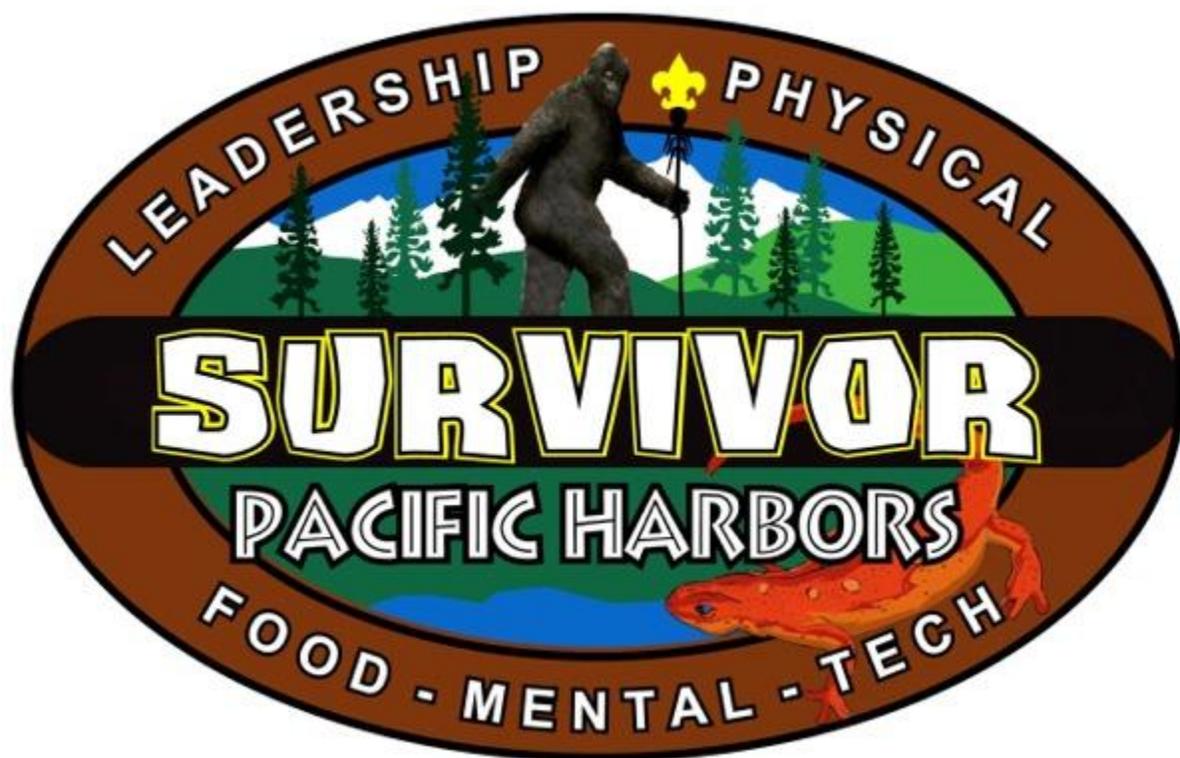


Survivor: Pacific Harbors

Camporee and Council Encampment

2014



Unit Leader's Guide

Version 2.1 Revised 9/14/14

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Revisions 9/14/14

The following changes have been made since this guide was published on 9/1/14:

- **Boy Scout Troop Campsite Assignments** are now found on page 18
- **Revised campsite map, including power and water locations.**
- **Revised Scouting Festival & Cub Adventure World maps**
- **Schedule changes for Friday Night**
- **The \$35 Early Bird fee has been extended until September 18th. On-site fees are \$40.**
- Varsity Leader Training has been cancelled.
- Addition of Boy Scout required equipment for the **Iron Chef Food Challenge** Station:
 - **Portable stove**
 - **8" or larger Cooking pot**
 - **Serving Spoon**

Event Contact Information

Event Chairman: John Ohlson
253-380-4100
registration@survivorcamporee.com

Staff Advisor: Ted Woodlock
(253) 682-2228
ted.woodlock@scouting.org

Website: <http://www.SurvivorCamporee.com>

Pacific Harbors Council, Boy Scouts of America
4802 S. 19th St,
Tacoma, WA 98405

Introduction

Greetings,

Welcome to an event that will become a lasting memory to most who attend; a themed Boy Scout Camporee, Cub Scout Adventure, Leader's Training event and a throwback to the "Scout-O-Rama's" of the 1960's and 1970's: a Scouting Festival. And don't forget the 'Mystery Night Time Adventure'!

Over two years of planning and preparation have gone into making this event possible, so come prepared to have a great time and enjoy all that there is to offer.

A few key things to look for in this Leader's Guide:

- Themed Troop garb will be brought from home: "Tribal buffs", Tiki torches
- Jamboree style camping - campsite assignments are in Appendix B
- Please carpool - parking is limited
- Scout Unit Food plan (bring your own food)
- Boy Scout Patrol size limitations: minimum 5, maximum 8 boys.
- Evening Show - bring camp chairs
- Mystery Night Time Adventure Activity

Enjoy!

John Ohlson, Event Chair

Event Staff Org Chart

Revised 9/14/14

John Ohlson Event Chairman, Promotions Lead				
Ted Woodlock Staff Advisor				
Infrastructure Team	Program Delivery Team		Scout Festival Team	Admin. Registration & Payment
Jeff Mann Water & Power, Porta-Potties, Refuse, Sewage	John Ohlson Boy Scout Program Director		Candy Snyder-Fauson Cub Scout Program Director	Luana Owen Office Staff Support Registrar/Training
Shawn Welsh AV & Stage Technician	Competition Area Directors	Event Station Masters	Cub Adventure World Area Leads Steve Wark Bob & Denise Marlatt Cathy Calhoun Linda Plank Deeana Huffman Tony Richardson Ken Knowles John Decker Stacy Simpson Lee & Barb Perez Cindy Iverson	David Pope Technical Support (Kintera)
Peter Zimmerman Security Director	Warren Nedved Physical Challenges Area Director →	5 ea. Station Masters & 20 Station Assistants		John Ohlson Tech Support SurvivorCamporee.com Email Dist. Lists
Bob Butzerain Elaine Gualtieri First Aid Explorer Post 905	Steve Shumaker Mental Challenges Area Director →	5 ea. Station Masters & 20 Station Assistants		Laurie Selle Dawn Golden On-Site Registration Team
Sherrieann Stockwell Staff Food Prep	Jim Pommert Leadership Challenges Area Director →	5 ea. Station Masters & 20 Station Assistants		Bryan Houbeck Scout Festival Director Vendor Midway Lead
Kim Forbes Event Signage	Pianjo Huriavi Food Challenges Area Director →	5 ea. Station Masters & 20 Station Assistants	Keith Clark Training Team Chair	Parking & On-Site Traffic Management
	Duke Forbes Technology Challenges Area Director →	5 ea. Station Masters & 2 Station Assistants	Troop DXVI On-Site Midway Info Booth	Barb Miller Trading Post Sales
	Christie Welsh Evening Show Program Director →	Volunteer Staff & Troop Leaders	Phil Misner Dylan Kitchings Order of the Arrow	John Ohlson Recognition Items Patches/Ribbons
			Council Committees NESA, Alumni, Summer Camp etc.	

Event Schedule

Friday, September 19, 2014

3:00 PM - Gates Open

3:00 PM - 9:00 PM - Troops arrive, Campsite setup

9:00 PM - All Camp meeting in the Arena (All Scouts & Leaders)

9:30 PM - Leader's meeting (Patrol Leaders, Scoutmasters, Den Leaders, Cubmasters)

9:30 PM - Adult Leader Training Signups

10:00 PM - Event Staff Meeting

Saturday, September 20, 2014

6:30 AM - Wake up, breakfast in campsites

7:30 AM - Morning Assembly & Flag Ceremony

8:00 AM - Boy Scout Camporee begins

9:00 AM - Cub Adventure World and Scouting Festival opens

Training Class Schedule:

9:00 AM - Noon: Leader Training - Cub Scout Den Leader Specific

9:00 AM - Noon: Leader Training - Cub Scout Webelos Den Leader Specific

9:00 AM - 4:30 PM: Leader Training - Boy Scout Leader Specific

9:00 AM - 4:30 PM: Leader Training - Varsity Leader Specific

12:00 PM - Lunch Break

1:00 PM - Camporee resumes

5:20 PM - Camporee ends

5:20 PM - Dinner in Campsites

7:00 PM - Scouting Festival Closes

7:00 PM - Evening Show and Survivor Finalist Competition

9:00 PM - Mystery Night Time Adventure Activity

11:00 PM - Lights Out

Sunday, September 21, 2014

8:00 AM - Wake Up, breakfast in campsites

9:00 AM - Pack Up, Inspections with Troop Guides Check out & head for home!

12:00 PM - All participants off site

Council Encampment Basics

What to bring

Standard weekend camping equipment is required for those units who are camping on site; Tents, cook stoves, cookware, dining fly, tables, etc. There are no tables or chairs on your campsite, only a patch of grass, so bring everything you need for your campsite. Space will be tight, so only bring what you need for an overnight campout.

Food is not provided, so please bring food for your unit's meals

Open campfires are not allowed, so please bring cook stoves for food preparation.

Specific Gear Needed:

All Participants Bring From Home:

- **Camp Chairs** for the evening show
- **"Tribal Buffs"**, or colorful bandannas for the Scouts to wear during the event. These are to be made by the Scouts at home, with colors and patterns decided on by each Patrol, Troop Den or Pack.
- **Tiki Torches** - for the Evening Show. One per Patrol or Den
- **Basic Personal Camping Gear:** sleeping bag, raingear, first aid kit, change of clothes, etc. See your Scout Handbook for details.

Special Gear Requirements for the Camporee Technical Challenge Area:

Boy Scout Camporee Participants Competition Gear Needed:

- 10 Essentials for all Boy Scouts participating in the Camporee
- Special Equipment for the Cooking Challenges:
 - **Portable stove**
 - **8" or larger Cooking pot**
 - **Serving Spoon**
- A GPS receiver, Smartphone or other device (see below) to be used in the Technology Challenge
- A Map of the Frontier Park area
- A compass (part of your 10 essentials)
- An understanding of land navigation basics, the latitude & longitude system and how to use a GPS.

Ensure your patrol is familiar with the various formats that latitude/longitude can be expressed in and be sure they bring WHATEVER technology the patrol might find helpful navigating to various places to hunt for an idol.

Patrols can use map/compass, GPS, cell phones, computers, cameras, etc. to accomplish this task. All the locations the patrol needs to find will be either a latitude/longitude coordinate or compass bearing/distance.

Special Needs - CPAP

If you need to use a CPAP machine that requires power, there are a limited number of electrical outlets in the camping area. Campsites have already been assigned for adults with CPAP machines.

Food Plan

Scout units who camp over the weekend are responsible for bringing and preparing their own meals. Saturday's lunch break is only 1 hour, so plan on a 'quick-to-fix' meal that does not involve cooking or washing dishes. Some food vendors will be available to purchase fast food, however do not rely on them to feed your unit. **Food is not included in the price of admission.**

FOOD ALLERGY NOTE: Some Boy Scout Camporee stations involve eating food, so if you have a food allergy, take that into consideration when choosing which patrol members are selected to 'eat' the food in the challenge.

Campsite Plan

Troop Camping

Troops will camp in the front field of the park, Jamboree style. A standard Scout unit campsite for 30 people is approximately 30' x 50', however smaller units will be assigned smaller spaces with other smaller units, according to their headcount.

A 30' x 50' campsite holds approximately 8 or 9 three-man tents and two pop up canopies, with a 10' pathway in the center. Scoutmasters are responsible to see that the tents their units bring will accommodate all of their Scouts, and can be adequately situated within the campsite footprint, without encroaching on the neighboring Unit's site. See the diagram in Appendix B for details.

Troop Campsite assignments will be found in Appendix B.

Cub Scout Family Camping

Cub Scout families will camp in the play area on the South East corner of the park. Cub Camping will be first come, first served.

Staff Camping

Staff camping is located to the west of the Scouting Festival area, along the road between the camporee grounds and the parking lot. Event staff should plan to arrive early, to allow time for setup of their activity areas prior to 3:00 PM Friday.

Carpooling and Equipment Loading

Due to the limited availability of parking space, **units are strongly encouraged to carpool**, to reduce the number of vehicles on site. Upon arrival at the park, please park your cars in the lot, and consolidate your camping gear into one vehicle to unload at the campsite parking area.

One vehicle per unit will be allowed in the camping parking area to unload gear.

Wastewater & Garbage Disposal Procedure

Wastewater tanks for gray water and Grease Barrels for cooking grease will be provided at the troop campsite area. Please bring adequate buckets and washbasins to do your unit's dishes at your campsite, and haul the gray water to the dump tanks. Do not dump wastewater on the ground.

Kitchen grease barrels will be provided for cooking grease disposal. Grease should be transported to the barrels in a container to avoid spillage between the campsite and the barrels.

Dumpsters will be provided for garbage disposal on site. Please bring garbage bags for use at your campsite, and make sure to dump them on Saturday night before you go to bed.

Event Overview - FAQ's

Event Overview:

The intent of this event is to be a recurring 'Council-Wide' event, held every four years, and similar in design to WashJam, only with a smaller participant base, and the inclusion of a themed Camporee element. The overall Event Theme would include the following program elements: Scout Festival, Cub World, Council Encampment, Council-wide Camporee, night time adventure activity.

Long Range Council Event Plan

2012 - WashJam - (Cubs, Scouts, Varsity, Venturing)

2013 - National Jamboree

2014 - Council Camporee/Scouting Festival - (Cubs, Boy Scouts, Varsity, Venturing)

2015 - District Camporees only, no major Council level activities planned

2016 - WashJam - (Cubs, Boy Scouts, Varsity, Venturing)

2017 - National Jamboree

2018 - Council Camporee/Scouting Festival - (Cubs, Boy Scouts, Varsity, Venturing)

Q: What is this event all about?

A: It is five Scouting events in one:

- **Council-wide Camporee**, loosely based upon the **Survivor TV show**
- **Scouting Festival**, similar to the "Scout-O-Rama" concept
- **Cub Scout Adventure World**
- **Adult Leader Training Seminars**
- **Council-Wide Encampment** (3-day campout)

Q: Where and when will it be held?

A: Frontier Park, Graham, WA, September 19 - 21, 2014

Q: Who can participate?

A: Cub Scouts, Boy Scouts, Varsity Teams, Venturers, Adults

Q: What will we do there?

A: There is something for everyone at Survivor: Pacific Harbors:

- **Cub Scouts:** Cub Adventure World & Scouting Festival
- **Boy Scouts:** Survivor Camporee & Scouting Festival
- **Varsity, Venturing:** Camp Staff, Scouting Festival, other volunteer opportunities
- **Adult Leaders:** Camp Staff, Leader-Specific Training
- **Everyone:** Scouting Festival, Cub Scout Adventure World

Q: What kinds of activities will there be at the Survivor Camporee?

A: There are three major areas at this event:

Survivor: Pacific Harbors Camporee

The **Boy Scout Survivor Camporee competition** will be segmented into five different themed areas, with 25 event stations. Patrols will receive a schedule of competition activity stations, with 20 minute rotations. Each station is designed to take 10 minutes to complete, with 5 minutes of briefing time, and 5 minutes of travel time.

Patrol Size Restrictions:

Due to the large number of activities going on, and the structured nature of the competition events, we must impose a minimum and maximum number of boys per Boy Scout patrol participating in the Camporee. **Minimum patrol size is 5 boys, maximum patrol size is 8 boys.**

Troops with less than 5 boys or individual Scouts who come alone will be paired up with other smaller units, to form patrols of 8 boys each. Should a 'mixed' patrol win one of the top three places in the camporee, all individual units from these patrols will take home a winner's ribbon.

Camporee Events

- **Physical Challenges:**
 - Tribal Tub-o-Ultimate
 - Tribal Boff-Off
 - Tribal-o-War
 - Tribal Team Hug
 - Tribal Foos-Mania / Tribal Ladder Bola
- **Mental Challenges**
 - Occipital Lobe
 - Motor Cortex
 - Temporal Lobe
 - Hippocampus
 - Sensory Cortex
- **Leadership Challenges:**
 - Follow The Leader
 - Manage your Form
 - Shepherding the Blind
 - Building Chief
 - Commander's Relay
- **Technology Challenges**
 - Idol Hunt
- **Food Challenges:**
 - Around the World
 - Iron Chef
 - Blindfold Taste Test
 - A Sticky Situation
 - Story of a Different Color

Evening Challenge Showdown

The Camporee will culminate in an Evening Show with elimination challenges for the top 10 scoring patrols to determine the overall winner. The elimination will take place in 5 rounds:

- **First round - 10 Patrols** do a Technical Challenge (using just 3 scouts from each patrol). The patrols must light their torches using some unusual method with the first eight patrols completing the challenge getting to advance to the second challenge.
- **Second round - 8 Patrols** do a Food Challenge (using only 2 scouts from each patrol). Top five patrols advance to the third challenge.
- **Third round - 5 Patrols** do a Physical Challenge (using only 3 scouts from each patrol). Top three patrols advance to the fourth challenge.
- **Fourth round - 3 Patrols** do a Leadership Challenge (using 5 scouts from each patrol). Top two patrols advance to the final challenge.
- **Fifth and Final Challenge - 2 Patrols** do a Mental Challenge (using equal or all members of each patrol). Top patrol wins the camporee.

Immunity Idols

The patrols will be able to earn a limited number of Immunity Idols during the course of the camporee, depending upon whether they solve various mystery aspects in each of the camporee themed areas. Awarding of these idols is up to each of the five Area Directors. The Idols will be used to avoid elimination in the final Evening Challenge Showdown. Each patrol in the final rounds may use one Idol one time.

Mystery Night Time Adventure

There will also be a mystery night time adventure activity after the show, starting at approximately 9:00 PM.

Cub Scout Adventure World

The **Cub Scout Adventure World** will be similar to the Cub World at WashJam, including Survivor Themed competitions for Cubs to participate in:

- Jolly Roger's Lagoon
- Message To Maefking
- Wheel Barrow Race
- CubAnnapolis - Cardboard Car Racing
- Lava River Crossing - Monkey Bridge
- Stomp Rockets
- Climbing Wall
- Washer-Shoes
- Egyptian Maze
- Face Painting
- 3D Spider Web
- Boffing Ring
- Science/Magic Show

Scouting Festival

The **Scouting Festival** will be an open-air midway with:

- Activity/display booths from Scouting units
- Northwest Indian Village from the Order of the Arrow Lodge
- Mountain Man Encampment, with demonstrations and games
- Demonstrations of Dutch Oven cooking
- STEM Technology area
 - Robotics Demonstration
 - Welding Merit Badge demo
- Outdoor Gear Sales
- Informational booths about Philmont, NESA, Scouting Alumni and more
- Outdoor oriented local merchant displays
- US Army Static Equipment Display
- Scout Store Trading Post
- Food vendors
- Scout Unit Fund Raising booths

Adult Leader Training

The **Adult Leader Training** sessions will feature the following classes:

- Cub Scout Den Leader training (Tiger/Wolf/Bear) 9:00 AM - Noon
- Cub Scout Den Leader training (Webelos) 9:00 AM - Noon
- Boy Scout Leader Specific training 9:00 AM - 4:30 PM

Sign up for training classes on Friday night, at the Leader's meeting. All-day training classes will be located in the rear of the Fairgrounds office building. Cub Scout den Leader training classes will be held in the "Dog Building".

FAQ's

Q: How much does it cost, and when can I register?

A: The event fees are set up to encourage early registration and to get a commitment from Scout units early in the year. Registration opened on January 10, 2014. The participant fee structure is as follows:

Early Bird Participant Pricing of \$25 per person ended on March 31, 2014.

Subsequent price levels are as follows:

\$30 per person if paid by June 30, 2014

\$35 per person if paid by September 18, 2014

\$40 per person if paid onsite, on September 19, 2014

Event Staff Fees are \$20 per person, which includes a Staff T-Shirt, staff patch and all meals.

Q: Is there a limit to the number of participants?

A: Yes, when approximately 2000 combined participants have registered for the Camporee & Cub

Adventure World programs, registration for these areas will be closed, and a waiting list established. The Camporee will have the capacity to handle 120 Boy Scout Patrols, with 30 activity stations.

Q: Who has signed up already?

A: Over 1050 participants from 22 Cub Scout Packs and 58 Boy Scout Troops have registered as of September 15, 2014. The current listing of registered Scout units is [here](#).

Q: How often will this event be held?

A: This event occurs every four years, two years after **WashJam, the State Scout Jamboree**:

- 2012 - WashJam
- 2014 - Survivor: Pacific Harbors
- 2016 - WashJam
- 2018 - Council Camporee, theme TBD

Q: Do you need volunteers to help staff the event?

A: Yes, We are currently recruiting event staff, to help out with the Camporee and Cub Adventure World. For more information or to volunteer, contact:

John Ohlson - Event Chairman - 253-380-4100 or [Email Us](#)

Appendix A: Site Maps

Frontier Park



Camporee Layout



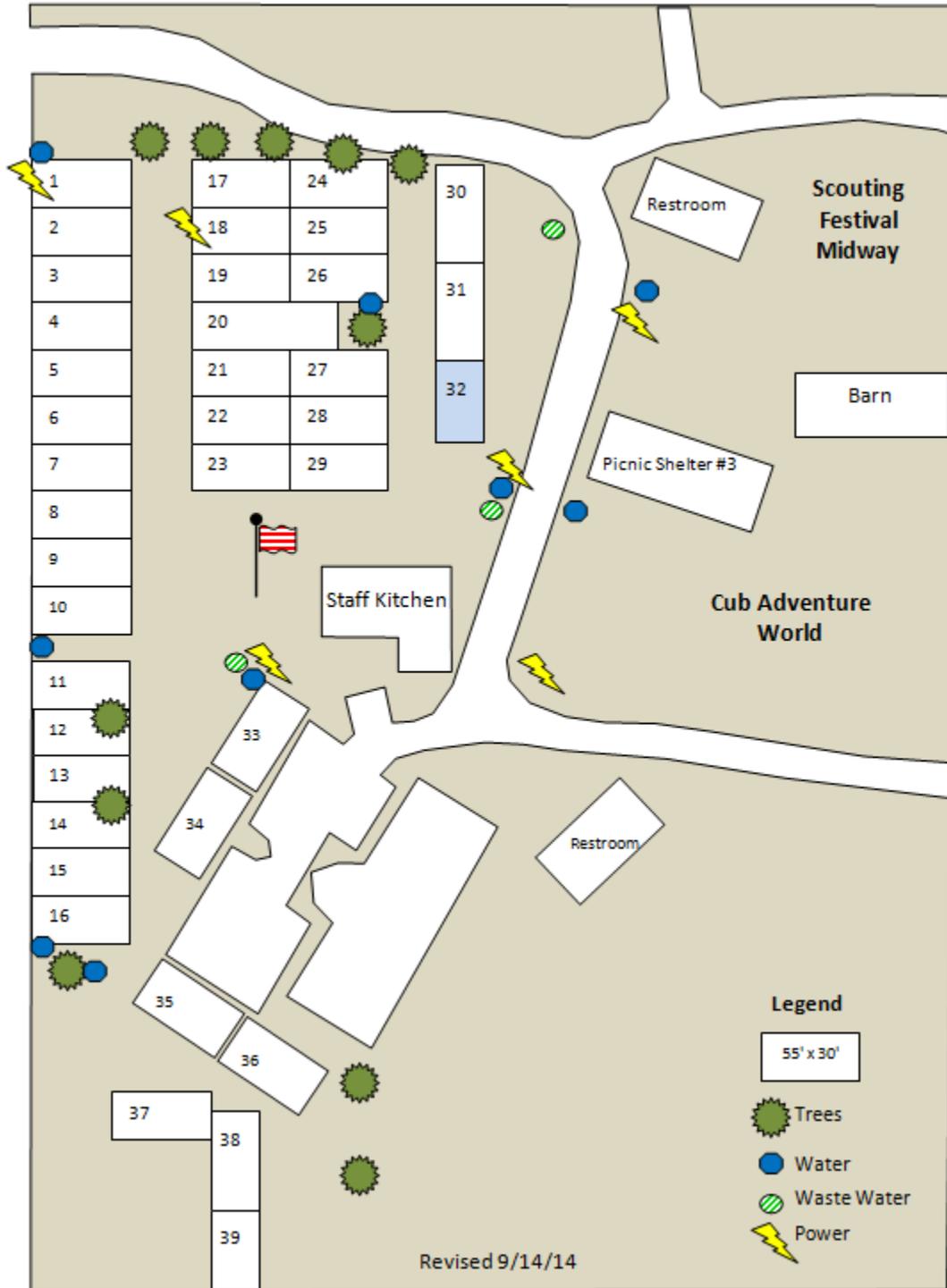
Scouting Festival and Cub World Map

Scouting Festival and Cub Scout Adventure World:



Appendix B: Council Encampment Camping Layout

The Council Encampment area is laid out "Jamboree Style", meaning troops are situated next to each other on a grid pattern, in an open field. Larger units will be assigned a 55' x 30' campsite, as shown below. Smaller units with 15 people or less (including leaders) will share a larger site with another unit.



Troop Campsite Assignments

The following campsite assignments are made based upon the size of your unit, and the available campsite space. Smaller units are expected to share a larger site with other smaller units. Units who are sharing a campsite are expected to 'make new friends' as opposed to asking to be moved to a different campsite, so requests for re-assignments will be politely declined.

Unit Type	Number	Leader	Total People	Confirmed Patrols	Campsite Assignment
Troop	10	Toby Dinkins	12	1	18
Troop	12	Brett Barrett	3	Partial	4
Troop	27	John Ohlson	20	2	29
Troop	36	David Lewis	8	1	4
Troop	53	Jeff Richards	9	1	5
Troop	62	Karen McNeil	16	2	31
Troop	71	Andy Estep	17	2	17
Troop	141	Bob Riggin	2	Partial	4
Troop	148	Rob Nunes	21	2	16
Troop	204	Scott Flanders	11	1	2
Troop	208	Bret Buck	18	2	1
Troop	212	James Spitzer	29	4	23
Troop	216	Scott Brentin	18	2	36
Troop	220	Steve Goins	20	3	7
Troop	224	Daniel Jepps	12	1	12
Troop	237	Vickie McGill	8	1	38
Troop	248	Dave Matzen	22	3	27
Troop	252	Susan Taketa	18	2	19
Troop	274	Richard Waterman	16	2	14
Troop	288	Aaron Van Valkenburg	5	Partial	15
					32
Troop	300	Elizabeth Ruiz (Parent)	1	Partial	4
Troop	300	Dan O'Donnell	13	2	3
Troop	330	Sean Earp	12	1	18
Troop	336	Guy Olsen	15	2	21
Troop	337	David Detzler	25	3	8
Troop	342	Robert Butzerin	17	2	37
Troop	361	David Hill	55	5	30, 31
Troop	366	Bill Nyland	10	1	38
Troop	398	Jerry Montiel	12	2	3
Troop	419	Tom Ross	12	2	13
Troop	436	Jeffrey Erickson	18	2	5

Unit Type	Number	Leader	Total People	Confirmed Patrols	Campsite Assignment
Troop	438	Scott Shaw	12	2	24
Troop	444	Craig Heller	12	1	24
Troop	494	Alan Walker	9	1	15
Troop	501	Becky Peters	6	Partial	28
Troop	503	Tim Greminger/Chris Gill	22	3	11
Pack	504	David Perez	8	0	34
Troop	510	Glen Johnston	5	Partial	16
Troop	516	Alan Tracy	12	1	28
Troop	548	R. Jason Barnes	2	Partial	25
Troop	555	Mike Friend / Michele Ward	13	1	10
Troop	558	Jason Call	5	Partial	6
Troop	565	Dillon Eugenio	8	1	25
Troop	570	Nena Chaing	15	2	17
Troop	576	Duncan Cross	9	1	10
Troop	577	Benjamin Price	34	4	33
Troop	598	Kurt McNett / Wayne Metz	11	1	39
Troop	600	Lisa Edmonds	12	1	6
Troop	655	Michael Athow	10	1	9
Troop	677	Steve Conyers	14	2	26
Troop	692	Rex Welter	24	3	20
Troop	1532	Chris Hildebrand	11	1	22
Troop	1539	Tom Bougan	14	2	4
Troop	1540	Don Parson	12	2	9
Troop	4005	Glen Piehl	12	2	Mountain Man
Troop	9002	Suzanne Scuderi (CC)	10	1	2
Troop	9324	Joe Schey	13	2	35
		Totals	798	94	

Jamboree-Style Camping

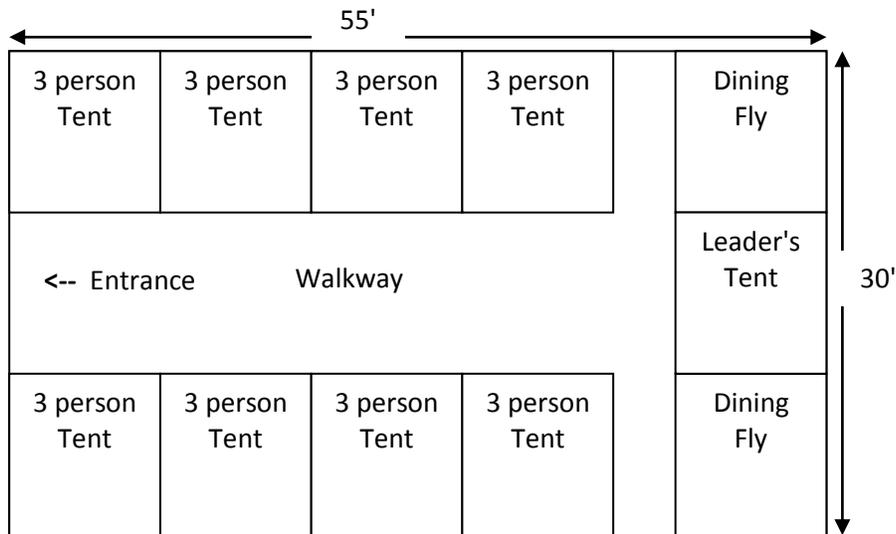


Photos of the 2013 National Jamboree, at The Summit Bechtel Scouting Reserve , West Virginia.

Standard Troop Site for 27 People:

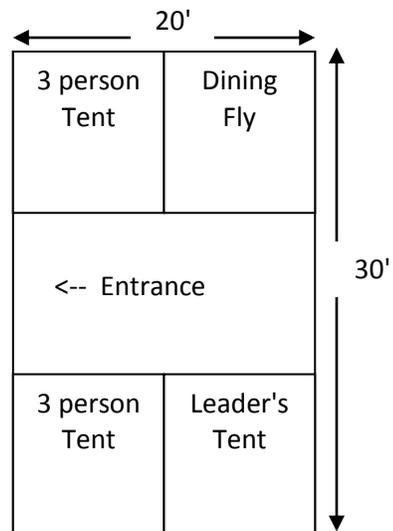
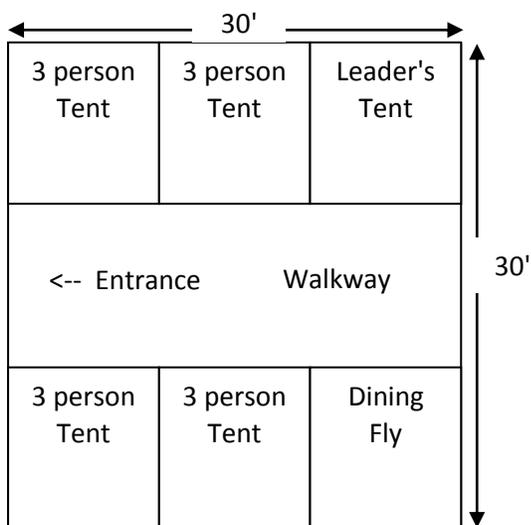
Tents shown below are 10'x 10' square. More smaller tents may be accommodated in the same space if needed or larger tents may be used, however campsite loading is based upon 3 people sharing a 10'x10' tent.

Tents shall be aligned in a straight line, with the back two tent stakes aligning on the border of each neighboring campsite, to create a uniform, 'Tent City' effect. Your cooperation is appreciated in helping to make this happen!



Shared Troop Site for 10 - 15 People:

The following campsite layouts will be shared with other smaller units in a 30' x 55' campsite.



Directions

How to get to Survivor: Pacific Harbors?

Venue address: 21718 Meridian Ave E, Graham, WA 98338

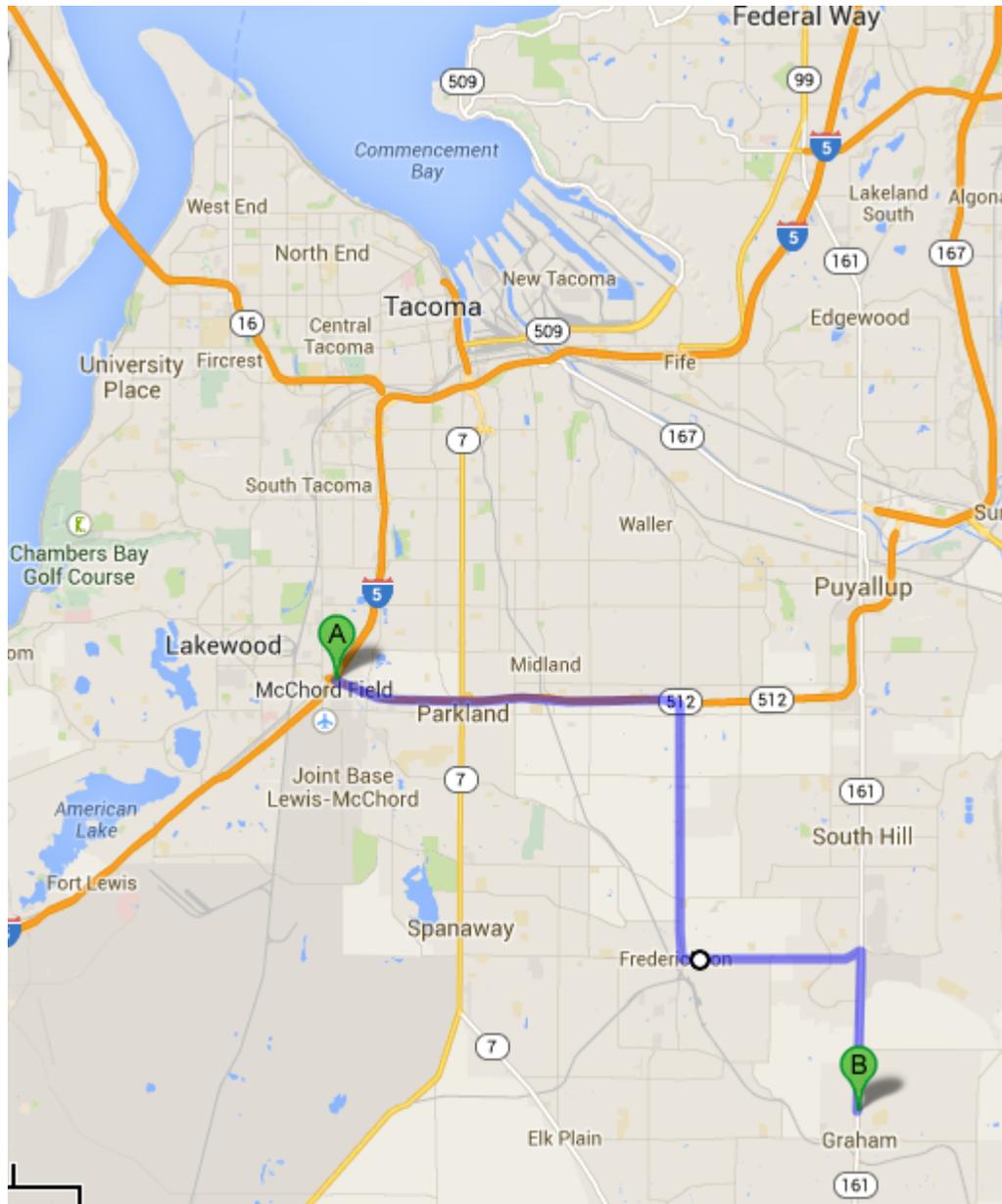
From I-5: Take the SR 512 Freeway to Canyon Road, and turn right at the off-ramp.

Follow Canyon Road to 176th Street, and turn Left

Follow 176th Street to Meridian South

Turn right on Meridian, and follow it to Frontier Park, at 116th Street.

Enter the event through the dirt road on the north side of the park.



Frontier Park Entrance

