



Scouts BSA

2024 Spring Camporee Fellowship

April 26-28, 2024

Location: Grand Rapids Lions Club/2411 36th St So. Wisconsin Rapids

We will be focusing on fellowship.

Troops will do some team building games

They can get to know other troops and scouts from the district.

This is a time to build new friendships and get to know those you don't know.

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All times are subject to change. Activities are subject to change if they need to be adjusted.

Any questions or concerns you can contact Amy Sherman at tiggeramyof1@yahoo.com or 715-697-3656

Friday

6:00 - 9:00 pm Registration

9:00 pm SPL & Adult Leaders Meeting

11:00 pm Lights Out

Saturday

8:30 am Opening Ceremony and Announcements

9:00 -12:00 pm Troops will go through different team building games.

12:00 pm Events close for lunch

Lunch & Clean-Up

1:30 pm Scouts can get to know other scouts.

Different Activities: Kube, Giant Jega, Bags, Obstacle course Board games, Hiking Reading, Friesbe. Just a few Ideas for activities.

5:30 pm Supper & Clean-Up

7:30 pm Campfire Program and Awards

11:00 pm Lights Out

Sunday

8:00 - 11:00 am Checkout and Depart for Home

NOTE: Each Troop site must be inspected before your troop leaves!!!

In keeping with the Boy Scout Spirit of Camping, Campers & RV's are not allowed at Boy Scout Camporees.



Different Team building activities that the troops can choose from to do during the team building time.

A Truth and A Lie (0.5-1hour) – Have each member introduce themselves by stating their name plus one truth about themselves and one lie. After each person makes their statements, allow for a quick open conversation where everyone questions each other on their two statements. The idea is to convince the other members that your lie is actually a truth, while guessing the truths/lies of the others. After the questioning period, vote as a group on each member's statements. Points are awarded for each lie guessed right or for stumping other members on your own lie. This exercise helps to get to know your coworkers better and encourages group interaction and communication. (Optional: Increase the difficulty by having 2 truths and 1 lie, or 2 lies and 1 truth. Remove the open conversation segment if time is constrained)

Poker Tower (15-30minutes) — Distribute a pack of poker cards and a pair of scissors to each group of 2-5 members. Instruct them to build the tallest poker tower using ONLY the cards and scissors given to them. This will stimulate creativity and team bonding, as the team figures out how to build the tower with the limited material available. (Optional: Spice up the game with 1 A4 size piece of paper)

Egg Drop (1-2hours) — This is a messy yet classic engaging problem. Split the team into 2-3 teams of reasonable size. The task is to build an egg package that can keep the egg intact from a 2-4 storey drop. Tools that can be provided include newspapers, straws, tape, plastic, balloons, rubber bands. Give the teams 30min-1hour to create the package. After which, each team will take turns to drop the egg package from the 2nd storey while everyone else stays at the bottom level to observe. (Optional: increase the height of the egg drop until a single winner is found!)

The Mine Field (15-30 minutes) – The idea behind this exercise is to improve team members' trust, their relationship, and to communicate in a more effective way. You will need an open space such as an empty room or hallway in which you will distribute 'mines' that are placed haphazardly around the area. The 'mine's` can be cones, balls, bottles etc. Team members are paired into teams of two. One team member will be blindfolded and the other can see and talk, but is not allowed to enter the field or touch their partner. The challenge is for the blind-folded person to walk from one side of the field to the other, avoiding the 'mines` by listening to the verbal instructions of their partners. (Optional: Have more than 1 pair walking through the mine simultaneously, so the difficulty of focusing and listening to the right instructions increases)

Win, lose or draw (15-30 minutes) — This is another classical team game, which can be very easily executed. You need paper, pen, and a flipchart/whiteboard. Think of items that fit into certain categories. These can be generic or specific to the team. For example, generic categories include food items, places of interest, idioms. Team-specific categories include computer technologies for computer scientists,

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the game but with everyone's eyes shut! This will require everyone to communicate clearly and listen well. Make the shapes progressively harder and periodically have them stop and open their eyes to see their progress...or lack thereof

Human Knot (15-30 minutes) — This brain teaser is funny and really works on teambuilding, problem solving and communication. No materials are needed. Recommended group size includes a wide range of 8-20 people. Instruct the participants to stand in a circle, shoulder to shoulder. Tell everyone to put their right hand in the air and grab the hand of someone standing across the circle from them. Now tell everyone to put their left hand in the air and grab the hand of a different person. Someone needs to check that everyone is holding the hands of two different people and that no one is holding the hand of someone who's standing directly next to them. The objective of the game is to untangle everyone without letting go of their hands. If the chain is broken, participants will have to start over. Note: sometimes a circle will form. This game requires casual clothing, and is not recommended for team members with physical limitations. This game will rely heavily on teamwork and communication.

Salt and Pepper (15 minutes) — This activity is fun, excellent for energizing your team, and also great as a quick ice-breaker exercise. It is simple to set up and suitable for a wide team size of 10-40 people (ideally even numbered). As a facilitator, think of pairs of things such as, salt and pepper, yin and yang, shadow and light, peanut butter and jelly, Mickey and Minnie mouse, male and female, and so forth. Write each item on a piece of paper (i.e. salt on one piece and pepper on another), and tape one paper on the back of each person, making sure they can't see it. When the game starts, everyone must walk around asking yes or no questions in order to find out what word they have taped to their backs. Once they figure that out, they need to find their other pair. Learning how to ask the right questions is the key. (Optional: The two will then sit down and learn three to five interesting facts about one another)

General Information

The Camporee is going to be held at the Grand Rapids Lions Club in Wisconsin Rapids. The club is located at 2411 36th St south and can be accessed directly off of the East Riverview Expressway/Hwy W on the south side of the road.

In keeping with the Boy Scout Spirit of Camping, Campers & RV's are not allowed at Boy Scout Camporees.

Pets

No pets are allowed at District Camporees or at set-up prior to the event.

Participants

This weekend Camporee is for Scouts BSA members.

Check-in and Registration

All troops should check-in at registration upon arrival. Check-in will take place at the Lions Lodge at the end of the drive way.

DO NOT leave scouts unattended in running vehicles in the line. You may find a place to park in the open lot and ensure all vehicles are off and secured with adequate adult supervision while checking in.

Parking

Parking is to be only in designated parking areas. There will be ample parking for all vehicles in the designated parking areas. **Troops will be able to drive vehicles with multiple youth or lots of gear and a vehicle with their trailer attached into their site. The trailers will be allowed to stay in the troop sites. Other vehicles will have to be moved to a separate parking area where they can remain for the weekend. Vehicles with a single youth in them will not be allowed to drive into the camping area to minimize traffic. Troops are encouraged to carpool (not caravan) to minimize traffic at the Camporee Site.**

Registration Fee

Pre-Registration should be done online. The registration fee is \$10.00 for each participant. The fee covers the cost of the patches, supplies, fees, insurance, etc. Pre-Registration must be done through Double Knot at <http://www.samoset.org/>

General Information

Camping Area

All camping will be in the specified areas only, so please check in BEFORE YOU SET UP Camp. There is to be no trenching around tents.

The Grand Rapids Lions Club has asked that we do not have any campfires or raised fire rings in the camping areas.

Campfires may only be used in the specified area for the camporee bonfire. Please see a staff member if you have any questions.

First Aid and Medical Care

All major injuries should be brought to the attention of the Camporee Staff **IMMEDIATELY!** Minor cuts and scratches that can be handled with a troop first aid kit should be handled in the campsite.

The closest Hospital is Aspirus Riverview Hospital, located at 410 Dewey St, Wisconsin Rapids. Telephone number is 715-423-6060. Directions: **Head west on 36th st S toward Bohn Dr, Turn Left onto County Hwy W W. Turn Right onto Lincoln St, Turn left onto Dewey St, Turn Left**

Electricity

Electricity is not readily available at this site. Please plan accordingly and let a Staff member know if you have a specific need for electricity.

Lighting

Bring your own lanterns. Lanterns using liquid fuel must have proper adult supervision at all times. No liquid fuel, other than in a lantern or cooking stove, will be permitted in the campsite.

Water

Limited Potable water will be available at this Camporee. Please bring your water jugs full and bring what you will need for the entire weekend. We want to be courteous to our host site and conserve their water as much as possible.

An adequate supply of water should be available in campsites at all times for fire safety.

Toilets

The lodge bathroom facilities and port-o-potties on site are for everyone's use. Bathrooms inside the lodge will have a sign to designate adult or youth use as needed.

General Information

Alcohol & Tobacco

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or at any activity involving participation of youth members.

Adult leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

SPL / Adult Leader Meeting

There will be a very short meeting of adults and Senior Patrol Leaders, Friday evening at 9:00 pm. This will be an important meeting, as we will review the program and rules for the weekend. SPLs will be asked to represent their troops with Adult leaders observing from the background please.

Campfire Program

A campfire program of songs, skits, and awards, will bring the weekend activities to a close on Saturday night. Troops will be asked to participate by putting on a skit or leading a song that has a First Aid theme.

Check-Out

Time for check-out will be from 8:00 - 11:00 am on Sunday. Your troop site has to be checked-out by a Camporee Staff member BEFORE you leave. All troops must be checked out by 11 am.

Scout Spirit

Bring and display your troop and patrol flags.

A Scout is Courteous

Remember this part of the Scout Law! Stay out of other troop campsites, unless invited or given permission to enter. Show respect to others by being in your campsite and quiet from 11:00 pm to 6:00 am the next morning. **We ask that no radios be brought to District Camporees.**

Please remember that we are guests of the Grand Rapids Lions Club and are representing Scouts BSA in all that we do throughout the weekend!

We ask that you exercise caution for our scouts and respect for the club by keeping all scouts away from unused buildings and the pond areas unless specifically given permission by the camp staff to in an area and the youth must have adequate adult leadership with them

PATCH Design Contest

Scouts will submit a design and the camporee committee will vote on a winner. Please follow the guidelines below. Designs will be turned in to the camporee staff for judging and the winner will be announced during the Camporee Campfire on Saturday. Prize will be awarded at that time.

PATCH DESIGN REQUIREMENTS

1. The winner of the patch design contest will receive a daypack at the camporee campfire.
2. The 2nd and 3rd place winners will get a shirt with their patch design on it at a later date.
3. Must include the Scouts BSA Fleur De Lis (Similar to the arch shown below)



4. Must include "SAMOSET Spring Camporee 2024" on the design.
5. Patch designs can be hand drawn or you may use a computer.
6. All patches that are submitted need to follow the theme of the camporee.

If your scout is using digital technology to create the patch please remind them that they must use public domain images. Copyrighted images may not be used without express permission from the content owner. **If in doubt DO NOT use it!as well.**



Youth Protection Guideline Reminders/Clarifications

Adult Supervision

- ξ Two registered adult leaders 21+ required at all Scouting Activities
- ξ There must be a registered female 21+ if girls are present
- ξ 18- to 20-year-old adult leaders do not qualify as adult supervision
- ξ All adults present at the activity for 72 hours or more must be registered in the BSA

Buddy System

- ξ Always single gender
- ξ Should be no more than 2 years apart
- ξ Only be made between youth members – adults cannot be paired with youth
- ξ At no point should any youth be walking around by themselves

Separate Accommodations - Lodging

- ξ Separate lodging arrangements must be provided for male and female adults as well as for male and female youth
- ξ Youth sharing tents must be no more than two years apart in age
- ξ In Cub Scouting ONLY, parents and guardians may share a tent with their family
- ξ In Scouts BSA, Venturing and Sea Scouts, youth and adults must tent separately (exceptions for special needs Scouts)
- ξ Spouses may share tents.

Separate Accommodations – Restrooms

- ξ Separate shower and toilet facilities for youth and adults, and male and female
- ξ If not available, separate times should be scheduled and posted
- ξ Privacy must be respected by both youth and adults

Digital Privacy

- ξ Inappropriate use of digital devices is prohibited, including:
 - Youth only interaction (with no adult supervision)
 - Taking inappropriate pictures
 - Sexting
 - Online bullying or hazing
- ξ Respect each other's privacy including online and on digital platforms

Sexual Activity Prohibited

- ξ All sexual activity is prohibited in Scouting
- ξ Inappropriate public displays of affection are prohibited
- ξ Appropriate attire is required for all activities

Hazing, Initiations and Bullying

- ξ Hazing and initiations are prohibited and have no part during any Scouting activity
- ξ All forms of bullying and harassment including verbal, physical and cyberbullying are prohibited