The Copperhead 2020 Camporee theme is "The Copperhead Games" and is to commemorate the summer games being held in Tokyo, Japan. Events are a mixture of Scout-skill tests, teamwork challenges and physical contests. Emphasis is on fun, teamwork and sportsmanship.

Camporees are a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year’s Spring Camporee.

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. All events for will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete.

The Order of the Arrow will have an area setup for OA members only. There will be refreshments and tomahawk throwing (14+). If you have not paid your 2020 Dues you will not be able to enter.

Registration: The registration fee is $12 per Scout and $5 per adult scouter. Registration closes on 8/27/2020. There is an additional fee of $13 per scout for shotgun shooting. Registration is online and there will be no onsite registration. Registration is completed by the troop leadership online with credit card or electronic check. You may complete your camporee registration by clicking here. Shotgun registration here.

Contacts

Adult Camporee Director: Danny Reeves 281-450-5158 or dannyreeves38@gmail.com.
Scout Camporee Director: OA Chapter Chief Nathan Barnard T1296
Camporee First Aid: Charlie Bozeman 281-914-3033
# Table of Contents

COVID-19 Protocols .......................................................................................................................... 3
Check-In Procedures .......................................................................................................................... 4
Check-out Procedures ......................................................................................................................... 5
Schedule ........................................................................................................................................... 5
Campfire ............................................................................................................................................ 6
Rules, Regulations and Important Information ..................................................................................... 7
Photographs .......................................................................................................................................... 9
Scouting Safely .................................................................................................................................. 9
Order of the Arrow (OA) Call-Out Ceremony ..................................................................................... 10
Order of the Arrow Area ..................................................................................................................... 10
Shotgun Shooting ............................................................................................................................... 11
Copperhead Games ............................................................................................................................. 11
Troop Campsite & Event Assignments ................................................................................................. 11
Patrol Event Descriptions .................................................................................................................. 12
Tellepsen Scout Camp Map ................................................................................................................ 16
Pre-Camporee Medical Screening Checklist ....................................................................................... 17
Camper Health Screening Log .......................................................................................................... 18
COVID-19 Protocols

The safety of our scouts and volunteers is the Copperhead District’s top priority. While there is still much uncertainty regarding COVID-19, we are monitoring the information provided by health experts and government agencies to help keep safe those who choose to come to camporee.

Our decision to operate camporee is based solely on the ability to follow CDC, National, State, Local, BSA, SHAC, other applicable government recommendations and guidelines.

Our camporee health and safety plan includes:

- Pre-Camporee Medical Checklist (pg. 17). To be completed by parents prior to camporee and turned into camp medic at check-in.
- Health screening conducted by your unit prior to travel to camporee, including a temperature check and once at camporee health screenings of Scouts and leaders by unit leadership (pg. 18).
- If any participant does not pass health screening upon arrival at the event will be denied entrance to the event, and all participants traveling in the same vehicle will be denied entrance to the event.
- Program changes to limit the intermingling of units while in camp.
- Patrol sizes are managed to encourage and accommodate physical distancing requirements.
- Elimination and redesign of certain programs where physical distancing is not practical.
- Enhanced sanitation with hand sanitizer provided at all program areas.
- Updated and enhanced cleaning protocols for all camp areas and shared program equipment.
- Face coverings and/or gators, which cover the mouth and nose, are required.
- An emergency response plan that includes an isolation and quarantine protocol should a person at camp develop symptoms of COVID-19.
- If any scout or scouter shows sign for COVID-19 and tests positive for COVID-19 within 14 days from camporee please inform the camp director, Copperhead district executive and SHAC. An incident report must also be filed with SHAC.
- Wilderness First Aid certificate holder on staff and on property during the entirety of camp.

If any scout/scouter exhibits any symptoms on the health screening during camporee report to the Event First Aid Staff immediately. The scout/scouter will be isolated and then the parents will be called to come and pick up their scout immediately or the scouter will be asked to go home.

These precautions are important, but these efforts cannot eliminate the potential for exposure to COVID-19 or any other illness while at camp. Experts have said that people with COVID-19 may show no signs or symptoms of illness, but can still spread the virus, and people may be contagious before their symptoms occur. The fact is that someone with COVID-19 may pass the required health screenings and be allowed into camporee.

We also know the very nature of camp makes physical distancing difficult in many situations and impossible in others.

Information from the Centers for Disease Control and Prevention (CDC) states that older adults and people of any age who have serious underlying medical conditions are at higher risk for severe illness from COVID-19. If you are in this group, please ensure you have approval from your health care provider prior to attending camp.

Every staff member, volunteer, and Scouting family has to evaluate their unique circumstances and make an informed decision before attending camp. We hope this information will be helpful as you make that choice.
PRE-CAMPOREE

- Every scout and scouter will need to complete the Pre-camporee medical form (pg. 17). This form will be turned in with your BSA MED Forms at check-in to Event First Aid Staff.
- Immediately before departure to camporee the Camporee Health Log (pg. 18) will need to be filled out and turned in at check-in to the Event First Aid Staff.

DURING CAMPOREE

- If a scout starts to display symptoms please isolate that scout at your campsite and immediately inform the Event First Aid Staff. The Event First Aid Staff will come and determine what further steps need to be taken.
- All scouts and scouters will be required to wear facemasks and/or a gator, which covers their mouth and nose during all events where they will come into contact with scouts or scouters.
- All units are required to provide their own hand sanitizer/hand washing stations at their respective campsites.

POST-CAMPOREE

- If any scout or scouter shows sign for COVID-19 and tests positive for COVID-19 within 14 days from camporee please inform the camp director, Copperhead district executive and SHAC. An incident report must also be filed with SHAC.

Check-In Procedures

Arrivals. Participants can begin arriving on Saturday 11:30am -12:30pm. Upon arrival immediately go to your assigned campsite to setup your assigned game then send 1 unit representative to the check-in tent at campsite 1.

Campsites: Campsites are pre-assigned and are included on the attached Tellepsen Map. Each troop will use the assigned campsite for its game. Be courteous to your fellow campsite mates. Upon arrival, please proceed to the assigned campsite to unload gear and then move all vehicles to parking lot closest to your campsite.

Medical Forms: Every participant must have a current BSA Annual Health and Medical Record (Part A & B). Every troop should bring two copies in a binder. One copy will be turned in at check-in. They will be held in first aid location during the event. The binder will be returned to the troop upon checkout. Troops should have a second copy to keep in the campsite. Pre-Camporee medical form as well as a camporee health log will need to be turned in as well at check-in.

Roster: A short-term camping roster must be completed and emailed to the Camporee Director one week prior to camporee. Click HERE for the troop roster.

Parking: All troop trailers will be allowed to remain on the road or in a parking spot next to the campsite location. All other vehicles must be unloaded at the campsite and then moved to the designated parking areas next to each campsite. Only designated vehicles will be given an all-access pass to be able to move around during this event. The speed limit is no more than 5 MPH. If you have a special need or a handicap that will require you to have a vehicle, please inform registration upon check-in.
Check-out Procedures

All troops must check out with registration prior to departing. The following items must be completed and checked by a staff member.

1. Campsite cleaned and all trash removed
2. Bathroom facilities cleaned – each troop will need to bring a broom, bathroom cleaning material, etc. to use for cleaning the bathroom facilities.
3. Each troop will share the campsite bathroom with another troop. Thus, the cleaning must be done by each troop who used the bathroom facilities.

Once the unit has passed campsite inspection, units will receive camporee patches for each registered participant. Medical form binders will be returned.

When leaving camp, all trash is to be taken up to trash dumpster located by the exit. Please plan to depart camp after completion of campfire Saturday evening, no later than 10:00 p.m.

Early Departures: Units needing an early departure on Saturday should make prior arrangements with the camporee registration staff and follow the check-out procedures.

A survey for the SPL/Scoutmaster to fill out and return by September roundtable. Please take time to discuss this survey with the participants and give feedback. Feedback is a gift and all comments are appreciated.

Schedule

Saturday – August 29, 2020
11:30am - 12:30pm CHECK-IN at registration tent - Campsite 1
12:30pm - 1:00pm Scoutmaster & SPL meeting in Activity Field
1:15pm - 5:00pm Copperhead Games
1:30pm - 5:00pm Shotgun Range Open
6:30pm – 8:30pm Closing Campfire @ Activity Field Campfire Ring - awards & OA call-out
9:00pm CHECK-OUT @ Campfire – Pickup Med Forms, Awards, Patches and OA Candidate info.

Essential Items for Each Patrol:

- Activity Map (get at check-in)
- Patrol first aid kit
- Water bottle for each scout
- Ziploc bag for Activity Map
- Energy snacks for afternoon
Campfire

Campfire will be conducted in the activity field across from campsites 1-3. Campfire will be “IN THE ROUND” and will be setup to allow for social distancing between units as well as scouts. Please see the diagram below. Campfire will consist of an awards ceremony and the OA Call Out.

Each line is a 6’ social distance barrier between units.

Scouts will be required to sit 6’ apart in their units assigned pie piece.
**Rules, Regulations and Important Information**

**Camp Code:** The Scout Oath, Scout Law and Outdoor Code will be the law of the camp.

**Dress Code:** The dress code for the day must be weather appropriate, so please pack accordingly. Sturdy boots are highly recommended. Tennis shoes might be best for some of the competition games. Open-toed shoes are not allowed for safety reasons. Field uniform (Scout uniform) is recommended for the flag ceremonies and campfire program. Activity uniforms (camporee t-shirt) during Saturday activities.

**Participants:** All participants must be registered members of the Boy Scouts of America. Units participating in this program will need to have their Scouts divided into patrols with a minimum of 3 and a maximum of 5 Scouts per patrol.

**Leadership:** All units must ensure sufficient leadership and comply with the BSA supervision requirements. Two registered adult leaders 21 years of age or over are required. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided. From the Youth Protection website, the BSA has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. Parents and youth using these safeguards outside the Scouting program further increase the safety of their youth. Those who serve in positions of leadership and supervision with youth outside the Scouting program will find these policies help protect youth in those situations as well.

- **Two-deep leadership is required on all outings.** A minimum of two registered adult leaders — or one registered leader and a participating Scout’s parent or another adult — is required for all trips and outings. One of these adults must be 21 years of age or older.
- **One-on-one contact between adults and youth members is prohibited.** In situations requiring a personal conference, such as a Scoutmaster conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.
- **The policies of two-deep leadership and no one-on-one contact between adults and youth members also apply to digital communication.** Leaders may not have one-on-one private online communications or engage one-on-one in other digital activities (games, social media, etc.) with youth members. Leaders should copy a parent and another leader in digital and online communication, ensuring no one-on-one contact takes place in text, social media, or other forms of online or digital communication.

**Meals:** Please eat lunch prior to camporee as lunch will not be served. Please bring a sack lunch for dinner Saturday evening and any appropriate afternoon snacks.

**Fires:** Practice sensible fire safety. Please make campfires in the designed fire rings located in each campsite. Please do not move fire rings. Any special restrictions will be administered at check-in should the need arise. Liquid fuels are not permitted. Please follow BSA policy on handling, use, and storage of such fuels. If a burn ban is in effect, no open fires will be permitted.

**Generators:** Generators are not allowed for unit use. The use of a generator by the camporee committee will be permitted where the power to run equipment is not available.

**Cooking Fuel:** Use wood, charcoal, or propane fuel in preparation of meals. In the interest of conservation, charcoal is recommended and encouraged.

**Pressurized Fuels:** The use of either high or low-pressure lanterns or stoves must be in accordance with current BSA and SHAC policy.
Use of Water: Water sources are only for filling water containers. They are not to be used for personal hygiene, washing or rinsing dishes, or washing clothes.

Latrines/Shower Facilities: Please keep latrines in good shape and respect others. Latrines are spread throughout the camp. Latrines will be checked as part of the check-out procedure. Units camping near latrines are responsible for the cleaning of them prior to check-out.

Trash: Each unit must take their trash to the dumpsters located by the exit from Tellepsen.

Tobacco/Alcohol: No person is allowed to use tobacco products. No alcohol of any kind is permitted.

Parking: Due to the limited space, all personal vehicles will need to park in designated parking areas, no exceptions. Unit trailers can be parked on road by campsites.

Visitors: No visitors are allowed only registered scouts and scouters.

Knife Safety: Follow all rules regarding knife safety and proper handling of knives and tools.

Cutting of Trees: Please do not cut down any live trees for firewood. Any cutting down of live trees will require permission from the camp ranger.

Prohibited: Sheath knives, alcohol, fireworks, firearms, and non-medically prescribed drugs are strictly prohibited.

Cutting Through Campsites: Please do not pass through other unit's campsites, there will be walkways marked out. A scout is courteous, kind, and obedient to name a few. Please be considerate.

Prescription Medication: On all outings, an adult is to be responsible for youth medications (in the original containers), kept secure, and dispensed as prescribed. Prescription medicine will be handled by the troop leadership.

Health/First Aid: Minor first aid issues should be handled by the unit leadership. Major first aid issues will be handled by Charlie Bozeman. He will be reachable via cell (281-914-3033) and two-way radio. The first aid station is located next to the bathrooms for campsite 3 and is marked with a red cross flag. Please advise troop members of its location.
Photographs

Notice! Please be advised that promotional videotaping/photography may be in progress at any time at an event. Your entrance constitutes your agreement that the district has the right to reproduce your likeness in videography/photography for promotion (e.g., publications, internet, newspaper).

Scouting Safely

The BSA’s Commitment to Safety is ongoing and we want you to know that the safety of our youth, volunteers, staff, and employees cannot be compromised. The Boy Scouts of America puts the utmost importance on the safe and healthy environments for its youth membership. The Sam Houston Area Council takes great strides to ensure the safety of its youth as well as the adult volunteer leadership that interacts with them.

BSA Guide to Safe Scouting policies must be followed. All participants must follow Youth Protection Guidelines at all Scouting events. Highlights include:

1. Two-deep leadership on all outings required.
2. One-on-one contact between adults and youth members is prohibited.
3. The buddy system should be used at all times.
4. Discipline must be constructive.

Health and safety must be integrated into everything we do, to the point that no injuries are acceptable beyond those that are readily treatable by Scout-rendered first aid. As an aid in the continuing effort to protect participants in a Scout activity, the BSA National Health and Safety Committee and the Council Services Division of the BSA National Council have developed the "Sweet Sixteen" of BSA safety procedures for physical activity. These 16 points, which embody good judgment and common sense, are applicable to all activities.

Youth Protection Guidelines   Guide to Safe Scouting   Sweet Sixteen   Enterprise Risk Management
Order of the Arrow (OA) Call-Out Ceremony

Immediately following the Saturday evening campfire, a traditional OA call-out ceremony will take place to recognize those scouts and adult scouts from the district elected to the OA.

1. Scoutmasters should encourage elected candidates to attend camporee to be called out. Many troops choose to let the candidates be surprised when their names are called.
2. Once each year, a troop may hold a unit election to elect youth members of their troop to become members of the Order of the Arrow. A special call-out ceremony is being held during the camporee for candidates elected into the Order of the Arrow by their troop last fall. Scouts are not required to participate in a call-out ceremony but must complete an Ordeal within one year, in order to become a member of Colonnich Lodge. If a candidate does not attend an Ordeal within one year, then the candidate has to be re-elected by their unit.

Order of the Arrow Area

The OA Only Area is open to those OA members who have paid their 2020 dues. **IF A SCOUT IS NOT CURRENT THEY WILL NOT BE ALLOWED IN. ONLY 10 ARROWMAN AT A TIME WILL BE LET INTO THE AREA.** A scout can pay their dues ($20) at camporee in order to enter the OA Only Area. The OA Area will have snacks, drinks, lawn chairs and Tomahawk Throwing (14+ Only) during the afternoon program time. All current dues paid OA Members are invited to come and relax and fellowship with fellow OA members from the Copperhead Chapter!
Shotgun Shooting

Shotgun shooting will be available from 1:30pm-5:00pm at the Shotgun Range. There is an optional shooting fee of $13 per Scout or Scouter wishing to shoot, which includes one box of 25 shells. The Scoutmaster will be given a wristband for each Scout registered for shotgun shooting. If a Scout doesn't have a wristband they will not be able to shoot. Register here.

Copperhead Games

The Camporee theme is "The Copperhead Games" and is to commemorate the summer games being held in Tokyo, Japan this year. Events are a mixture of Scout-skill tests, teamwork challenges and physical contests. Emphasis is on fun, teamwork and sportsmanship.

1. All Events will have a Gold (1st), Silver (2nd) and Bronze (3rd) place. Each units’ SPL will be responsible for announcing the winners at the Saturday Night Campfire. The district will provide the medals for both 2nd and 3rd place. The unit will need to provide (5) medals or awards for 1st place.
2. Patrols should have a maximum of 5 members and be made up of all ages. NO “SUPER PATROLS” made up of only older scouts. If needed smaller troops can join together to form patrols.
3. See below for troop event assignments.
4. All events will be held at the assigned campsite except archery and shotgun shooting, which will be at the Archery Range and Shotgun Range (See Tellepsen Map).

Troop Campsite & Event Assignments

Troop 3 – Activity Field
• Event #10 ?

Troop 61 – Campsite 5
• Event #5 Orienteering

Troop 120 – Campsite 4
• Event #6 Alligator Pit

Troop 202 – Campsite 3
• Event #1 Football

Troop 229 – Campsite 7
• Event #8 Fire Building

Troop 421 – Campsite 1
• Event #4 First Aid

Troop 838 – Archery Range
• Event #2 Archery Competition

Troop 1283 – Campsite 8
• Event #7 Mad Cap Relay Race

Troop 1296 – Campsite 6
• Event #9 Lava Cross

Troop 1865 – Campsite 2
• Event #3 The Chain Gang Knot Race
Patrol Event Descriptions

***ALL EQUIPMENT USED MUST BE CLEANED PRIOR TO EACH UNIT AND/OR PATROL USING THE EQUIPMENT, AND MUST BE CLEANED AFTER EACH UNIT AND/OR PATROL USES THE EQUIPMENT***

*** Feel free to adjust as necessary. These descriptions are only guidelines. ***

**Event #1: Football Throw – Scored on distance and accuracy.**

Rules: Football Accuracy Throw
Equipment: Football (Junior-size Football)

1. Places are awarded based on the highest points earned.
2. One practice throw will be allowed at each distance.
3. The participant must announce beforehand if he/she is taking a practice throw or throwing for a score.
4. Each participant will attempt six (6) throws from each of the following:
   a. Football Distances: 10 and 12 yards
   b. Softball Distances: 12 and 15 yards. The target will be the opening in a 25 inch ring, the center of which will be 5 feet off the ground.
5. Five (5) points will be awarded for each throw that goes through the target from the shortest lines.
6. Ten (10) points will be awarded for each throw goes through the target from the farthest lines.
7. Final score will be determined by the total score of the patrol divided by the number of patrol members.

Rules: Football Distance Throw
Equipment: Football (Junior-size)

1. Each competitor’s longest single throw is used to determine the order of finish.
2. Participants will be allowed one (1) warm-up throw and three (3) official throwing attempts.
3. A foot fault (going past the foul line during the throw) counts as one of the four throwing attempts but has no distance recorded.
4. If a ball lands outside the foul lines, it will be charged as a throw, but will not count for distance.
5. Final score will be determined by the total score of the patrol divided by the number of patrol members.

**Event #2: Archery Competition**

Scoring method is at the discretion of the unit.

**Event #3: The Chain Gang Knot Race**

The patrol lines up side by side. On go, they tie their legs together with short pieces of rope using a square knot. They must then race to the knot line (15 yards) and tie all seven knots listed on the knot line and then race back. The seven knots to be tied are: square knot, clove hitch, sheet bend, bowline, timber hitch, taut-line hitch, and two half hitches. Each member of the patrol must tie a knot. Two members will have to tie a second knot. The winner will be determined by the patrol that ties all seven knots correctly and most quickly returns to the start line.
**Event #4: First Aid for Athletic Competitions**

Welcome to the first aid event! Your entire patrol will need to participate here while we test your Tenderfoot to First Class skills. Featured will be injuries common at athletic events. You will enter an area where you will encounter various injuries and you will be scored on how accurately and proficiently you treat these injuries. Scoring method is at the discretion of the unit.

**Event #5: Orienteering**

Be ready to have your skills with a compass tested. The event will be set on a Line Course. No electronics (GPS, Phones, Calculators, Electronic Compass, etc.) allowed on the field. Each patrol member must have their own standard compass. Scouts may only use their standard compass and materials given to them by the staff. No pacing work will be allowed on the line the day of competition. Ideally, patrol members should know their pacing prior to the Camporee.

**Event #6: Alligator Pit Crossing Materials for each patrol:**

1. 2 x 8’ spars to serve as A-frame shear legs
2. 1 x 6’ spar to serve as a ledger at the base (crossbar)
3. 3 x 15’ x 1/4” lashing ropes
4. 6 x 20’ x 1/4” lashing ropes (for guy lines)

The “Alligator Pits” are marked on the ground, one for each patrol, 15’ x 15’ square. Patrons line up on one side of their pits. On signal the patrols lash together an A-Frame “walker” using either three Square Lashings or two Square Lashings with a Two-Spar Shear Lashing at the top. At the top they attach two 20-foot lashing ropes, and attach two more ropes at each corner of the crossbar, using Two Half Hitches. These are the guy lines. The patrol then stands the “walker” upright, and one member climbs on the crossbar. One Scout mans each guy line to help steady and to help propel the Scout on the crossbar as he tries to “walk” the A-Frame across the alligator pit. Only the A-frame “walker” is allowed inside the pit. Maximum time allowed is 10 minutes.

**Event #7: Madcap Relay Race**

For each patrol you will need a paper bag containing cards with one task on each card. Draw start line and put cone out about 40 feet. Place the paper bag with cards at cone. Patrols line up single file and on ‘Go’ signal, the first patrol member races to the cone and picks a card randomly from the bag, reads it, does the task, and races back to tag the next Scout. All patrol members must complete a task. Patrols will go until 5 tasks have been completed. This event will be scored by average patrol time. Example Tasks: Rubber band gun target shooting, gunny sack race, crab walk, and so on.

Materials Needed:
1. 18” diameter metal pan (2-3)
2. fire building materials
3. stakes (2-3 pairs)
4. twine or heavy string
5. Water hose or filled water buckets to put out the fires if needed

Setup:
1. Drive two pointed stakes into the ground, placing them 12 inches apart and allowing them to protrude at least 15 inches above the ground.
2. Nine inches above the ground tie a piece of heavy string between the stakes, and 6 inches higher tie a second string.
3. Place metal pan under the strings. Will build fire in the pan

The Contest
1. Part I - Laying the Fire
   a. Patrols meet and jobs are assigned. When all Patrol Leaders report that everybody has one or more assignments the starting signal should be given. Before saying, "Go!" however, caution Scouts to lay their fires well. Emphasize that only 1 point will be given to the Patrol that is ready to light its fire first, but that 3-4-5 points will be awarded to the first three places of Part II.
2. Part II - Lighting the Fire
   a. After each Patrol has chosen a man to light its fire the light-up signal is given. Using a fire-lighter (or match), the first man in each Patrol tries to light its fire in several places. The Patrol whose upper string burns through first scores 5 points, second 4 points, etc.

Event #9: The Lava Pit ([https://www.youtube.com/watch?v=3Mq5vQi3DWY](https://www.youtube.com/watch?v=3Mq5vQi3DWY))

Materials Needed:
1. About 20 paper plates or flat pieces of wood

Instructions:
1. Make up a story that the Scouts are being chased. They need to escape across a field of hot lava.
2. Divide the young people into teams.
3. Give each team paper plates explaining that when they step on these plates they will not sink into the lava. (DO NOT RECYCLE PAPER PLATES – USE FRESH ONES FOR EACH GROUP)
4. Each team receives a third of the number of plates as there are players (i.e., twelve player team gets four plates).
5. The group must figure out how to get the entire group from point A to point B (marked on the floor with tape), from one side of the hot lava pit to the other.
6. Only one person can be on a plate at a time, and the plates may be picked up and moved.
7. The key to the game is that only one person will need to work their way back across the field to help the rest cross.
8. A time limit can be placed on this game to make it interesting.
Event #10: TBD
Pre-Camporee Medical Screening Checklist

This is a tool to assist parents and leaders in identifying potentially communicable diseases in advance of event participation. The intent of this checklist is to review with each participant his or her current health status both before departure and upon arrival at the event.

Participant’s Name _______________________________ Unit # ___________

Has the participant or anyone in the participant’s household had a confirmed case of COVID-19? YES □ NO □

Has the participant had any of the following symptoms in the last 2 weeks?

1. Fever (100.4 F or greater) YES □ NO □
2. Chills YES □ NO □
3. Diarrhea YES □ NO □
4. Cough or Shortness of Breath YES □ NO □
5. Sore throat YES □ NO □
6. Vomiting YES □ NO □
7. Flu-like symptoms YES □ NO □
8. Sudden Loss of taste or smell YES □ NO □

If the answer to ANY of the above questions is YES, the participant should STAY HOME.

Has the participant had any of the following symptoms in the last 72 hours?

• Unexplained extreme fatigue or muscle aches YES □ NO □
• Rash □ Open sore

If the participant has one of these symptoms, discuss any limitations and restrictions and consider having him or her stay home. Participants who become ill should not return to the activity until a health-care provider clears them.

If any of the following are true, it is recommended that after leaving camp that you isolate away from any home, which may have any high-risk individual, for 14 days. This is to make sure you do not infect someone in your home.

Is anyone in your household:

• Over age 65?
• Immunosuppressed? (On drugs which suppress the immune system; have a blood disease which is being treated; receiving treatment for Multiple Sclerosis; or on Humira, Imuran, Remicade, Cimzia, Tysabri, Enryvio, Stelara?)
• Undergoing ACTIVE treatment for cancer (getting chemotherapy)? YES □ NO □ You should consider not going to camp this year if you live with someone who is high risk to have a serious COVID 19 infection, unless you can stay away from them for 14 days after you leave camp.

I CERTIFY THAT THE ABOVE INFORMATION IS CORRECT AS OF THIS INDIVIDUAL’S TIME OF DEPARTURE FOR CAMP.

Signature _________________________________ Date ________________ (if under 18, parent or guardian should sign)
**Camper Health Screening Log**

Please complete this log for all campers the morning before departing to camporee. Please have them available for the first aid staff if requested. If any Scout or Scouter (Adult Leader) displays any of these symptoms, please have that individual remain in the campsite and do not send to program activities. Troops should contact the first aid staff or camp leadership so that the first aid staffer on duty can come to the campsite and escort the camper to the medical area for evaluation. A Scout is Trustworthy and Courteous. Scouts and Scouters are expected to be completely honest in reporting symptoms. Not doing so could negatively impact the health of your fellow campers.

<table>
<thead>
<tr>
<th>Camper Name</th>
<th>Chills</th>
<th>Cough or Shortness of Breath</th>
<th>Loss of Taste/Smell</th>
<th>Muscle Aches</th>
<th>Sore Throat</th>
<th>Headache</th>
<th>Diarrhea</th>
<th>No Symptoms</th>
<th>Temperature</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>