

**100<sup>th</sup> Anniversary  
Bay Area Council, BSA**

# **Scout-O-Rama**



**Scouts BSA/ Crews/ Ships  
Leader's Guide**

*For Scouts (ages 11+) & their leaders only*

## Troop/Crew/Ship Leader's Guide

Get your patrol ready for the upcoming Scout-O-Rama. Learn about the plan, schedule & activities on the following pages.

### Scout-O-Rama

Friday, April 26-Sunday, April 28, 2019

Brazoria County Fairgrounds

901 Downing St.

Brazoria, TX

### Cost

\$15 Adults/Scouts/General Public

\$5 Children 5 and under

### Contact

For more information, contact Aaron Christopher at

**[aaron.christopher@scouting.org](mailto:aaron.christopher@scouting.org)**.

### Register

To register online, visit **[www.bacbsa.org/100th](http://www.bacbsa.org/100th)**

(Scroll down to Scout-O-Rama)

## Daily Schedule

TIME	ACTIVITY	ATTENDEES	LOCATION	NOTES
<b>FRIDAY, APRIL 26th</b>				
Noon - 6:00PM	Check-in		SM & SPL	TBD
9:00 PM	Leader's Meeting	SM & SPL	TBD	
9:30 PM	Cracker barrel	Adult Leaders	TBD	
11:59 PM	Taps	All	Campsite	
<b>SATURDAY, APRIL 27th</b>				
6:00AM	Cooks up	Cooks	Campsite	
6:30AM	Reveille	Patrols	Campsite	
	Late check-in	Late Troops (SM & SPL)	TBD	
7:00AM	Breakfast	Patrols	Campsite	
7:30AM	Camp Improvement	All	Campsite	
8:30AM	Opening flag ceremony	All	Council Ring	Patrol uniform of the day
	Welcome & Plan for Day	All	Council Ring	Release station masters early
9:00AM	Skills Competition Trail	Patrols	Various	
	Campsite / Gateway Inspections	Staff	Campsites	
Noon	Lunch	All	Campsite	
1:30 PM	Skills Competition Trail	Patrols	Various	
	Campsite Inspection	Staff	Campsite	
1:30 PM	Recipe Cards Turned In	Patrols	TBD	
4:30PM	Skills Competition Completed	All	Various	
5:00PM	Prepare Dinner	Patrols	Campsite	Camp breakdown can begin
	Patrol Cooking Contest	Patrols	TBD	
6:00 PM	Dinner	Patrols	Campsite	
8:30 PM	Council Fire Program	All	Campfire Circle	Class A Uniform
9:00 PM	Troop Cracker barrel	Troops	Campsite	
9:30 PM	Scoring Meeting	Adult Troop Reps	TBD	
	Sunday Worship Service Planning	Chaplain's Aides	TBD	
10:00 PM	Taps	All	Campsite	
<b>SUNDAY, APRIL 28th</b>				
6:00AM	Cooks up	Cooks	Campsite	
6:30AM	Reveille	Patrols	Campsite	
7:00AM	Breakfast	Patrols	Campsite	
8:00AM	Sunday Worship Service	Attendance Optional	Campfire Circle	Class A Uniform
8:30AM	Break Camp	All		
9:30AM	Awards Ceremony	All	Campfire Circle	Class A Uniform
CLOSING	Flag Ceremony	All	Flags	

*Schedule subject to change. Changes will be announced.*

# Troop/Crew/Ship – Schedule & Program Instructions

On behalf of the Bay Area Council Commissioners Corps, I would like to welcome you to the 2019 Bay Area Council Scout-O-Rama. We are working very hard to make this a truly memorable and instructive event that you and your Scouts will remember for a long time. Your feedback – before, during and after the event – is welcomed and needed.

The Scout-O-Rama is the 4<sup>th</sup> event in a year-long celebration of our Council's 100<sup>th</sup> Anniversary. It will be a consolidation of the regularly scheduled Cub-O-Rees and Camp-O-Rees for all districts, as well as an opportunity for the general public to come out and see what Scouting is all about. This will be a unique event that will highlight the longevity and success of our Council.

You are receiving this communication because you are a leader of one of our Troops, Crews or Ships. The intent of this initial communication is to provide you with a general sense of the Scout-O-Rama's schedule and some guidance for how you can help your unit prepare to get the most out of the event. We have included details (including scoring guidelines) for the first 10 activities, but, you can expect more details in the coming weeks as we continue to confirm additional activities.

## **Schedule**

The Scout-O-Rama will be held at the Brazoria County Fairgrounds. On Thursday, April 25<sup>th</sup>, the grounds will be opened to our Troops, Crews and Ships to start delivering and/or setting up gateways (see explanation below). On Friday, April 26<sup>th</sup>, all units can move in and set up for overnight camping on Friday and Saturday night. On Saturday, April 27<sup>th</sup>, Scouts will compete in skill competitions and we will recognize all competition winners at a closing ceremony before departing the grounds on Sunday, April 28<sup>th</sup>.

The attached schedule is meant to provide a general guideline for the event. It will be updated and distributed as we confirm additional information.

## **Registration**

You will register your unit online through our Council website. Go to [bacbsa.org](http://bacbsa.org), click on "Special Events," then "100<sup>th</sup> Anniversary," then scroll down to the Scout-O-Rama registration link.

# What To Do Now

## 1. Prepare to host a Cub Scout activity

The Scout-O-Rama will be a combination of Cub-O-Rees and Camp-O-Rees. Every year, we depend upon Troops, Crews and Ships to support the district Cub-O-Rees by hosting activities for the Cub Scouts who get a chance to work with and see older Scouts as models for their future. For the Scout-O-Rama, each Troop, Crew and Ship is required to plan and host an activity that Cub Scouts can enjoy on Saturday, April 27<sup>th</sup>.

Your unit should identify an activity that will be fun, memorable and safe for the Cub Scouts. (Note: You will not need to score Cub Scouts; just count smiles.) When you have decided upon that activity, you will send the name, a description, the list of materials you will use and any space requirements to **Mike Henderson at [msehender@aol.com](mailto:msehender@aol.com)**. We will confirm the appropriateness and space for the activity and then distribute that information to Cub Scouts to get them excited about the Scout-O-Rama.

## 2. Prepare your patrols for competition

Read the attached descriptions for the first ten (10) competitions and share them with your unit's youth leadership so they can get their patrols ready to compete. Pay attention to the scoring guidelines that stress leadership, teamwork and enthusiasm over the success of the skill work.

Attached are descriptions for the following competitions:

- Patrol Campsite
- Patrol Flag / Yell
- Cooking – main dish
- Cooking – side dish
- Cooking – dessert
- Skit
- Knots recognition
- Log Hoist
- Hot Isotope
- Rescue Rope Relay

## 3. Prepare your unit's Grand Gateway

We want you to show the Cub Scouts and public what a campsite gateway looks like. Timbers and sticks lashed and secured to identify your unit, honor Scouting and invite others to visit will be the showcase for this event. Go online and look for gateways and you'll quickly find out that the options are limitless. We encourage you to use the opportunity to get your scouts thinking bigger and learning something new. We will send details for the scoring in our next communication, but, you can count on be rewarded for ingenuity, creativity and going BIG! Don't wait to start gathering ideas and materials.

# What to Expect at the Scout-O-Rama

## Friday, April 26<sup>th</sup>

Your unit will check in at the Brazoria County Fairgrounds. A unit leader will need to enter the Check-in Office and provide:

- Three (3) copies of your unit's roster and proof that you have registered.
- Unit medical book (with a BSA medical form for each Scout and adult)
- Any unpaid registration fees

The driver with your unit's trailer will be directed to an area near your campsite. All other vehicles will be directed to a parking area outside of the gated grounds. You and your Scouts will unload and carry gear to your campsite to begin the set-up of the campsite(s) and the gateway.

Later Friday evening (time TBD), we will have a leader's meeting to be attended by your unit adult leader and the most senior youth leader. They will receive the latest information and plan of action about the event. The Scout-O-Rama staff will provide an informal cracker barrel for the that meeting. Afterwards, the leaders will return to their campsites to make sure their Scouts are completing the set-up of camp and getting rest for the intense activities on Saturday.

## Saturday, April 27<sup>th</sup>

On Saturday morning, your cooks should be up at 6:00 a.m. so that they can take care of their personal hygiene before the other Scouts arise and then prepare breakfast as the patrols are attending to their personal hygiene. Patrols are responsible for supplying their own food and menus. Make sure that all meals are wholesome so that your Scouts do not run out of energy.

After breakfast, your unit will have some time to finish the campsite and gateway set-up for inspections. Our opening flag ceremony will begin promptly at 8:30 a.m. Your unit's promptness will count towards all scoring for patrol competitions.

At 9 a.m., each unit will move to the area where their Cub Scout activity is stationed and prepare for Cub Scouts entering the fairgrounds at that time. The patrol skills trail will also begin at 9 a.m.

As part of a patrol's overall scoring, each patrol must host your unit's Cub Scout activity for one (1) hour during the skills trail hours (9 a.m.-Noon and then 1:30 p.m.-4:30 p.m.). Your unit should coordinate the schedule for each patrol to host the activity during the day so that you do not have multiple patrols covering the activity at any one time. At all other times, the patrols should participate in skill competitions and/or enjoy the Scout-O-Rama activities. At all times when there is no patrol hosting your unit's Cub Scout activity, your unit adult leaders will host.

In each patrol skill competition, a patrol can earn up to 100 points. We will plan to assign patrols to a skill station to start the day, but thereafter, they will plan their day. Patrols are encouraged to be wise about how they spend their time to participate in as many skill activities and maximize their score. Waiting in long lines at a popular skill station may be a bad idea.

The skills trail will halt for lunch at Noon. Your patrols will have 1 ½ hours to make their way back to camp, prepare lunch, eat and clean up or purchase food from food vendors that will be onsite. The skills trail will begin again promptly at 1:30pm.

At 4:30 p.m. the skills trail will end and patrols will return to their campsite to prepare for the cooking contest which will start at 5:00 p.m. During the day, each patrol will have submitted a recipe card for each dish they will enter. The dishes will be due (time TBD) at a central location to be judged. (Note: All Scouts not involved in dinner preparation may start taking down non-essential parts of the camp site, such as the gateway.)

At 5 p.m., all Cub Scouts and the public will be exiting the grounds.

At 8:30 p.m., all units will attend a council fire program where, among other activities, the patrols with the top six (6) skit scores will perform their skits before we announce the winners. After the council fire, units will return to their camp sites where they may have a light snack and continue to break down their camp site or just sit around and visit before turning in for the night.

After the camp fire, there will be a scoring meeting at a place TBD. Each unit will send only one adult to review scoring, handle any issues and make comments or suggestions for next year.

After the camp fire, there will also be a Sunday worship service planning meeting. Each unit should send your Chaplain Aide to a place TBD to get the details of our Sunday worship service.

11 p.m. is lights out and patrol leaders are responsible to ensure all camp is quiet.

### **Sunday, April 28<sup>th</sup>**

Sunday morning will follow the same routine as Saturday for breakfast prep. At 8:00 a.m., there will be a Sunday worship service (non-denominational). Please join us in support of that point of the Scout law that says, A Scout is reverent.

At 9:30 a.m., we will hold the awards assembly at the campfire bowl followed by the closing flag ceremony. At the conclusion of the flag ceremony, all units will begin to pack and exit the grounds.

Have a safe trip home for a well-deserved rest! We hope to see you at your respective Camp-O-Rees next year.







# Patrol Campsite Inspection

Patrol: \_\_\_\_\_ Troop Number: \_\_\_\_\_

<b>PATROL CAMPSITE INSPECTION</b>		<b>Max. Score</b>	<b>Patrol Score</b>
1.	Patrol name is evident	<b>25</b>	
2.	Patrol duty roster & menus posted	<b>25</b>	
3.	Food preparation & dining areas are neat & clean	<b>50</b>	
4.	All food is properly stored	<b>25</b>	
5.	Cooking stove and/or fireplace is safe	<b>75</b>	
6.	Camp has adequate supply of drinking water	<b>25</b>	
7.	Fire buckets present - 2 per tent & fireplace	<b>50</b>	
8.	Tents are arranged strategically	<b>25</b>	
9.	Tents are pitched correctly	<b>25</b>	
10.	Check 1 tent interior for neatness & comfort - ground bed, protected by waterproof ground sheet	<b>50</b>	
11.	Original ground cover is not removed by raking or sweeping, except around the fire area	<b>25</b>	
12.	Camp gadgets; custom, homemade, lashed – 10 pts each up to max score	<b>50</b>	
13.	Latrine & personal hygiene area is clean	<b>50</b>	
<b>TOTAL SCORE</b>		<b>500</b>	

**Judge Name:** \_\_\_\_\_

**Judge Name:** \_\_\_\_\_

**Judge Name:** \_\_\_\_\_

## Patrol Flag / Yell

Patrol: \_\_\_\_\_ Troop Number: \_\_\_\_\_

1. One patrol flag / yell per patrol.
2. Patrol flag and yell should be results of a team effort.
3. Each flag should be clearly marked with criteria listed below.
4. Flags must be made from leather, wood, cloth, or other natural materials. No paper flags.
5. Flags may be any shape but must not exceed 24 inches in height or 24 inches in width.
6. Flags must be attached to a pole between 5 ft. – 7 ft. in height.
7. Flags should be entirely the product of the Scouts' work (not adults & not commercially produced)
8. Durability, portability, use of scout skills, artistic design, originality, and teamwork will be judged.
9. Flags should be constructed for visibility - Patrols should be identified from a distance by their flag.
10. Yells shall not have inappropriate language or gestures.

Patrol Flag		Max. Score	Patrol Score
1.	Flag -- Patrol Name and Symbol included	<b>10</b>	
2.	Flag -- Troop Number	<b>5</b>	
3.	Flag -- Design (Flag & Flagstaff)	<b>10</b>	
4.	Flag -- Creativity - uniqueness of flag	<b>10</b>	
5.	Flag -- Scout-made	<b>10</b>	
6.	Flag -- Mobility & Durability	<b>5</b>	
7.	Flag -- Council Identification	<b>5</b>	
8.	Yell -- Enthusiasm	<b>10</b>	
9.	Yell -- Creativity	<b>10</b>	
10.	Yell -- Patrol Leader led	<b>10</b>	
11.	Flag & Yell -- Scout-O-Rama Theme included	<b>15</b>	
<b>Total Score</b>		<b>100</b>	

Judge Name: \_\_\_\_\_

# Cooking Contest Rules

Patrol: \_\_\_\_\_ Troop Number: \_\_\_\_\_

1. Each Patrol may enter 1 dish in each category -- entrée, side & dessert – that is completely prepared at the Scout-O-Rama.
2. **A recipe must be turned in by Saturday at 1:30 p.m. for each dish that will be entered.** Recipes should be printed plainly on a card or 8" x 11" paper. They should include all ingredients and complete instructions on how to prepare the dish. Upon submission of each recipe, the patrol will receive a card with a number on it that must be turned in with the corresponding dish!
3. All ingredients must be cooked on a camp stove, Dutch oven, or open fire (subject to camp restrictions on ground fires).
4. Patrols are expected to provide their own stoves, Dutch ovens, utensils, ingredients, charcoal, etc.
5. Patrols will present their completed dish to judges at an assigned location beginning at 5:30 p.m. but no later than 6:30 p.m. on Saturday. Items to be judged will be brought to the judge's table in a container provided by the Scout-O-Rama staff.
6. Contestants will be judged on entry color/texture, aroma, recipe card included, flavor, and presentation.

	Max. Score	Score
<b>Timeliness</b> (-1 point for each minute late)		
<b>Overall Appeal:</b> Originality, creative ingredients, plating, appetizing & sufficient food.	20	
<b>Appearance &amp; Presentation:</b> Visually appealing, pleasing aroma, appropriate garnish	10	
<b>Execution of Recipe:</b> Cooked appropriate according to recipe	10	
<b>Recipe Card:</b> Ingredients listed, directions, tools listed	10	
<b>Taste:</b> Good flavor combination, appropriate seasoning, texture	20	
<b>Bonus Points:</b> Level of difficulty based upon ingredients, recipe & cooking utensils used.	30	
<b>TOTAL SCORE</b>		

## Skills Competition Scoresheet

<b>SCOUT SKILL STATION COMPETITION</b>		<b>Max. Score</b>	<b>Patrol Score</b>
<b>Name:</b>			
<b>ENTHUSIASM</b>			
<b>1.</b>	Patrol yell, call or cheer	<b>5</b>	
<b>2.</b>	Respect & courtesy	<b>10</b>	
<b>3.</b>	Patrol flag	<b>5</b>	
<b>UNIFORM</b>			
<b>4.</b>	Patrol is uniform in appearance	<b>10</b>	
<b>PATROL METHOD</b>			
<b>5.</b>	Patrol leader's leadership is evident	<b>10</b>	
<b>6.</b>	Every scout participates	<b>5</b>	
<b>7.</b>	Group discussion	<b>5</b>	
<b>8.</b>	No arguments	<b>5</b>	
<b>SCOUT SPIRIT</b>			
<b>9.</b>	Cheerfulness in accepting & doing work	<b>5</b>	
<b>10.</b>	No condemnation of one who fails at a skill	<b>5</b>	
<b>11.</b>	Helpful, positive of suggestions/reinforcements	<b>5</b>	
<b>SCOUT SKILL</b>			
<b>12.</b>	Scoring to be determined to suit the event Demonstration of the skill is a crucial factor.	<b>30</b>	
<b>TOTAL SCORE</b>		<b>100</b>	

**Judge Name:** \_\_\_\_\_

**Comments:** \_\_\_\_\_

\_\_\_\_\_

# Skill Stations – Descriptions

## **Skits**

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Patrol will present a skit, song, cheer or demonstration that involves all patrol members. In addition to the elements on the Skills Competition Scoresheet, the skit will be judged on originality, clarity and appropriateness. Patrol should bring any props needed at the time of presentation to the judges and to the Campfire.

## **Knots Recognition**

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Patrol will be presented with a series of knots already tied and will be asked to identify the knots by name. This is a timed event.

## **Log Hoist**

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One patrol member will start by tying a timber hitch around a log. He/she will throw the rope over an elevated crossbar. The other patrol members will hoist the log into the air and a patrol member will secure the rope to a stake. The task is complete when the rope is released and the log remains hoisted in the air without touching the ground. This is a timed event.

## **Hot Isotope**

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Multiple cans filled with water are at the center of a circle. Patrol members may not enter the circle or touch the cans. They must work together to use a large rubber band with 5 pieces of rope tied to it to stretch the rubberband and fit it around the can in the middle of the circle. The patrol will use teamwork to lift the can with the ropes & rubberband to move the can to a bucket outside of the circle and dump the can into the bucket until the bucket's fill line is reached. This is a timed event.

## **Rescue Rope Relay**

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This skill simulates a remote rescue. One patrol member is situated in a spot away from the patrol. The other patrol members must tie pieces of rope together to make a rope long enough to throw a tow line to the remote patrol member. That member must tie a bowline around their waist. This is a timed event.

More **Scout-O-Rama** details to follow!!!

For more information,  
contact the Program Director  
Aaron Christopher at **[aaron.christopher@scouting.org](mailto:aaron.christopher@scouting.org)**.

**[www.bacbsa.org/100th](http://www.bacbsa.org/100th)**