament, Del-Mar-Va Cuisine Iron Chef Cook-off, Punkin’ Chunkin’. Staff members will distribute event prizes at the campfire on Saturday night.
2020 Camporee Schedule

Friday
5:00 PM CHECK-IN BEGINS (HQ)
9:00 PM Cracker Barrel / Leader Meeting (HQ)
   One adult leader and the SPL from each troop should to attend. PLEASE, have your SPL relay the event information and updates back to the patrols BEFORE they head out on Saturday morning.

Saturday
8:00 am – Opening Ceremony (Flag Pole)
8:30-11:30am – Event Rotation (Assigned Sites)
11:30-12:30 – Lunch
12:30-4:00 pm – Event Rotations (Assigned Sites)
4:00-4:30 – Cleanup and return to campsites 
4:30 pm-7:00 pm – Dinner and cleanup (Campsites)
7:30 pm-8:30 pm – Campfire Program and Awards (Campfire Area)
9:00 pm – Leader Meeting/Cracker Barrel (Barn)
   One adult and the SPL from each troop should attend

Sunday
8:30 am – Chapel Service (Campfire Area)
9:00 am – Camp Site Inspections and Check out Begins
   At checkout, the SPL or adult leader will need to report to the Barn and a staff member will accompany you to your site for final inspection. Please do not leave without checking out with the Camporee staff.

Other Event Notes
Participation Patches - Patches for your paid unit participants will be issued at time of Check Out on Sunday morning if enough units have paid to cover the cost of the patches. Otherwise, patches will be distributed via your District Executives at the earliest possible meeting after the event.
Campfire Skit – Each troop or patrol should prepare a song or skit for performance at the Saturday night campfire. Skits/songs should be in the best traditions of Scouting—that is they should follow the Scout Oath and Law.

Patrol Leaders
This section has some basic hints and suggestions for Patrol Leaders.

1. Do not assume anything. Please read and follow the directions in the Leader Guide ahead of time and while at the events and activities.
2. Use your imagination with the events. Impress the judges. They love to see a group come up with a different way to complete an event.
3. Do not ever argue with an event coordinator. If you think that you have been treated unfairly by a judge, immediately bring this to the attention of your unit leader. DO NOT wait until Sunday morning to bring this up. The Camporee staff is there to help you during the derby but we need to communicate.
4. Be respectful of other dens/patrols. It is not very Scout-like to laugh at a unit or individual for failing at an event. Bullying, taunting and/or teasing will not be permitted. You are a team and will win or lose together.
5. Above all else HAVE FUN!!!
Event Descriptions

Clay Pigeon Target Shoot – Each participant will have the opportunity to shoot at 10 clay pigeons with a 12 gauge shotgun. This event will be a patrol award event. Approximate times will be assigned for troops to shoot. Please be punctual as we will have a lot of participants and the safety talk takes time to deliver, but be aware that you may have a small wait if there is a delay with the group before you. We do have modified 12 gauge shotguns for smaller scouts, but they still kick the same.

Archery Shoot – Each participant will have the opportunity to shoot 10 arrows at a standard scout archery range target. This event will be a patrol award event. Approximate times will be assigned for troops to shoot. Please be punctual as we will have a lot of participants and the safety talk takes time to deliver, but be aware that you may have a small wait if there is a delay with the group before you.

Tomahawk Throw – Each participant will have the opportunity to throw four tomahawks at a variety of targets worth a varying number of points. This event will be a patrol award event. Approximate times will be assigned for troops to throw. Please be punctual as we will have a lot of participants and the safety talk takes time to deliver, but be aware that you may have a small wait if there is a delay with the group before you.

Recycled Flotilla Race – Each patrol will construct, prior to the camporee, a boat, of any design, made entirely from recycled materials. Tapes, glues or other adhesives may be used to attach, secure or patch the materials used to construct the boat. Broken boats, or any parts or pieces from any type of watercraft, are not allowed. Boats should be made by the patrol and transported to the event by the unit. Boats should be left at the pond prior to the opening ceremony on Saturday until they are used and should be returned to the campsite during the 4:00-4:30 cleanup period. Boats should be labeled with the unit number and patrol name. Boats will be manned, and powered, by two patrol members and raced across the pond at a scheduled time.

Fishing Tournament – Scouts will have the opportunity to fish throughout the day as they find unscheduled time. Please bring your own bait and tackle as the tackle that we have will be very limited. This event will be individually judged by the largest [weight] fish caught as judged by the event supervisor at the second pond.

Del-Mar-Va Cuisine Iron Chef Cook-off – It’s time to show off what you know about the foods that only locals know. The food should be uniquely Delmarvalous or made from locally (Del-Mar-Va) sourced foods. This should be whatever the unit is eating for dinner on Saturday. A single serving should be provided to the judges at the headquarters area within the dinner period to be eligible. This will be a patrol event.

Punkin’ Chunkin’ – Each patrol will construct a projectile launching device that is capable of launching a standard, unmodified tennis ball (provided by the event supervisor at the time of launch) at a target. The projectile launching device must be made from scoutcraft materials (e.g. tree spars, logs, rope, etc.) that are assembled with clean lashings. The device must be powered only by gravity (trebuchet or trebuchet-like) or elastic (catapult or catapult-like); no pneumatics, hydraulics, electricity or fuels may be used. The fully assembled projectile launching device, in its ready to launch configuration, must fit within an imaginary box that is 3’x3’x3’. During the launch, parts of the device may leave the imaginary box (e.g. the slingshot on the trebuchet may extend outward as it propels the tennis ball). The target for the accuracy launch will be placed on a centerline between 15 feet and 30 feet (in 5 foot increments) from the device launch line. It is highly recommended that the device is built and tested before the camporee as there will only be two launches for accuracy and two launches for distance, but the device must be brought to the event fully disassembled and lashed together after checking in with the event supervisor. This event will be a patrol event judged by a combination of the accuracy of the device and the distance thrown minus any construction penalties.

Native Crafts – We will have a Native American crafts expert available to help with creating a camporee keepsake (choker, bracelet, etc.). The materials can be purchased for a few dollars (typically less than $$$. The materials can be purchased for a few dollars (typically less than $$$. We do have modified 12 gauge shotguns for smaller scouts, but they still kick the same.

All other activities will not be judged and are available throughout the day according to the schedule that will be provided at Friday night’s cracker barrel.
COVID19 Safety Check Survey

To be completed by all attendees and persons transporting attendees to/from, and presenters at, the event.

1. I have checked my temperature today and I do not have a fever at or above 99.5 degrees. Persons who have not checked his/her/their temperature must submit to a temperature check immediately upon arrival to the event at the headquarters area.
   - My temperature is lower than 99.5 degrees F (May attend the event)
   - My temperature is 99.5 degrees or higher (May not attend the event)

2. I do not have symptoms of respiratory infection (fever, cough, muscle aches, shortness of breath).
   - I agree (May attend the event)
   - I do not agree (May not attend the event)

3. Neither I nor anyone in my household is in self-isolation or quarantine for COVID-19 symptoms.
   - I agree (May attend the event)
   - I do not agree (May not attend the event)

COVID19 Notes

To reduce the point-to-point contact possibility, it is advised that attendees reduce or eliminate the use of carpooling to the event. If carpooling is absolutely necessary, those in the carpool should wear facemasks, sanitize hands frequently and avoid passing items between persons in the vehicle.

Participants are expected to bring and use personal hand sanitizer, facemasks and other personal protective devices (PPE) while at the event.

Every participant, unless related and normally living together, must have individual tents for this event to reduce the risk of disease spread.

Participants must wash hands, with soap, thoroughly and repeatedly throughout the day.

Meals must be prepared and served by cooks with gloves and facemasks and served in a no contact manner. No self service of meals is allowed and servers should not touch the plates nor utensils of those being served. All cooking and eating materials (cups, plates, forks, etc.) must be washed, rinsed and sanitized according to the standard Scouts BSA guideline.

If there is any concern of a fever or any other of the above listed COVID19 symptoms, it should be reported immediately and the presumed sick person should report to the headquarters area immediately.
OFFICIAL TROOP ROSTER

Troop: ________________ Adult Leader: _______________________________________

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Make Additional Copies if necessary to include entire unit.