

Mission Peak District
2024 Spring Camporee



Mission Peak District Golden Gate Area Council



SPRING CAMPOREE 2024 Leaders' Guide

March 15-17, 2024 - Rancho Los Mochos

Mission Peak District
2024 Spring Camporee

Contents:

Welcome	3
Overview	4
Arrival at Camp and Check-In	5
Overall Map of Rancho Los Mochos	6
Moving to Manzanita	7
Overall Map of Manzanita Flats Area	8
SPL Meeting	9
Safety Reminders	9
Site Rules	9
What to Bring	10
Uniform of the Day	10
Schedule of Events	11-12
Program & Competitions	13
Field Activity Events	13-17
Golden Axe	17-18
Target & Range Sports	18-19
Signal Tower/Pioneering Project	18
First Aid Showcase	18
Golden Spoon	19-20
Best Campfire Performance	20
Best Overall Unit	20
Campsite Inspection Sheet	21-22
Troop Check-In Form	23
Forms and Resources	24

Mission Peak District
2024 Spring Camporee

Welcome to the Mission Peak District Spring Camporee. Immerse yourself in a weekend brimming with Scout spirit & competition.

This guide is meant to provide information needed for your troop to have a successful outing at Camporee. Please share this document with all adult leaders in your troop as well as the youth leadership team who will attend Camporee.

At least one adult from each unit should watch the video of the **Adult Leaders Meeting** at: [SM Meeting 2-19-24.mp4](#)

Adult Leaders are encouraged to join the Mission Peak District Adult Scouter Slack Channel. The latest information and announcements will be made in the #2024-spring-camporee channel.

https://join.slack.com/t/missionpeakdi-o4i5892/shared_invite/zt-me957ndv-T_AcMWL3RGUhgbg~xwHsGA

Youth Leaders are encouraged to join the Mission Peak District, SPL Council on Discord. <https://discord.gg/MqCJpRak> - Note: Discord Invitations expire in 7 days. If your youth leader is not allowed to join due to an expired invitation, please contact Lee Amon (leeamon@pacbell.net) for a new one.

Aadya Rai & Gautham Ramkumar
Youth Camp Directors

Meena Mariwalla, Brian Putt, Abhijit Saha, Tom Sims & Ankur Zindal
Adult Advisors

Overview

Location: Rancho Los Mochos Scout Reservation, 18450 Mines Road,
Livermore, CA, 94550

Check-In: 5:30 PM to 8:00 PM on Friday, March 15, 2024. If your troop will
arrive AFTER 8:00pm, please email Abhijit Saha:
(Saha.abhijit@gmail.com)

Check-Out: By 12:00 Noon on Sunday, March 17, 2024

Schedule: **Friday Night:**

- Arrival and Check-In
- Campsite Set-Up
- SPL Meeting

Saturday:

- Flags
- Competitions
- Campfire

Sunday:

- Closing Ceremony & Awards
- Camp Clean-Up and Service
- Checkout

See detailed schedule later in this document

Arrival at Camp and Check-In

Arrival

- Our aim is to have check-in and two-way traffic control both for the main road and the road to Manzanita established by 5:00 p.m.
- Please listen to & follow directions provided by Camporee Staff.
- Participants arriving before two-way traffic control is established will be asked to follow directions from staff and wait in designated areas.
- **Do not** pull into the administration parking lot, proceed to the main parking lot as directed by staff.

Troop Check-in

Upon arrival, the SPL and the Scoutmaster should proceed to the check-in desk in the main parking lot.

- Scoutmaster and SPL should turn in the check-in forms at the end of this document.
- **On the forms, the troop should list:**
 - The total number of scouts and adults camping
 - The number of patrols competing
 - Each patrol's name for and the number of members in each patrol
- A Scorecard for each competing patrol will be given to the SPL, at the SPL meeting on Friday night.
- The Scoutmaster should have medical forms, Parts A, B1 & B2 for all participants. **Camporee will not collect medical forms.** Instead, we ask that Scoutmasters have the forms easily accessible at all times if needed.
- Parental Firearm Permission Form LG- 2021 (Firearms Permission Slip) - Any Scout who wishes to participate in any target & range sport must have a signed slip with them. Please come with 2 copies, one copy provided to the Scoutmaster and the other kept with the Scout at all times.

Mission Peak District
2024 Spring Camporee



Moving to Manzanita

Access to Manzanita using vehicles is limited; troops are encouraged to bring only necessary gear for Camporee & transport troop gear by foot, if possible.

If a vehicle is used by a troop to transport troop gear up to Manzanita, troops are required to observe the following procedure:

- No vehicles allowed on the road to Manzanita until two-way traffic control is established.
- **Personal gear must be carried by the scouts to Manzanita**
- All troop gear must be consolidated into one vehicle, if possible.
 1. Scouts should proceed to the Manzanita turnaround to wait for the vehicle with troop gear
 2. Vehicles transporting troop gear should wait near the entrance to the Manzanita road for instructions from Camporee staff
 3. When a vehicle arrives at the Manzanita turnaround, driver must stay in the vehicle and the troop's scouts must unload the vehicle completely **before** taking any equipment to their campsite
 4. As soon as the vehicle is unloaded, the driver will wait for instructions from Camporee staff to return to the main parking lot.
- **DO NOT leave vehicles unattended** at the Manzanita Flat loop.
- There is **NO PARKING** in Manzanita.
- There **MAY** be a camp truck and driver available for troops that do not have vehicles capable of navigating the road to Manzanita; please be prepared to transport troop gear without assistance from Camporee Staff.

Mission Peak District
2024 Spring Camporee



- No vehicles to go past the turnaround.
- Unload vehicles completely before taking gear to campsite
- Follow Staff Instructions for return to main parking lot

SPL Meeting - Friday, 9:00 pm

- All units must be represented at the SPL meeting on Friday Night. Important information will be shared during this meeting, and troops will be required to sign-up for clean-up/service duties on Sunday morning.
- Each troop will receive a scorecard for each competing patrol.
- SPL, ASPLs, and one Scoutmaster from each unit are welcome.

Safety Reminders:

- BSA policy prohibits passengers in the beds of pickup trucks.
- Drivers, please maintain a safe speed and drive cautiously on camp property, watching out for adults and youth. It may be dark when you arrive, so take extra care.
- Follow the manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
- Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
- "NO FLAMES IN TENTS!"
- Units should take care of minor injuries.

Site Rules:

- Do not cut live trees.
- Do not dig any holes or trenches.
- No fires in campsites. Propane stoves are allowed. Charcoal can be used for the dutch oven cooking in established fire rings in Manzanita.
- Follow BSA "Leave No Trace" camping guidelines (chapter 7, Scout Handbook, 12th edition).
- Store food properly in patrol boxes and ice chests using a bungee cord or other method to secure the lid.
- No washing dishes or utensils at camp water spigots. Use three pot method and use the sumps to dispose of wastewater.
- Rancho Los Mochos is a GREEN facility, please use mess kits, not disposable plates or silverware.

***** IMPORTANT *****

Trash that your troop generates must be **taken home with you** when you leave on Sunday.

What to Bring:

- Roster of participants
- Completed Troop Check-In Sheet (at the end of this Guide)
- Parts A, B1 & B2 of medical form and copy of medical insurance card for each camper (Youth & Adult)
- Troop flags
- Troop first aid kit
- Standard troop camping equipment (tents, cooking equipment, etc.)
- Materials for the construction of troop gateway to campsite and/or other campsite improvements (staves, rope, wood, etc.)
- Items required for Cooking Competition (Dutch Oven, charcoal, metal pan or other material to prevent ground under Dutch oven from scorching the earth, etc.) Camporee will not provide any materials for the Cooking Competition.
- Lantern for Signal Tower

Uniforms of the Day:

- Scouts BSA Field uniform (Class "A") is required for Arrival & Sunday Morning Flag and Award Assemblies
- Troop activity uniforms (Class "B") should be worn during all other Camporee events and the Saturday morning Flag Raising Assembly

Mission Peak District
2024 Spring Camporee

Schedule of Events

Mission Peak District
2024 Spring Camporee

Friday, March 15	Sunrise – 7:17 am Sunset – 7:14 pm
5:30 pm	Troop Check-In and Set Up
9:00 pm	SM/SPL/ASPL/Staff Meeting at Administration
10:30 pm	Lights Out
Saturday, March 16	Sunrise – 7:15 am Sunset – 7:15 pm
7:00 a.m.	Reveille
7:00 a.m. – 08:10 a.m.	Breakfast with Troop/Clean-Up
8:10 a.m. – 08:20 a.m.	Troops muster at the parade field in Manzanita. Activity (Class B) Uniform
8:20 a.m. – 08:35 a.m.	Opening Flag Ceremony/Announcements
8:30 a.m. — 8:50 a.m.	Safety Briefing for All Rifle Participants (Manzanita Fire Ring)
8:50 a.m. — 9:00 a.m.	Troops Travel to First Event
9:00 a.m. – 3:30 p.m.	Field Activities and Competition - Troops will receive time instructions for Rifle and Archery Friday Night at SPL Meeting. Participants should pack their Lunch.
12:00 p.m. – 12:30 p.m.	Rifle and Archery ranges closed for lunch
12:00 p.m. — 1:00 p.m.	Field Event Staff Lunch Break (Only half of the events will operate during each half hour.)
3:30 p.m. – 5:30 p.m.	Construct Signal Towers [construct near Campfire Bowl]
3:30 p.m. – 5:30 p.m.	First Aid Showcase at Soccer Field
3:30 p.m. – 5:30 p.m.	Campfire Skit Audition
6:00 p.m. - 6:15 p.m.	Troops muster at the parade field in Manzanita. (Flag Lowering)
6:15 p.m. - 8:15 p.m.	Dinner and cleanup with troop
7:45 p.m. - 8:15 p.m.	Dutch oven dessert and main meal cookoff presentation (Manzanita Turn Around)
8:15 p.m. - 8:30 p.m.	Troops muster at Campfire Bowl
8:30 p.m. - 9:30 p.m.	Campfire Program (Class B)

Mission Peak District
2024 Spring Camporee

10:00 p.m.	Taps and Lights out
Sunday, March 17	Sunrise – 7:16 am Sunset – 7:16 pm
07:00 a.m.	Reveille
07:00 a.m. – 08:15 a.m.	Breakfast with unit
08:15 a.m. – 08:29 a.m.	Troops muster at the Manzanita parade field (Class A)
08:30 a.m. – 08:45 a.m.	Flag raising ceremony
08:45 a.m. – 09:15 a.m.	Vespers Service
09:15a.m. – 09:45 a.m.	Awards Ceremony
09:45 a.m. – 10:00 a.m.	Flag lowering ceremony/final announcements
10:00 a.m. - 12:00 p.m.	Road to Manzanita Turn Around Open for Transport of Troop Gear to Parking Lot
10:00 a.m. – 11:00 a.m.	Camp cleanup (service patrols – Kitchen, Shower house w/Adult) (Class B)
11:00 a.m. – 12:00 p.m.	Check out

Program and Competitions

The following is a tentative list of events. More details will be published as we get closer to the Camporee.

Field Activity Competitions

All Field Events will be scored on a scale of 0-14.

Scoring Breakdown:

Participation in Event: 1 point

Spirit: 0-3 points

Event Score 0-10

Spirit points are not awarded for Tomahawk, Archery and Rifle. This is to ensure the safety of all persons participating in these activities, for example when scouts perform their troop yells.

Patrol Based Events:

“Bending” Ladder: All Scouts in a patrol will work together to attach a pre-built ladder to stakes in the ground and four scouts will climb from one side to the other. If there are fewer than 4 scouts in the patrol, another member will do it until 4 have successfully climbed over the ladder. The ladder must be attached to the stakes to stabilize it and make it safe for scouts to climb over. Scouts must attach the ladder to the stakes using ropes provided by Camporee and using only the taut line hitch. Scouts cannot use any other means to stabilize the ladder (for example, Scouts cannot hold the ladder up to allow others to climb over).

This is a timed event. Patrols with the fastest time will earn more points. If the patrol ties the taut line hitch incorrectly, they must re-tie before climbing the ladder. If the ladder falls the patrol must reattach the ladder correctly and continue to move the scouts up and over. Time will not be stopped to fix the rope or make adjustments or repairs.

Blind Shapes: Four scouts in a patrol will create a shape with a rope while blindfolded. If there are more Scouts in the patrol, they need to stay to the side, and cannot speak. A rope will be provided by Camporee.

One scout will be in charge of providing instructions to the Scouts while still blindfolded. The Event Lead will call out a shape and the Scouts will use the entire rope to make that shape as accurately as possible without letting go of the rope. Once the participating Scouts believe that they have made the

Mission Peak District
2024 Spring Camporee

shape requested, they will let the Event Lead know. The Event Lead will determine the accuracy of the shape, and at that point, time will be stopped.

Scoring is based on accuracy of the shape and the time to create the shape.

Chariot Race: Scouts in each patrol will work together to create an “A-Frame” using wooden spars and ropes. Scouts will use the shear and square lashings to join the wooden spars into an “A” shape. After the “A-Frame” is built, scouts will position the frame at the starting line. One scout will be on the “A-Frame” while three other scouts will carry the frame to the finish line. Once they cross the finish line, the patrol must take apart the “A-Frame.” Time will stop after the “A-Frame” has been completely taken apart. If the “A Frame” falls apart or the scout falls off, everyone must return to the starting line and start over. Time will not stop.

Scoring is based on the time taken to build the “A-Frame,” carry it (with scout on it) from the starting line to the finish line, and dismantle it. Patrols with the fastest time will earn more points. Scouts must return the “A-Frame” materials to the original location.

Fire Starting: Scouts in a patrol will start a fire, using materials provided by Camporee, and burn a piece of string hanging above into 2 separate pieces. The top of the structure must be at least 3 inches below the string. The patrol will be given pieces of firewood and matches. The fire should be big enough to burn the string suspended above. Scouts will need to extinguish the fire with water.

This is a timed event. Time will start after the Event Leads provide a description of the event and the materials. Time will stop after the Scouts extinguish the fire with water. Patrols with the fastest time will earn more points. For each additional piece of firewood or matchstick requested, a 15 second penalty will be added.

“Knotty” Web: Scouts in a patrol will tie six (6) knots into a “web” between 2 wooden poles. Poles will be spaced 2 feet apart. Scouts will be given a rope and will pick a knot to tie. One scout will tie a knot to one pole, and then another scout will run the rope to the other pole to tie another knot. Each scout will tie only one knot. The knots to be tied are: square knot, taut-line hitch, bowline, 2 half-hitches, timber hitch and clove hitch. If the patrol has fewer than 6 scouts, a patrol members can repeat. The rope will be criss-crossed between the two poles until all 6 knots are tied, to create a web of knots.

All knots must be tied correctly; incorrect knots can be corrected. Time will continue running. Scoring is based on time.

Mission Peak District
2024 Spring Camporee

Magic Carpet: Scouts in a patrol will be provided with a tarp - the "Magic Carpet." Scouts from the patrol will stand on the "Magic Carpet." The Scouts must flip the "Magic Carpet" to the other side. Scouts must remain on the "Magic Carpet" at all times while attempting to flip it and cannot touch the ground.

Scoring is based on time taken to flip the "Magic Carpet" to the other side. A penalty of 15 seconds will be added to the patrol's overall time if a participating Scout touches the ground. Patrols with the fastest time earn more points.

Minefield: One Scout from a patrol will be blindfolded and must cross a maze using verbal clues from the rest of the Scouts in the patrol. The blindfolded Scout will go to the designated starting point of the maze. The remaining Scouts in the patrol must stand outside the maze and guide the blindfolded Scout to the finish. The blindfolded Scout cannot run and cannot go outside of the boundaries of the maze. The remaining Scouts cannot touch or physically guide the blindfolded Scout through the maze, and can only use verbal commands. Verbal commands **cannot** include "directional" terms (for example, cannot use straight, back, left, right, etc.). If the blindfolded Scout touches any object, they must return to the start. Time will continue to run if the blindfolded Scout needs to return to the start.

This is a timed event. Patrols with the fastest time earn more points. Use of "directional" terms will cause a 15 second penalty to be assessed for each directional term used.

Orienteering: All Scouts in a patrol will work to locate four separate objects on a course using bearings provided by Event Leads, in the fastest time. Scouts will receive four bearings, each assigned to a distinct object located on the course. The course will be a pre-defined area between the soccer field and the campfire area. Scouts must locate each of the four objects using a compass. Scouts must provide their own compass; Camporee will not provide compasses.

Event Leads will identify which objects are incorrect, and the patrol can search again. Time will continue to run.

This is a timed event. Patrols with the fastest time earn more points.

Spider Web: One member of the patrol must go through the web without touching any of the ropes that make up the web. A spider web made of ropes tied between 2 trees or poles will have various sized openings. Scouts in a patrol must work together to get one patrol member through the web without touching any of the ropes. If **any** Scout touches the ropes, the patrol must stop and restart the whole process. Time will continue to run. No patrol member can manipulate any of the ropes; if they do, the entire patrol will be disqualified.

This is a timed event. Patrols with the fastest time will earn more points.

Tent Relay: Scouts in a patrol work together to assemble a tent correctly, take it down and pack it correctly. Scouts will not be required to stake the tent down. Scouts will be required to drape the rain fly over the tent, but do not have to attach the guy lines.

The tent to be assembled will be provided by Camporee.

This is a timed event. Patrols with the fastest time will earn more points. If the tent is assembled incorrectly they must correct. Time will continue to run.

Tire Bridge: Six Scouts in each patrol, one at a time, will go through a course created with tires. If there are fewer than 6 scouts in the patrol, a scout can repeat. The tires in the course are placed at varying distances from each other. Scouts can either step on the tire or inside the tire; if a scout steps on the ground outside of the tire, that Scout's turn ends and the next Scout starts the course. As scouts get farther into the course, the distance between the tires increases and the points for the tire increase.

Scoring is based on the number of tires each scout in the patrol crosses. The scores of each scout in the patrol will be tallied together to determine the patrol's score. Ties will be broken based on the total time for the 6 scouts to take a turn.

Tomahawk Throw: Up to 4 scouts per patrol will throw tomahawks at a target (wood stump). Scouts will get 1 practice throw, and then the remaining throws will be used for scoring.

The scores of each scout in the patrol will be tallied together to determine the patrol's score. Scouts can earn points for the following:

Tomahawk hits the stump but does not "stick": 1 point

Tomahawk "sticks" but then falls: 2 points

Tomahawk "sticks" & does not fall: 3 points

Golden Axe: Golden Axe consists of 2 separate events. The patrol's scores for the 2 events will be tallied to generate one score for the Golden Axe.

Event 1

Axe, Saw and Knife Jeopardy: Each patrol will be given a stack of cards, with each card containing a multiple-choice question about axes, saws or knives. The patrol must select one answer for each question and provide a verbal response to the Event Lead. Each patrol will get 20 questions.

Mission Peak District
2024 Spring Camporee

Scoring is based on the number of questions answered correctly. The time required to answer the questions will break any ties.

Event 2

Axe Yard: Each patrol will be asked to demonstrate proper use of the axe and saw.

Axe: Each Scout will be asked to demonstrate the correct way to chop a piece of wood. Each Scout will get 5 attempts to chop a piece of wood using correct form with a hand axe. Scouts do not need to chop through the piece of wood.

Bow Saw: Each Scout will be asked to demonstrate the correct way to saw a piece of wood using a bow saw. Each scout will be given 15 seconds to complete the demonstration.

Scoring for the Axe Yard is based on correct demonstration and handling of the tools.

Troop Based Events:

Target & Range Sports:

Troops will be able to participate in 2 target and range sports: Archery & Rifle. Troops will be assigned a time slot for each and the number of scouts to participate. The number of Scouts from each troop that can participate will be pre-determined and is a proportional number of Scouts based on the number of Scouts registered to attend Camporee.

All participating Scouts from a troop must be present at the respective range within 5 minutes of their assigned time in order to participate. If the patrol or its members arrive at the range more than 5 minutes after their assigned time, it is in the Range Master's discretion whether to allow the patrol to participate.

Archery: Using a bow and arrows, Scouts from a troop will shoot 10 arrows at a target. Scouts will be given a safety briefing before being allowed to enter the range. Scouts will shoot five arrows for practice. Once the practice arrows are retrieved, Scouts will then shoot 5 arrows for score.

Scoring is based on the average points of all shooters in a troop.

Rifle: Using a rifle, Scouts from a troop will shoot at a target. Each Scout will get 10 shots. The objective is to have 3 shots near each other so that they can be covered by a "quarter." Distance from the bullseye is not material.

Mission Peak District
2024 Spring Camporee

Scoring is based on the average points of all shooters in a troop.

In order to participate in Rifle, the participating Scouts must attend a Safety briefing Saturday morning after the Opening Flag ceremony. After the Safety briefing, participating Scouts will receive a wristband upon providing a signed Parental Firearm Permission Form - LG-2021 (also known as the Firearms Permission Slip). The scout will keep the form with them and show it to the Range Master at the range if requested.

Campsite Inspection: Each troop's campsite will be inspected based on criteria indicated in the Campsite Inspection sheet, found at the back of the Camporee Leaders' Guide. The campsite inspection will occur on Saturday, at some time during the events taking place from 9:00 am to 3:30 pm.

First Aid Showcase:

This event will take place on the soccer field and at the same time as the Signal Tower/Pioneering event. Three to six Scouts from each troop will be allowed to participate in this event. Camporee will provide materials for this event.

Event Leads will give each troop's Scouts a list of three injuries to choose from. Each troop's Scouts must recreate an injury from the list, using the materials provided and their creativity. Scouts will also develop a story as to how the injury happened and explain how the injury should be treated.

Injuries will be derived from the First Aid chapter of the Scout Handbook.

Scoring is based on the creativity in recreating the wound and the story behind the wound, and the accuracy of how the injury should be treated.

Signal Tower/Pioneering: Using ropes and staves provided by Camporee, each troop will create a signal tower in the area adjacent to the campfire bowl. The structure cannot be in the shape of an hourglass. Scouts cannot climb higher than 6 feet off of the ground to increase the height of the signal tower. Each structure should have a working lantern attached to it. Each structure should have a sign identifying the troop that built it.

Scoring is based on creativity. Be creative!

Golden Spoon:

Mission Peak District
2024 Spring Camporee

Cooking Competitions: Scouts will cook a Dutch Oven dessert and a Main Dish. Both items will be cooked at the campsite, and a sample of each item will be transported to the Manzanita Turn Around for judging.

- 1) Dutch Oven Dessert Competition: Scouts will prepare (on site, at the Camporee) a dessert of their choice using a Dutch oven.

Scoring is based on presentation, taste and texture of the dessert.

- 2) Main Dish Cook-Off: Scouts will prepare (on site, at the Camporee) a main dish of their choice using any means provided by their troop, i.e., Dutch oven, camping stove, camping oven, etc..

Scoring is based on presentation, taste and texture of the main dish.

Best Campfire Performance

The campfire program director(s) will be assigned by the Camporee Directors at the SPL Meeting Friday night. Troops wishing to participate in the Campfire Program, should see the campfire director for campfire program questions or skit ideas.

Auditions will be held from 3:30 to 5:00, location TBD. The best skits will be chosen for the campfire.

Scoring: Skits will be judged by the following criteria; creativity, originality, entertainment, inclusiveness, and projection.

Best Overall Troop:

The Overall Camporee Ribbons for First, Second and Third place will be determined by considering all the scores of events between 9:00 and 3:30 on Saturday for all patrols in the Troop. The total score will be divided by the number of patrols in the troop. The Troop with the highest average score will be the Camporee Overall Winner. The events after 3:30 (Pioneering, First Aid, Campfire Performance, Cooking (main course and dutch oven dessert)) will receive 1st, 2nd and 3rd place ribbons but are not included in the overall score.

Mission Peak District
2024 Spring Camporee

Campsite Inspection Sheet

Troop # _____

Item No	Item description/ Inspection Category	Possible Points	Troop Points
1.	Gateway innovative/made with natural materials	5	
2.	Gateway made w/ correct lashings	3	
3.	Troop flag properly displayed	3	
4.	U.S. flag properly displayed	3	
5.	Duty rosters posted	3	
6.	Menus posted	3	
7.	Camporee schedule posted	3	
8.	Fire circle clear 10 foot radius	3	
9.	Fire out or being monitored	5	
10.	Shovel or fire bucket at or near fire site	3	
11.	Water, sand, or soil on hand to extinguish fire	3	
12.	Enough fuel/firewood available for next meal	3	
13.	Water for cooking/cleaning stored properly	3	
14.	Chemical fuels properly stored and identified	3	
15.	Food properly stored	5	
16.	Cooking area clean and organized	3	
17.	Cooking utensils clean and stored	3	
18.	First aid kit in a central location and visible	5	
19.	Clothes lines and other lines marked for safety	3	
20.	Tents properly pitched	3	
21.	Tents set up in patrol fashion	3	
22.	Tents at least 10 feet from fire circle	3	

Mission Peak District
2024 Spring Camporee

23.	Equipment neatly stored	3	
24.	Garbage bag available and in use	3	
25.	No litter in campsite	3	
26.	Wood cutting tools properly stored in axe yard	5	
27.	Useful and creative camp gadgets present	10	
28.	Overall impression of campsite area. BONUS PTS.	10	

TOTAL POINTS (108) _____

Inspector's Signature(s) _____

Mission Peak District Spring Camporee Troop Check-In

Troop Number: _____

Total Troop Count (Scouts & Adults) Camping with troop: _____
Staff: _____

Number of Patrols: _____

1. Patrol Name: _____
Number of Scouts In Patrol: _____
Patrol Leader's Name: _____
2. Patrol Name: _____
Number of Scouts In Patrol: _____
Patrol Leader's Name: _____
3. Patrol Name: _____
Number of Scouts In Patrol: _____
Patrol Leader's Name: _____
4. Patrol Name: _____
Number of Scouts In Patrol: _____
Patrol Leader's Name: _____

Forms and Resources

Medical Forms A and B (required for all participants)

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Parental Firearm Permission Form LG-2021 (GGAC Firearms Permission Slip)

<https://ggacbsa.org/wp-content/uploads/2021/02/GGAC-Firearms-Permission-2021.pdf>

Guide to Safe Scouting

<https://www.scouting.org/health-and-safety/gss/>

RLM Emergency Number

1-408-897-3266

Mission Peak District Adult Scouter Slack (please join the camporee channel)

<https://missionpeakdi-o4i5892.slack.com/archives/C05K7UCN1D4>

Adult Advisors

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