



PEE DEE AREA COUNCIL FALL CAMPOREE

October 7 – 9, 2016

TEAM BUILDING CHALLENGE

Patrols will participate in team building exercises throughout the weekend, and will learn how to run a robust troop meeting program.

Camp Coker
Society Hill, SC

Leader's Guide

A. GENERAL INFORMATION:

The Pee Dee Area Council Fall 2016 Camporee will be held at Camp Coker in Society Hill, SC. (See map included with this guide.) This Camporee requires pre-registration due by October 1st. If your unit can pay the entire registration fee in advance, please do so. This helps give us more accurate numbers when we purchase program supplies and put the schedule together. If your unit is planning to attend but cannot provide the registration fees up front, please pre-register online, and call the Camporee Chairman for alternative arrangements. Every Scout and Venturer is welcome and should attend this event.

A1. THEME: The theme of the Camporee is “**Team Building Challenge**”. The camporee will consist of Patrol Team Building exercises, as well as personal growth instruction to help units build a more robust meeting. The Camporee will follow the principle set out by Baden Powell of learning while having fun.

A2. PRE-REGISTRATION: Pre-registration is requested by October 1st to firm up troop participants and anticipated numbers for final layout of camping/activity areas. Please register as early as possible. Please be sure to include all information requested on the registration form. **Please register in advance!**

A3. REGISTRATION & FEES: The cost for the Camporee is \$30.00 per participant. This includes the Camporee fee, Scout insurance, Camporee patch, Camporee supplies and materials, and all meals. The fee applies to Boy Scouts and adult scouters alike. Please finalize your head count and fully register by October 1st. The full fee must be paid no later than the Friday night Camporee sign-in and registration period.

Things you MUST know about Registration

- Pre-registrations must be turned in prior to October 1st, 2016.
- The total cost for the Camporee is \$30/participant.
- Camporee fees must be paid in full **no later than** Friday, October 7, 2014.
- You can send the pre-registration forms and payments to:

Pee Dee Area Council

Boy Scouts of America

PO Box 268

Florence, SC 29503

ATTN: Pee Dee Area Council 2016 Fall Camporee

Checks or money orders should be made out to “Pee Dee Area Council”.

Credit Card payments can be faxed to the council office. (843) 669-4284, or you can pay online, at <http://www.peedeescouts.us>. If you are going to pay at the camporee, please pay with cash.

A4. EMERGENCY CONTACTS:

For all major emergencies during the camporee, Dial 911, and then notify the camporee staff.

For all other emergencies, please contact the camporee staff immediately.

A5. TWO DEEP LEADERSHIP AND YOUTH PROTECTION:

For this event, scouts will be camping with the patrol assigned to them once they get to the camporee; not with their troops. Therefore, scouts can register individually if their units are not able to attend the event. Two Deep Leadership will be provided by the camporee staff.

A6. CONDUCT/DISCIPLINE: All Scouts and adults are expected to live the principles of the Scout Oath, Scout Law, and the Outdoor Code. If serious misbehavior occurs, individuals will be asked to leave the Camporee if the situation warrants. The Camporee Staff will take precautions to ensure there is no vandalism of vehicles or property. The rules for scouting activities as set forth in the Guide for Safe Scouting will apply.

A7. PROHIBITED: The Boy Scouts of America and the Chicora District Camporee Staff strictly prohibit the following items or activity. Violation may cause ejection from the Camporee and/or notification of the proper authorities.

No Alcohol

No Illegal Drugs

No Firearms (other than by qualified range officials)

No Sheath Knives or Double Bladed Knives

No Ground Fires

No Open Flames in Tents

No Fireworks

No Vandalism

No Entering Other’s Campsites Without Permission

No Pets or Animals

No Electronic Equipment (e.g. phones, music players, televisions, games, etc.)

No Entering Off Limit Areas

Thank you for your cheerful cooperation!

A8. MEDICAL INFORMATION FORMS: Each adult and youth Camporee participant must provide a properly filled out Annual BSA Health and Medical Record, parts A & B, upon registration, **NO EXCEPTIONS**. An actual physical examination by a doctor is not required - just the completion of parts A & B. An approved copy of an Annual BSA Health and Medical Record is included with this guide. Units may duplicate this form locally. An existing Annual BSA Health and Medical Record, or copy, is acceptable as long as it is not older than 1 year old, (youth and adult). Each Unit is responsible to maintaining their own medical records for the members in their unit. Camporee staff may ask to verify with each unit leader that this information is available. Annual BSA Health and Medical Record forms can also be found at http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

B. PROGRAM:

B1. Overview: Upon arrival, campers will be assigned to a patrol made up of people from other troops, their guide (an adult staff member), and to a campsite where their patrol will be camping for the weekend. From there, the scouts will spend the weekend learning how to work as a team member of their new patrol. The patrol will face many team building challenges along the way (Activity Sessions), and will receive instructions on how to use these activities to create a more robust troop program back in their home units (Guided Sessions). In the evening, the patrols will be challenged to work in a troop setting when four patrols come together to run a model troop meeting. Each patrol will play an integral part of the troop meeting. On Saturday evening, the patrols will compete in inter-patrol competitions and will find themselves becoming a more cohesive unit as they compete in the Marathon to finish off the event on Sunday morning. Each member of the patrol will find themselves thrust into leadership positions throughout the course of the weekend, and their leadership skills will be improved and tested in a team building environment that will surely fortify their leadership skills in the end.

B2. Activity Sessions:

- 1 Blind tarp pitch: All patrol members are blindfolded, except one. The one patrol member with sight must guide his blindfolded members to set up the tarp correctly in as little time as possible.
- 2 Lizzie gator: Using a piece of plywood, 4 spar poles and 4 – 50 gallon drums, the patrol must make their way across the alligator infested pit.
- 3 Trust fall: Trust that your patrol members will catch you when you fall backwards into their arms.
- 4 Ball game with ropes: Using ropes as gutters to guide balls, work as a team to see how many balls you can get into the buckets in a timed event.

- 5 Hot isotope: Working together as a team, transport a bucket of balls from zone A to Zone B to Zone C in a specified amount of time.
- 6 The maze: Work as a team to get your entire group through a maze containing land mines.
- 7 Five Pointed Star / Blind Polygon: While blindfolded, work as a team to figure out how to get yourself into certain shapes while never releasing your grip from a rope.
- 8 Jenga: Compete against other patrols to determine which team can build their Jenga tower the highest without knocking over any blocks.

B3. Guided Sessions:

- 1 Menu Planning: Learn to work together as a patrol to plan menus properly.
- 2 Duty Rosters: Learn the importance of duty rosters in daily camp life.
- 3 Leadership Styles: Learn how different types of leadership styles are needed for different activities.
- 4 Advancement: Learn how to maximize your patrols advancement.
- 5 Patrol Meetings: Learn how to have effective patrol meetings and what to accomplish during them.
- 6 Program Resources: Learn where to find the best program resources for your unit.
- 7 Planning: Learn the importance of planning when running an effective troop program.
- 8 Delegating: You cannot do it all yourself, so learn which tasks are best to delegate.

B4. Inter-patrol Activities:

- 1 Tank: Half of your patrol is blindfolded and are tanks. Your tanks are in a ring with all the tanks from the other patrols. On the ground is your ammunition. Guide your tank to his ammunition and destroy the other tanks before you are destroyed yourself.
- 2 British Bulldog: Take out members of other teams by picking them up off the ground for a count of 1, 2, 3 British Bulldog. Last team standing wins.
- 3 8 way Tug of War: Ropes are tied to a ring in 8 different directions. All teams pull their hardest to find out which team will be victorious. Often times, strategy wins over strength.
- 4 Super Dodge Ball: All teams try to avoid getting hit by the balls. Individuals are knocked out if they are hit with a ball without catching it. If a ball is caught, then the thrower is knocked out. Last man standing wins it for his team.

B5. Marathon:

- 1 Kim's Checkerboard Game (Individual)
- 2 Corn Hole Toss (Individual)
- 3 Log raise (Individual)
- 4 Long distance run (Individual)
- 5 Knots (Individual)
- 6 Plant / Animal ID (Individual)
- 7 Outdoor Code Puzzle (Individual)
- 8 Fire Building (Individual)
- 9 Obstacle Course (Patrol)
 - Cross the Moat
 - Tangram Puzzle
 - Caterpillar Walk
 - All Aboard
 - Run, Spin and Fall Down Relay

B6. Schedule of Events

Friday (Eat before arriving)

		12:00	Lunch
7:30	Form Patrols	12:30	Free Time
8:00	Patrol Meetings	1:30	Fifth Guide Session
	Meet patrol members / guide	1:45	Fifth Activity
	Ice Breakers	2:15	Sixth Guide Session
	Patrol Name	2:30	Sixth Activity
	Patrol Flag	3:00	Seventh Guide Session
	Elect patrol leadership positions	3:15	Seventh Activity
8:45	PLC Meeting	3:45	Eighth Guide Session
9:00	Patrol Meeting	4:00	Eighth Activity
	Troop Meeting Assignments	4:30	PLC Meeting
	Discuss Individual Tickets		Finalize Troop Meeting Plan
10:00	Bed	4:45	Patrol Meeting

Saturday

6:30	Reveille		Finalize Troop Meeting Plan
			Finalize Ticket Items
7:00	Breakfast	5:15	Free Time
7:30	PLC Meeting	6:00	Supper
	Hand out day's schedule	6:50	Troop Meetings
	Hand out map	8:45	Troop Meetings End
	Discuss Marathon	9:00	Wide Game
7:45	Patrol Meeting	10:30	Game Ends
	Talk about schedule	11:00	Taps

Sunday

8:00	First Guide Session	7:30	Reveille
8:15	First Activity Session	8:00	Breakfast
8:45	Second Guide Session	8:15	Patrol Meeting
9:00	Second Activity		Discuss Strategies for Marathon
9:30	Third Guide Session		Finalize Tickets
9:45	Third Activity	8:45	Marathon Preparations
10:15	Fourth Guide Session	9:00	Marathon Begins
10:30	Fourth Activity	9:45	Award Ceremony / Vespers
11:00	Patrol Meeting	10:30	Camp Cleanup
	Troop Meeting Plan	11:00	Campers Dismissed
	Ticket Item Discussions		