

# ***MOECOMDWS DISTRICT 2018 FALL CAMPOREE***

## **CAPTURE THE FLAG**



PROGRAM/EVENT GUIDE

**HAVE YOU GOT WHAT IT TAKES???**

**WHO:** Your hosts...  
Troop 152  
First United Methodist Church  
Cuyahoga Falls, OH 44221

**WHAT:** Invites ALL Troops, Crews, and Webelos  
to the 2018 MOECOMDWS District Fall  
Camporee

**WHEN:** September 21-23, 2018

**WHERE:** at Camp Manatoc

**WHY:** to see if you're FAST enough, STRONG  
enough, SMART enough, and STEALTH  
enough to be the BEST! And, to just  
have some plain old FUN!

**HOW:** Register online at  
<https://scoutingevent.com/433-Moecamporee>

**COST:** \$15 per scout/scouter

## **2018 MOECOMDWS District Fall Camporee**

Welcome to the MOECOMDWS District 2018 Fall Camporee. This year's theme is based on the classic field game **CAPTURE THE FLAG**. The objective is to locate flag bases (you have to find them...you won't be told where they are), gain safe entry into those bases (because they'll be guarded), successfully leave those bases with a flag (see the *twist*), and return to your home base without capture (someone is always around the corner). The *twist*: once you gain safe entry into a base, you will be tested on your scout skills, knowledge, physical fitness, and/or teamwork by having to complete a Challenge. You cannot leave with a flag until you've proven yourself worthy! Some events are timed; others are just, well...not easy. The more flags you capture, the better your troop will fair in the standings. Oh...and, did we mention the *wicked twist*: there is one flag out there that can only be located by capturing the others *first* and then deciphering the clue those captured flags provide! Sound easy? The "playing field," by the way, will encompass both Camp Manatoc **and** Camp Butler! So, how are your speed, strength, scouting knowledge, stealth, and brain skills? Do you feel up the Challenge???

All Challenges are based on requirements, skills, and information found in the Boy Scout Handbook. The entire event is planned to challenge and entertain all scouts, as well as to promote camaraderie and friendship amongst every participant.

We invite all scouts and scout leaders in troops and crews to come play. Also, please feel free to invite any Webelos you'd like. They can join us for game day, Saturday, September 22. This event can be a great recruiting tool for your troop or crew! (Sorry, no cost discount for Webelos.)

Please register online at <https://scoutingevent.com/433-Moecamporee>. Also, please continue reading below for more information. You can also call or text us regarding any question or concern, or if further clarification is necessary.

We hope to see soon!

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Committee Chair  
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Asst. Scoutmaster  
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Gray Perry  
Senior Patrol Leader

## **GENERAL INFORMATION**

**Registration:** PLEASE register as soon as possible and preferably NO LATER THAN September 8, 2018. Registration is online at <https://scoutingevent.com/433-Moecamporee>. Due to the requirements of planning and securing game supplies in a timely fashion, walk-in registration will be extremely difficult, if not impossible, to accommodate; so PLEASE register online soon.

Pre-registration is not required. However, due to the aforementioned logistics of securing supplies, it will be greatly appreciated if you provide a simple note identifying your unit number, unit contact person, and total adults and youth (separate counts) potentially attending via email to Gregg Ritzinger, Scoutmaster, Troop 152 at [g.ritzinger@hotmail.com](mailto:g.ritzinger@hotmail.com) PRIOR to September 8 to indicate your intent to attend. This will ensure that we have enough supplies, food, and camp facilities for your unit.

The **FEE** for this year's Camporee is **\$15.00 per scout/scouter**. All participants must be BSA registered. The fee includes camping, event participation, team colors, lunch, and Camporee patch. (Please note: there will NOT be a discount for Webelos to attend Saturday only. They, too, will receive event participation, team colors, lunch, and Camporee patch.) Webelos should arrive ready to play NO LATER THAN 8:45 am (flag raising), on Saturday, September 22.

**Equipment/Food:** Each unit is responsible for bringing all EQUIPMENT and FOOD it needs to camp, except for Saturday lunch. Additionally, please see list below for required equipment for the game.

**Uniforms/Clothing:** Please dress appropriately for the weather as well as the game. Participants will travel extensively through the camp on roads, trails, and via the woods. Please take all likely environments into consideration (type of ground surface, speed of travel, ground cover and foliage, heat, rain, etc.). Additionally, during the game, all participants will be wearing provided team colors, either as a head cover (bandana, "dew rag") or as a neckerchief. Class "A" uniforms are recommended, but not required, for Vespers service.

**Electronic Devices:** Electronic devices are not required for this event, and therefore should not be brought to the Camporee, except those deemed necessary and authorized by the unit leader.

**Fires:** Observe normal BSA policies, with special regard for CAUTION and LEAVE NO TRACE.

**Conduct:** Camporees are designed to enable the Scouts to demonstrate their leadership and teamwork, as well scouting skills and knowledge. The best way to do so is to obey the Scout Law. Misconduct and/or unsportsmanlike conduct will be cause for the individual and/or the unit to be disqualified from the competition.

Additionally, a Scout's honor is first and foremost! If you find something, and you cannot locate the owner, bring the item to the Camporee staff area and it will be placed in the lost and found. *Remember, the Scout Law applies to scouts of all ages.*

**Leadership:** All adult leaders must be current in Youth Protection Training. Two-deep leadership is always required, as well.

**Buddy System:** The **BUDDY SYSTEM MUST BE USED AT ALL TIMES!** Due to the nature of the game, NO scout is to ever be on his own and/or out of view of his buddy! During the game, it may be appropriate to have four scouts together. That being said, access to flag "bases" must be, at minimum, by buddy pairs. BOTH scouts MUST be together in order to attempt a challenge. As such, the Patrol Method is not required during the competition of the game, as the entire troop benefits from the success of the buddy pairs. This will be explained further at the SPL/Unit Leader meeting(s) Friday night. Issues arising from, and resolutions to, any violation to this rule/section will be addressed at the SPL/Unit Leader meeting(s) Friday night.

**First Aid/Medical:** There will be a First Aid Station designated during the game. A qualified Health/Safety Officer will be on site throughout the day for first aid response. The designated location will be provided to unit leaders at Friday night's SPL/Unit Leaders meeting(s). Additionally, each unit should also be prepared for treating their own scouts and leaders for minor first aid cases throughout the rest of the weekend. ALL first aid cases are to be reported to Camporee staff and/or the Health/Safety Officer for proper documentation. Any serious or questionable first aid situation must be reported to the First Aid Station for appropriate action. In the event of a hurry case, call 9-1-1, and send runners to the First Aid Station. UNITS ARE RESPONSIBLE FOR HAVING AND MAINTAINING A CURRENT ANNUAL HEALTH AND MEDICAL RECORD FOR EACH SCOUT/SCOUTER THAT IS IN CAMP.

Units are responsible for the administration and safe keeping of normal medications, as needed by and for their unit members. UNITS ARE ALSO RESPONSIBLE FOR DETERMINING THE ELIGIBILITY OF PARTICIPATION OF THEIR MEMBERS AT THIS EVENT, PARTICULARLY IF A PARTICIPANT HAS ANY CONDITION THAT COULD BE ADVERSELY AFFECTED BY HIS/HER PARTICIPATION.

**Challenges:** All Challenges are designed to test a scout's skills, physical fitness, and scouting knowledge. Specific Challenges will not be provided to scouts prior to gaining safe access to a flag "base." Suffice it to say that (almost) all Challenges are derived from the current edition of the Boy Scout Handbook, and most are from rank requirements. Therefore, anything (in the Handbook) is possible. Additionally, in keeping with the Scout Motto to "Be Prepared" we advise scouts to have their handbooks at the ready. There will be no penalty or shame, except, perhaps, the lengthened elapsed time of Challenge completion, in a scout referencing his Handbook in order to successfully complete a Challenge. In the event scouts enter a flag "base" in which they cannot complete a Challenge, they may leave, at their own peril within the rules of the game, empty handed.

**Jail:** Capture the Flag involves a "jail". This event is no different. The jail will be a single common location. It will be "unguarded." Jailed scouts must stay in jail for a period of 10 minutes. After the 10 minute detention, the scout(s) may leave the jail and resume normal play. A timekeeper will be present. Any scout(s) having to report to jail will do so IMMEDIATELY, DIRECTLY, and UNACCOMPANIED BY ANY OPPOSING TEAM MEMBER.

**Judging:** Overall troop standings will be based on the number of flags successfully "captured." In the event of a tie, final troop standings will be determined by the outcome of timed events. Where appropriate, leaders of individual Challenges will be recognized. Judging will be done by adults and/or youth. If any judging disputes arise, or a situation needs to be resolved, the Camporee staff will make the final decision. All "captured" flags MUST be presented to the judges at the specified location NO LATER THAN 5:00 PM in order to be counted (location will be provided at the SPL/Unit Leader meeting(s) on Friday night).

**Special note:** We ask that each participating unit provide TWO adults to assist with judging. Judging will occur in the unit's "home base" on game day. All materials and instructions will be provided at the Unit Leader meeting on Friday night. The reason for seeking adult volunteers is to accommodate the host troop's scouts ability to play in the game as well. They thank you for your consideration to that end.

**Campfire Program:** A traditional Campfire Program will be featured on Saturday evening. The program will feature skits, songs, and award presentations. Please submit a skit form upon check in.

**Vespers:** "A Scout is Reverent" – the 12<sup>th</sup> point of the Scout Law. There will be a short, non-denominational Vesper service prior to the campfire on Saturday evening. Please have your Chaplain Aide assist, if possible. Class "A" uniforms are recommended for Vespers service.

### **Camping Location(s):**

Camping location(s) will be provided upon check in Friday night. Tent camping is normally expected. If your unit chooses to utilize a cabin, it will be up to you to make that separate reservation, and at your own additional cost.

### ***Registration Procedures for check-in and checkout.***

#### **Check-in:**

1. Complete (2) two copies of the registration form for your unit to bring to Camporee.
2. SPL and Unit Leader report to Gilwell Pavilion for check-in. Please provide rosters to Camporee Staff. Camping assignment will be provided at that time.
3. If not previously paid, make payment via check, payable to Great Trail Council, for the Camporee.

#### **Checkout:**

1. Have your SPL send runners to Gilwell Shelter between 7:00 am and 9:00 am to request a campsite inspection.
2. You will receive your patches Sunday morning at the campsite inspection.

## **Event Schedule**

### **Friday, September 21:**

6:00 pm – 8:30 pm	Arrival / Check In
8:45 pm – 9:00 pm	Chaplain Aide meeting – Gilwell Pavilion
9:00 pm – 9:45 pm	SPL / Unit Leader meeting(s) – Gilwell Pavilion
11:00 pm	Taps

### **Saturday, September 22:**

7:00 am	Reveille
7:00 am – 8:30 am	Breakfast in campsite
8:45 am – 9:00 am	Flag raising, Butler Memorial
	Final game announcements
9:00 am – 12:00 pm	CAPTURE the FLAG
12:00 pm – 1:00 pm	Lunch – Camp Manatoc Dining Hall
1:00 pm – 4:30 pm	CAPTURE the FLAG
4:30 pm – 5:00 pm	TURN IN ALL CAPTURED FLAGS
5:00 pm – 7:15 pm	Rest; Dinner in campsite
7:30 pm – 7:45 pm	Vespers – Manatoc Council Ring
8:00 pm – 9:00 pm	Campfire Program / Awards – Manatoc Council Ring
10:00 pm	ALL REMAINING WEBELOS MUST DEPART
11:00 pm	Taps

### **Sunday, September 23:**

7:00 am	Reveille
7:00 am – 10:00 am	Breakfast in campsite
	Campsite breakdown
	Inspection / Checkout
10:30 am	Camp closed

# **CAPTURE the FLAG:**

## **List of Required Items**

1. Fire building supplies
2. Water, for personal hydration
3. One metal mess kit, or small pan
4. One metal utensil (fork or spoon)
5. Water, for personal hydration
6. Gloves
7. One compass
8. Water, for personal hydration
9. Writing utensil
10. Emergency whistle (minimum of one per buddy pair)
11. Water, for personal hydration
12. Rope (12 to 15 feet should do it) and...
13. Water, for personal hydration

## **Recommended Items**

1. Personal 1<sup>st</sup> Aid kit
2. Boy Scout Handbook
3. Personal compass

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Camp Manatoc

**BOY SCOUT TROOP ROSTER**

Troop: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_ Phone: \_\_\_\_\_

Asst. Leader: \_\_\_\_\_ Phone: \_\_\_\_\_

Adults: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPL: \_\_\_\_\_ Chaplain Aide \_\_\_\_\_

Scouts: \_\_\_\_\_  
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Total Youth: \_\_\_\_\_

Total Adult: \_\_\_\_\_

Total Cost: \_\_\_\_\_

Campsite: \_\_\_\_\_

Patches Required: \_\_\_\_\_



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**VENTURING CREW ROSTER**

Crew: \_\_\_\_\_

President: \_\_\_\_\_ Phone: \_\_\_\_\_

Advisor: \_\_\_\_\_ Phone: \_\_\_\_\_

Consultants: \_\_\_\_\_

\_\_\_\_\_  
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Crew Members: \_\_\_\_\_

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Total Youth: \_\_\_\_\_

Total Adult: \_\_\_\_\_

Total Cost: \_\_\_\_\_

Campsite: \_\_\_\_\_

Patches Required: \_\_\_\_\_

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**WEBELOS ROSTER**

Pack: \_\_\_\_\_

Leader: \_\_\_\_\_ Phone: \_\_\_\_\_

Asst. Leader: \_\_\_\_\_ Phone: \_\_\_\_\_

Adults: \_\_\_\_\_

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Scouts: \_\_\_\_\_

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Total Youth: \_\_\_\_\_

Total Adult: \_\_\_\_\_

Total Cost: \_\_\_\_\_

Hosting Troop: \_\_\_\_\_

Patches Required: \_\_\_\_\_

Campsite: \_\_\_\_\_

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**Campfire Program Song/Skit/Yarn Submission Form**

Please use this form to let us know that you wish to perform at the Saturday evening campfire. If possible, base the skit or song on FLAG or GAME theme, and feel free to use your imagination. As many patrols as your troop has may participate.

***Please fill this out and bring to the SPL meeting Friday night.***

Unit #: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

Check one: \_\_\_\_\_ Song \_\_\_\_\_ Skit \_\_\_\_\_ Yarn

Name of Song/Skit/Yarn: \_\_\_\_\_

Description of Song/Skit/Yarn:

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***The Troop's Scoutmaster must certify that this song, skit, or yarn is suitable for young audiences!***

Scoutmaster's name: \_\_\_\_\_

Scoutmaster's signature: \_\_\_\_\_

This MUST be scout appropriate, and MUST be approved to be performed at the Campfire Program.