



SYCAMORE DISTRICT 2017 FALL CAMPOREE



OCTOBER 20-22, 2017
VETERAN'S ACRES-CRYSTAL LAKE, IL

The Sycamore District is hosting a Spy-Themed Fall Camporee over the weekend of Friday, Oct. 20-Sunday, Oct. 22, 2017 at Veteran's Acres Park in Crystal Lake, IL.

All Scouts are welcome to participate in the event.

GENERAL INFORMATION

REGISTRATION

Registration fees include all activities and a patch. Pre-registration and via the DoubleKnot system is highly recommended. See below for additional details specific to Cub Scouts, Boy Scouts, and Venturing Crews regarding registration.

Register at: <http://blackhawkscouting.doubleknot.com/registration/calendardetail.aspx?ActivityKey=2022731&OrgKey=3299>

-- or --

- Go to www.blackhawkscouting.org.
- Select the "Calendar" option from the menu at the top of the page.
- Using the arrows on the calendar page, navigate to October 2017.
- Click on "SYC – Camporee (Sycamore)" listed on October 20, 21, or 22 (they all open the same registration form).

Note: Online registration will be available through October 19, 2017; however, pre-registration by Sept. 25, 2017 will ensure adequate supplies and patches for all participants. Day-of-event registration will also be available at Veteran's Acres on the weekend of the event.

EVENT PASSPORTS AND WRISTBANDS

Upon check-in, attendees will receive:

- Event passports, schedule, and map. The event passport will guide each Spy Team through the events for the weekend and will include puzzle pages for passport stamps and clues at each activity. These clues will help the participants solve the final puzzle.
- ★ **Participant wristbands (which must be worn during the entire event).** Overnight participants will have a different color wristband than day-only visitors. Wristband colors will also be used to indicate age-appropriate activities (i.e., Cub Scouts, Boy Scouts, Venturing)

SPY EQUIPMENT KIT

To complete the camporee activities, spies should bring the following items to the event. Spy Teams that don't have these items may not be able to complete all the activities.

- ☐ Saturday-only participants and visitors should bring a packed lunch with beverage that can be eaten picnic-style. There will not be any food vendors at this event.

Cub Scouts

- ☐ Cub Scouts: Cub Scout 6 Essentials for a Hike (see Wolf Requirement #1)
- ☐ Cub Scouts: Compass (optional)
- ☐ Goods for Bartering (see **Service Project** description below)

Boy Scouts & Venturing

- ☐ Scout Outdoor Essentials (10 items – see Boy Scout Handbook)
- ☐ Boy Scout Handbook
- ☐ 3' section of rope for each Spy Team member
- ☐ GPS Unit (Smartphone app is OK)
- ☐ Goods for Bartering (see **Service Project** description below)

TRAFFIC + PARKING

- All vehicles must be parked in designated areas.
- The speed limit will be 10 MPH (unless lower speed is posted) and some roads may be restricted to one-way traffic during the weekend.
- Participants will walk to all activities. Physically handicapped participants will be permitted an exception. Your request for an exception will be reviewed/approved by the district when the registration is submitted.
- Parking is also available at the Church of Jesus Christ of Latter Day Saints (480 N Walkup Ave.; west of the park).
 - All vehicles parked here must be moved from the church parking lot to Veteran's Acres lots before 7:00 AM on Sunday (preferable after 6:00 PM on Saturday).
 - We will ask all overnight vehicles to park in this area on Friday night to allow for day-only participants to park in the main parking lot of the park so that they do not need to cross the road during busy traffic hours.

★ **All vehicles must display a parking pass with driver contact details visible** while parked at Veteran's Acres or the church for the weekend, in case we need to contact the driver to move the vehicle. These parking passes will be issued upon arrival at the event.

TRADING POST

A trading post selling Scout-related items will be open at the event during the day on Saturday.

SPECIAL EVENTS

In addition to spy-themed activities, Scouts are encouraged to participate in the following events:

SERVICE PROJECTS

Camporee attendees are invited to participate in service projects during the weekend. These service projects will qualify attendees to receive the Messengers of Peace recognition patch. A limited number of these patches will be available for purchase at the camporee trading post.

DUTCH OVEN COMPETITION

While posing as a chef at a local café, your cover was blown! The insurgent faction's leaders have you cornered and are questioning your identity. Your only hope is to convince them you really are a chef by preparing a dish using local ingredients.

- ☐ Register for the cooking competition and pick up your secret ingredient at Check-in.

Scouts and leaders can participate as groups or individuals.

EXTRA EQUIPMENT NEEDED

Groups that would like to participate in the Dutch Oven Competition should be prepared to prepare their dish at their campsite. Camporee staff will not have equipment available for you to borrow to participate in this competition.

- ★ **Ground fires are not permitted at Veteran's Acres,** If you plan to use charcoal to prepare your dish, please bring a charcoal table to keep the coals off the ground.

CAMPFIRE PROGRAM (SATURDAY EVENING)

Each Boy Scout and Venturing Scout Spy Team will have an opportunity to solve the final puzzle at the campfire Saturday night and receive their troop or crew recognition.

- ☐ Troops or crews are encouraged to prepare a skit or song for the Camporee campfire program.
 - All skits/songs must be approved by the camporee staff. Please provide the staff with your idea at the Friday night leader meeting.
 - Please keep skits and songs in Scout-appropriate good taste. They should not include acts of violence, poking fun at a person or group of persons, or questionable subject matter.

Note: Be prepared with at least 2 ideas. If multiple groups desire to do the same skit or song, it may be necessary to use an alternate.

SCOUT'S-OWN SERVICE

Sunday morning, camporee attendees are invited to attend a worship service, which will be held at the Jaycee Shelter at 8:30.

BOY SCOUT TROOPS + VENTURING CREWS (FULL WEEKEND)

Troops and Crews are invited to camp Friday and Saturday nights at Veteran's Acres.

SPY TEAMS

Scouts should organize into Spy Teams (ex. patrols) of approx. 8 team members to complete camporee activities. Each spy team should have a passport for their group.

THEMES/COSTUMES

Boy Scout and Venturing attendees are encouraged to dress in costumes (ex. like Klondike Derby) representing their spy team (patrol) or a spy-related theme during Saturday's activities.

Please keep costumes in Scout-appropriate good taste.

REGISTRATION

- Boy Scout troops and Venturing crews should register as a unit on the DoubleKnot system.
- Each Boy Scout troop and Venturing crew will be charged a unit fee of \$25.00.
- Scouts, leaders and parents from these units will be charged \$7.50/person. This fee is applicable for Scouts and adults attending any part of the weekend (ex. Camping over both nights or just attending on Saturday). Registered participants may participate in camporee activities and will receive an event patch.
- Boy Scout troops and Venturing crews will receive their event patches and unit recognition during the Saturday night campfire program.
- Boy Scout troops are encouraged to invite Webelos/Arrow of Light Scouts to attend the event with them. Webelos/Arrow of Light Scouts may spend the night on Friday and Saturday only if they accompany a Boy Scout troop. Webelos/Arrow of Light Scouts that camp with a Boy Scout troop should register with that troop. The \$7.50 event fee applies to these Scouts, as well as parent/adult partner(s) participating in the full weekend of activities.

Note: On-site registration will be available; however, pre-registration by Sept. 25, 2017 will ensure adequate supplies and patches for all participants.

YOUTH LEADERSHIP

Each Boy Scout Troop and Venturing Crew should designate one youth leader for the event (e.g., Senior Patrol Leader or Venturing Crew President). The YOUTH LEADER and ONE ADULT representative PER UNIT should:

- Check their unit in to the event Friday evening.
- Attend a leader meeting at 9:00 PM Friday night in the Rotary building.
- Check their unit out of the event Sunday morning.

BOY SCOUT/VENTURING CREW CHECK IN

- Check-in will be Friday night from 6:00 PM to 9:00 PM in the Rotary building, and is required for all Scouts and adults.
- The YOUTH LEADER and ONE ADULT representative PER UNIT should turn in the following:
 - A copy of their unit's roster of attending youth and adults,
 - Final payment of any fees owed.
- Upon check-in, each unit will receive:
 - Event Passports, schedule, and map. The event passport will guide each Spy Team through the events for the weekend.
 - Participant wristbands, which must be worn during the entire event. Overnight participants will have a different color wristband than day-only visitors. Wristband colors will also be used to indicate age-appropriate activities (i.e., Cub Scouts, Boy Scouts, Venturing)
- Webelos/Arrow of Light Scouts that are camping with a Boy Scout troop should be checked in with that troop.

CAMPING ARRANGEMENTS

- Participants/Units will be directed to their assigned camping area at check-in.
- Each campsite is approximately 30' X 50'.
- Venturing crews will camp in a separate area of the park than Boy Scout troops.
- Weather permitting, each unit may park ONE vehicle and trailer at their campsite for the weekend. These vehicles should be in place Friday night before lights out and stay in place until checkout Sunday morning.

Note: Soft ground conditions may require a change in this policy, prohibiting vehicles and trailers in the camping area. In this case, participants may have to carry their personal equipment to the unit site from hard surfaced roads.

- If needed, physically handicapped participants will be assisted with moving their personal equipment to their campsites.
- No unit vehicles may be driven in the camping area on Saturday.

CHECK OUT

- All units must CHECK OUT prior to leaving the property.
- When you are ready to check out on Sunday, the youth leader should have one of the camporee staff check your campsite, then go to the Rotary building to check-out (ONE YOUTH LEADER and ONE ADULT representative PER UNIT, please).
- Check-out will be staffed from 9:45 AM to 11:00 AM in the Rotary building.

CUB SCOUT PARTICIPANTS (SATURDAY ONLY)

Cub Scouts are invited to participate in activities during the day on Saturday, Oct. 20.

- Saturday-only participants must leave the property by 5:30 PM.
- Cub Scouts can participate as a Pack or Den, or individually (with parent(s)/partner).
- Saturday-only visitors need to bring a packed lunch (with beverage) that can be eaten picnic-style. There will not be any food vendors at this event.
- Webelos/Arrow of Light Scouts are encouraged to attend the event with a Boy Scout troop, and may camp on both Friday and Saturday nights if they camp with a Boy Scout troop. These Scouts that camp with a Boy Scout troop should register with that troop.
- Camping is not available for Packs, Dens or individual families.

REGISTRATION

- Cub Scouts can register as a unit or individually on the DoubleKnot system.
- Please pre-register and provide an approximate number of people that will participate from your pack. This number will help to ensure that we purchase adequate supplies for everyone.
- No payment is due upon DoubleKnot registration for Cub Scout attendees – payment will be collected at the event based on the actual number of attendees.
- Registration fees are \$5.00 / person for Cub Scouts, adults, and siblings that will participate in the activities on Saturday and receive an event patch.
- A fee of \$5.00 per person for Cub Scouts, Cub Scout Leaders, and parents of Cub Scouts that will participate in the activities on Saturday and receive an event patch will be collected upon check-in at the event.
- There is no registration fee for parents/adult partners that will not actively participate in the activities or receive a patch.

Note: On-site registration will be available through October 19, 2017; however, pre-registration with an approximate number of attendees for each pack by Sept. 25, 2017 will help ensure adequate supplies and patches for all participants.

CUB SCOUT CHECK IN

- Check-in is required for all Scouts and adults.
- Check-in will be Saturday from 8:00 AM to 2:30 PM in the Rotary building, and is required for all Scouts and adults.
- For Cub Scouts arriving and attending as a group (Pack or Den), one adult per pack should check-in for the pack. This adult will need a roster listing all the Scouts and parents that are checking-in. Please only check-in those individuals who are physically at the park. All others should check-in separately upon their arrival. The adult representative should turn in the following:
 - A copy of their unit's roster of attending youth and adults,
 - Payment of any fees owed.
- Cub Scouts that arrive separately from others from their pack will check-in individually (parent and Scout) upon their arrival.
- Webelos/Arrow of Light Scouts that are camping with a Boy Scout troop should be checked in with that troop (i.e., Friday evening).
- Upon check-in, each unit or individual will receive:

CUB SCOUT CHECK IN (CONT...)

- Event Passports, schedule, and map. The event passport will guide the Scouts through the events for the weekend.
- Participant wristbands, which must be worn during the entire event. Overnight participants will have a different color wristband than day-only visitors. Wristband colors will also be used to indicate age-appropriate activities (i.e., Cub Scouts, Boy Scouts, Venturing)
- Cub Scout participants will receive their event patch upon check-in. Based on our expectations for registration traffic, it is not feasible for us to hold back all patches for each individual pack.

SYCAMORE FALL 2017 CAMPOREE

EVENT SCHEDULE (TIMES ESTIMATED)

FRIDAY, OCTOBER 20

Time	Location	Group	Details
< 1800	Camp	Staff	Staff Setup
1800-2200	Rotary House	B, V	Check-In & Campsite Setup
2100	Rotary House	B, V	Youth and Adult Leader Meeting & Cracker Barrel
2300	Campsites	B, V	Lights Out/All Quiet

SATURDAY, OCTOBER 21

Time	Location	Group	Details
0800 – 1430	Rotary House	C, B, V	Day Visitor Check-In (Including Cub Scouts)
0900	Parade Ground	C, B, V	Flag Raising/Opening Ceremony
0900-1130		C, B, V	Morning Activities Session
tbd		C, B, V	Trading Post Open
1130-1300		C, B, V	Lunch/Free Time <ul style="list-style-type: none"> Boy Scout Troops & Venturing Crews – at Campsites Cub Scouts should bring Picnic Lunch with beverage
1300-1630		C, B, V	Afternoon Activities Session
1700	Parade Ground	C, B, V	Closing Ceremony
1730	“Daytime” Activities Complete	C, B, V	Participants not staying overnight should leave the event after the Closing Ceremony
1730-2000	Campsites	B, V	Dinner & Free Time
1900	Jaycee Shelter	B, V	Dutch Oven Contest
2000-2100	Nature Center Sled Hill	B, V	Campfire <ul style="list-style-type: none"> Skits Troop & Crew Awards
2300	Campsites	B, V	Lights Out/All Quiet

SUNDAY, OCTOBER 22

Time	Location	Group	Details
by 0700	Church Parking Lot	All	* All cars must be out of the Church Parking lot by 0700
0830-0900	Jaycee Shelter	B, V	Scout’s-Own Religious Service
0930-1100	Campsites	B, V	Check-Out * <i>Campsite inspection required</i>
1100	Veterans Acres		Event Closed

ACTIVITIES

The Camporee Staff has planned an exciting series of spy-themed events that each Spy Team and Cub Scout participant will enjoy! Piece together the clues from each activity and receive special recognition!

Note: Activity descriptions include lists of advancement requirements that may be completed as scouts prepare for, and participate in, these activities. Tracking scout completion of these requirements is the responsibility of each pack/troop/crew.

SPY TEAM COSTUMES

Patrols are encouraged to participate in Saturday's activities in disguise or with spy-themed costumes. This is like how patrols participate in themed costume for the Sycamore District Klondike Derby.

SPY KIT CHECK-IN

Scouts are prepared, and so are spies. When you arrive at the camporee, you'll check in with "Q" to review your spy kit and learn more about the latest in spy technology.

If your spy kit is properly stocked, and you're able to identify the new items from Q Division, you'll earn a clue that will help you with your final objective. Be sure you show up prepared with your complete spy equipment kit (see above for details).

SERVICE PROJECT

Spies use every available resource to meet their objective. A local leader has signaled that they may be willing to help you with your objective. If you barter with the leader and help with their task, they'll be glad to share some key local intelligence that will help you solve the final puzzle.



The Sycamore District has partnered with Samaritan's Purse, an international relief organization, to participate in the "Operation Christmas Child" project. This project provides local partners around the world with shoeboxes filled with small toys, hygiene items, and school supplies. These boxes are shipped outside the United States to children affected by war, poverty, natural disaster, famine, and disease; and to children living on Native American reservations in the U.S.

Task One: Please consider donating items that can be packed in these shoeboxes for this charity. Items should be new and unused.

- | | | |
|---------------------------------|--|------------------------|
| – Pencils and/or pens | – Picture book | – Kickball or Soccer |
| – Small manual pencil sharpener | – Notebooks | ball (please include a |
| – Colored pencils | – Glue stick (Do not include liquid glue.) | manual air pump so |
| – Crayons or Markers | – Small adhesive tape | that the ball can be |
| – Coloring books | – Foam or Tennis balls | reinflated.) |

Visit <https://www.samaritanspurse.org/operation-christmas-child/what-goes-in-my-shoebox-suggestions/> for a complete list of items that can be donated.

Task Two: At the camporee, visit the Service Project activity and help pack shoeboxes.

RE-CAPTURE THE FLAG

The insurgents have seized control of Camporee HQ and raised their faction's flag up the main flag pole. Your task is to lower their flag and re-raise the American Flag.

If you're able to raise and lower the American Flag using appropriate outdoor flag ceremonies, and then correctly fold it, you'll earn a clue that will help you with your final objective.

CODE NAMES + DOUBLE-AGENTS

Everyone is not who they seem. Some members of the camporee staff are actually double-agents, working for the insurgents! If you can unscramble the double agent's secret code name and identify the imposter, you'll uncover key information about the final objective.

LEAVE YOUR FINGERPRINTS

During your adventure, you'll stop by the fingerprinting station. Here, you'll learn about this craft and received a clue about the final objective.

SCAVENGER HUNT

In-person exchange of information has become too dangerous for your objective. In their last message before cutting off communication, your contact at HQ gave you the coordinates to several bits of vital intelligence that will aid you in your quest. Gather the intelligence and continue your race to the final mission objective.

NATURE CENTER I-SPY

You have intercepted intelligence that indicates the insurgents are using a series of coded symbols to share information. The cipher key is in the Veterans' Acres Nature Center – in fact, it's the nature center itself. Decrypt the message and proceed to your mission objective.

MASTER OF DISGUISE

Spies have a natural ability to blend in and disappear into the local crowd. Good luck – successfully completing this event will go a long way to helping you reach your final objective.

LASER MAZE

The insurgent group has hidden a vital piece of information at the end of a hallway, and is protecting it with a maze of lasers. If you can navigate the 3-dimensional web and retrieve the secret, you'll be ready for your next challenge.

TRIVIA TRAVERSE

Why do the villains in spy movies always give the hero a chance to solve a riddle and save themselves? We're not sure either. Luckily, you have such a chance like this. Answer scout-related trivia questions (including some related to basic scout skills) and make it across the obstacle, you'll get another piece to your final puzzle. Of course, watch out for the sharks...

DEFUSE DA BOMB

The insurgents have planted a bomb in the middle of the camporee, but the only person with access to defuse it is a civilian. Can your spy team clearly communicate bomb-defusing instructions to this person and save the camporee?

FINAL PUZZLE STATION

Each Boy Scout and Venturing Scout Spy Team will have an opportunity to solve the final puzzle at the campfire Saturday night and receive their troop or crew recognition.

Cub Scouts will assemble the clues they've collected and solve the final puzzle at HQ before leaving the event at the end of the day.

OTHER ACTIVITIES

In addition to these activities, scouts will be able to fill their day with fun activities such as Ga-Ga Ball, a Climbing Wall, and many more events!

VOLUNTEERS STILL NEEDED

The camporee staff is still looking for volunteers to help with this event, including:

- Individuals and Teams to run individual camporee activities
- Help with event setup and facilities
- Camporee Promotion