

S.W.A.T.

Fall CAMPOREE

OCT. 1-3, 2021

**C.C.C. CAMPGROUND AREA
CHEWACLA STATE PARK
124 SHELL TOOMER PARKWAY
AUBURN, AL 36830**

UPDATED!
New info, as of
9-20-21

**LEADER
GUIDE**

S.W.A.T. *Fall* CAMPOREE

Yes, S.W.A.T. normally stands for “Special Weapons & Tactics.” While we will have some SWAT-like stations & activities, for OUR purposes, S.W.A.T. will have another meaning, for our Fall Camporee...

- S= Scouts
- W= Win
- A=At
- T=Teambuilding

This unique, Scouts BSA Fall Camporee will strive to be FUN, for both the Troops involved, as well as the Webelos and AOL Cub Scouts in attendance. It is also our sincere hope that the adult leaders will have fun, as well!

We are distributing this information, so that you, the adult leaders, may be informed about what is planned for the weekend.

The Guide to Safe Scouting has been taken into consideration, and we believe we fall inside its parameters. Safety will be PRIORITY ONE. We would like you to use discernment on how much information to disclose to your scouts. Ideally, the Scouts in your units will know as little as possible about each event, as this outing is designed to require them to think outside the box, on their feet and in situations that aren't “normal”. Your Scouts, provided they know the skills listed and have the listed equipment, will be sufficiently prepared to compete and have an unforgettable experience.

This year, **the cost is \$15 per Scout, & per adult leader.** As in the past, there shall be **ZERO COST for visiting Webelos, AOLS, & their adult leaders who attend.** *HOWEVER, any NON-REGISTERED ADULTS, who spend the night, (*not those who just come for the day, mind you*) will be required to pay Chewacla's non-scout, overnight camping fee.* FYI, if that is an issue, it can easily be solved, by that parent taking Youth Protection (YPT) prior to Camporee, then registering as an adult leader. NOTE: there are numerous roles each unit is in need of. If you need any help or assistance, please contact Sara Banks. We shall have Adult Registration forms available at camp. Any adults interested, will need to bring a copy of their YPT certificate Friday night, then they may register, right there, on the spot! Then, they too, can enjoy this camp, free of charge, minus meals! Please NOTE: some troops may elect to charge more money, upfront, to include money for meals. (For instance, one troop is charging \$25 per scout, to cover food costs for the weekend.)

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NEEDS TO BRING FOR TROOPS/SCOUTS BSA....

FOR EACH TROOP:

A Winning Attitude!

An open mind, to be good leaders & stewards to our visiting AOLS & Webelos.

Able to work with others as a TEAM.

Knowledge of simple knots/lashings.

Totin' Chip

Fire 'Em Up Chit

Able to win AND lose, gracefully.

To follow the Scout Law, to the letter!

At least 2 adult leaders, to follow two-deep leadership guidelines.

Leaders, and/or other adults to help with stations.

Food, to be prepared by each patrol in your unit, (everyone needs meals for requirements!) for supper, Friday night, breakfast, lunch, & supper, Saturday.

Sunday breakfast is optional. (Most troops will forego this option.)

FOR EACH BSA SCOUT:

Class A shirt – for opening flags, closing flags, & flag retirement

Class B t-shirt – to wear the rest of the time, during the day, on Saturday

Long pants, or shorts (if weather permits)

Jacket or pullover, if weather dictates one should need one. Layers are encouraged.

Close-toed shoes. No flip-flops or open-toed sandals

Multiple pairs of socks (3-4 suggested) – clean socks are a must!

Sleeping Bag, & either a camp pillow, or regular pillow

Poncho – in case of rain

Hat, Sunglasses, and/or sunscreen

Pocket Knife – if Totin' Chip has been earned

First Aid Kit

Flashlight

FOR EACH PATROL:

The ability to move as a team, with stealth. Pen & Paper

Knowledge of simple knots/lashings

1 - 6 ft piece of nylon rope, at least 3/8" thick, no thicker than 1", fused on each end

1 - Tender supply for a small fire

1 – Firestarter/kindling

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NEEDS TO BRING FOR WEBELOS/AOLS...

FOR EACH WEBELOS/AOL SCOUT:

Class A shirt – for opening flags, closing flags, & flag retirement
Class B t-shirt – to wear the rest of the time, during the day, on Saturday
Long pants, or shorts (if weather permits)
Jacket or pullover, if weather dictates one should need one. Layers are encouraged.
Close-toed shoes. No flip-flops or open-toed sandals
Multiple pairs of socks (3-4 suggested) – clean socks are a must!
Sleeping Bag, & either a camp pillow, or regular pillow
Poncho – in case of rain
Hat, Sunglasses, and/or sunscreen
Pocket Knife* – ONLY if Whittlin’Chip has been earned
First Aid Kit
Flashlight

FOR EACH WEBELOS/AOL ADULT LEADERS:

Class A shirt – for opening flags, closing flags, & flag retirement
Class B t-shirt – to wear the rest of the time, during the day, on Saturday
Camping Gear, Food (see Den info below)

FOR EACH WEBELOS/AOL NON-REGISTERED ADULT:

Meals, camping gear for yourself
Money to pay your way, *IF you are spending the night, AND are unregistered.*
NOTE: IF you are able to take Youth Protection Training, prior to Camporee, bring your certificate! We will have registration forms available. We will register you in a position needed within your pack, or with the District, or Council. THEN, you’ll be able to camp for FREE, as well as doing the bigger service of assisting as a volunteer in the future!

VERY IMPORTANT! -PER BSA GUIDELINES –

Scouts may sleep in a tent with their parent or guardian. NORMALLY, they would be allowed to ALSO tent, with another Scout of the same sex, who is no more than a grade level older or younger. HOWEVER, *due to Covid-19 guidelines*, we ask that Scouts either tent with their own, parent, guardian, or sibling, OR tent by themselves. Scouts may NOT sleep in a tent with an adult leader, who is not their parent or guardian. If Webelos/AOLS are in a tent by themselves, they must still have an adult or guardian spending the night, nearby.
Scouts MAY spend both nights, ONLY IF, they are accompanied by a parent or guardian both nights, AND accompanied by at least one other Scout & their adult, from their den.

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NEEDS TO BRING FOR WEBELOS/AOLS CONTINUED...

FOR EACH WEBELOS/AOL DEN:

FOOD –

- Friday night supper, (Only if spending Friday night)
- Saturday Breakfast (if arriving before then, and there is sufficient time)
- Hobo Dinner, (to be cooked over fire, in tin foil), for Saturday lunch. We suggest that, at least, the ingredients should be pre-cut, if not the whole meal, pre-packaged in tin-foil. If not, there should be sufficient time to put them together, then cook them over fire. This is to satisfy Castaway Adventure, requirement 1a.
- Hot Dogs, to be cooked on a stick, for Saturday supper, along with any sides, (chips, fruit, etc.), & drinks. You may bring your own sticks, otherwise, scouts will find, then cut their own, to cook with. This will complete Castaway Adventure, requirement 1a.
- Smoers – for Saturday dessert, to be cooked with the same sticks, over the same fire, used for supper.
- We normally do NOT have breakfast on Sunday mornings at Camporees. We are trying to make sure we clean everything up, & get out of there, so that those who attend church, may make it there on-time. However, if, as a den, you would like to cook or provide your own breakfast, you are free to do so, as long as you are still able to clean-up & leave the campsite on time. (NOTE: - many times in the past, a few parents & Scouts may choose to go eat Waffle House, or McDonald's together, after leaving camp on Sunday morning. It's a nice way of celebrating the accomplishments of both the Scouts, AND the adults, who've survived the weekend. HOWEVER, due to Covid-19 precautions, this practice is discouraged this year.)

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SCHEDULE

(NOTE: Times are subject to change. This is just an outline.)

Friday October 1, 2021 –

12:00 noon – Troop trailers may be dropped off
4:00 pm – Troops, Webelos, AOLS, adults may begin to arrive
7:00 pm – SPL meeting
7:30 pm Webelos/AOLS meet with Staff
8:00 pm – Rosters, any money owed is due to camp staff
8:30 pm – Jailbreak Game – parade field – Scouts will split up, into at least, 4 teams, if not more
10:30 pm - Lights Out

Saturday October 2, 2021 –

7:00 am – Reveille
8:00 am – Breakfast
8:30 am – Opening Flags**
9:45 am = LET THE GAMES BEGIN. “May the odds be ever in your favor.”
11:30 am – LUNCH – AOLS & Webelos will cook hobo lunches over a fire.
12:30 pm - District Award of Merit Presentation – Area Eagle Scouts invited to attend.
1:15 pm – DESSERT – SPECIAL TREAT provided FREE of charge, to everyone in attendance!
1:45 pm – S.W.A.T. Stations resume
5:45 pm – S.W.A.T. Stations cease – Webelos & AOLS are encouraged to visit other troop’s campsites, to meet other scouts & leaders, that haven’t met already.
6:30 pm – Supper – AOLS & Webelos will cook together at Large Pavilion
8:30 pm – Evening Campfire, including Flag Retirement Ceremony**
10:30 pm – Lights Out

Sunday October 3, 2021 –

7:00 am – Reveille**
8:00 am – Closing Flags/ Duty to God**
8:30 am – Camp-wide Clean Up
9:00 am – Scouts must be picked up by this time

** - indicates Class A’s must be worn (neckerchiefs are not necessary)

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NOTE: Adult Leader Instructions regarding the **S.W.A.T.** stations below:

We encourage leaders to share the names of each station & their descriptions, listed below. We'd prefer you NOT to share the ACTUAL descriptions of the following stations with Scouts, in order to add a little mystery and intrigue to our event.

NOTE: after the following descriptions of each station, further in the guide will be the actual descriptions, so you, the Scout leader, will know exactly what to expect, as well as see that there is little-to-no actual danger involved in each of the following stations. Yes, the below are staged & grossly exaggerated, for dramatic purposes. Play along, please?

STATIONS

Under the Wire – Scouts will crawl underneath barbed wire, with live ammunition being fired above their heads. They must make it to the other side without getting hit by gunfire.

Bombs Away – Scouts will throw grenades from a crouched, hidden position, to destroy their target.

Machine Gun Gauntlet – Scouts will walk through a firing course, hitting each target with their (provided) machine gun.

Road Course Pit Maneuver – Scouts will pair-up, two-by-two, where each pair shall drive the road course, twice. The first go-round, Scout A will try to outrun Scout B, who will attempt to overtake them, & stop their vehicle, using a pit maneuver. On the 2nd time around, they will switch places. No driver's licenses will be needed!

Laser Fence of Death – Scouts will have to get their entire patrol/team over the laser fence without touching it, or risk having the laser cut a limb or two off.

Survive or Die – Each patrol will be dropped in an undisclosed location, where they must follow a map & use a compass to reach civilization, once again. Otherwise, they may not make it home!

Detective Skills – Tests the memories of each patrol/team, to see if they have the skills to process a crime scene.

Deserted Island Signal Rescue – Each patrol will need to be able to start & maintain a signal fire, in order to be rescued from a deserted island.

Carry Your Man to Safety – Each patrol will carry their wounded to safety, or just decide to leave them behind for the wolves to eat.

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You're probably thinking, "*Oh my goodness! This is crazy. These are KIDS for goodness' sake!*" And you'd be right. Remember, kids, have wonderful imaginations, & have the ability to pretend. The above descriptions are just that. For PRETEND. The actual descriptions of the above stations are as follows:

Under the Wire – Scouts will crawl, on hands & knees, under non-barbed chicken wire. A recording of machine gun fire will be played through a speaker.

Bombs Away – Scouts will throw water balloons & attempt to hit a target. NOT one another. (NOTE: We will need additional adults, to help enforce them not throwing at one another.)

Machine Gun Gauntlet – Scouts will walk through a firing course, with a provided Nerf gun, & attempt to hit aluminum (pie plate) targets. They cannot even pretend to fire these at one another. Anyone disobeying this rule will be sent home. (Will need additional adult supervision at this station.)

Road Course Pit Maneuver – Scouts will pair-up, two-by-two, along with a scout that is similar in weight & size. Each will put a blow-up donut/pool float around their waist, & run around the course, attempting to bump the other off the course.

Laser Fence of Death – Scouts will have to get their entire patrol/team over a horizontal rope/wire, that we will pretend is electrical. (No current shall be running through it, whatsoever.)

Survive or Die – Each patrol will be blindfolded, and led to the field where an orienteering course will be set-up. The close of which will take them to a station, where an adult will point them back towards the main camp.

Detective Skills – This is a simple, timed KIMS game, where each patrol will have 2 minutes to study several items on a table, that will then be recovered, & they'll have a few minutes to write down, as much as they can recall.

Deserted Island Signal Rescue – Each patrol will need to be able to start & maintain a small fire, in order to boil a pot of water. This will be timed.

Carry Your Man to Safety – Each patrol will quickly assemble a makeshift stretcher, and must carry (first time) their heaviest Scout, then (second time) their lightest scout, from one point to another, & will be timed.

Again, we hope that you leaders will help us create more interest by playing along, & not sharing the actual descriptions with scouts, just yet. That does not include keeping parents in the dark, though! They need to know their scouts will be safe!

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WEBELOS/AOL REQUIREMENTS COMPLETED....

Castaway Adventure:

1.
 - A. *On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.
 - B. With the help of an adult, demonstrate one way to light a fire without using matches
 - C. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.

2.
 - A. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
 - B. With your den, demonstrate two ways to treat drinking water to remove impurities.
 - C. Discuss what to do if you become lost in the woods. Tell what the letters "S-T- O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.
 - D. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Scout motto, "Be Prepared."

Sports Adventure:

1. *NOT completed at camp. (Can easily be done at an upcoming den meeting.)*

2. Participate in 2 sports as part of a team

3.
 - A. Explain what good sportsmanship means.
 - B. Role-play a situation that demonstrates good sportsmanship.
 - C. Give an example of a time when you experienced or saw someone showing good sportsmanship.

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We intend to have most all of the stations run by the older Scouts. However, we will absolutely need some adults to assist, with each station, even if it is just for observation. Any stations that aren't immediately near the rest of camp, and/or visible from others, will require two-deep leadership, per BSA guidelines. We will be switching around the Webelos/AOLS, as much as possible, so that they have the opportunity to meet as many older scouts, from multiple troops.

In addition, we will be shutting down a few of each station at certain times, to give those Scouts that are running them an opportunity to check out the other stations.

TO REGISTER,

Please signup at <https://www.91bsa.org/SAFallCamporee>.

Campsites will be assigned, based on availability & size of the unit attending.

However, should you have a request for a certain area, please let us know, we will try to accommodate. Please understand that not all requests may be honored.

Any questions, comments, or those wishing to go ahead & volunteer, for something specific for the Camporee, please contact the Camp Director, Jay Knorr, at jayknorr@me.com, or, for questions only needing a brief response, you may text, (334)703-6881.

Looking forward to seeing everyone there!