

**ALONG THE VERDUGO  
TRAIL**

**VERDUGO HILLS  
COUNCIL  
CAMP-O-REE 2006  
MANUAL**

**CAMP-O-REE**

*ROUNDTABLE EDITION*  
OCTOBER 20-22, 2006

## TABLE OF CONTENTS

Camp-O-Ree Rules & Site Information.....	3
Camo-O-Ree Overview.....	4
Program Schedule.....	5
Camp-O-Ree Competition.....	6
Patrol "Handicapping" .....	7
Check-in Inspection .....	8
Campsite Inspection .....	9
Campsite Layout.....	10
Camp-O-Ree Event Descriptions.....	11-13
Campfire Program .....	14
Checking Out .....	15
Map to Camp-O-Ree .....	16-17
Patrol/Leader/Parent Registration Form.....	18-19
Map of Area .....	20

### List of some items a Patrol should bring to Camp-O-Ree

- |                             |                                   |
|-----------------------------|-----------------------------------|
| SCOUT SPIRIT                | Patrol Box with cooking equipment |
| Warm Clothing (each member) | Camping Equipment                 |
| Duty Roster                 | Class 1 Medical Forms             |
| Camp-O-Ree rules            | Food for meals                    |
| Sturdy Shoes                | Scout Handbook & Fieldbook        |
| Patrol Flag                 | Towel and washcloth               |
| Teamwork                    | Patrol Method                     |
| Appetite for Adventure      | The 10 Essentials (each member)   |

# Camp-O-REE CAMP RULES

EMERGENCY NUMBERS: FIRE / POLICE: 911  
See CAMP DIRECTOR FOR EMERGENCY CALLS

## Veteran's Park

The park holds every adult (anyone over 17) responsible for the actions and safety of the youth in the group. State health code requires that one adult, at least 25 years old, be present in the camp site at all times.

Public pay phones are located near the Main Building.

First Aid will be available near camp headquarters.

A Class 1 medical form is required for all Scouts, Leaders, and Parents in attendance.

Except for events, **NO OPEN FIRES ARE ALLOWED AT Camp-O-REE**. All cooking must be done on liquid fuel or propane campstoves.

Fireworks, firearms, alcoholic beverages, and illegal drugs are not allowed at Camp-O-Ree

All units will camp in assigned areas.

After lights out at 11pm on Friday and Saturday light that MEANS LIGHTS OUT and QUIET!

Dish washing only in designated areas (not in restroom)

Restroom facilities and porta-potties are to be used with the respect of your fellow Scouts and Leaders in mind. Help to keep them clean!

NO DIGGING. All trash and garbage should be disposed of in proper containers.

**NO VEHICLES OR TRAILERS ON THE GRASS OR PAVED SIDEWALKS!**

The speed limit is 5 M.P.H. this rule will be enforced, please emphasize this to the entire group.

A Scout is Clean - Campsites should reflect this at all times.

A Scout is Courteous - Please observe this at all times.

Personal radios, tape players, electronic games, etc., will NOT BE ALLOWED at Camp-O-Ree

**The natural patrol unit is to be used. All Scouts are encouraged to participate. Your cooperation in assisting the Camp-O-Ree staff will be greatly appreciated.**

**NOTE: At least TWO ADULTS must camp with every troop and be responsible for the scouts in the unit. Boy LEADERS should be given the leadership responsibility for their patrol. Adults will be allowed in the event areas ONLY TO OBSERVE and to remind, where appropriate.**

If you don't have your Health Forms with you AT check-in, you will not be allowed into the Park.

**READ THESE RULES CAREFULLY!**

**Blatant disregard of the Scout Law and Camp rules may be grounds for your Patrol being asked to leave.**

# 2006 Camp-O-Ree

This Camp-O-Ree emphasizes:

1. Patrol camping and self-sufficiency:
2. Patrol skills in teamwork and scout basics.
3. Full participation and to have fun.

All Scouts are encouraged to participate as Patrols in the competition, bonus events and games.

This manual explains the rules & scoring. This Camp-O-Ree has events, check-in inspection, and campsite inspection. Some events require the Unit and Scouts to bring essential equipment. This is your Camp-O-Ree, planned in response to Unit suggestions.

## **Fees**

Boy Scouts/Leaders/Parents w/ Early Registration (by Oct 13th) - \$15.00  
Boy Scouts/Leaders/Parents between Oct 14th & Oct 19<sup>th</sup> - \$20.00  
Boy Scouts/Leaders/Parents on Oct 20<sup>th</sup> or at the gate - \$25.00

**We may not be able to guarantee a Camp-O-Ree Patch for late registrations.**

There will be 8 events of 45 minutes duration. Each event will be based upon a scout skill. You will be given your patrol's schedule at the Patrol Leaders Meeting on Friday Night.

Any questions should be directed to Greg Granja, Program Chairman at [camporee@vhcbsa.org](mailto:camporee@vhcbsa.org) (626-616-5284) or Terry Duffy, District Executive at [tduffy@vhcbsa.org](mailto:tduffy@vhcbsa.org) (818-243-6282 ext.114).

Campsites may be reserved at time of registration.

# PROGRAM SCHEDULE

## Friday, Oct. 20th

5:00 p.m. - 9:00 p.m.	Check-in (no check-in park entry will be allowed any earlier than 5:00 p.m.)
9:00 p.m. - 10:00 p.m.	Troop leader and Senior Patrol Leader orientation meeting by Camp-O-Ree staff at the Marshals Office.
10:00 p.m. - 10:30 p.m.	Each Senior Patrol Leader will inform his patrol leaders of the Saturday schedule.
11:00 p.m.	Taps - ALL QUIET.

## Saturday, Oct. 21st

6:00 a.m.	Reveille
8:00 a.m. – 8:20 a.m.	Opening Ceremony (all patrols must attend) Full Scout Uniform Inspection
8:40 a.m. - 11:55 a.m.	Morning Events – Activity Uniform
11:55 a.m. - 12:05 p.m.	Bring Patrol flags to Wagon Pavillion for judging
12:00 a.m. - 1:00 p.m.	Lunch ( We strongly recommend a Trail Lunch )
12:30 p.m.	Pick up patrol flags from staff headquarters
1:00 p.m. - 4:15 p.m.	Afternoon Events
4:30 p.m. – 5:30 p.m.	Troop Activities
5:30 p.m. – 6:30 p.m.	Dinner
6:30 p.m. - 7:00 p.m.	Gather for Campfire
6:45 p.m. - 7:00 p.m.	Campsite cleanup and check-out for Units leaving Saturday Night
7:00 p.m. - 9:00 p.m.	Awards campfire program and Order of the Arrow Call-Out/Retiring of Colors. Activity Uniforms are OK.
9:00 p.m. – 10:00 p.m.	Troop Crackerbarrels
11:00 p.m.	Taps - ALL QUIET

## Sunday, Oct. 22nd

7:00 a.m.	Reveille
7:30 a.m. - 8:30 a.m.	Breakfast
8:30 a.m.	Flag Raising (all patrols must attend)
8:40 a.m. - 9:00 a.m.	Scouts Own (all patrols must attend)
9:00 a.m. – 10:00 a.m.	Check-out

## Gate Access

Friday		Closes at 10 p.m.
Saturday	Opens at 7:00	Closes at 11:00 p.m.
Sunday	Opens at 7:00	Closes at 10:30 a.m.

# Camp-O-Ree Competition

Each patrol will be given a schedule and a map of the event locations at Senior Patrol Leaders' meeting on Friday night.

Each event will be scored: 75 percent for performance, plus 25 percent for the Patrol's scout spirit at the event. All events will consider each patrol's Skill, Knowledge, and TEAMWORK

If there any question concerning the scoring, please, see the staff running the event and resolve the question BEFORE leaving the event.

## Recap of Scoring

Early registration (by Oct. 13th, 2006)

The earlier you register your unit the better. Campsites can be selected at registration. Registration must be paid in full. Fees paid 25 pts.

Check-in (See Check-in scoring page 8)	100
Each Event @ 100 points	800
Campsite Inspection and Menu Evaluation	100
<b>Total Possible Points</b>	<b>1,000</b>

## AWARDS

Top Patrol /Crew (1st, 2nd, 3rd)

Each Scout and Leader will receive a Camp-O-Ree patch. Patches will be given a check-out.

## Patrol "Handicapping"

The Patrols will be grouped for the awards by the Scout ranks that their members have attained. All Scouts are encouraged to participate; the more experienced Scouts will be judged on a more equal basis with the "handicapping" method.

<b>Rank</b>	<b>Points</b>	<b>Example Patrol with 8</b>	<b>Scouts</b>
Scout	1	1 Star	7
Tenderfoot	1	1 First Class	5
Second Class	2	1 First Class	5
First Class	5	1 Second Class	2
Star	7	1 Tenderfoot	1
Life	10	1 Tenderfoot	1
Eagle	12	1 Scout	1
		7 divided into	22
	=	<b>3.14</b>	

**PATROL CATEGORIES:**

Joined Boy Scouts after February 2006 – Greenhorns

Joined Boy Scouts before February 2006 – Wranglers

## *Scout Spirit*

There will be 25 percent of the total possible score for each Patrol at each event for Scout Spirit.

- |                |  |
|----------------|--|
| 0 or 5 points  | For Patrol Flag at each event.   |
| up to 5 points | For Patrol Yell at the event.  |
| 0 or 5 points  | For the ENTIRE PATROL being on time to the event.  |
| up to 5 points | For leadership as shown by the Patrol Leader.  |
| up to 5 points | For cooperation, participation and enthusiasm as shown by the members to the Patrol.   |
| Lose 10 points | If any Patrol member out of uniform. Each Patrol member must have their Troop's official activity uniform, including Scout T-shirt or Troop T-shirts, Scout Pants/Shorts, Scout hat or Troop hat, and Scout Socks (if wearing shorts). |

**Total: 25 percent Maximum.....**

# Check-in Inspection

## Check in is by Patrol

At the Gate, each Patrol Leader Upon Arrival <u>MUST HAVE</u> :	Maximum Points
1). Patrol Registration Form. (See Page 18. ) It must be completely filled out with the current Names, Ages, and Ranks of the members of your Patrol that are attending Camp-O-Ree. Additionally it <b>MUST</b> have a list of the Adult Leaders and/or Adults that will be with your TROOP.	25
2). Copies of Your Patrols Medical Forms, held by your Adult Leader. <b>FAILURE TO HAVE YOUR MEDICAL FORMS AT CHECK-IN WILL RESULT IN YOUR PATROL NOT BE ALLOWED TO ENTER THE PARK!!</b>	25
3). Your Patrol Flag. (This can be brought in at a later time)	25
4). At least 1 adult must have a Youth Protection Certificate.	25
<b>Total</b>	<b>100</b>

Each Troop must prove upon arrival that it has at least two registered adult leaders that are responsible for the Patrols of the Troop. Furthermore, that they also have current medical forms of any and all Scouts and Scouters that are attending Camp-O-Ree.

# Campsite Inspection

Campsite Number: \_\_\_\_\_

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

Troop Number: \_\_\_\_\_

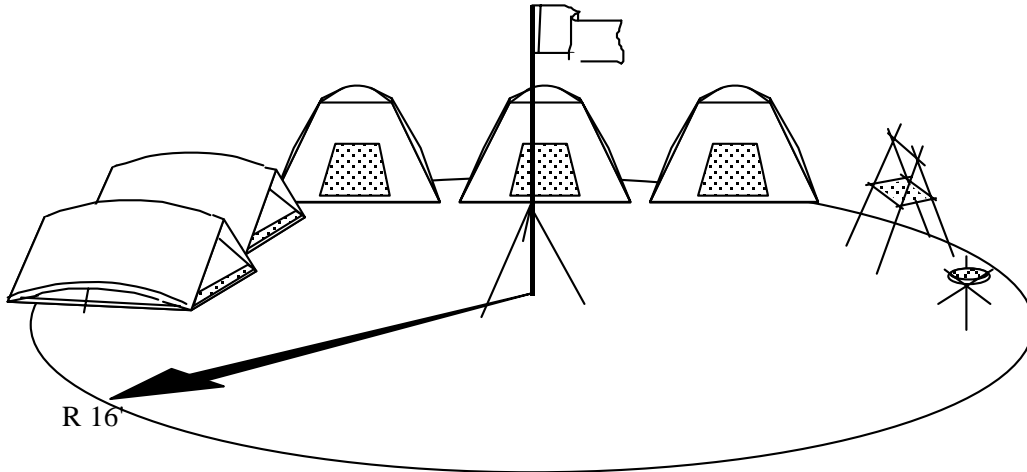

- 1). Patrol Campsite Organization.(Maximum 10 points)
  - For tents set up in obvious patrol method 8-10 points
  - For tents somewhat arranged as a patrol 4-7 points
  - For tents with no patrol arrangement 0-3 points
  
- 2). Patrol Area Cleanliness (Maximum 20 points)
  - For a clean area and equipment 15-20 points
  - For a fairly clean area that is uncluttered 8-14 points
  - For a messy area and unclean equipment 0-7 points
  
- 3). Patrol Tents, Equipment, and Clothing (Maximum 20 points)
  - Tents properly pitched with ground cloth, sleeping bag, equipment, and clothes stored properly. 15-20 points
  - Properly pitched tents, no ground cloth, and equipment stored somewhat properly. 8-14 points
  - Poorly pitched tents and storage 0-7 points
  
- 4). Patrol Duty Roster and Menu (Maximum 20 points)
  - Duty roster with balanced assignments for patrol (Menu & Rules posted in weather proof sleeve) 15-20 points
  - \*\*\*Menu must be listed by ingredients.
  - Meals MUST be planned from the four basic food groups.
  - Roster & menu partially posted with balanced assignments 8-14 points
  - Roster & menu not posted or protected 0-7 points
  
- 5). Patrol cooking and eating area (Maximum 20 points)
  - Patrol Stove(s) and Cooking utensils 0-5 points
  - Biodegradable soap; plastic or backpacking containers 0-3 points
  - Water storage appropriate 0-3 points
  - Dish washing & rinsing work area 0-5 points
  - Personal wash area 0-5 points
  
- 6). Patrol Camp Improvements and Extras (Maximum 10 points)
  - Examples; wash stands, drying rack, flag pole camp tables, gates, etc..
  - All items must be lashed by the PATROL only.

# Campsite Layout

\*Use  
Handbook

BSA  
for

This is only a suggestion of a layout for a Patrol Campsite **guidelines.**



Your Campsite Layout should be well thought out in advance. Plan with your Senior Patrol Leader, Assistant Scoutmasters and Scoutmaster of your troop for ideas on what camp improvements you can do. You may lay your tents out in any fashion your patrols decides upon. and it will help the campsite inspectors if there is a drawing of your campsite layout. Be sure that you post your Patrol roster, Duty assignments, **a list of you adult leaders**, your menu (made up from the four basic food groups), and a copy of the Camp-O-Ree Rules.

## List of Events

\*see the BSA Handbook and related Merit Badge Books for preparation.

- I. Orienteering / Map & Compass
- II. Howdy Boy's Life - Communication
- III. Scavenger Hunt
- IV. Pioneering
- V. Teambuilding
- VI. First Aid
- VII. Chuck Wagon - Cooking
- VIII. Fire Starting

PLEASE NOTE: See the our website for finals details of Events posted on September 27<sup>th</sup>.

Website is [www.vhcbasa.org/camping/cor\\_2006.htm](http://www.vhcbasa.org/camping/cor_2006.htm)

Click "Events" for requirements of each station. Patrols may be required to bring additional equipment to each event, **it is important you check the website for details.**

## Howdy, Boys' Life!

This Camp-o-ree event is one to prepare ahead of time. Each patrol will need to create a cover for Boys' Life magazine and bring it to the Camp-o-ree. There, it will be turned in after a live presentation given before an event panel. The cover can be something real that the scouts have done or something they would like to do. It can be fantasy. It does, however, need to be scouting-appropriate.

The presentation needs to include every patrol member who will tell parts of the story or stories behind the elements on the cover. There is usually a main feature and several smaller features. The presentation should be fun and lively and last between 5-8 minutes.

Patrols will be allowed 2 minutes to set up for presentation. There will be one easel at the event as well as a CD boombox. Any other equipment like costumes, props or posters is up to the patrols to bring.

The cover can be made on the computer or by cut and paste (old-school scissors and glue). It should be neat and creative and be inside of a sleeve or folder. For presentation, it could be poster size, but the one to turn in needs to be close to the correct scale of the actual magazine cover. The unit number and patrol name **must** be on the cover.

Scoring will be done by a panel observing the following parameters:

- 10% Creativity
- 10% Neatness of materials
- 25% Participation
- 25% Communication skills
- 5% Kept within the time limits
- 25% Scouting spirit
- 100%

Have some fun with this. Tell some tall tales (real or imagined) and make it a team effort playing on the individual strengths of each scout. Just remember to practice enough that it will be fun and successful. The best ones may be re-done at the campfire!

## Chuck Wagon - Camp-O-Ree Style

Howdy Y'all. This competition is for you, Buckaroo! You've just pulled in from a long day on the trail and your belly is empty. All you have to do is bring your pots, water, propane stove, cook spoons and the like, and of course all the groceries. Then, you've got to end up with a great pot of grub for the judges to taste.

**The trick here is to pick one or more items from each of the following groups of food, buy it at your local supermarket, and bring it with you to the event.**

Group 1:

Chicken Spam

Ham Spam

Turkey Spam

Group 2:

Canned Corn Canned Green Beans

Canned Mix veggies

Canned Carrots Canned Peas

Group 3:

Pasta

Rice

Canned Potato's

Bisquick Mix

Group 4:

Any flavor spice packet or gravy packet

purchased from the supermarket

Note: All ingredients must arrive in original packaging.

You have to come up with a western name for the meal, cook it, have it judged, and cleaned up within the 45 minutes. Everyone will have the same starting time. Don't be late to the event or you may cut your time short. All leftover food should be eaten or taken with you. Everything will be scored, arrival to departure.

**Leave No Trace principles will be enforced. Make sure your gear is as clean when you leave as it was when you arrived.**

You might think to throw in some home made dumplings if time permits.

There will be no water or cleaning facilities at the site.

# Campfire Program

Troops and Patrols are encouraged to participate in the campfire program. One skit or song from each Troop will be used. Troops are encouraged to hold competitions within their meetings and pre-camp events to choose the best skit or song. There will be an award for the best performance. The Scoutmaster will sign off on the Troops' contribution and be responsible for checking the content, performance, and timing. Remember Scouting is a safe haven!



# Checking Out

Before your final award packet can be picked up, your campsite must be clean, in good order, and inspected by a member of the Check-out Team.

If you are leaving after the Campfire, your campsite can be inspected before the Campfire, IF you have made prior arrangements with the Check-out team. Campsite inspection cannot take place 30 minutes before the Campfire.

Trash must be placed in the appropriate receptacles. If the cans are full, bring the sealed bagged trash near the parks trash cans.

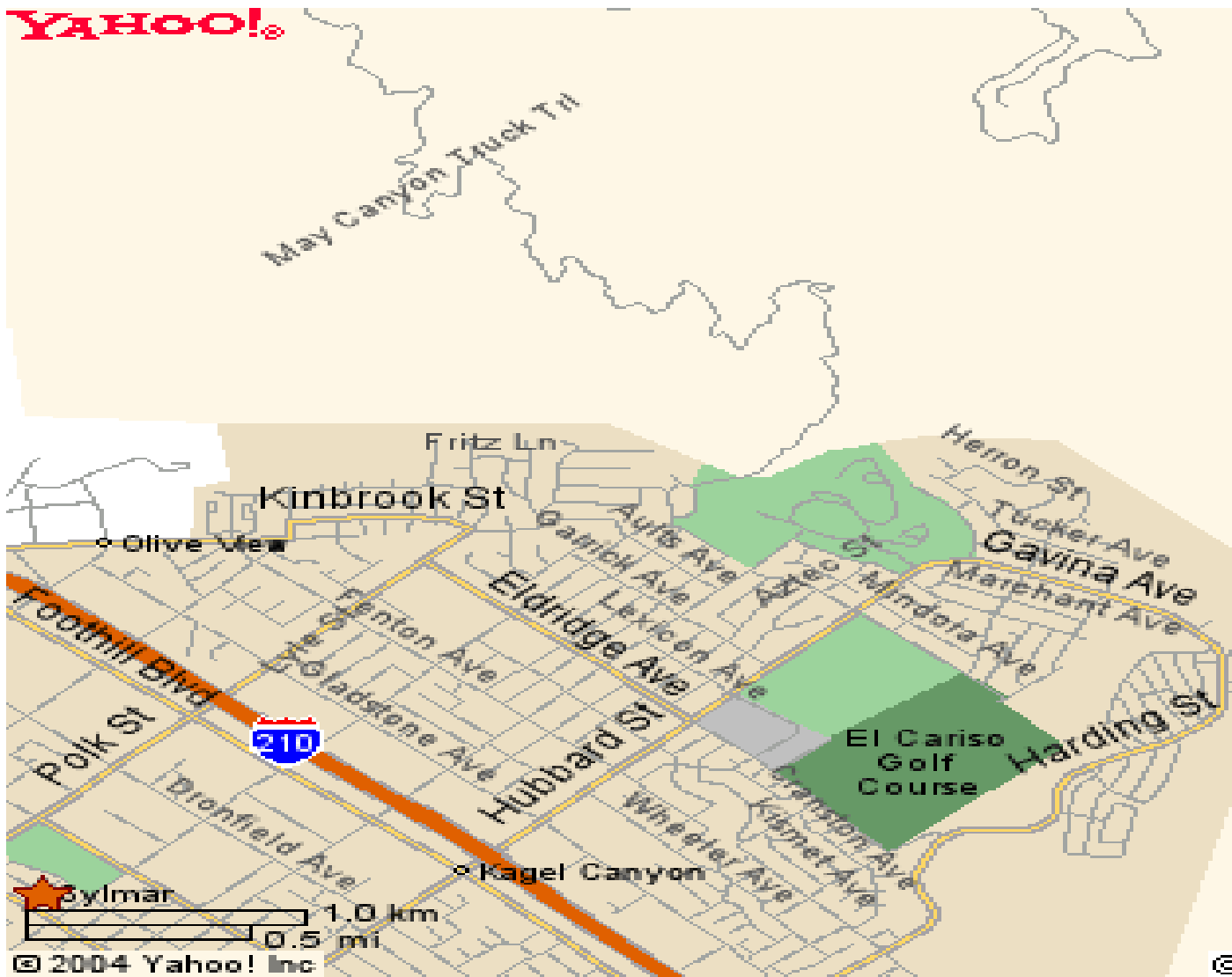
Procedure:

1. Have the Patrol prepare the camp site for inspection.
2. Send a Patrol member to the HQ to request an inspection from the Check-out Team.
3. Have an adult ready at campsite for Inspection.
4. Turn in Camp-O-Ree evaluation.
5. Receive scores, patches, and awards.
6. Drive home safely because next year's Camp-O-Ree is going to be AMAZING!!!!

# Map to Camp-O-Ree



**Take the 210 Freeway West, exit Hubbard St., turn right on Hubbard St., turn left on Eldridge Ave., turn right on Sayre St., Sayre St. ends at the park gate.**



# Patrol Registration Form

PLEASE NOTE: This form is to be presented at the Council Service Center with the registration fee. You may alternately mail the form with the fee. Only Boy Scouts with adult leaders may attend Camp-O-Ree. THE ADULT FORM ON THE REVERSE SIDE MUST BE FILLED OUT!

This form is due to the Council Office by Friday October 13<sup>th</sup>.

Unit Leader: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ Zip: \_\_\_\_\_ Phone No. \_\_\_\_\_

Email Address: \_\_\_\_\_

Troop #: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

The Troop plans to leave Saturday Night of Sunday Evening. (Circle One)

Patrols should be made up of a minimum of 3 to a maximum of 12 boys.

**Rank**

1. Patrol Leader: \_\_\_\_\_
2. Assistant Patrol Leader: \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_

Date of Registration \_\_\_\_\_

Campsite Selection \_\_\_\_\_

# Adult Registration:

<u>Name</u>	<u>Trained</u>	<u>Position</u>
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____

## NON-COMPETING SCOUTS

Senior Patrol Leader \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Fees	_____	Before Oct. 13 <sup>th</sup>	\$15
Number of Attendees	_____	Between Oct 13 <sup>th</sup> – 19 <sup>th</sup>	\$20
Total Due	_____	At the Gate	\$25

# Verdugo Hills Council 2006 Camporee "Along the Verdugo Trail" Veteran's Park, Sylmar

