

**2011 Southern Nevada Section
Royal Ranger Camporee Book**



“SAILING THE SEVEN SEAS”

Matthew 8:24-26

July 7th-10th (Thurs-Sun)

Spencer W. Kimball BSA Reservation

Mt. Potosi, Nevada



Welcome

- Welcome to the 2011 Southern Nevada Section Camporee to be held at Spencer W. Kimball BSA Reservation, Mt. Potosi, NV. We hope to see every outpost participate in this year's Camporee, as we know it will be very rewarding both physically and spiritually for every boy and man attending!!

Theme

- The theme for this year's Camporee is: **"Sailing the Seven Seas"**

Camporee Scripture

- "Without warning, a furious storm came up on the lake, so that the waves swept over the boat. But Jesus was sleeping. The disciples went and woke him, saying, "Lord, save us! We're going to drown!" He replied, "You of little faith, why are you so afraid?" Then he got up and rebuked the winds and the waves, and it was completely calm. (Matthew 8:24-26, NIV c.1984)

Special Guest Speaker

- Pastor Brian Hendrickson (former National Royal Ranger Staff)

General Information

- Spencer W. Kimball Scout Reservation on Mt. Potosi is located approximately 17.5 miles west of I-15 on highway 160 (1/2 way "up the hump" to Pahrump, NV). Turn left on Mt Potosi Canyon Road and travel 1.2 miles on a gravel road to the camp; the entrance is located on the left. (see attached map)
- Daytime temperatures in mid-July *could* be in **mid-90's**, but night time temperatures should drop to the mid-60's due to the moderate elevation (5600'). Therefore, encourage your outpost to bring appropriate clothing and consider the long evenings outside and the very limited shade during the day.

Cost

- Camporee SECTION registration cost is **\$40 per person** which includes Camp use fee, T-shirt(s) and Camporee Patch. Each outpost is responsible for bringing their own food, cooking utensils and sleeping arrangements.

Registration

- Registration opens **Thursday at 11:00 AM**; do not arrive early. Upon arrival each outpost should send one or two representatives to the registration table while the rest of the outpost remains with their vehicle(s). Outposts will be given an updated Camporee package at that time.
 - Please advise the Registration commander if other members of your outpost will be arriving later and their expected arrival time.
 - Outposts and (or) parents who have objections to taking boys out of school during the week may arrive later. There will be no reductions in fees for late arrivals.

- Each outpost should submit a registration package consisting of the following (**separated into the following sections in a 3-RING BINDER**):
 - Registration Checklist
 - Outpost Registration Form
 - Camp-Out Roster
 - Medical Forms (for each person)
 - Nevada BB-Gun forms (only one copy required for each minor; this will be given back to you)
 - Model Release forms (for each minor)
 - Pastor's Release forms (for ALL adults)
 - Which includes a background check
 - District Insurance Verification Form
 - Statement of Agreement (for ALL adults)
 - Registration Fee (Cash or Check – Payable to “Southern Nevada Section Royal Rangers”)

Uniforms

- Outposts are expected to be in **Special Uniforms** at all times (which includes: Royal Ranger Emblem T-shirts, the ‘Ranger group’ T-shirt (e.g. Official Discovery, Adventure or Expedition Ranger T-shirt), an outpost T-shirt or your 2011 Camporee T-shirt. No other T-shirts *please*. RR sweatshirts are also acceptable. Pants should be: blue jean pants or shorts, khaki pants or shorts). Outposts may wear camouflage pants if that is their uniform and everyone wears them. Hiking boots or any sturdy shoes (no sandals or open-toed shoes). The overall goal is Ranger uniformity.

Competitions

- CARDBOARD BOAT RACE
 1. Each Outpost must enter and race at least one boat.
 2. Boats must be made entirely of corrugated cardboard, including decorations, and propelled only by cardboard canoe paddles, oars or kayak paddles OR may be propelled by muscle-powered devices (such as paddlewheels, propellers, etc.).
 3. No swimming or paddling with a surfboard made of corrugated cardboard.
 4. If propelled by a muscle-powered device, the propulsion system and/or steering system (rudder, etc.) may be made of materials other than corrugated cardboard, but other materials may not contribute significantly to the boat's structural rigidity.
 5. If fastened to the boat, the propulsion and steering system must be connected using corrugated cardboard.
 6. Each boat must have a Captain and at least one crew member. That means a minimum of 2 people per boat, but the Captain may have up to 5 crew members (for a total of 6 people per boat.
 7. There is no limit on the number of teams or boats entered by each outpost, as long as Rule #6 is met and no one races more than once.
 8. The entire hull, superstructure and seating of all boats must be made entirely of corrugated cardboard. Again, only corrugated cardboard is allowed. Any thickness is permitted. If it's not corrugated, don't use it! This includes carpet tubes or barrels.

9. The hull may not be wrapped in plastic, duct tape, shrink wrap or anything else.
 10. Only seams and joints may be taped, not the whole boat.
 11. Items used as fasteners (nuts, bolts, washers, staples, glues [except wood glue]) may be of material other than cardboard.
 12. Your boat must be free of sharp edges, pointy objects or anything else that could cause injuries.
 13. There are no restrictions placed on decorative materials as long as they do not aid in the flotation or propulsion of the boat and do not create a safety hazard.
 14. The boat's passenger area must not be permanently enclosed above the occupants' shoulders. Each person must be visible while the boat is in the water.
 15. Absolutely NO use of the following items: Tar-based substances, two-part varnishes, fiberglass resin, epoxy glue, any other two-part substances, or corrugated cardboard that's bonded to any material.
 16. To qualify as a finisher in any heat, you must be IN your boat, not towing it in your teeth or between your legs.
 17. No more than six humans allowed in any boat. All crews must consist only of friendly and reasonably warm-blooded characters.
 18. All boat occupants must wear a properly fastened life jacket while in the boat or water.
 19. Boat occupants must wear shoes with a substantial sole. No flip flops allowed.
 20. Boats with the fastest times in the preliminary heats will advance to the finals (if required).
 21. You must take your boat (or ALL of its pieces) home after the race, you MUST not leave it in camp
 22. Repairs to the boat in between races are authorized as long as they follow rules listed above.
 23. All boats are subject to a technical inspection for compliance with these rules. A boat must pass inspection to be eligible for any award or prize. You will have a chance to fix a violation and be re-inspected.
- (See attachment for boat building recommendations)

○ BOAT RACE AWARDS:

- Winners will receive an awesome cardboard trophy and bragging rights
 - First, second and third place
- Pride of the Regatta — The most creative design and best use of corrugated cardboard.
- Vogue Award — Most attractive or spectacular-looking boat.
- Team Spirit Award — The team that has the most fun participating.
- Best-Dressed Team Award — Self-explanatory. Must be creative!
- Titanic Award — Most spectacular sinking.

• SAILING (OR SAILOR) COSTUME COMPETITION

- Each outpost should select and wear a costume as appropriate for any type of sailing ship period (e.g. modern, Columbus-era, pirate, etc.). Outposts will wear them to the Friday night Assembly/Council Fire and *may* wear them during the Boat Race (which would add to the Spirit Award points). Points will be given for the **Biggest Percentage** of boys and men in costume. Costumes will be judged on **Creativity, Appearance, and Authenticity** (how well the costume matches the period you are representing). Leaders and dads not in costume will take points away.

- SONG AND YELL COMPETITION
 - Each outpost should come with a Song and Yell. Songs and yells will be judged at ALL assemblies and Council Fires. You get more points for the amount of **participation, enthusiasm** and **creativity**.

- OUTPOST SPIRIT AWARD
 - The competition begins at registration and will culminate Sunday morning. Outposts will be judged on **enthusiasm**, being **on time** to events, **getting along with each other** and showing **Christian spirit**, etc. All of these will add BIG POINTS!
 - Camp spirit will be observed by camp staff and includes such things as singing, patrol and outpost songs or yells on the way to and from assemblies, while working together in the campsite area, or during camp events.
 - On time and a big smile when you pick up staff for meals will get you BIG POINTS as well!

- SCRIPTURE BEE CONTEST
 - All Ranger boys AND ADULTS will participate (separately) in the Scripture Bee Contest. Everyone must memorize (Matthew 8:24-26, NIV c.1984) as follows:
 - **“Without warning, a furious storm came up on the lake, so that the waves swept over the boat. But Jesus was sleeping. The disciples went and woke him, saying, “Lord, save us! We’re going to drown!” He replied, “You of little faith, why are you so afraid?” Then he got up and rebuked the winds and the waves, and it was completely calm.”**
 - This is a “miss-a-word” elimination competition. Each group will be lined up in a large circle. The first person in line will say the first word. The second person will say the second word, and so on until someone misses a word or the verse is completed. Then the next person in line will restart the verse as in the beginning until only one person is left.
 - Awards: 1st thru 5th in both categories

- Other “*possible*” NON-COMPETITION EVENTS
 - BB Gun shoot
 - Archery
 - Canoeing
 - Swimming
 - If the pool is open, all Rangers will be required to swim with a buddy and take a (in the water) swimming test to determine their swimming area.
 - Outpost Games
 - **Each outpost should bring one or two games for the Outpost Games Competitions.** The game(s) should be able to accommodate several players at a time if possible. Consider possibly making the game(s) theme match the Camporee theme. Outposts are welcome to present prizes to winners if applicable.

Camp Staff - Duties and Responsibilities

- Camp Commander: Mark Howarth
- Assistance Camp Commander: Grant Claycomb
- Master of Ceremonies: TBD
- Registration Director: Pete Fedele
- Health and Safety Officer: Pete Fedele
- Activities Coordinator: Grant Claycomb
- Music and Worship Leader: Mark Howarth
- Council Fire Coordinator: TBD
- Sound and Lighting Coordinator: Michael Fedele
- Camp Senior Guide: Adam Claycomb
- Camp Guides: TBD

Camp Rules and Information

1. Keep track of your Rangers at all times; all boys must use the buddy system. Each Outpost Coordinator (or his designation) is responsible for the conduct of his outpost.
2. Ranger Kids may attend by invitation only; the camp is geared for Discovery Rangers and above.
3. Camporee will be open to Royal Ranger women commanders and family on Sunday morning from 7:30 a.m. to 11:30 a.m. (breakfast, church and the awards ceremony) – Outposts should be prepared to make breakfast for their women commanders.
 - Visitors should be instructed to arrive no later than 8:30 a.m.
4. Outposts must register and pay their camp fee before setting up camp. All paperwork must be properly filled out and signed before being allowed to enter camp.
5. Temperatures are expected to range from the mid 60's to the mid 90's. Sun block is MANDATORY for daytime and a WARM sweatshirt or lightweight jacket, clothes and shoes are HIGHLY RECOMMENDED for night (we will be outside at night for long periods)
6. Shade is limited on Mt. Potosi; please plan accordingly.
7. Outposts may use the (already set up) 9'x7' BSA wall tents or bring their own. Note: level ground is limited so you are encouraged to use the BSA tents.
8. Outposts should be prepared to tarp any items needed to be protected from afternoon thunderstorms
9. All campers are required to use the bathroom facilities, going anywhere else is strictly prohibited (make sure you tell the boys)!
10. There are no lights in the showers; plan accordingly for late at night
11. Please use EXTRA CAUTION and respect for the people and property in this camp. This is a Boy Scouts of America campground, and it is our desire to show them our appreciation and love through our actions.
12. We may be sharing the campground with other groups; therefore Rangers must not interfere with other groups and be VERY COURTEOUS.
13. Rangers may not cross any ropes along the roads and paths (usually near the BB gun and Archery ranges).
14. Destruction of property or natural geography will NOT be tolerated.
 - ALL rocks must be left on the ground. Any Ranger caught with a rock in his hand by the B.S.A. camp ranger may be asked to carry a heavy rock for the rest of the day

15. There will be absolutely no cutting of live trees or bushes and no wood gathering at the campsite (make sure you tell the boys)!
16. No one is allowed in another campsite without permission; please request permission to enter.
17. **Eating – Be prepared to feed two (2) staff members at every meal (Fri-Sun A.M.).** A meal schedule will be provided.
 - Boys should know who they are inviting (It's about a 5 minute walk to the staff camp—PLAN AHEAD!)
18. The B.S.A. camp ranger informed us the water on the mountain is quite good and asked that we do not bring disposable plastic bottles. Rangers are **MUST** bring canteens, hiking or sport bottles or Camelbaks^R.
19. Fires – Outposts may only cook with camp stoves-no wood fires. Safety equipment must be in close proximity; your camp will be inspected at any time – BE READY!
20. The coffee cans in the campsites are for Boy Scout use; please leave them alone
21. All garbage must be kept in garbage bags (provided by the Staff). Outposts should tie up bags securely and place them at the entrance of their camp for pickup by the B.S.A. camp ranger throughout the day.
22. Proper dishwashing procedures are a must. All food chunks must be scraped into the trash and dish gray water must be either poured into the upright concrete pipe in the camp (if avail) or the water gravel beds (to be shown at camp). Absolutely no dishwashing allowed at the restrooms, outdoor sinks or water spigots.
23. We want all Rangers to be free from some of the modern distractions. Therefore the following electronic devices are not permitted in camp: Electronic games, CD players, IPod's, MP3 players, (8-Track Players for you old timers), etc.
 - Unauthorized devices will be confiscated and given to the Outpost Coordinator.
24. Boys may not bring knives unless they carry their Tool Craft Safety Award card with them.
25. Parking – A limited number of vehicles will be allowed to drive to the campsite unload and drive back to the parking area. Vehicles will not be allowed in camp after unloading and then not until (a time to be determined) Sunday morning.
26. No spinning of vehicle tires (or making holes in the road) if you get stuck in the dirt, back out/down and try again
27. Park as close to the yellow gate next in the parking lot as possible, and **BACK IN** to your spot
28. We may be selling Ranger T-shirts and patches from past Ranger events at the Ranger Store
 - Old Ranger T-shirts are \$3.00 each
 - Old Ranger patches are \$1.00 each
 - **Note: You may only wear activity patches on your uniform or awards vest IF you attended the event!!**
29. No one will be permitted to leave the camp without prior coordination with the Ranger staff.
30. All minors must have a signed BB gun perm. slip **IN THEIR POSSESSION** in order to shoot at the BB gun range.
31. Hiking – All Rangers must only use the roads, the dry river wash going through camp and established paths inside the campground (no cutting through the brush) – we all need to prevent damage to the environment.
 - All hiking groups must consist of 'at least' one adult and two boys
 - A two-hour hike on the Fortress Pk. trail may be offered by the B.S.A. camp ranger Thurs. afternoon
 - Each hiker must have at least 2 liters of water for this hike.
 - Hiking on any of the other hiking trails is NOT permitted.
 - Please see the recommended hiking tips at the end of this section.

32. Adults may not sleep in the same sleeping quarters with boy(s); exception: a father or legal guardian *may* use the same tent with no additional boys or adults. In order to foster unity and teamwork within the outpost, sons are *encouraged* to sleep with the other boys and fathers with the rest of the men.
33. Quiet-time after lights out will be strictly enforced; this includes no lanterns. The only exception to this is the Staff area. After lights-out, flashlights may be allowed for visibility. Rangers will be restricted to their campsites except for trips to the restroom.
34. No one is permitted in the Council Fire (Amphitheater) area without the permission of the Camp Commander (this includes boys, commanders and dads).
35. All flashlights will remain off during the council fire services. We expect to hear Outpost songs and yells en-route to the assemblies. All Rangers should be highly encouraged to participate in all song services; encourage them that they get out of it, what they put into it.
36. The Ranger Staff will enforce all rules. Instruct all Rangers that the Senior Guide and staff patrol guides will be respected and obeyed. All infractions will be noted and given to the camp Commander to be handled.
37. Outposts are expected to attend all assemblies and be on time. Anyone remaining in their campsite without permission of the camp staff during an assembly or event will have points deducted from the Spirit Award Competition. This includes leaders and dads. Church attendance is mandatory.
38. Outposts must participate in the Camporee assemblies and events to qualify for a camp patch. Each participant must spend a min. of one full day and night at the camp to qualify for a Camporee patch.
39. A staff member must inspect all camps prior to receiving your Camporee patch and departure.
40. Remember the 11th commander – **Thou shalt not hurry the boys from the altar** for the sake of coffee and hot chocolate.
41. We will have a wonderful time at this camp, especially if all Rangers demonstrate their respect and love for other and God’s creation.

Recommended Hiking Tips

1. Wear hiking boots if possible or sturdy tennis shoes.
2. Your socks should fit snugly so that your hiking boots and/or shoes interact like a system not an afterthought. If your socks bunch or are so loose they're sloppy, you're not going to enjoy your trip.
3. Do NOT wear cotton socks; they are good for getting blisters. My favorite socks are Thorlo®. They wick well, discourage shear, absorb shock, and address all the areas critical to comfort.
4. Consider bringing an extra pair along if you need to change them in the middle of your hike
5. Dress in layers and wear a wide brim hat if possible and bring and use sun block (even on partly cloudy days)
6. Be sure to bring first aid items including ointments for scratches.
7. Drink plenty water during the day before the hike and many sips of water during the hike.

CAMPOREE SCHEDULE

NOTE: The following schedule is for *basic planning purposes ONLY*.
A new schedule of events will be given to each outpost at arrival.

THURSDAY, Jul 7th

- 11:00 a.m. Camp opens (do not arrive early)
Registration, Check-in, Orientation
Set up campsites

- **:** p.m. Afternoon recreation on your own time
Follow all camp rules!

- 3:30 p.m. to 5:30 p.m. 2-hour Forest Peak Hike (hosted by B.S.A. Camp Ranger) see #24

Dinner on your own time

- 7:30 p.m. Assemble for the Council Fire **(Let's hear your shouts and yells!)**

- 8:00 p.m. Welcome Council Fire / Camp Devotion

- 9:30 p.m. Staff (**all Outpost Coordinators**) meeting and prayer (at Staff camp)

- 10:00 p.m. Lights Out! (Get plenty of sleep, big day tomorrow)
(Remember, no lanterns and no talking)

FRIDAY, Jul 8th

- 6:30 a.m. Reveille

- 7:00 a.m. Colors (everyone stand at attention in their outpost, face the American flag and salute)

- 7:30 a.m. Breakfast (a hungry staff is like a bear waking up... GRUMPY)

- 9:00 a.m. Assembly (Be late = loose points; show patrol/outpost spirit = gain points)

- 9:30 a.m. to 11:10 a.m. BB Gun Range / Archery Range / Canoeing

- 11:30 a.m. Lunch (Staff has worked hard watching all the boys, so feed them the best you can)

- 1:00 p.m. to 3:00 p.m. Swimming if avail. (or another Camporee Event)
- 3:30 p.m. **Scripture Bee Contest** at the Amphitheater (all boys must participate)
- 5:00 p.m. Dinner (Commander Grant's stomach growls real loud when he hasn't eaten for a while)
- 6:15 p.m. to 6:45 p.m. Prayer time at the amphitheater
- 7:00 p.m. **Sailor Costume Competition** at the Amphitheater
- Assemble for Council Fire (**points for outpost Song and Yell!**)
- 7:30 p.m. Evening Assembly
Guest Speaker
- 9:30 p.m. Staff (**all Outpost Coordinators**) meeting and prayer (at Staff camp)
- 10:00 p.m. Lights Out! (Remember, no lanterns and no talking)

SATURDAY, Jul 9th

- 6:30 a.m. Reveille
- 7:00 a.m. Colors (everyone stand at attention in their outpost, face the American flag and salute)
- 7:30 a.m. Breakfast (There's only thing worse than hungry staff... hungry TEENAGER staff!)
- 9:00 a.m. Assembly (Be late = loose points; show patrol/outpost spirit = gain points)
- 9:30 a.m. **Camporee Photo** at Amphitheater (Everyone must wear their 2011 Camporee T-shirt)
- 10:00 a.m. to 11:15 a.m. **Outpost Games**
- 11:30 a.m. Lunch (Commander Michael can eat enough for three people, so better get a lot of food ready!)
- 12:50 p.m. to 2:00 p.m. BB Gun and(or) Archery, Knife and Hawk

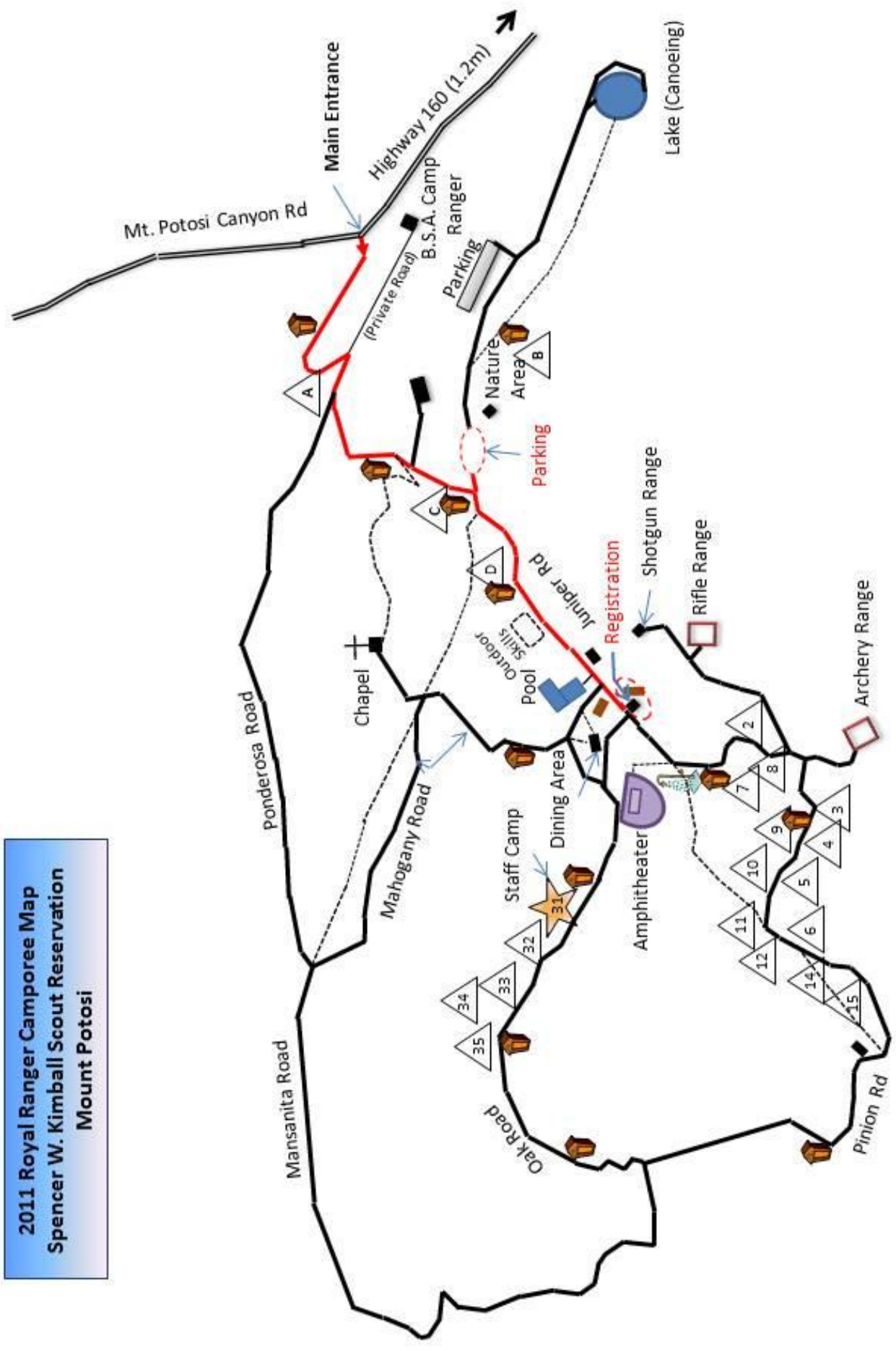
- 2:00 p.m. to 3:00 p.m. Swimming
- 3:45 p.m. **Cardboard Boat Judging** at the pool
- 4:00 p.m. **Cardboard Boat Race** at the pool
- 5:30 p.m. Dinner [Make a feast for the Health and Safety Officer or he will give everyone some special medicine which tastes BAD!]
- 6:00 p.m. 6:30 p.m. Prayer time at the amphitheater
- 7:00 p.m. Assemble for Council Fire (**points for outpost Song and Yell!**)
- 7:30 p.m. Evening Assembly (**Make some noise!**)
Guest Speaker
- 9:30 p.m. Staff (**all Outpost Coordinators**) meeting and prayer (at Staff camp)
- 10:00 p.m. Lights Out! (Be sure to spend quiet time thanking God for so many great gifts)

SUNDAY, Jul 10th

- 6:30 a.m. Reveille
- 7:00 a.m. Colors (everyone stand at attention in their outpost, face the American flag and salute)
- 7:30 a.m. Breakfast (Don't forget trophies will be given out by the staff today, so feed them well!)
- 9:00 a.m. Church Service at the Chapel (7-10 min walk)
All must attend.
- 10:00 a.m. Awards Ceremony at the Amphitheater
- 11:00 a.m. Break Camp
(One adult from each outpost may be asked to help the staff)

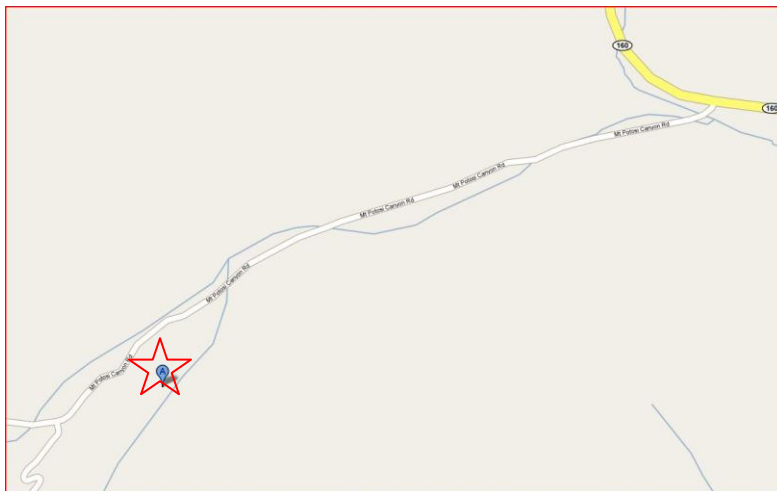
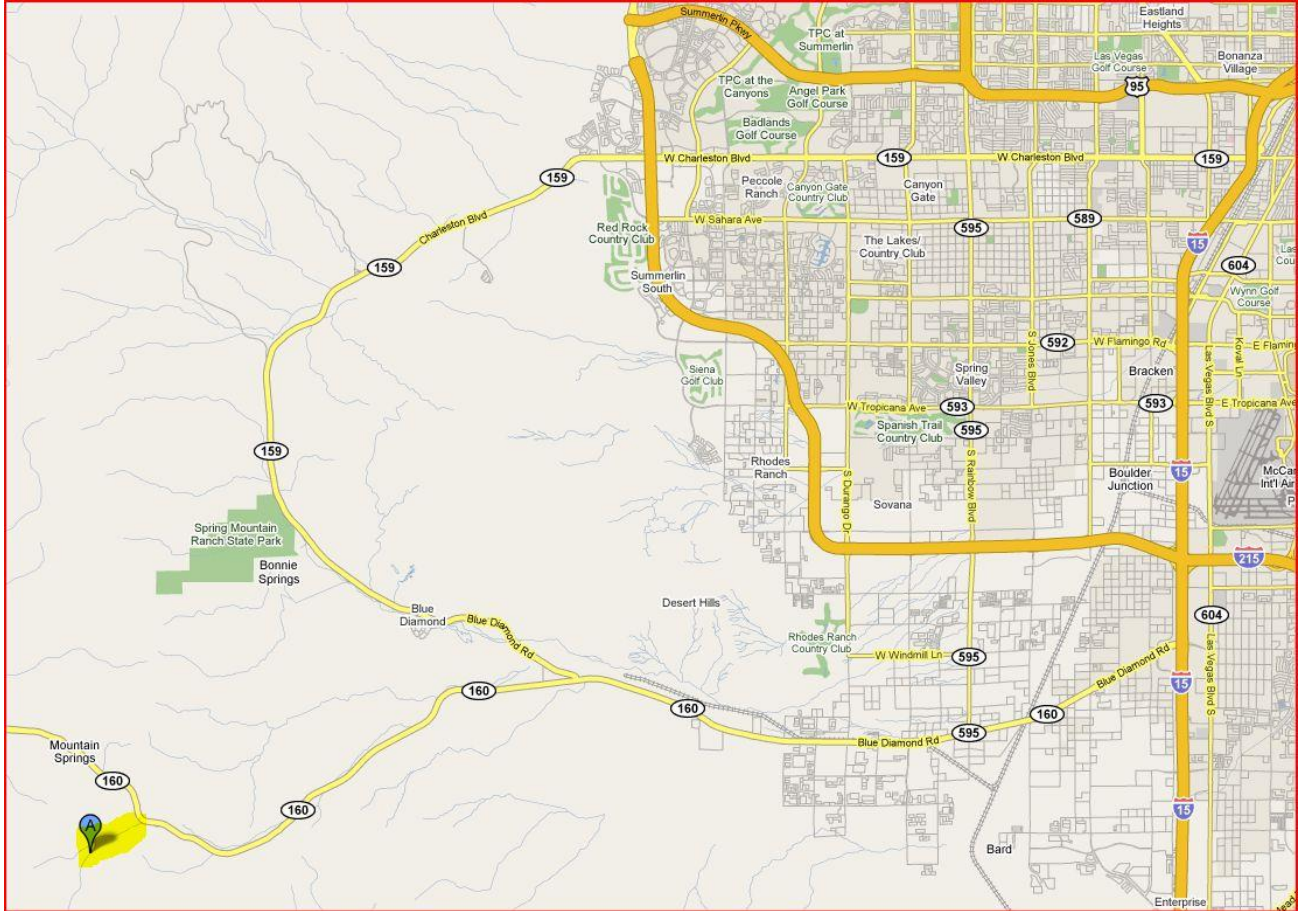
A staff member must inspect all camps prior to departure

2011 Royal Ranger Camporee Map
Spencer W. Kimball Scout Reservation
Mount Potosi



Camp Directions:

Mt. Potosi Boy Scouts of America campground is located approximately 17.5 miles west of I-15 on highway 160 (1/2 way "up the hump" to Pahrump, NV). Turn left on Mt Potosi Canyon Road and travel 1.2 miles on a gravel road to the camp; the entrance is located on the left.



Cardboard Boat Tips

Before Building...

- Building a person-powered cardboard boat, capable of completing a trip around a 300-meter course, is a lot of fun. First, start with some objective in mind. Do you want to build the fastest boat at the regatta, or are you more interested in one of the awards for best theme or best team spirit? Perhaps you want to get on television or be featured in the *Washington College Magazine*.
Next, envision what you want your cardboard creation to look like and come up with a design idea. **Build a model** using a manila folder or other heavy paper or lightweight cardboard. That way, you can fold, re-fold, and fold again to your heart's delight. You can cut it up, glue or tape it together, and try out your design idea in small scale before working on a full-sized creation. Or you can throw out an idea that sounded great, but just doesn't work, and then try something else before you waste any cardboard.
- **Most teams utilize engineering and design principles.** Consider the science involved. There's a simple principle in physics which says that the total buoyant force is equal to the weight of the water displaced by the object. This buoyant force is distributed evenly across the area of the object. Otherwise the boat bends in half when you get into it and water pours in. Calculate the displacement of your idea so that you will have some idea about the buoyancy of your design. **Here's the basic number:** a cubic foot of water weighs about 62 pounds. That means that a 180-pound person will float in a boat that is 1 foot by 1 foot by 3 feet. Sounds uncomfortable, but at least you would know how much boat you and your crew will need at a bare minimum to displace enough water to stay afloat, without taking into account things like splashing or wobbling. Last minute modifications and frantic problem solving, however, are often required. Creative problem-solving adds to the fun. Whether you get your insights from methodical effort or from wide-ranging trial-and-error, building a cardboard boat can be very rewarding.
- Be sure your boat will be able to get out the door of wherever you build it. There are woeful tales about creations that had to be dismantled — or even trashed and rebuilt — just because no one thought about the size of the boat and the size of the doorway.