

# Ronotohachi Fall Camporee

## SCOUT OLYMPICS



**Oct 5<sup>th</sup>- 7<sup>th</sup>, 2018**  
**Mt Gap Campground**  
**The Rock, GA**

## LEADERS GUIDE

## **Overview:**

**Theme:** Scout Olympics

**Location:** Mt Gap Campground, The Rock GA

**Dates:** Oct 5<sup>th</sup>- Oct 7<sup>th</sup>, 2018

### **Questions?**

Contact: Daryl Kipp, Troop 134 Assistant Scoutmaster: 706-975-1017, or

Rebekah Florence, DE at [rebekah.florence@scouting.org](mailto:rebekah.florence@scouting.org) or (770) 468-4479

### **Registration:**

Register by use of doubleknot on the Flint River Council webpage:

<http://www.flintrivercouncil.org/event/2244714>

**Online registration** must be complete 1 week prior to the camporee.

The cost will be \$15 per attendee, (both adult and scout). We prefer that you pay online for a quicker check-in process, however last minute fees can also be collected when Troops arrive at the Camporee.

### **General Information:**

Upon arrival at the camporee site, units will check in, register and pay any remaining fees at the camporee headquarters. Camping will be at:

## **Mt Gap Campground:**

2135 Pine Valley Road  
The Rock, GA 30285

*If viewing on your phone or computer, click this link to see facility images:*

<https://www.mtgapcampground.com/facilities>

## **Health and Safety:**

Water will be available, and electricity in limited availability

Bathhouse/shower facilities will be available. We will be primitive camping, as per our tradition, so please prepare accordingly.

It will be each unit's responsibility to carry out all garbage.

Storage of all flammables (propane & liquid) will be in a safe, designated area per BSA guidelines. Flammables are to be used only under registered adult supervision.

Throwing rocks and sticks is forbidden due to injuries that can occur.

No alcoholic beverages or illegal drugs. No tobacco use or smoking within 50 yards downwind of any scout or scouting activity. This includes e-cigarettes, personal vaporizers or electronic nicotine delivery systems that simulate tobacco smoking. (*Troop Leaders Guidebook V1 No 3009 and 'The Boy Scout Handbook' No. 34554*)

Closed toe shoes must be worn at all times.

Anyone leaving / returning must sign out / in at the camporee headquarters.

A unit must have two-deep adult leadership at all times. At least one adult 21 or older and one 18 or older is required.

## **Meals:**

No open fires. Fires only in portable fire pits are required. Coleman stoves and Dutch ovens are recommended as well.

## **Uniforms:**

**Class A:** We will wear **Class A (or field Uniform)** at Campfire and Vespers.

**Class B:** We will wear the **Class B T-Shirt** at all other activities.

### **Maintaining Order:**

1. The Scout Oath and Law are the rules of the Camporee. Scouts unable to abide by these guidelines will be asked to leave the area.
2. Certain areas will be marked "Off Limits" for safety and/or program use. NO ONE is allowed in these areas. You will be asked to leave the Camporee if unable to comply with these requests.
3. Fellowship is important and encouraged between units; however, Scouts should not be in campsites other than their own without invitation.

### **Check Out Procedure:**

When units are ready to depart on Sunday, a unit representative will report to the headquarters so a camp area inspection can be performed. The site must be clean before a unit is cleared for departure. "A scout leaves an area cleaner than he found it." One vehicle per unit will be allowed in the camping area to load equipment at a time.

### **Emergencies – health, weather, other:**

Should any emergencies occur, please send a unit representative to the camporee headquarters for instructions.

## **PROGRAM**

### **Friday**

6:00 PM until 8:00 PM – Check-in

Arrival until 9:00 – Set up camp

9:00 until 9:45 – Scout Leaders and Senior Patrol Leaders Meeting at the Check-in location.

11:00 Lights Out (all nights)

### **Saturday**

6:00-8:00 Breakfast in campsites

8:30 Flag ceremony and morning announcements- at camp.

#### **Event Times**

0900 – 0945 Event 1

0945 – 0950 Move to Event 2

0950 – 1035 Event 2

1035 – 1040 Move to Event 3

1040 – 1125 Event 3

1125 – 1300 LUNCH

1300 – 1345 Event 4

1345 – 1350 Move to Event 5

1350 – 1435 Event 5

1435 – 1440 Move to Event 6

1440 – 1525 Event 6

2100- Scout Olympics Medal's Ceremony/Campfire

21:45 AAR (*After Action Review*). All SPLs and SMs must be present

11:00 Lights out

### **Sunday**

9:00 - Vespers

9:15 - Campsite inspections and check out

## THE PLAN

1. Each Troop will have a part in both the Campfire on Saturday night and Vespers on Sunday morning. Please have your Troop and Patrols plan something for these events. (1 presentation per unit)
2. Scoutmasters and Leaders will be asked to man a station. Please let Daryl Kipp know what you would like to do. (*contact info on page 2*)
3. Scout Olympics- (*see page 6*)

## **Scout Olympics**

*Thanks to the Boy Scouts of **Troop 134** that planned and designed this camporee!*

**Vision:** To hold Scout Olympics using old style, traditional scout skills focused on life saving/ basic scouting skills with an Olympic style competition set up. Instead of focusing towards each troop, the events will be geared towards patrols of 3-5 scouts. (No less than 3, no more than 5).

***“Our vision of the 2018 Fall Camporee is a focused on life saving/ basic scouting skills with an Olympic style competition set up. Instead of focusing towards each troop, the events will be arranged for patrols of 3-5 scouts. (No less than 3, no more than 5). There will be a total of 6 “events” and 1 global event conducted throughout this competition. Each event will last 45 minutes and upon the end of the 45 minutes, a 5 minute travel time will be initiated.”- Daryl Kipp, Fall 2018 Camporee Chair***

Command Center is located in Davis Hall

First Aid Station is located in Davis Hall

Restrooms are provided but will be a distance away from the camp sites. Bring toilet paper.

A swimming pool is located at the facility. Scouts may go swimming after the events if they want. 2 BSA life guards must be present and only opened up to so many people at a time. So be courteous and allow others Scouts to get the chance to swim too.

Scores will be given in the following methods.

- Gold – 3 point**
- Silver – 2 points**
- Bronze – 1 point**

## EVENTS

Land Navigation – Each group will be given GPS coordinates to each of your assigned events. The 5 minute travel time between events is given as an incentive because if you are not at the event by the allotted time points will be deducted from your groups overall score. {First Class 4B} \*You start with 6 points and lose 1 point for each time you arrive late for an event\*

1. **Davis Hall Kitchen or Smoke trailer** – 2 scouts go inside the barracks room using a low crawl method to “search” for a missing scout. The goal of this will be to find the missing scout and drag him outside of the building. The scouts will be blinded folded (or blacked out goggles) and timed. \*\*\*Due to this idea, there is discussion about getting access to Fire Dept turn out gear and using a demo smoke trailer.\*\*\* {First class 7B}
2. **Swimming Pool area** – each team will be give 4 pieces of bamboo, 2 moderate long pieces of rope, and 4 smaller pieces of rope. The goal of this task is to use 4 lashings and make a square donut, tie the 2 moderate pieces of rope together using a square knot, and tying the rope to the donut using bowline knot, and then throw the life line to an item in the middle of the designated area. This will be a timed event. {1st Class 3A,3B; 2<sup>nd</sup> Class 2G; Tenderfoot 3A,}
3. **Volleyball Court** – A relay event will take place in which each group has to use 3 of the 5 allowed carrying methods available in the scout hand book (Page 150). The Ankle drag and blanket drag may not be used in the event. Each team may pick their “patient” for each part of the relay but no person can be a patient twice. This is a timed event and penalties will be added for dropping the patient. {1<sup>st</sup> Class 7B}
4. **Basketball Court** – 2 part Physical test & Mental test
  - A) \*\*Physical - This is a timed event where 3 members of a team try to produce the most total push-ups and sit ups within a 2 minute period. Teams will have a 5 minute break between each of these competitions. {Tenderfoot 6C}
  - B) \*\*Mental – Show the proper way to transport on a stretcher, proper way to wrap an Ace wrap around the ankle, Proper way to splint an upper arm fracture. This event is not timed but will be inspected about correct technique and will be on a simple pass or fail system. {First class 7A}
5. **Obstacle Course** – This will be a relay event where 3 boys will conduct the obstacle course 1 at a time SAFELY. This means that only 1 person will be on the course at any given time. For the next scout to start the course the previous scout must complete the course. Best overall times win this event. Penalties will be accrued if you fall off an obstacle, go around an obstacle, or conduct yourself in an unsafe manner (This rule is under the judge’s discretion on what he/she deems as unsafe. Any team that argues the judge’s ruling will be disqualified from the event and their SPL notified.)

6. **Range** – Scouts will be shown a poster of birds found in the state of Georgia and will receive points for each correct answer. Afterwards, a poster of frogs found in the state of GA and will receive points for each correct answer. Another poster of Snakes found in the State of Georgia and will receive points for each correct answer. Last poster, will be endangered and protected plants found in the state of Georgia. Each section you will have max 10 minutes to turn in your answers. (Scouts may use their Scout Handbook and 1 NON-electronic book to assist them. You may not switch books between sections. Scores will be decided by right answers, then time completed. {First Class 5A, Second Class 4}

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1125 – 1300 LUNCH  
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1345 – 1350 Move to Event 5  
1350 – 1435 Event 5  
1435 – 1440 Move to Event 6  
1440 – 1525 Event 6

Note:

All roadways to the campsite from the road are single lane.