

**MCMXXI**  
**SUMMER**  **GAMES**

**Looking Glass District  
Camporee  
April 30th – May 2nd, 2021  
at Camp Daniel Boone**

**-A Scout is Physically Fit -**

**Unit Information Packet**

## Covid-19 Safety Measures

Due to the current ongoing situation with COVID-19, we have put many safety measures in place to ensure your safety during this event:

- Face coverings (properly worn) will be required at all times. **NO EXCEPTIONS.** If you are caught not wearing your mask you will receive only 1 warning. On your second offence, you will be sent home. (Per CDC guidelines, bandannas do not count as an acceptable face covering).
- Registration is first come first serve basis with a limit of **175 people** to minimize interaction with other groups.
- Six feet of social distancing will be required at all times.
- Temperatures and symptom questionnaires will be taken at check-in. Any vehicle containing a person with a temperature of 100.4 degrees or greater will not be allowed into camp.
- Summer camp tents, cabins, mattresses and latrines will be available for use.
- Check-in will be drive-thru only, to reduce the amount of people outside their vehicles during check-in. Troops may take one vehicle with their gear trailer to their designated campsite and drop it off then take that vehicle to long-term parking. All vehicles are required to park in long-term parking.
- **A valid parts A & B medical form, along with a signed Council COVID-19 Waiver will be required for entry.**
- In high traffic areas of camp, distances of six feet have been marked to enforce social distancing.
- Troops will be responsible for providing all of their meals for the weekend for safety issues. Bring charcoal and/or stoves and fuel to cook your meals in case there cannot be open fires. Remember, leave NO fires unattended. Do not forget your mess kits, cooking gear, and utensils.
- All participants need to have their own personal hand sanitizer to be used before each station.

## General Camporee Information

Dear Scouts and Scouters,

Your Scout Troops and Venture Crews are invited to attend The Looking Glass District Summer Games Camporee held at Camp Daniel Boone, June 30th - May 2nd, 2021. We tested you with mental and intellectual challenges at the Mind Games Camporee, this year be prepared to be tested physically. So dust off your running shoes, strap on your sweat bands and ***Let's Get Physical.***

**Please make sure to read this entire package for detailed event information.**

**First and foremost, the Scout Oath and Scout Law will govern the actions of all participants.**

Do not let the physical nature of this camporee intimidate you.  
All events can be completed no matter your level of physical fitness.  
In the end, all we ask of you is to Do Your Best!

This is a trail event where patrols carry supplies from station to station, being tested physically while using basic skills from Tenderfoot, Second and First Class such as First Aid, Knots and Lashings, Fire Starting, Map and Compass and Teamwork, to complete tasks and earn points. There will be fun stations and a service station to help out camp and earn service hours. We believe that scouting provides youth the chance to learn skills to help them in life like tying knots and lashings, using a map and compass, building a fire, respond to a first aid emergency, and learning to work together as a team.

- Make note of any special dietary or medical needs when registering. We need to be able to recognize any special conditions. Your cooperation could help prevent serious problems.
- Every Scout and Leader must be registered with the Boy Scouts of America and all adult leaders must have Youth Protection Training. There can be no exceptions.
- Leave NO fires unattended.
- Take nothing but pictures, leave nothing but footprints.
- Leaders not judging a station may observe their Scouts but only at a distance, and also can participate in their own set of events just for the leaders.
- Temperatures are cooler at camp and it almost always rains during events . . . BE PREPARED.

## Price & Registration

**Registration is available online at the Daniel Boone Council website**

Registration is first come first serve basis with a limit of **175 people**. The cost for the Camporee is **\$15** per person, including leaders, up to April 10th. Late registration fee is \$20 after April 10th and will close Friday evening on April 17th. Your registration fee includes: Patch, use of the facilities, Saturday night cracker barrel, awards and ribbons, and loads of fun. Patches will be delivered to the Troops after the event on a later date.

## Friday Night Arrival and Check-in

Troops will check-in as a group. Please plan your arrival between 1:00 pm and 8:00 pm Friday night.

Check-in will be drive-thru only under the main pavilion. All participants must stay inside their vehicle during this procedure.

Temperatures of each person will be taken at this time. Any vehicle having a person with a temperature of 100.4 degrees or higher will not be allowed to enter into camp. If anyone has had any symptoms or has been in contact with someone with the virus in the last 14 days should stay home. Adult leaders should evaluate each member before coming to camp. Symptom questionnaires will be asked following the temperature testing. The leaders should be prepared with the following:

- Signed Council COVID-19 waiver for each Scout and leader (attached to this email).
- Medical forms for each and every Scout and leader.
- Youth Protection Certification for all adult leaders.
- Correct number of registered, healthy Scouts and leaders.

Once your evaluation and paperwork is in order, all vehicles will proceed to long-term parking. Everyone is required to backpack their gear from here to your campsite.

## Friday Night Adult/Patrol Leader Meeting

There will be a meeting in the dining hall at 8:45pm for adults and patrol leaders. Schedules, critical information, changes and updates will be announced so be sure to attend. Station judging assignments will be handed out to the adult leaders. **Every unit must provide two adult leader judges** (but we may not need every leader). Judges will be scoring on basic Scout skills, Scout trivia, first aid, knots & lashings, fire starting, so please be proficient with these skills. Leaders, please bring a phone with a timer or stopwatch, a pen, camp chair and rain gear.

## **Scoutmaster Challenge**

The Scoutmaster Challenge is an optional event which will consist of a series of stations on Saturday for the Scoutmasters and adult leaders (not judging stations). One of the stations involves canoes so be sure to have water shoes, a towel and a change of clothes just in case you capsize your canoe.

There will also be a Scoutmaster Belly Flop contest in the afternoon after the Iron-Man Challenge for those of you who do not mind the cold sting of Lake Allen. So bring your Scout Spirit (and a towel) and let's make a big splash.

## **Troop Meals**

Please eat supper before arriving Friday. Each Troop will be responsible for providing all of their meals for the weekend. Be prepared with charcoal/stoves/fuel to cook your meals in case there cannot be open fires. Remember, leave NO fires unattended. Do not forget your mess kits, cooking gear, and utensils. We will provide a delicious cracker barrel after Saturday night's campfire.

## **Dress Code / Class-A Uniforms**

Class B Scout shirts for Saturday (sweat bands optional). Class-A uniforms for chapel service on Sunday morning.

## **Saturday Night Awards Ceremony/Campfire**

We encourage patrols to prepare a skit or song for our Saturday campfire. This is optional but we welcome any patrols that would like to share their Scout spirit. Skits/songs need to be approved by your leaders first, then by staff at the Friday night meeting or during lunch in the office.

## **Saturday Night Cracker Barrel**

Join us in the dining hall after the campfire for a

There will be a patch trading table setup in the dining hall so have your patch collection with you.

## Campsites

Campsites will be assigned according to size and first come first serve basis. Summer camp tent will be set up and will have mattresses for use. You may bring hammocks but you might not get a sight that has trees for hammocks. Your assigned campsite may or may not have cabins/Adirondacks, So BE PREPARED! Gear trailers may be left in the campsites but ALL vehicles will be parked in long-term parking.

**Remember, no one will be allowed to check-in or enter the campsite area until 1:00 pm Friday.**

**Campsite Inspection:** Saturday after lunch, staff members will conduct campsite inspections. The criteria will include the following:

- Cleanliness (Minus 5 points for every piece of trash) 30 points
- Fire area safe, No fires burning (Without supervision) 10 points
- All personal gear stored and out of sight 10 points
- All food stored properly 10 points
- Campsite gateway or entrance display 10 points
- Fire buckets or extinguisher in the campsite 10 points
- Duty roster posted (for each patrol) 5 points
- Proper display of the American and Troop flags 5 points
- **No vehicles in campsite** 10 points

There is a total 100 points possible for the inspection and will be reflected on each patrol. For example, if the Troop receives 80 points, then each patrol in the Troop will receive 80 points on their score sheet.

## Saturday Event Trail

Remember this is a competition event. But you will NOT receive points at some stations so remember to do your best at all stations. Do not assume anything. Follow the judge's directions, just remember, some stations are designed where you can utilize other methods, other than the conventional methods to complete them. Use your imagination and try to think outside the box! Impress the judges. They love to see a patrol come up with a different ways to complete a task. Scoring will be based on several variables; the ability to complete the task, time (where applicable), accuracy of knowledge. Leadership, teamwork and Scout Spirit are MAJOR factors in scoring and are easy points to earn. Do all your members participate? Are they encouraging the other members? And remember, DO YOUR BEST.

- ❖ All judges and patrols/crews must be assembled at the main flag pole in front of Robertson building by 8:00am Saturday morning for opening ceremonies.
- ❖ Judges will receive station instructions, score sheets and any needed equipment at this time and patrols will receive their station rotation and map.
- ❖ Please be aware of what station you will start at and each consecutive station thereafter.
- ❖ Patrols must have all needed equipment with them and be ready to start. (See attached equipment list).
- ❖ At the signal all patrols will have 5 minutes to get to their first assigned station.
- ❖ Patrols will wait at their first station till the sound of the second signal, then they can begin.
- ❖ Once the station task is complete, the judge will mark the score sheet and patrols will wait at that station till the next signal before proceeding to their next station on their list.
- ❖ A signal will sound for each station rotation.
- ❖ Stations will close at 12:00pm lunch.
- ❖ Stations will resume at 1:30pm and end about 3:30 (times are approximate, and subject to change).
- ❖ At the end of the last station, all judges will turn in their score sheets along with their station-number sign and any equipment from their station to the office in the Robertson building.

## Iron-Man Challenge

This is an optional event that units can **choose** to participate in. You **must** sign up the number of patrols that want to compete when you check in on Friday night. Some of your patrol members will have to do more than one leg of this race, but use all your members if you can. 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place awards will be handed out at the campfire on Saturday night. This challenge will begin about 3:30 pm. **You will need a mountain bike in proper working condition, with fully inflated tires and helmet for each patrol competing.** This is a current listing for the different legs of this race, but is subject to change.

- **BIKER** Bike from the entrance of CDB to Catawba Campsite. Tag runner.
- **RUNNER** Run to Waterfront. Tag swimmer.
- **SWIMMER** (you will be wearing a PDF) Run to end of dock, jump in & swim to peninsula. This leg of the race may be removed due to weather.
- **CANOERS** (2 Scouts) When swimmer tags dock, canoe to center of lake & pull up anchor. Place rope & anchor in canoe. Canoe to fishing area on the main road.
- **SHOOTER** (1 of the 2 canoers) Remove PFD & Run to rifle range, shoot all required targets. Tag archer at the rifle range gate.
- **ARCHER** Run to the archery range. Shoot all required targets. Tag climber.
- **CLIMBER** Run from archery range to main pavilion climbing wall. Put on helmet then traverse the wall from one end to the other without falling. Remove helmet and run to meet your entire Iron-Man team at the obstacle course.
- **NAVIGATORS** Entire team will navigate the obstacle course. Once all members are through the course, send one member to the Robertson building to check in and stop your time.

**ADULT LEADERS** – If you wish to compete alongside the younger, more energetic youth . . . form a team with your leaders or with other Troops, bring a bike and helmet, and bring you're A Game!

## Patrol Information

Patrol sizes are limited to a minimum of five scouts and a maximum of eight. Patrols with fewer than five members may have trouble performing some of the events. Since patrol size is important, small patrols may combine together with other patrols to form a full patrol. In this case make sure that there is only ONE Patrol Leader and that they are identified and in charge of the patrol. Use the buddy system at all times. If you must leave your patrol, take your buddy with you and inform the rest of your patrol where you are going. If you are prone to getting lost, you may have two buddies.

## Patrol Equipment List

This list is the necessary equipment each patrol will need to carry with them on the event trail. You may or may not need each item. Most items are for the entire patrol, some items each Scout needs to have, please make note of these. We cannot emphasize enough. **DO NOT START THE EVENT TRAIL WITH OUT YOUR ITEMS ON YOUR EQUIPMENT LIST.** See attached list.

**Fire Building Kit:** Each patrol is required to bring enough tinder, kindling and wood to start a sustainable cooking fire. HINT: Remember to keep all wood and fire building materials DRY...it is easier to start the fire and to keep them burning if everything is dry!!! To insure that your patrol has enough time to finish the station, you need to be proficient with your fire building and starting skills. So please practice, practice, practice.

**Safety is our #1 concern, fire materials may not contain any type of accelerant: Liquid fuel, Magnesium, Petroleum, etc., and NO lighters!**

## Check-out

Check-out on Sunday will be after Chapel services. No one may check-out and leave camp till your site has been inspected. You may then pick up your medical forms from the office in Robertson building.

## Leaving Camp

For safety reasons, at no time does a Troop or individual leave camp without notifying Staff in the office at Robertson Building or Vance Lodge. If an emergency arises during the night and you must leave camp, notify medical staff in Vance Lodge.

## Save the Date

In continuing with the Olympic theme, The Winter Games will be this fall on Oct.29th – 31st. So put it on your calendars. The patch for this event will complete “The Games” patch set.

# Patrol Equipment List

- Your Bodies (Physically Strong), Your Minds (Mentally Awake), & loads of Scout Spirit
- Scout Handbook
- Pen/Pencil & Paper
- 8x Ropes (10' to 12' long, suitable for lashings)
- 3x Poles (6' long)
- 6' x 6' Tarp (larger tarps not recommended)
- Carabiner (weight rated)
- Compass
- Flashlight (batteries)
- Aluminum Foil
- Phone or Digital Camera with Viewing Window
- Patrol First Aid Kit
- Fire Steel Fire Starter
- Waterproof Matches
- Firewood, Kindling & Tinder (enough for a sustainable cooking fire)

## SUMMER GAMES

2021 Looking Glass  
District Spring Camporee

### Items per each Scout

- Protective mask (to be worn at all times)
- Personal hand sanitizer (use before each station)
- Day bags to carry your gear
- Drinking Water
- Rain Gear
- Towel, Water Shoes and a change of clothes (in case you flip your canoe :)

**Do not start the trail event Saturday morning without these items**

**Safety is our #1 concern, fire materials may not contain any type of accelerant:  
Liquid fuel, Magnesium, Petroleum, No lighters!**

**Also, poles are not light sabers or swords, DO NOT hit anything or anyone with them, thank you.**