

Back to Basics (The Patrol Method)

Pelican District

March 5, 6, 7

2027 Spring Camporee



Camporee Program Book

To: Scout Troops of the Pelican District/Southeast Louisiana Council
From: The 2027 Spring Camporee Committee

Welcome to the Pelican District Camporee! The 2027 Spring Camporee will be on March 5, 6, 7, 2027 at Camp V-Bar.

The Spring Camporee is for all Scout Troops. Camporee is one of the best opportunities to demonstrate essential Scouting Skills. The Camporee will utilize the Scout Patrol Method (Minimum of 4 Scouts per Patrol). This will allow each troop an opportunity to improve the Patrol Method within their troops.

The Camporee is an opportunity for each troop to develop leadership and pride in achievement, to strengthen the patrol system, increase Scouting skills, improve camping equipment, and develop character through living in fellowship with other Scouts all while having fun outdoors.

We hope that all units will make every effort to attend. Patrols should practice the events during their regular troop meetings; this will improve teamwork, proficiency, and increase your chances of winning the event. Each patrol should come to the Camporee with a new skit or a song to add to the fun at the campfire Saturday night.

Please read the camporee guidebook, discuss it with your troop, and use it to guide instruction for your patrol leaders council, troop meetings, and campouts. Please use the email selapelicancamporee@gmail.com to provide feedback and suggestions to improve the guidebook/camporee. In January 2027, the final version of the camporee guidebook will be published for the camporee.

We are looking for troops that can sponsor/run one of the five afternoon games and adult leaders that want to be a part of our camporee team. Please let us know if you can help in any way.

If you have any questions, please email
Marcus Achord at selapelicancamporee@gmail.com (Camporee Director)

2027 Pelican District Camporee Planning Team

2027 SPRING CAMPOREE RULES

1. Each unit leader is required to have a current A/B Health Form on each individual in attendance at the camporee.
2. All adult leaders in attendance must be registered with the BSA and must be current with their Safe Guarding Youth training.
3. No swimming will be allowed in any water during the Camporee.
4. Garbage bags should be brought by Troops with all garbage taken home with the troop or disposed of in the camp dumpster behind the dining hall.
5. All Troops shall police their own area before checking out. Let's leave Camp V-Bar better than we found it.
6. Troops must have adult supervision at Saturday's campfire.
7. Cooking should be done on appropriate campfires/charcoal tables or portable stoves according to Scouting regulations.
Note: Stoves are not to be used to cook the judged meal.
8. All Scouts are required to attend all events. Full uniform will be worn at all Camporee assemblies. During events, games, and free time appropriate "Activity shirt" (Scout pants and Scout T-shirt) should be worn. Any non-Scout T-shirts must be tasteful within the ideals of the Scout Law.
9. No horseplay, throwing sticks, rocks, pine cones, etc. at any time.
10. Alcohol and illicit drugs are not allowed at Camporee. This goes for all Scouts and Adults. Violators will be asked to leave.
11. Interpretation of the rules will be the job of the judges and Camporee Directors.
(Judges and Camporee directors reserve the right to close any loophole).
12. The beds of trucks & trailers must never be used for carrying passengers.
13. Observe the posted Speed Limits.
14. All campfires must be cold out when unattended.
15. Closed Toe Shoes must be worn at all times.
16. No fixed blade knives are allowed to be carried or worn.
17. No liquid fuel will be used to start fires. Liquid fuels must be stored appropriately to Scouting regulations.

Pelican District Camporee Guidelines

REGISTRATION:

First, we ask that each Troop please pre-register on the Southeast Louisiana Council website by **February 5, 2027** so that we can better prepare for your arrival.

Registration fees will be \$10.00 for each Scout and \$5.00 for each Adult Leader. The registration fee will increase to \$15.00 per scout after **February 5, 2027**.

ORGANIZATION AND LEADERSHIP:

Each Scout participating in the Camporee activities must be assigned to a patrol.

These are the only patrols that will be competing or recognized. Each patrol must have a minimum of four (4) members to compete.

Troop Leaders, Scoutmasters, Assistant Scoutmasters, etc. are expected to supervise their patrols, naturally, but from a distance. All leaders are required to register with the Registration Committee on a Registration Form and identify the location of their campsite. Two registered adult leaders are required per Scout Troop at all times.

TROOP/ADULT SUPPORT:

Troops are asked to support the camporee by helping to run a game or help in other ways requested by the camporee committee.

In addition, for each patrol registered, the troop must provide one adult leader to serve as a lunch time judge for a patrol in another troop as assigned by the camporee committee. If an adult is not provided, then the patrol cannot compete in the lunch time competition.

CAMPSITE LOCATIONS:

Campsites (1st and 2nd choice) requests can be made when the unit registers, but will be assigned by the camporee committee based on unit size and number of units that attend. Units may be asked to share a campsite depending on the number of units that register for the camporee.

CAMPOREE WEEKEND AGENDA

FRIDAY, MARCH 5

ACTIVITY DESCRIPTION

6:30 p.m. – 8:30 p.m.

Registration and Check-in

DINING HALL

9:00 p.m.

Cracker Barrel (Adult Leaders)

DINING HALL

Judges Meeting

*Note: Each Troop must have one meal Judge
for each Patrol registered.*

10:00 p.m.

Taps - Patrols in sites and Quiet!

SATURDAY, MARCH 6

ACTIVITY DESCRIPTION

7:00 a.m.

Reveille

8:00 a.m. - 9:00 a.m.

Breakfast

9:00 a.m. – 12:00 p.m.

Campsite Prep. & Special Events

10:45 a.m. – 12:00 p.m.

Preparation for Lunch Meal

12:00 p.m.

Serve Lunch ---- Judged Event!!!!!!!

1:30 p.m. – 5:30 p.m.

Afternoon Competitive Games

5:30 p.m. – 7:30 p.m.

Dinner

8:02 p.m.

Campfire

9:00 p.m.

Adult Leaders Cracker Barrel

10:00 p.m.

Taps – Lights out and Quiet!

SUNDAY, MARCH 7

ACTIVITY DESCRIPTION

6:30 a.m.

Reveille

7:00 a.m. – 8:30 a.m.

Breakfast

10:00 a.m.

Departure from Camp

PATROL SCORING GUIDELINES

CHECK-IN (25% OF TOTAL SCORE)... SEE SCORE SHEET INCLUDED

6:30 p.m. – 8:30 p.m. Friday, **MARCH 12, 2027**

- Uniform Inspection - (each scout)
(Official Shirt, Official Hat, Official Belt/Other Scout Buckle with Belt, Official Pants, Official Socks, Totin Chip, Fireman Chit, & Patrol Flag) – 40 points total
- Each Scout carries the 10 Scout Essentials in a backpack with one hand free
(pocketknife, first aid kit, extra clothing, rain gear, flashlight, trail food, water, matches/firestarter, sun protection, map/compass) – 50 points total
- Patrol Organization – **10 points**
(Patrol Leader in the lead with Assistant Patrol Leader bringing up the rear, patrol flag, and the patrol gives a patrol yell and signs up for a skit)
- The Patrol must hike in from the drop-off area to receive a check-in score.
(NO HIKE, NO CHECK IN POINTS)

SATURDAY EVENTS: (25% OF TOTAL SCORE)... SEE SCORE SHEET INCLUDED

- 1st Place = 100 points for each game
- 2nd Place = 80 points for each game
- 3rd Place = 60 points for each game
- 4th Place = 40 points for each game
- 5th Place = 20 points for each game

SATURDAY MEAL: (25% OF TOTAL SCORE)... SEE SCORE SHEET INCLUDED

Five points per item with the exception of meal quality and meal ready to be served on time". These items to be judged as follows:

- 15 points – Ready within 5 minutes of designated time
- 10 points – Ready within 10 minutes of designated time
- 5 points – Ready within 15 minutes of designated time

SATURDAY CAMPSITE INSPECTIONS: (25% OF TOTAL SCORE)

... SEE SCORE SHEET INCLUDED

Campsite inspections will be made during the competitive events Saturday Afternoon. A blank judging sheet is included in this book for you to see what you will be judged on. Your Patrol name & number must be posted in your campsite clearly to be judged in this area. Your Patrol first aid kits should be easy to find – neither the judge nor a hurt Scout wants to rummage through endless gear to find a first aid kit. Also, campfires should not be left unattended.

2027 CAMPOREE GAMES OF COMPETITION

(Patrols must have a min. of 5 members to compete and each member must participate)
(Time limit of 30 minutes per game - 10 minutes allowed for rotation)

KNOT RELAY [Hosted by Troop #]

[Email selapelicancamporee@gmail.com to host this game.]

Each Patrol starts with four (4) five foot long ropes and one 18" x 2" log (these items provided). The following knots must be tied as shown in the picture below: 2 half hitches, square knot, sheet bend, bowline, timber hitch, bowline, clove hitch, sheepshank, and taut-line hitch to link two posts that are 10 feet apart. On signal "GO" the first patrol member ties the first knot, he then returns and tags the next scout, who runs up and ties the next knot. These actions are repeated six more times in order to get all eight knots tied. The only exception is the scout tying the sheepshank knot may stay and hold the sheepshank knot until all other knots are tied. A minimum of five members of a patrol must participate with three of the five scouts not tying more than two knots each. The 18" x 2" log and all knots must be suspended when complete. Judged by total time with a 10 second penalty for each knot tied incorrectly. See figure below.



FIRE BUILDING / STRING BURN [Hosted by Troop #]

[Email selapelicancamporee@gmail.com to host this game.]

Each patrol must build a fire to burn a string 18 inches off the ground into two pieces. You must supply your own fire building materials. All fire materials must be natural, meaning sticks, hard woods, and items found in the woods. NO treated or processed wood, pine straw, dry grass, or leaves. The fire materials cannot be built about the string. To light the fire, use a "hot spark" Flint & Steel Kit with dryer lent and tender. Flint & Steel kits and all safety equipment will be provided. Judging is based on the amount of time it takes to burn the string into two pieces. Once the supplied lent is used up, a 10 second penalty will be added for each time you request additional lent.

COMPASS COURSE [Hosted by Troop #]

[Email selapelicancamporee@gmail.com to host this game.]

Each Patrol must complete a five (5) leg compass course. The course will go stake to stake among 36 stakes in a large circle. Each of the first four stakes (4) has directions for the next leg. Tell the judge which stake was at the end of the course. Judging is based on accuracy with ties broken on the best time. All patrol courses will be different. The patrol will be provided with a paper stating their starting point and the degrees and feet to each stake. Each patrol must bring their own compass; one with a rectangular base is best so you can sight from it. (Pacing will be in feet)

FIRST AID / STRETCHER COURSE [Hosted by Troop #]

[Email selapelicancamporee@gmail.com to host this game.]

An injured scout has a broken left arm, a broken right leg, and is in shock. Each patrol must first treat for shock then support the broken arm, and support the broken leg as shown in the Scout Handbook. The patrol members must build a stretcher from a blanket and two (2) staves, then lift and carry the injured scout while the injured scout is laying on the stretcher for 50 yards with a 1 gallon bucket of water filled $\frac{1}{2}$ " from the top. (Note: This scout will get wet during this event). The injured scout is the only one that can touch the bucket of water once the lifting has started. For each correctly tied bandage the patrol will receive 20 points, proper lifting technique 10 points, proper carrying technique 10 points, and a realization of an injured scout 20 points. For every $\frac{1}{8}$ " of water missing 20 points will be removed. Judging is based on accuracy of the bandages, lifting techniques, realization of the injured scout and the amount of water that is left in the can. Ties will be broken with the best times. All materials will be provided.

BLINDFOLDED TARP SETUP [Hosted by Troop #]

[Email selapelicancamporee@gmail.com to host this game.]

Each patrol must be silent and set up a tarp blindfolded. The silent, blindfolded patrol is to be led by one scout guide selected by the patrol who is not blindfolded and can talk, but that guide can not assemble the tarp. 60 seconds will be added to the patrol's time for anyone that gives instructions to setting up the tarp other than the guide. To stop the time the tarp must be set up correctly and free standing. Also the scout guide must yell done before the judge will stop the clock. The tarp, poles, guidelines, and blindfolds will be provided for this event.

CHECK-IN SCORE SHEET

PATROL NAME: _____ PATROL # _____

TROOP # _____ JUDGE: _____

CHECK-IN TIMES:

6:30 P.M. – 8:30 P.M. FRIDAY, **MARCH 5, 2027**

UNIFORM INSPECTION: (40 Points Possible – 5 points / each Scout)

_____ Official Shirt	_____ Official Socks
_____ Official Hat	_____ Totin Chip
_____ Official Belt	_____ Fireman Chit
_____ Official Pants	

**Score will be the Avg.
of the entire Patrol**

CARRY GEAR: (50 Points possible – 10 points / each Scout)

Each Scout carries the 10 Scout Essentials in a backpack with one hand free.

_____ Pocketknife	_____ Trail Food
_____ First Aid Kit	_____ Water
_____ Extra Clothing	_____ Matches/Firestarter
_____ Rain Gear	_____ Sun Protection
_____ Flashlight	_____ Compass/Map

**Score will be the Avg.
of the entire Patrol**

PATROL ORGANIZATION: (10 Points Possible)

_____ Leadership in control of patrol – **4 points**
(Patrol Leader in the lead with Assistant Patrol Leader bringing up the rear)

_____ A patrol flag is present and carried by the patrol – **4 points**

_____ The patrol demonstrates a patrol yell and submits a skit for the Saturday night campfire – **2 points**

_____ **TOTAL (Perfect Score 100)**

Note: If Patrol did not hike from drop-off point, total score for this is zero (0).

MEAL JUDGING SCORE SHEET

PATROL NAME: _____ PATROL # _____

TROOP # _____ JUDGE: _____

PLANNING: (15 Points Possible – 5 pt./item)

- _____ Balanced menu – Meat or fish, two vegetables, baked bread from scratch, dessert prepared on site, and a drink.
- _____ Menu and ingredients used in preparation listed. (*Check List Posted*)
- _____ Duty roster listing the cook(s), fireman, waterman, clean-up, and assistants posted.

COOKING FIRE: (15 Points Possible – 5 pt./item)

- _____ Designated fireman on duty.
- _____ Sufficient wood fire or charcoal for cooking
- _____ Safety practiced at all times

FOOD PREPARATION: (15 Point Possible – 5 pt./item)

- _____ Designated cook(s) in charge & demonstrating teamwork
- _____ Cleanliness
- _____ Safety practiced at all times

MESS CALL: (25 Points Possible – 5 pt./item except 1st item with 15 pts. max.)

- _____ Meal ready and served on time at 12:00 P.M.
(15 pts. +/- 5 minutes, 10 pts. +/- 10 minutes, 5 pts. +/- 15 minutes)
- _____ Food portioned out equally, orderly, and Scout manners practiced.
- _____ Grace led by a Patrol Member.

FOOD QUALITY: (15 Points Possible)

- | | |
|-----------------------------------|-----------------------------|
| _____ Delicious (15 Points) | _____ Edible (10 Points) |
| _____ Barely palatable (5 Points) | _____ Not Edible (0 Points) |

CLEAN-UP: (15 Points Possible – 5 pts./item)

- _____ Warm soapy wash water, clear warm rinse water, and cold sanitized bleach water
Wash water may be heated by troop leaders if the troop prefers
- _____ Cooking utensils, mess gear, and cooking area properly cleaned
- _____ Garbage properly disposed

_____ TOTAL (Perfect Score 100 points)

Meal must be cooked on wood fire or charcoal or total score will be zero (0)

No adult participation permitted

PATROL CAMPSITE INSPECTION SCORE SHEET

PATROL NAME: _____ PATROL # _____

TROOP # _____ JUDGE: _____

POOR (0 PTS.)	GOOD (4 PTS.)	GREAT (8 PTS.)
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1. SAFETY: (24 Points Possible)

Patrol First Aid Kit (Basic Items)

Fire isolated w/10 ft. dia. clear of all burnables

Rope hazards above ground marked with flagging

2. GENERAL APPEARANCE: (24 Points Possible)

Campsite layout is neat, orderly, and functional

Tent ground cloth neatly under tents

Patrol flag is properly displayed in campsite

3. HOUSEKEEPING: (24 Points Possible)

Menu & Duty Roster posted

Campsite is clean of litter and debris

Patrol box clean and neat

4. PIONEERING/PATROL GATEWAY: (24 Points Possible)

Originality

Workmanship

Workability

SUBTOTAL:

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BONUS: (4 PTS.) Tent flaps open and personal gear neat and orderly

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TOTAL (Perfect Score 96 Points + 4 Bonus Points)

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