



# Santiam River District Fall Camporee 2022 “First Responders” Unit Guide



**Date:** September 16 – 18, 2022

**Location:** Camp Taloali  
15934 N Santiam Hwy SE (Hwy 22)  
Stayton, OR 97383

**Cost for All Attendees:** \$15 per scout or adult (Early Bird - September 5<sup>th</sup> at 11:59pm), After September 5<sup>th</sup>, \$20 per scout or adult. **(Note: Your Unit Campsite Size will be determined on the size of your registration.)**

**Who is Invited:** Scout BSA and Venture Crews to camp and Webelos Dens as a day activity. Cub Scout Packs welcome to visit in the afternoon along with the community.

**Arrival Time:** Units can start to arrive at 4:30pm on Friday September 16, 2022.

**What do I need for Check-in:** All scouts and adults attending will need a Part A&B BSA Medical Form. Each Unit will need a Troop Roster with Scouts and Adults.

## **Schedule:**

- Friday September 16, 2022
  - 4:30pm - Check-in is open
  - 8:30pm - SPL & SM meeting
  - 10:00pm - Lights Out (Quite Time)
- Saturday September 17, 2022
  - 8:45am - Opening Flag
  - 9:00am - Start of Patrol Events
  - 12:00pm - End of Patrol Events / Lunch Time.
  - 1:00pm - Start of Patrol Events, Fun Activities, Display by First Responders and Community Welcome to visit.
  - 3:00pm - End of Patrol Events. Score cards turned in.
  - 4:30pm - End of Fun Activities and Display by First Responders. Dinner Time.
  - 6:00pm - SPL/SM & Patrol Skits Sign-up
  - 6:30pm - Patrol Harty Dinner & SPL/SM 5 Star Dessert turned in.
  - 7:30pm - Closing Flag & Campfire
  - 10:00pm - Lights Out (Quite Time)
- Sunday September 18, 2022
  - 8:00am - Clean-up & Pack-up
  - 9:00am - Closing (Scouts Own Service & Closing Remarks)
  - 11:00am - All Units are to be departed.

## Patrol Event Guidelines and Scoring Criteria:

Patrols sizes will be 4 to 6 persons with 4 competitors at each event. Each Scout must compete in at least 50% of the events. There are 3 competition groups. Group 1 will be Cub Scouts or Webelos. Group 2 will be scouts that have the rank of Scout, Tenderfoot, 2<sup>nd</sup> Class and First Class. Group 3 will be scouts that have the rank of Star, Life and Eagle Scout. If there is a scout in a Patrol that is at the rank of Star or above that Patrol will compete in Group 3. **Adults are not to help in any way during the events.** This is a competition of Trail to First Class scouting skill and most importantly having Fun.

At every event Patrols will be give points for the following:

- Patrol Yell
- Patrol Flag
- Uniform – Uniforms are a key thing for all First Responders so that the public knows who they are in a time of crises. Are they all wearing the same thing (This would include tops and bottoms)? Like Field uniform, Troop t-shirt/sweatshirt, Patrol t-shirt/sweatshirt, or in costume as First Responders (they do not have to match if in costume).

### Events:

1. Fire Hose Bowling
  - The 4 Scouts from a Patrol will roll hose rolls 25 feet at bowling pins.
  - A scout will get to 2 rolls. A total of 8 rolls per patrol.
  - Points will be added for each pin knocked down.
  - Pins will be set back up after each scout does it's 2 rolls. Unless the scout knocks down all the pins, get a strike, in their first roll they will set up all the pins again.
2. Find the Lost Hiker
  - The 4 scouts will use a compass and be given 6 coordinates and distances.
  - The scouts are to work together to locate the lost Hiker.
  - It will be a timed event.
3. Help the Hurt Hiker get to Safety
  - The 4 scouts will splint a leg and treat a cut arm. Of an Additional scout from their Patrol. If they do not have 5 or more scouts in the Patrol a hurt hiker will be provided.
  - Supplies will be provided for scouts to treat and make a stretcher.
  - The 4 scouts are to carry the victim safely 100 feet.
  - Graded on their first aid skills and it is a timed event.
4. Build a Signal Fire
  - The 4 scouts will use supplied wood to build a fire.
  - The Patrol can have a fire starter that is BSA approved.
  - They are encouraged to use alternate lighting device other than matches.
  - Burn a string that will be 16 inches above the ground.
  - Timed event.
  - Bonus points for alternate lighting device that is not a match or lighter.

5. Bucket Bigrade
  - The 4 scouts are to transport water from 1 bucket to another and fill up to or pass a designated line.
  - Distance is 25 feet between buckets.
  - Timed event.
  
6. Clues at the Crime Scene
  - The 4 scouts will be given 20 seconds to remember what items are under the tarp.
  - Details of the items is important.
  - They will have 30 seconds to write down the items they say.
  
7. Throw the Lifeline to the Stranded Hiker
  - The 4 scouts will be given 3 ropes to tie together using the Bowlen, Square knot, and Sheet Bend.
  - The scouts will then need to hold on to the rope and throw it towards a target.
  - It is a timed event and points given to where the rope lands on the target.
  
8. Fireperson's Carry through Obstacle Course
  - The 4 scouts will need to carry one of their Patrol members with the Fireperson's Carry. Through an obstacle course.
  - It is a timed event.
  
9. Find Your Way Across a Ravine and Stream (Minefield Game)
  - The 4 scouts will need to navigate as a team through the ravine and stream.
  - Only one scout at a time.
  - All 4 scouts must cross.
  - Timed event.
  
10. Feed the Hungry Lost Hiker
  - The Patrol will be asked to provide a Harty Dinner for judging.
  - No Dessert. Scoutmaster and Senior Patrol Leaders job.
  - A list of what is in the meal must be provided with the dinner.
  - It will be judged on nutrition, taste, and presentation.

## **Troop (SM & SPL) Events Guidelines and Scoring Criteria:**

The Scoutmaster and Senior Patrol Leaders are the Leaders of the Troop just like the Incident Commander and their Command and General Staff. The IC and C&G's skills and knowledge help to create a calm environment and confidences to the Team they lead. Much like a good SM & SPL can inspire and lead a Troop of scouts. These events are designed to help show case those skills of the SM & SPL in Leading their Troop and inspiring them with their knowledge and skills. The most important part is that they know how to have fun as well as lead. The SPL can also participate in the Patrol Events as well.

### Events:

1. Inspection Time
  - The Scoutmaster and Senior Patrol Leaders will be scored on their scout uniform.
  - Will be using the official Scouts BSA inspection form and points.
  - The Scoutmaster and Senior Patrol Leaders will be scored on their basic scouting knowledge in Trail to First Class Requirements.
2. Fire House Up to Code
  - The Troop Campsite will be inspected looking at safety, cleanliness, organization, and entrance.
3. Chief Cook Off
  - The Scoutmaster and Senior Patrol Leaders will prepare a 5 Star Dessert.
  - It will be graded on taste and presentation.
4. IC Briefing
  - The Scoutmaster and Senior Patrol Leaders will perform together a skit, song, poem, or other talent at the campfire.
  - They may use other scouts in the Troop, but the SM & SPL must have the lead roles.
  - It will be judged on how well they were prepared. Any props or costumes. With bonus points give if it fits with the theme of the Camporee, First Responders.

### **Awards:**

For the Patrol events each event will have a 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> place ribbon for each of the 3 groups. There will be an overall Top Patrols by the 3 groups with the total points added up for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> place ribbons.

For the Troop or Scoutmaster & Senior Patrol Leaders events each event will have a 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> place ribbon. There will be an overall Top Troop Award with the total points added up for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> place ribbons. There will be a prize for the 1<sup>st</sup> place Troop as well fitting with the theme of First Responders.

## Fun Activities:

1. Archery
2. Axe Throwing
3. Climbing Tower
4. Camp Fire with Troop/Patrol Skits (Run by the OA)
5. Displays (**Bonus Points will be give to Patrols that visit each of the displays for the overall score.**)
  - a. Stayton Fire Department
  - b. Stayton Police Department
  - c. Marion County Sheriff's Office Search and Rescue
  - d. Oregon State Police
  - e. Oregon Department of Forestry, North Cascade District
  - f. Oregon Emergency Management
  - g. US Forest Service, Willamette National Forest
  - h. State Fire Marshal
  - i. Oregon National Guard
  - j. US Coast Guard

