

Pelican Camporee

Salmen Scout Reservation



April 3 - 5, 2020

Pelican Camporee

April 3-5, 2020

Cost- \$10 per scout, no fee for leaders. Registration will be online.

Events- Our top priority is that all scouts have fun doing the events, However patrols are expected to **BE PREPARED** to compete in the events

Patrols- Ideally each patrol will have 7- 10 scouts. Reasonable accommodations will be provided to small patrols.

Awards- Top patrols will be recognized for each event, also the Patrol with the most points will receive an award.

Top Troop - The scores of all the patrols in a troop will be averaged, and the troop with the highest average score will be awarded the Top troop award.

Check in- 7pm- 10pm Friday April 5, in the Dining Hall. There will be a Scoutmaster, SPL, and Patrol Leaders meeting at 10pm.

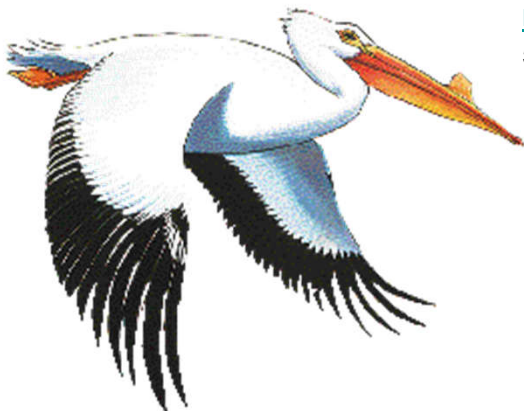
Vehicles- Vehicles will be allowed in campsite to unload Friday night, then must be moved to front field for remainder of weekend. Anyone with special needs that needs a vehicle should speak to the camporee chair prior to event.

All other standard Camp rules and regulations must be followed.

Please direct all questions to the following:

Camporee Chair
Matthew Mims
mmims10@gmail.com
504-442-2552

Staff Adviser
Andrew Williams
Andrew.Williams@scouting.org
504-889-0388



Camporee Schedule



Friday, April 3, 2020

7:00 – 9:00 p.m.	Registration
10:00 p.m.	Scoutmaster/SPL/Patrol Leaders Meeting (Training Center)
11:00 p.m.	Taps

Saturday, April 4, 2020

6:30 – 8:00 a.m.	Reveille/Breakfast in Campsites
8:00 a.m.	Flag Raising (wear activity shirts)
8:10 – 8:30 a.m.	Rules/Assignments
8:40 – 12:00 noon .	Patrols Compete in Events
12:00 – 1:30 p.m.	Lunch in Campsites
1:30 – 3:00 p.m.	Patrols Compete in Events Con't
3:15 – 4:15 p.m.	Patrols report to flag pole (Tug-O-War)
4:15 – 4:30 p.m.	<i>Patrols bring Patrol Flag to Dining Hall for judging</i>
4:30 – 7:00 p.m.	Troop Time/Dinner in Campsites
7:00 – 8:00 p.m.	Dessert Competition/Ice Cream Social - Dining Hall
8:15- 9:30p.m.	Closing Ceremony – Skits, OA Tapout & Awards (Council Ring)
11:00 p.m.	Taps

Sunday, April 5, 2020

7:00 a.m.	Reveille
7:00-11:00am.	Breakfast
	Clean up
	Break Camp
	Units Depart at
	Will



Patrol Responsibilities:

- practice scouting skills
- must have a Patrol Flag
- **must have own First Aid Kit**
- must carry water bottles/sunscreen/hats
- must assign a Patrol Leader
- must perform "Patrol Yell"
- must demonstrate "Scout Spirit"
- must bring a pocketknife
- must bring ingredients and Dutch Oven for Dessert Cook-off
- must have a good ATTITUDE



Camporee Scoring

The scoring for the Pelican Camporee will use the following format:

Maximum of 10 points for each event 100 points

Patrol Spirit (Patrol Spirit will be judged throughout the day on spirit, manners, team work, carrying flag, and sportsmanship) **10 points**

Patrol Flag (Flags will be judged for creativity and design. The top 3 flags will be awarded 10 points; next 3 will be awarded 8 points; next 3 will be awarded 6 points; etc...) **10 points**

Patrol Yell (Each Patrol will perform their Patrol yell) The top 3 yells will be awarded 10 points; next 3 will be awarded 8points; next 3 will be awarded 6points; etc...) **10 points**

Tug-O-War Competition (1st place will receive 10 points, 2nd place, 8 points, 3rd place, 6 points; 4th place, 5 points; everyone else will receive 3 points) **10 points**

TOTAL POINTS

140 Points



Camporee Format

Each patrol will participate in 10 different events. Each Event will score up to 5 points

- 1 TBA
- 2 Fast Compass- Scouts will be tested on Compass readings
- 3 Rope Burn- Scouts will be issued a variety of materials to use. Patrols will build a fire and attempt to burn a string 18" above the ground.
4. Pancake Flip- Cook a pancake and flip it over a rope.
5. Head Catch- Bean Bag relay using bowl hats
6. Canoe race- Scouts will canoe to a point and back
7. Move the injured Scout- scouts will build a stretcher and move the injured scout.
8. Scout's Nose- Memory game of scents
9. Log Pull Relay- Tie a rope to a log using a timber hitch and pull
10. Recue Rope- Patrol will assemble a "rescue rope" by tying several lengths of rope together and throwing the rope to a victim who will tie a bowline around his waist to be rescued.

Individual Event Scoring

1. **TBA**
2. **Fast Compass**— Scout will stand in center of a circle with markers around circle. Scout will be given a compass point and will need to identify the proper marker. 5 scouts can try, 1 point for each correct answer
3. **Rope Burn-** Each Patrol will receive 3 matches. Patrols will be issued a bag of tinder and kindling. Patrols will be judged on how long it takes to burn a rope 18" off the ground. Tinder may not be stacked higher than 6" off the ground. Patrol will have 10 minutes to build the fire. Once fire is lit nothing can be added to it, nor can fire be touched. Patrol can fan or blow on the fire. 8 points – rope burns in 5 minutes or less , 5 points 5- 10 minutes 2 points – 10-15minutes, 1 point over 15 minutes. Bonus 2 points for using only 1 match, 1 point for using only 2 matches. 1 point deduction for every match over 3.
4. **Pancake Flip-** 5 scouts will cook a pancake on a stove, then attempt to flip pancake over a rope, 1 point for each successful pancake flipped and caught.
5. **Head Catch-** 4 patrol members will put bowl hats on their head, Scouts will get in a line arm length apart. First scout will throw bean bag into 2nd scout's bowl hat, once bean bag is in 2nd scout's bowl hat scout will then throw to 3rd scout and so on. Multiple bean bags can be moving at once. Scoring will be based on the number of bean bags to reach the 5th scout in 25 minutes time

EVENTS CONTINUED

- 6. Canoe Race-** Each patrol will select 4 scouts to do a 2 canoe relay to a point in the lake and back. Scoutmaster will need to certify that scouts have passed a BSA swim test. If patrol only has 1 or 2 scouts who have Red/white/blue they can do both legs of relay or go in canoe solo. Event will be timed and compared to other patrols.
- 7. Move the injured scout-** Scouts must make a stretcher and carry 4 scouts (1 at a time). Injured scout will have a small bucket of water on his chest. Goal is to move scout without spilling water. If water spills patrol will have to go back to start line and start again. Time will be compared to other patrols.
- 8. Scouts Nose**— 5 scouts from the patrol will try to identify the smells coming out of various brown paper bags. Scoring will be based on comparing correct answers to various patrols
- 9. Log Pull Relay** – members of patrol must tie timber hitch around a log and run in a relay with 6 scouts, scoring based on time, 1 point deduction if knot is not a timber hitch
- 10. Rescue Rope-** 6 members of the patrol is given a 6' length of rope. Then the "victim" is placed about 30' from the group. On a signal, the patrol must tie the ropes end to end, using square knots. When the rope is completed, the group must coil the rope and throw it from the imaginary shoreline to the victim. The victim must catch the rope and tie a bowline around his waist. If the victim can't reach the rope, the group must recoil and throw the rope until the victim catches it. The victim cannot assist in tying the square knots. Patrol does not actually pull victim to shore. Event will be timed and compared to other patrols.