

# Golden West District Camporall 2020

November 14, 2020

OSO Lake Scout Camp  
21131 Los Alisos Blvd.  
Rancho Santa Margarita

## Official Information Packet

**ALL REGISTRATIONS WILL BE PERFORMED  
INSIDE OF THE SCOUTING EVENT WEBSITE**

Visit <https://scoutingevent.com/039-41462>

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# Golden West District Camporall

## Future Eagles are *Among Us*

### OVERVIEW AND OBJECTIVES

- **WHO SHOULD ATTEND?**

- All Webelos and Arrow of Light Scouts who want to experience ahead of time the thrill of Scouts BSA
- Webelos and Arrow of Light who want to get a jump start on Webelos and Arrow of Light advancement
- Webelos and Arrow of Light that enjoy the thrill of competition and Scout Spirit
- Webelos and Arrow of Light that want to experience competition in an environment filled with Scouts willing to lend a helping hand
- Webelos and Arrow of Light who would like to work hand in hand with Scouts on Scouting Skills, Competitions, and Scout Spirit!

- **WHAT IS CAMPORALL?**

Boy Scouts of America prides itself on being an organization which teaches young men and women valuable life skills and equips them with the abilities and opportunities to teach those skills to others, usually other youth who are younger or lower in Scout rank.

Camporall is one of the few opportunities that Scouts BSA have outside of their own troops, to practice their skills while teaching others. It also provides an opportunity for Webelos, AOLs, their adult partners and Webelos/AOL leaders to meet Troops and become more familiar with which Troops they might like to join. **Webelos and Arrow of Light dens will be called “Patrols” at this event and should have a Patrol name for the event. The recommended size for Patrols is 6-8 Webelos or AOLs as Camporall Staff believes this size affords individual Webelos and Arrow of Light the optimal experience and participation level during the Saturday events. You may combine your Webelos and AOL dens into one Patrol if you prefer.**

**2020 we will be using the Day Camp Cohort group format of no more than 16 individuals from the same Pack, at least two (2) of which must be registered BSA Leaders with current YPT.**

**CAMPORALL 2020** is a day only event tailored to Webelos and Arrow of Light Scouts designed to ...

- Provide them with a look at local Scout Troops in an interactive environment
- Give them a glimpse of the fun and adventure that await them in Scouts BSA
- Enable them to learn and demonstrate Scouting skills
- Foster a positive and high-energy environment where they can showcase their spirit

- **WHERE and WHEN WILL IT BE HELD?**

- OSO Lake Scout Camp, November 14, 2020.

- **HOW MUCH WILL IT COST?**

- \$20 if registration completed by November 12, 2020,  
**(See the Scouting Event Website for instructions)**

- **WHAT SHOULD WE BRING?**

- Page 6 of this package explains this ...

- **HOW SHOULD WE PREPARE?**

- Scout spirit is at the core of Camporall. Our theme this year is Halloween – “Eagle Scouts are *Among Us*” – the scouts are encouraged to dress in either their Scout uniforms OR as *Among Us* characters, but each Pack should be dressed alike (either in uniform or in costume.) Participants will have an opportunity to demonstrate their Scout spirit and Scout skills in a fun and competitive environment.
- Participants will have multiple opportunities to show their Scout Spirit beginning upon arrival Saturday morning and continuing on through the day.
- Dens will show their Scout Spirit by performing their Patrol Yell(s) and by making and bringing a Den/Patrol Flag to Camporall. Guidelines for Patrol Yells and Flags are contained on page 8.
- Participants will demonstrate their basic scouting skills in a variety of environments (first aid, knots, tent building, etc.). To compete at their highest levels, participants should arrive at Camporall with a good working knowledge of these skills for each competitive event. (See Competitive Event list on pages 9 through 14.) Training videos are available on the District website and Facebook page.

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### Welcome to the Golden West District Camporall

Here are a few **Rules for the day**. If you have any questions, please see a Camporall staff member or visit the registration/information desk at Camporall Headquarters.

#### CHECK-IN

- **FIRST**, please go directly to the Cohort Holding Area, find your Pack number and wait for a Camporall Staff Volunteer to mark your Pack as **CHECKED-IN**. Your group leader will be given the number of wristbands that correspond to Pack's registration. Please note, no same day registrations or walk-ins will be permitted. Due to our goal to keep a no-touch/low-touch event you should print and bring your Participant Health Screenings for Camporall and that your pack has all of the latest event information and materials that were previously emailed to you.
- Please share the check-in package information with your Pack.

#### CAMPORALL BOUNDARIES:

- **FOR SAFETY**, the **out-of-bounds** lines will be strictly enforced.
  - Please adhere to all signage and Camporall Staff Volunteer's instructions.
- Anyone outside these boundaries during the day program may be asked to leave. Thank you for enforcing this with your units. **PLEASE USE THE BUDDY SYSTEM WHEN MOVING FROM LOCATION TO LOCATION.**

#### CHECK-OUT

- All Participants will be released to the main parking lot, from the Cohort Holding Area in a staggered format. Please wait for a Camporall Staff Volunteer to release your Pack before proceeding to the parking lot. The Webelo and AOL Scouts will be under the supervision of the Adult Leaders for the Packs when they go to the parking lot, and it is their responsibility that each scout is re-united with their ride home.

#### ADDITIONAL INFORMATION

- Camporall event patches will be distributed at a later date. Please note, you will be contacted by Mr. Moran to arrange the best method to get these to your Pack.
- The Spirit Award will be announced at the end of the event.
- All other awards will be announced at the December Roundtable in a special Camporall Breakout session.
- Please see the schedule on page 4 for events and activities for the day.
- Please see the Event Health and Safety Guidelines on page 15
- Please help us continue to improve our Golden West District events by providing your valuable suggestions and input! This will aid in the planning and structuring of the Camporall for 2021. Please email Mr. Moran at [danmoran72@gmail.com](mailto:danmoran72@gmail.com).
- THANK YOU for participating in this year's event!!!

# Golden West District Camporall

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### EVENT SCHEDULE

Day/Time	Event/Activity
<b>Friday – Nov 13</b>  2:00 pm – 5:00 pm	Event site pre-set up
<b>Saturday Nov 14</b>  6:15 am – 6:30 am 6:30 am – 9:00 am 6:30 am – 7:15 am 6:30 am – 8:30 am 8:45 am – 9:15 am  9:15 am – 9:30 am 9:30 am – 12:30 pm  12:35 pm – 12:50 am 12:50 pm – 1:20 pm	Camporall event staff arrives Health screening and temperature checks Troops may drop off supplies Event set-up Registration (Cohort Leaders should arrive early to welcome their groups) <i>Opening Ceremony and Announcements</i> <b>Event Sessions – 20 minutes per period have been allocated for competition events</b> <i>Closing Ceremony and Announcements</i> Staggered dismissal to parking lot (Cohort groups)
12:45 pm – 2:15 pm  1:30 pm – 2:30 pm	Event teardown & clean-up  Troops may pick up supplies

# Golden West District Camporall

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### COMPETITIONS AND AWARDS

- **SPIRIT AWARD**

- The Spirit Award is won by the top Patrol that demonstrates the most Scout Spirit throughout the day.

The following awards will be given out at the December Roundtable – Camporall Breakout on Thursday, December 10, 2020.

- **COMPETITION AWARDS**

- Competition Awards are won by the Patrols that compete and finish in the top 3 of any of the 8 Competitive Events including Obstacle Course, BSA 101, Knots, Tent Building, First Aid, Fire Building, Flag Ceremony, and Kim's Game.

- **PRESIDENTIAL AND HONORABLE MENTION AWARDS**

- The top 2 overall patrols that perform at the highest levels in all 8 of the competitive events combined with a high level of overall spirit will receive the top Camporall Presidential Award for first place and Honorable Mention for 2<sup>nd</sup> place.

- **THE SCOUT SKILL TRIANGLE AWARD**

- The top 3 patrols that perform at the highest combined levels of competition for Knots, First Aid and Fire Building.

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### WHAT TO BRING

#### SAFETY EQUIPMENT

- First Aid Kit, stocked with Band-Aids, bandages, etc. Do not administer any medicines unless you have the Scout's parent permission to do so, as some people may be allergic to specific medicines or lotions.
- Face mask/covering (No plastic shields or neck gaiters are permitted)
- Hand sanitizer
- Sunscreen
- Hat or visor, sunglasses
- Insect repellent

#### FOOD-DEPENDS ON YOUR GROUP

- Food, snacks, beverages for your group, but they must be individual servings (**NO communal food or beverages may be served**), plus extra water (**No potable water is available at the camping location. Please bring enough water for your group for the entire day**)
- Coolers with ice will not be permitted due to them being "high touch" items.
- 32-gallon plastic trash bag (**Please plan on packing out your own trash**)

#### CLOTHING - BE PREPARED

- "Among Us" themed costume **OR** your Patrol/Den's T-shirts or Class A shirts for the day.
- Jacket/sweatshirt
- Poncho/rain gear
- Water bottles

- **DON'T FORGET YOUR CAMERAS!!!**

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### Guidelines for Den/Patrol Yells and Flags

- **Den/Patrol Yells Guidelines**
  - Please make sure that all Patrol yells are performed in good taste and are not offensive. (If you have a question to whether or not your yell is offensive, please contact Mr. Moran with your proposed yell).
  - Yells should be fun, spirited and LOUD!
  - A large part of your Patrol Spirit will be measured by how much energy and effort are put into your yells.
  - The entire Patrol should participate in Patrol yells.
  - Funny is good, so is a “catchy” yell!
  - Patrols will not be permitted to chase down our Spirit Team or have “yell offs” with other Patrols.
- **Den/Patrol Flags Guidelines**
  - Please make sure that your Patrol Flags are constructed in good taste and are not offensive. (If you have a question to whether or not your flag is offensive, please contact Mr. Moran)
  - Please make sure that your Patrol Flag is free of any sharp or protruding components to avoid injury of your Webelos/Arrow of Light or other Camporall participants.
  - Your Patrol name and Pack number should be readily visible on the flag.
  - There are no specific rules regarding the materials that may be used.
  - As always, please have your Webelos/Arrow of Light Scouts make the flag (with adult supervision of course).
  - When constructing your flag, please keep in mind that your youth will be carrying their flag for the entire day of competition.
  - When designing the Patrol Flags, the event theme “Future Eagles are Among Us” may also be incorporated into the design but it is not a requirement.
  - Originality, craftsmanship, and overall “Scout coolness” will be used to judge all Patrol Flags.

# Golden West District Camporall

## Future Eagles are Among Us

### Competitive Events

This includes the following 8 competitive events:

- Event 2 Tent Building (Troop \_\_\_\_ )
- Event 3 Flag Ceremony (Troop \_\_\_\_ )
- Event 4 Knots/Lashings (Troop 658)
- Event 5 BSA 101 (Troop \_\_\_\_ )
- Event 6 Kim's Game (Troop 526)
- Event 7 Obstacle Course (Troop \_\_\_\_ )
- Event 8 Fire Building (Troop 295)
- Event 9 First Aid (Troop 660)

Please make every effort to compete in all of the events as the top patrols will be presented awards at the December 10, 2020 Roundtable – Camporall Breakout. There are a number of opportunities for your patrol to win awards based on the participation and success in the Saturday competitions. These awards are listed on page 5.

Each event will have winners and the top 3 patrols that perform at the highest combined levels of competition for Knots/Lashings, First Aid and Fire Building will be presented with the coveted

#### **“SCOUT SKILL TRIANGLE AWARD”**

Patrols that participate in all 8 competitive events will be eligible for consideration for the

#### **“PRESIDENTIAL AND HONORABLE MENTION AWARDS”**

Be sure to demonstrate your Scout Spirit throughout the day from the morning ceremony and throughout all of the competitions as the Patrol with the highest spirit score will win the coveted Spirit Totem. Please see the Denner Instructions on the following pages for more detail on the competitive events.

# Golden West District Camporall

## Future Eagles are Among Us

### Competitive Events List

#### Event 1: Rochambo Hula Hoop Relay (DENNER INSTRUCTIONS)

1. Webelos/Arrow of Light will compete in this fun relay of "Rock, Paper, Scissors".
2. The idea of this event is to get the most members of your team to the other side of the hula hoop serpentine chain while challenging the other team member to "Rochambo" when you face off within the serpentine.
3. The cohort group will split in half each going to an opposite end of the chain. On **GO** one person from each end must bounce with both feet into the center of the next hula hoop. When the participants reach each other within the serpentine they will "Rochambo". The loser must leave the serpentine and return to the end of the line. Then another team member from their line will start jumping through the hula hoop serpentine until they reach their opponent to "Rochambo". The winner of the "Rochambo" continues bouncing forward until they reach the next opponent.
4. If a participant does not jump with both feet, they are eliminated and must return to the end of the line.
5. If a participant steps outside the hula hoop they are eliminated and must return to the end of the line.
6. The object is for each participant to make it all the way to the very last hula hoop on the opposite end of the serpentine chain. They must win the "Rochambo" with the team member entering the serpentine in order to score their team a point.
7. The team that has the most participants to have successfully made it all the way to the end of the serpentine hula hoop chain by the time the event buzzer rings is the winner.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions.

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### **Event 2: Tent Building (DENNER INSTRUCTIONS)**

Welcome to Tent Building! Here you will demonstrate your skill in pitching a tent.

1. You and your Patrol will be given a 4' x 6' or 6' x 6' tarp.
2. Four Tent pegs will be placed in the ground for your use.
3. A rope will already be strung between two poles and rope will already be tied to the tarp at each of the four corners.
4. You must construct a tent from these materials.
5. Start by placing the tarp over the rope that is strung between the two poles.
6. Next, tie the ends of the ropes connected to the tarp to the four tent pegs, using a taut-line knot.
7. The clock will start after you have read these instructions to your Patrol.
8. You have completed this event when you have successfully constructed the tent using the proper knots, when (12) minutes have passed, or when the rotation buzzer sounds, whichever comes first.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn the taut-line knot now but would be happy to help you after your turn if there is still time available on the rotation.

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### Event 3: Flag Ceremony (DENNER INSTRUCTIONS)

You and your Patrol must conduct a Scouts BSA flag ceremony of your choice (these can vary from pack to pack). After handing back these instructions to the competition judge, your patrol will begin their flag ceremony. The event is not timed but please try and keep your flag ceremony to approximately 10 minutes and before the rotation buzzer sounds.

Here are the detail requirements.

1. You must obtain the folded American flag from a competition judge.
2. You must cover all of the following ceremony fundamentals:
  - a. Call your Patrol to attention.
  - b. Patrol must unfold and display the flag.
  - c. Call for the Scout Salute and lead your Patrol in the Pledge of Allegiance.
  - d. You must call for the Scout salute to be lowered.
  - e. Your Patrol must properly fold the flag.
  - f. Your patrol must retire the flag back to the starting point.
  - g. You must dismiss your Patrol.
3. You have completed this event when the flag ceremony is complete.
4. You will be graded on how well you complete all of the fundamentals and your respect for our Nations flag.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions.

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### Event 4: Knots (DENNER INSTRUCTIONS)

Welcome to Knot Tying! Here you will demonstrate your skill in one of Scouting oldest traditions, knot tying. There are five knots you will be tested on:

**Square Knot**

**Bowline**

**Two Half Hitches**

**Taut-Line Hitch**

**Over hand knot**

1. This is a timed event and the maximum time allowed for this event is 12 minutes.
2. The event is run in a relay-style and your Patrol will line up behind the start line, and when given the signal one member will run across to the station.
3. They will be shown a card with the name of a knot on it.
4. They must then tie it, with the rope they were provided at check-in, on the crossbar and run back to the start.
5. If they cannot tie the knot, they may say pass. They may say pass as many times as they choose.
6. If they cannot tie any of the knots, they must run back to the start.
7. Once a Patrol member runs back to the start, the next member in line may begin running to the knot station. Remember to take your personal rope with you.
8. This process will continue until all knots have been tied or the clock has reached zero.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn any of the knots now but would be happy to help you after your turn if there is still time available on the rotation.

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### Event 5: BSA 101 (DENNER INSTRUCTIONS)

Welcome to the BSA 101!

1. This event will test your knowledge of Boy Scouting and BSA Scouts over 100 years of history.
2. This event will be run like a relay. One at a time, your Patrol members will run from the start line to the question station and be asked a BSA 101 question.
3. If the scout answers the question correctly, they will run back to the end of the Patrol line and the next member will race to the question station.
4. If the Patrol member incorrectly answers the question, the scout will be asked to perform the "bat twist" (put their forehead on a bat and turn around three times) and then run back to the end of the Patrol line.
5. When one Patrol member finishes the course, the next member will begin racing.
6. Each Patrol will randomly be asked a set number of questions.
7. After the last question is asked and the last member of the Patrol has returned back to the Patrol, the entire patrol will be asked one bonus question worth extra points for the event. The Patrol will be given 30 seconds to discuss and then the answer must be given.
8. The total number of correct answers will be tallied along (plus extra points for the bonus question) with the total time required to run the event.

Ask any questions that you may have prior to handing back the Denner instructions to the Troop Competition Judge.

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### Event 6: Kim's Game (DENNER INSTRUCTIONS)

Welcome to Kim's Game! This age-old game will test your memory and teamwork as you attempt to memorize as many objects as possible.

1. The Kim's Game tarp/blanket will be lifted revealing a slew of objects.
2. It's your Patrol's job to remember as many of the objects as possible.
3. You cannot write anything down and you cannot use cameras.
4. You'll have 60 seconds to look at the objects. After 60 seconds, the cover will be placed back over the objects.
5. You'll then have 3 minutes to tell the Competition Judge as many of the objects that you and your patrol can remember.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions.

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### **Event 7: Obstacle Course (DENNER INSTRUCTIONS)**

Welcome to the Obstacle Course!

1. Here you will demonstrate your speed and determination by running, balancing, jumping, wriggling, rolling, crawling and whatever type of physical test the Obstacle course may present.
2. This is a timed event and may have point deductions applied depending upon the type of obstacle being performed. Intentionally skipping an obstacle will result in a 20 second deduction for each obstacle intentionally skipped.
3. The event is run in a relay-style and your Patrol will line up behind the start line, and when given the signal one member will run through the obstacle course.
4. When one Patrol member finishes the course, the next member will begin racing.
5. Every Patrol member will be required to run the course, unless the 15-minute rotation buzzer sounds.
6. Scores will be calculated by the average of all Patrol members' scores.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions.

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### Event 8: Fire Building (DENNER INSTRUCTIONS)

Welcome to Fire Building! Here you will demonstrate your skill in building a proper and effective fire.

1. You and your Patrol will be provided kindling, tinder and 3 stick matches.
2. You and your Patrol will build a proper fire from the materials provided and burn through a string at a height of 24 inches above the base of the fire building area.
3. This event is scored on **Skill** and **Time**. Proper fire building technique is required to obtain a good Skill score. Just piling up a wad of tinder and lighting it and burning through the string will result in a very low Skill score.
4. Only the bottom of the fire may be lit with the matches provided.
5. ONLY the kindling wood/paper provided may be used.
6. NO pocket knives or tools of any kind may be used and NO fire starter may be used.
7. Only one Patrol member may hold or light a match at a time.
8. The clock will start after you have read these instructions to your Patrol.
9. You have completed this event when you have successfully either burned through the string with your fire, when twelve (12) minutes have passed, or when the rotation horn sounds, whichever comes first.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn how to build a fire now but would be happy to help you after your turn if there is still time available on the rotation.

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### Competitive Events

#### **Event 9: First Aid (DENNER INSTRUCTIONS)**

Welcome to First Aid! Here you will demonstrate your knowledge of first aid.

1. The First Aid competitive event consists of 2 different parts, a scenario challenge and a stretcher course challenge.
2. During the first aid challenge, your Patrol will be presented with one of five different first aid scenarios dealing with any of the following first aid situations.
  - Stopped Breathing
  - Internal Poisoning
  - Burns
  - Hypothermia
3. Your Patrol will need to tell the Competition Judge what first aid is required based on the scenario.
4. Your Patrol will be asked whether or not the scenario is one of the hurry cases for first aid as well.
5. The scenario challenge is a timed event.
6. After completing the scenario challenge, your Patrol will tackle the stretcher challenge.
7. The stretcher challenge will include constructing a stretcher from two six foot poles and a large tarp and transporting a patrol member over a designated distance.
8. The stretcher challenge will be timed.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn any first aid right now but would be happy to help you after your turn if there is still time available on the rotation.

# Health and Safety Guidelines

The primary goal of our staff is to provide an environment for youth to engage in activities with as many risks mitigated by proper planning and training. Coming to the Camporall day camp at any time includes some risk that we cannot eliminate, including possible exposure to COVID-19. However, we will do our best to minimize exposure and possible spread.

**BSA Policy is that there shall be no carpooling to or from this event**

## Social Distancing

- Group sizes will be limited to a maximum of 16 participants (Youth & Adults)/Troop Event Staff.
- Participants will be with their group for the duration of their time on site.
- We will utilize outdoor spaces.
- Where possible, directional traffic will be used.
- Staff and participants will avoid high fives, handshakes, and other greetings that break physical distance.
- Maintain a minimum 6-foot social distance whenever possible.
- If the safety of a youth or staff member is in question, social distancing will be broken to attend to that person.
- Cohort groups will make every effort to not come in contact with each other. Try to maintain a minimum 10-foot distance from other cohort groups.
- Participants and Volunteers should use the restrooms closest to their event site and will refrain from loitering near restrooms.

## Personal Hygiene

- All participants and volunteers are required to wear masks throughout the duration of the event.
- All participants and volunteers will avoid touching their face.
- Masks should **not** be removed for photo ops.
- Food and beverage may only be consumed when waiting in the holding area of an event site or in the Pack Cohort Group holding area. No eating or drinking is permitted while walking between event sites.
- Participants and volunteers should use hand sanitizer and/or wash their hands with soap and water frequently.
- Wearing of gloves is not permitted by any participant. Only staff may wear gloves during sanitation.

# Cleaning Policies

- Event volunteers will clean surfaces using approved cleaning products and disinfectants.
- Equipment/Event materials will be cleaned regularly with disinfectant.
- All trash must be collected by each Cohort Group and packed out of the event. This includes Troop cohort groups running events and Camporall Staff.

# Drop off / Check-in

- Drop off will open at 8:45AM
- At the start of program, participants will be dropped off at the designated temperature check area
- Look for traffic control volunteers indicating where you should pull in.
- A volunteer or staff member will meet you at your vehicle and collect your completed health screening, or ask you to complete a health screening if you have not already done so. This will include a temperature check with a no-touch thermometer. Please wear a mask and stay inside your vehicle during this process.
- Complete the attached health survey no earlier than 24 hours before the event and bring completed form with you for each participant remaining at Camporall.
  - ***If the answer is “yes” to any of these questions, the participant must stay home.***
  - Upon arrival participants will be asked if any of their answers have changed on the form.
  - If all questions are answered “no,” and clearing the temperature check, you will be approved to drop off your Camporall participant.
- Your Camporall participant will be directed over to their Pack Cohort Group holding area.
- Your Camporall Volunteer/Staff will be directed over to their Troops event site.
- If you need to speak with the Camporall Chair or other volunteer/staff member, please inform the health screening volunteer and they will direct you to a designated parking spot. We ask that you remain in your vehicle while you wait for the staff member.
- A wrist band will be provided by the Cohort Leader/Troop Leader and must be worn all day. Once the event starts, anyone seen without a wrist band will be asked to return to the parking lot.
- The drop off area will close at 9:15AM.

# Afternoon Pickup

Each Camporall participant/Volunteer will be picked up in the main parking lot. Look for the traffic control volunteers indicating where you should pull in and they will direct you to the proper area.

- Participants will be held in their Pack Cohort Group holding area and released by their Cohort Leader when parents arrive
- Volunteers will be held in their Troop Cohort Group holding area and released by their Troop Leader when parents arrive
- All youth must be buckled up before leaving Oso Lake. Staff/Volunteers are not permitted to secure a child into a car or buckle their seat belt.
- If a questionable situation arises, it will be the responsibility of the Cohort Leaders for each Pack and Troop Leader of each event to stay with the child until a parent has been contacted.
- Un-registered Parents may not enter the event site at any time and must remain in the parking lot.

# What to Bring

A few items that you will need to bring to Camporall:

- Two face masks/coverings (face shields and neck gaiters are not permitted)
- Snacks – single serve ONLY (**NO COMMUNAL SNACKS MAY BE SHARED WITHIN A COHORT GROUP**). This includes Troop cohort groups running events and Camporall Staff.
- Refillable water bottle and extra bottled water. (**NO WATER FOUNTAINS OR WATER SOURCES ARE AVAILABLE AND NO MULTI TOUCH WATER JUGS MAY BE SHARED WITHIN A COHORT GROUP**). This includes Troop cohort groups running events and Camporall Staff.
- No communal food may be shared within any cohort group and no buffet style food. This includes Troop cohort groups running events and Camporall Staff.
- Hand sanitizer
- Sunscreen
- Hat and Sunglasses
- Camping Chair (**NO COMMUNAL CHAIRS WITHIN A COHORT GROUP**). This includes Troop cohort groups running events and Camporall Staff.
- Sturdy closed toed shoes are always required.
- Cohort Leaders may want to bring a wagon as no items may be left at the Cohort holding area once the event starts.
- No coolers or ice may be brought into the event site due to their high touch nature. Consider a plastic tub and partially freezing the water bottles you will consume.