

**MERCER AREA DISTRICT
WASHINGTON CROSSING COUNCIL**

SCOUT WARS

BOY SCOUT CAMPOREE

WITH INVITED WEBELOS

FRIDAY-SUNDAY, APRIL 22-24, 2016

OCKANICKON SCOUT RESERVATION

For updated information, check

<http://mad-bsa.org/scoutwars/>

CAMPOREE INFORMATION

Summary: The Mercer Area District Scout Wars Boy Scout Camporee will be held at Ockanickon Scout Reservation on Friday-Sunday, April 22-24, 2016. A companion Cub Scout Cubarama will be held on Saturday, April 23, 2016, at the same location. This event will take place rain or shine and will only be cancelled if severe weather is forecast for the area. A tentative schedule is included.

Scout Wars is a Star Wars¹ themed Boy Scout Camporee and Cub Scout Cubarama. All attendees are encouraged (but not required) to come in costume. **Star Wars themed costumes are "class-A" for this event.** Actual projectile or edged weapons are prohibited.

Highlights and Important Information:

- Important Dates:
 - Early Registration before March 28, 2016 (\$18)
 - Regular Registration Deadline is April 11, 2016 (\$23)
 - Late Registration after April 11, 2016 (\$38)
 - No Registrations after April 18, 2016
 - Attendee rosters are due April 18, 2016 via email. If needed, substitutions can be made at check-in
- Webelos and Cub Scouts must be accompanied by an adult or guardian! See details below.
- All attendees must register!
 - Prospective Cub Scouts must register, but are free. Accompanying adults must register and pay.
 - Siblings and friends under 5 years old must register, but are free.
- Service Project: Toy Drive, each patrol/den should bring a new, unwrapped toy.
- Leader Meeting Friday at 10:00 PM
- Station volunteer signup in advance at <http://bit.ly/ScoutWarsStationSignUp>
- Signup for some activities and stations at check-in, e.g. COPE, Diplomatic Mission to Alderaan.
- Wear appropriate clothing for the weekend. Some stations have shoe and clothing requirements/limitations. See details below.
- Bring no firewood from home. Use only the wood found at OSR.

¹ STAR WARS and all related characters, names and indicia are trademarks of and copyright © 2012 Lucasfilm Ltd. All rights reserved. , or their respective trademark and copyright holders.

Eligibility: This Camporee is open to Boy Scouts and Troop Adults. All Camporee participants, whether they are camping overnight or not, must register and pay the full Camporee Fee.

Troops can invite Webelos Scouts to camp with them along with their accompanying Webelos Parents and/or Webelos Adult Leaders. Troops who do so must be prepared to instruct and help the Webelos Scouts that they invite. Depending on the number of Webelos Scouts that a troop is hosting, they may go around as separate Webelos Patrols or as part of a Boy Scout Patrol. The only caution is that for activities that involve competition, Webelos Scouts cannot compete with Boy Scouts. For such an activity, Webelos Scouts can be grouped into ad hoc patrols, if necessary.

Note that Webelos Scouts camping with a troop will register for the Scout Wars Boy Scout Camporee with their host troop. They will NOT register for the Scout Wars Cub Scout Cubarama. A parent or guardian, who must also register with the Troop, must accompany each Webelos Scout. If a parent cannot attend, arrangements must be made by the boy's family for another youth's parent (but not the Webelos leader) or another adult relative or friend to be a substitute at the campout. No Webelos parent should be responsible for more than one boy other than his or her own.

Other than Webelos Scouts invited by troops, there will be no Cub Scout camping at Scout Wars.

Volunteers: This event is run by volunteers. Troops and packs are expected to supply volunteers to help design, construct, and/or run activity and support stations. The only exception to this is the Adventure Sports Area where staff will be supplied for us. Some of the stations need instructors with specific training or experience, however, volunteers without instructor qualifications can still help with supervision at these stations. Older youth may be able to help at many stations in addition to adults. In most cases we will expect the troops with larger numbers of participants to supply more helpers than the troops with smaller numbers of participants.

Please sign-up to run station before the event using this online sign-up link:

<http://bit.ly/ScoutWarsStationSignUp>

Updates: Before the event, updates to this handout will be posted at the Scout Wars web page. At the event, a final Activities List and a final Schedule will be supplied at Check-In.

Social Media: #OckanickonAwakens on Facebook, Instagram, Twitter, etc. Programming updates will be posted on the Scout Wars website, and progress will be posted on social media with that hashtag.

Honor Troop Awards: Campsite inspection and participation in all activities, such as the leaders meeting, patrol competition, campfire and flag & religious ceremonies, will count for points towards Honor Troop. A maximum of 100 points may be awarded for the campsite inspection. Campsites will be inspected for their overall appearance, cleanliness, neatness, use of the patrol method, health (med forms and first aid kit), sanitation, fire safety and scout spirit (entranceway using pioneering skills, troop and American flag). Providing volunteers will also count for points towards this award. A maximum of 150 points can be awarded towards Honor Troop. Any troop that earns at least 120 points will qualify for Honor Troop and will receive a ribbon. The troop with the most points will be named the Top Honor Troop and will receive a special ribbon and a prize.

Regular Activity Stations: Many regular activity stations are noncompetitive and pass-fail -- the only requirement is showing proper Scout Spirit: that is acting according to the Scout Oath and Scout Law. Most regular stations will be open to Boy Scouts (BS) and Cub Scouts (CS), but details may be age-group adjusted. Also, a few stations may be open to Webelos Scouts (WS), but not other Cub Scouts. Stations will include instruction, demonstration, and, whenever possible, hands-on experience. Some activity stations may have sign-up sheets on Friday night or Saturday, so that a patrol can reserve a specific time range for that activity.

If an individual Scout completes a station, then he gets credit on his Activity Card. If a patrol completes a station, then each member of the patrol gets credit on their Activity Card. Completing most activity stations will be worth one point, but lengthy stations will be worth more. Accumulating a certain number of points earns an award. Many activity stations may provide additional points for exceptional performance, e.g. hitting the bull's eye or winning a race.

Each patrol should have a magnetic compass and a mobile phone capable of downloading and viewing multimedia files for use at certain stations.

Competitive Activity Stations: These stations can be done only by patrols (dens) and not individuals. Exceptional performance is worth extra points. Participation is optional.

- ***Boonta Eve Classic Pod Race***

Patrols (dens) will carry/pull a log or stretcher around a course. Patrols (dens) with best times get awards.

- ***AT-AT Race***

Patrols (dens) will work as a team to race specially constructed AT-AT walkers around a course. Patrols (dens) with best times get awards.

- ***Yoda's Challenge***

Patrols (dens) will answer questions about Star Wars and general Scouting knowledge. Patrols (dens) with most correct answers get awards.

- ***Golden Skillet Competition "Let the cookie win"*** (Boy Scouts Only)

Patrols will prepare cookies, or cookie related desserts. All food preparation and cooking must be done by Scouts with no adult help. Cooking needs to be done over hot coals. Entries will be submitted to Camporee Headquarters according to the times posted on the schedules. Entries will be judged for awards based on presentation and taste.

- ***Now witness the firepower of this fully ARMED and OPERATIONAL battle station!***

Patrols (dens) will race to start a fire using only a single match and their fire starting kit. Patrols (dens) with best times get awards.

- ***Special Activity - A diplomatic mission to Alderaan***

This activity can be done only by patrols (dens) and not individuals. Participants will need to sign up in advance for a time slot at Check In or at Camporee Headquarters. Each participant may only do this activity one time at the event.

Boy Scouts will do this activity on Friday night. Cub Scouts will do it on Saturday during the daytime. If time slots are available, Boy Scouts will also be permitted to do this activity on Saturday during the daytime. Cub Scouts will be allowed to have adult help and simpler directions, if needed.

Skills involved: Map Reading and Navigation (Orienteering), Stalking, Bothan Espionage Techniques, Secret Codes.

Adults with Patrols or Dens: One of the purposes of this event is to encourage patrol teamwork and leadership through participation in the stations. Troop Adults should not be accompanying Boy Scout Patrols through the activity stations unless the patrol contains Boy Scouts who need special assistance. Such adults should only intervene for reasons of immediate safety. If the Patrol has Webelos Scout guests, their adult partner should be nearby, but not too close. Adults are welcome to take photos and videos of their Scouts, but should not disrupt their activities when doing so.

Webelos Patrols and Cub Scout Dens should have accompanying adults, however, adults should let the youth participants make as many decisions as possible. This is of course age dependent. We know that this is hard for some parents when they see that there is a better way to do something, but one of the goals of the Scouting program is for the youth members to experience and overcome challenges on their own. The fact that there may be a more elegant or efficient solution is not paramount here.

Equipment Needed: Any special equipment required at an activity station will be supplied, except that each patrol (den) should bring a magnetic compass and smart phone (with internet access for multimedia display) for use at certain stations.

Service Project: Each patrol or den is expected to bring a new, unwrapped toy as part of a toy drive as this event's service project. The toy may be a Star Wars toy, but not necessarily so. The drop off location is anytime at Foster Hall.

COPE (Low Course):² The low COPE course is open in the morning for Cub Scouts and Boy Scouts, but is not recommended for Cub Scouts as it is physically and mentally demanding. The course runs between 2 and 3 hours, and the scouts are expected to attend for the entire course. Complete details will be provided at check-in.

COPE (High Course):² The high COPE course is open in the afternoon for Boy Scouts only as it is physically and mentally demanding. The course runs between 2 and 3 hours, and the scouts are expected to attend for the entire course. Complete details will be provided at check-in.

Climbing Wall:² The climbing wall is open in the morning for Boy Scouts and Cub Scouts, however is not generally recommended for Cub Scouts as it is physically demanding. It is usually a very popular station, so lines may be long. Any updates to this schedule will be provided at check-in.

BB Gun Shooting: This activity is open to Cub Scouts and Boy Scouts at different ranges. Scouts will receive a short safety briefing while waiting to shoot. On the shooting line, each Cub Scout may have a coach, usually the Scout's parent. These coaches need not have had prior experience with BB gun shooting.

Note that this activity requires BSA-Trained BB Gun Range Masters or NRA Certified Rifle Instructors (or Rifle Coaches). If you can help, please sign-up using the [link](#) above or send a message to scoutwars@mad-bsa.org.

Archery Shooting: This activity is open to Boy Scouts and Cub Scouts at different ranges. Scouts will receive a short safety briefing while waiting to shoot.

² Note for the COPE and Climbing Wall activities: Participants must wear long pants, a sleeved shirt or jacket, and soft soled shoes. Hiking boots are not permitted.

Note that this activity requires BSA-Trained Archery Range Masters. If you can help, please sign-up using the [link](#) above or send a message to scoutwars@mad-bsa.org.

On the shooting line, each Cub Scout may have a coach, usually the Scout's parent. These coaches need not have prior experience with Archery.

Slingshot Shooting: This activity is open to Cub Scouts only. Cub Scouts will receive a short safety briefing while waiting to shoot. On the shooting line, each Scout may have a coach, usually the Scout's parent. These coaches need not have had prior experience with slingshot shooting.

Note that this activity requires either BSA-Trained BB Gun Range Masters or BSA-Trained Archery Range Masters. If you can help, please sign-up using the [link](#) above or send a message to scoutwars@mad-bsa.org.

Tomahawk Throwing: This activity is open to Boy Scouts only. Scouts will receive a short safety briefing while waiting to throw.

Note that this activity needs adults with tomahawk throwing experience who follow the Sweet Sixteen of BSA Safety. If you can help, please sign-up using the [link](#) above or send a message to scoutwars@mad-bsa.org.

Religious Services: On Saturday night, there will be an All-Faith Service at Foster Hall and a Roman Catholic Mass in Palmer Lodge B. Boy Scout volunteers will be needed for both services.

Any Scout who does not attend either service will need to be supervised by an adult and engage in noise-free, non-disruptive activity during the services, such as reading, writing, or silent prayer.

Scout Wars Campfire and Awards Ceremony: Each patrol must be prepared to perform a song, skit or cheer at the Scout Wars Campfire on Saturday night at the campfire circle, two performances are preferred. Prizes and awards will be presented during the Campfire.

Trading Post: The hours that the Camp Trading Post will be open on Saturday will be posted. Candy, chips, and soda will be available, plus other items.

Extra Activities:

- **Dejarik or “Let the Wookiee win”**
Chess merit badge activities are planned to be held in Foster Hall on Saturday night. More information will be provided at check-in. If you are a Chess merit badge counselor, and would like to volunteer, please sign-up using the [link](#) above or send a message to scoutwars@mad-bsa.org. This is a **BYOCS** activity (Bring Your Own Chess Set.).
- **Patch Swap or “Watto’s Shop”**
Also in Foster Hall on Saturday night there will be space made available for trading scouting patches. Bring patches to swap!

Registration: All participants in the Scout Wars Boy Scout Camporee or Cub Scout Cubarama, both youth and adult, must register online by Friday, April 15, 2016. All districts are welcome to participate.

Date Form Submitted:	By March 28 -- Discount Fee	By Apr 11 -- Regular Fee	After Apr 11 -- Late Fee
Camporee Fee:	\$18 youth and adult	\$23 youth and adult	\$38 youth and adult

- No refunds will be given after Thursday, March 31, 2016, but substitutions will be permitted.
- The late fee is not arbitrary. Last minute supplies cannot be obtained at the same price as those obtained earlier in the planning process.

Only total numbers of participants in each category (Boy Scout, Troop Adult, Webelos Scout, and Webelos Adult) are required on the Registration Form. Each troop's point of contact for this event will receive a request for their Troop Roster once they register. Rosters must include the name and category for all the participants that the troop registered. Rosters must be on an Excel spreadsheet (xls) and emailed to scoutwars@mad-bsa.org by Monday, April 18, 2016. If necessary, substitutions can be made at Check-In.

Check <http://mad-bsa.org/scoutwars/> for Registration Forms and up-to-date information.

Location: Ockanickon Scout Reservation (OSR) is located in Pipersville, PA. All camping will take place outdoors. Participating troops will not be allowed to use the cabins in camp and should not reserve these cabins with the Council office for the weekend of this event. For directions to the camp go to <http://www.ockanickon.org/about/maps-directions/>.

Address: 5787 State Park Rd, Pipersville, PA 18947

<https://www.google.com/maps/place/5787+State+Park+Rd,+Pipersville,+PA+18947/>

Camp maps are INCLUDED.

Parking: Drivers should go to the main parking lot and follow the instructions of the Parking Staff on duty. When driving in the parking lot and on any camp road, please proceed slowly and carefully.

Each troop will be permitted to drive one vehicle at a time to drive to their campsite to drop off equipment on Friday night. When dropping off equipment, pull this vehicle off to the side and do not block the camp road. Each troop will be issued one vehicle pass which must be displayed on the dashboard. Only vehicles with this pass will be allowed to drive to the campsites. Once this vehicle has returned from dropping off equipment, the driver may then give this pass to the next troop leader so that the next vehicle may be driven to the campsite.

Weather permitting, troop trailers will be permitted to remain at campsites. **Troop trailers must not block roadways in case emergency vehicles must pass.**

Check-in: Boy Scout Troops may arrive no earlier than 6:00 pm on Friday. Check-In will be at Scout Wars Headquarters in Foster Hall. It is preferable, but not required that everyone in a troop arrive at the same time. If a troop arrives in more than one group, a Group Leader (usually adult) and the Senior Patrol Leader from each group needs to go to Check-In while the other members of the group wait by their vehicles. Group Leaders will check off the names of their group members on their Troop Roster (submitted previously by email). Group Leaders will also supply for each vehicle in their group: the make, model, color, license plate, driver's name, and driver's cell phone. Group Leaders will then receive a wristband for each member of their group plus a final Schedule, a final Activity Station List, and any final instructions. After checking-in, a group can go to their troop campsite.

Campsites: Troops will be camping in the established wooded campsites. Access to the campsites is via unpaved roads and dirt paths. Only one vehicle will be allowed at a campsite at a time and must not block the road when parked. The campsites are large enough to accommodate dining flies and shelters. Each campsite must be identified with a Troop banner, sign, or gateway. Campsites will be assigned based on troop size, and some sites will be shared by multiple troops.

Use of the Cabins at OSR: Participants will not be allowed use of the cabins for any reason. Participants camping near a cabin may not enter it and must not tamper with that cabin's door lock.

Water: It is very important to stay hydrated at an energetic event like Scout Wars. Please bring a water bottle or canteen with you to carry around during the day.

Water will be available at several locations around the camp. Water may or may not be available at the campsites. If not, water runs may be made to fill troop water containers in batches during the day. Details will be provided at Check-In. Please feel free to bring water from home and a wagon to transport your water containers around the camp.

Trash: Secure all food and/or trash around your campsite. Please bring plastic bags with you for trash. We encourage you to pack-out your trash. However, there will be a place to leave it, if that is not an option for your Troop. Details will be given at check-in.

Rest Rooms: All campsite latrines will be available for use as will the Adult Comfort Station near Foster Hall. Portable toilets will also be placed around the camp -- these may be restricted to adults. Details will be given at check-in.

First Aid: In the case of a life-threatening emergency to a Scout or adult, an adult (or Scout if necessary) should immediately call 9-1-1 with a cell phone and then send a runner to headquarters to report the emergency to a staff member. In the case of minor injuries or illness to a Scout or adult, they can use their personal first aid kit or their troop first aid kit, however, there also will be a medic on staff, for true emergencies that require it. All injuries and illnesses should be reported to your unit adult leader and to camporee staff.

Medical Forms: BSA Annual Health and Medical Record 680-001 (2014 Printing) Part A (Informed Consent) & Part B (Health History) is required for all Scouts and Adults participating in this event. Unit leaders need to make sure that everyone brings their form with them. In the case of younger Cub Scouts or siblings, it may be better for their adult partner to carry the form for the youth.

Note that you may have to show your Medical Form at the Adventure Sports activities.

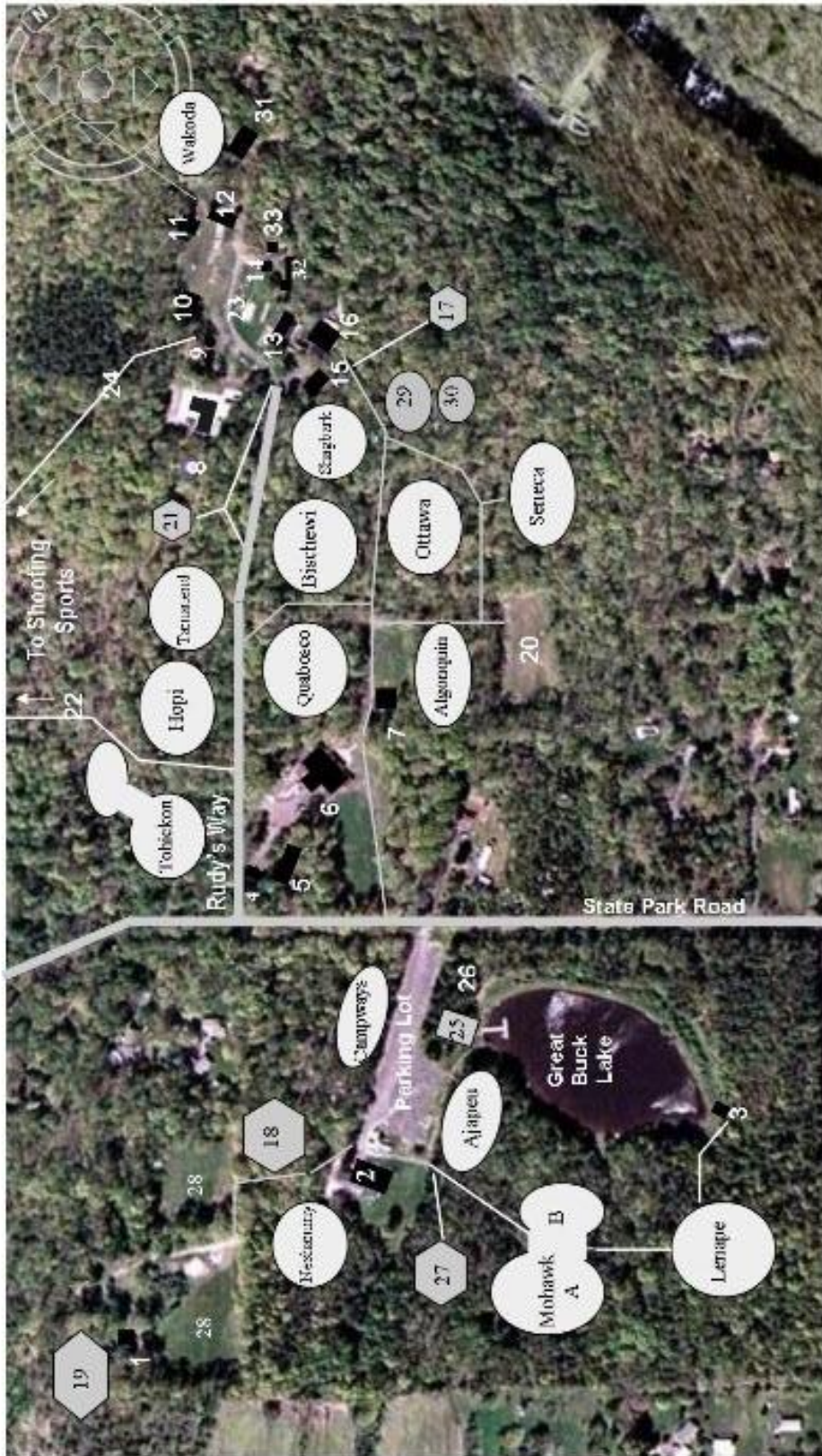
Prohibited Items: The following are prohibited: real or toy firearms; sling shots; B-B guns; bows and arrows; "paint ball" guns; crossbows; real or toy throwing or stabbing weapons (except for pocket knives) or items which could be used as such; explosives; sheath knives; fireworks; model rockets; alcoholic beverages; narcotics; hazardous materials. Scouts will not be allowed to bring electronic entertainment devices such as: gameboys, CD players, Mpeg players, radios and tape players.

Fires at Campsites: Propane stoves are allowed. Liquid fuel stoves are not allowed. Participants are required to use the existing fire rings located in their campsites if you are having a wood fire (please follow Leave No Trace rules for fires). Do not dump the wood fire ashes on the ground - put them in a garbage bag to be thrown away with the rest of the trash. Make sure your ashes are dead, out and cold before doing this.

DO NOT BRING FIREWOOD FROM HOME. USE ONLY THE WOOD FOUND AT OSR.

Check-Out: Troops may stay no later than 10:00 am on Sunday. All campsites will be inspected prior to check out. Each Troop must send a representative to the Camporee Headquarters in Foster Hall when they are ready for inspection. Once inspected, units will be checked out and given their patches. There is no closing ceremony on Sunday morning.

Ockanickon Scout Reservation Map



Locations

- Buildings**
- 1 - C.O.P.E. Shack
 - 2 - Science Center
 - 3 - Bird Blind
 - 4 - Photo Lab
 - 5 - Maintenance
 - 6 - Foster Dining Hall
 - 7 - Camp Office
 - 8 - Pool
 - 9 - Gazebo
 - 10 - Health Lodge

- 11 - Stone Lodge (Ecology Dept.)
- 12 - Memorial Longhouse (Eagle Dept.)
- 13 - Totem Lodge
- 14 - Storage Barn
- 15 - Trading Post
- 16 - Palmer Lodge (Woodburning Handicraft Adult Male Showers)

Other Areas

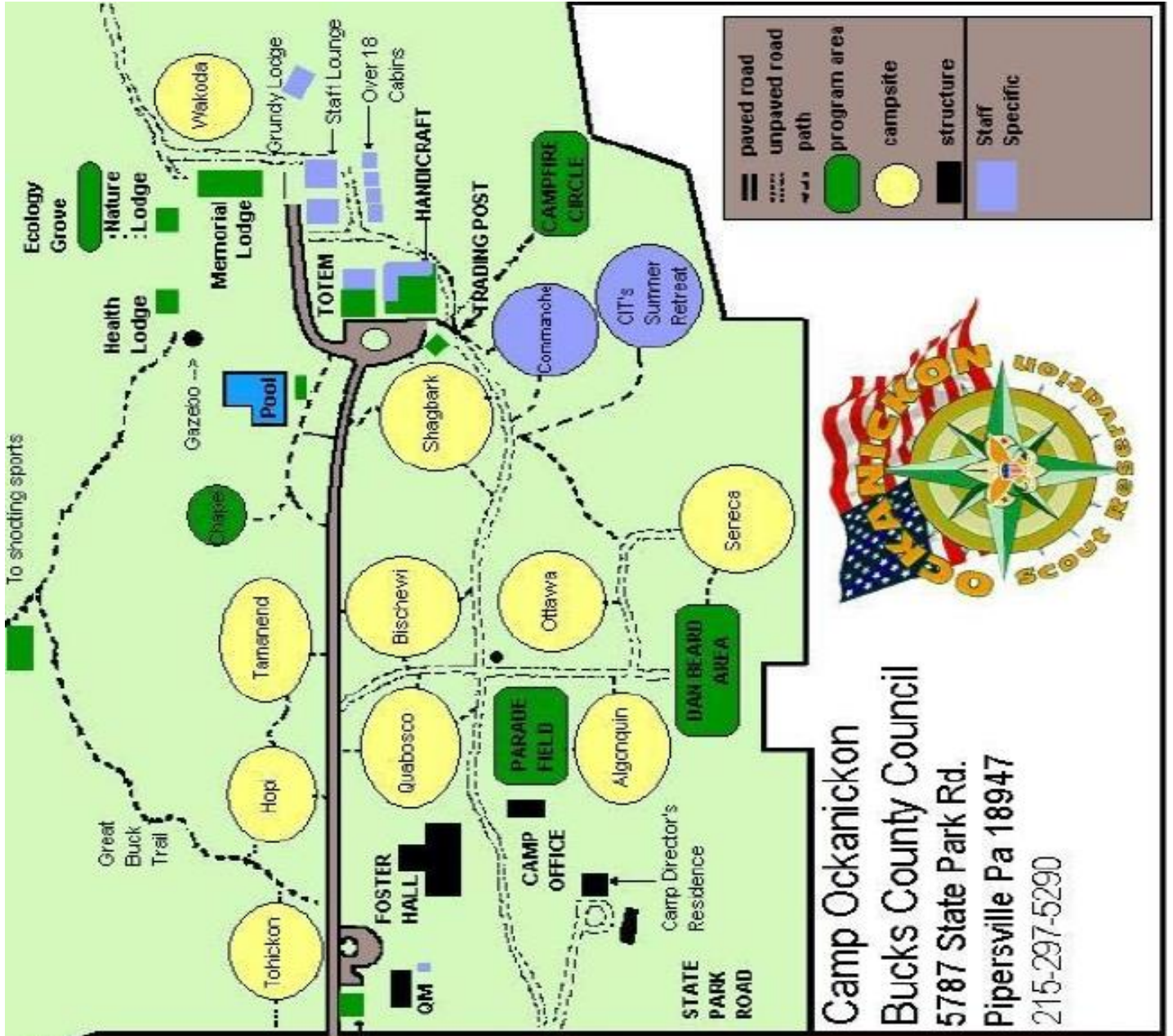
- 17 - Campfire Circle
- 18 - Scoutcraft Area
- 19 - C.O.P.E. Area
- 20 - Dan Beard Field
- 21 - Chapel
- 22 - Great Buck Trail

Summer Staff Areas

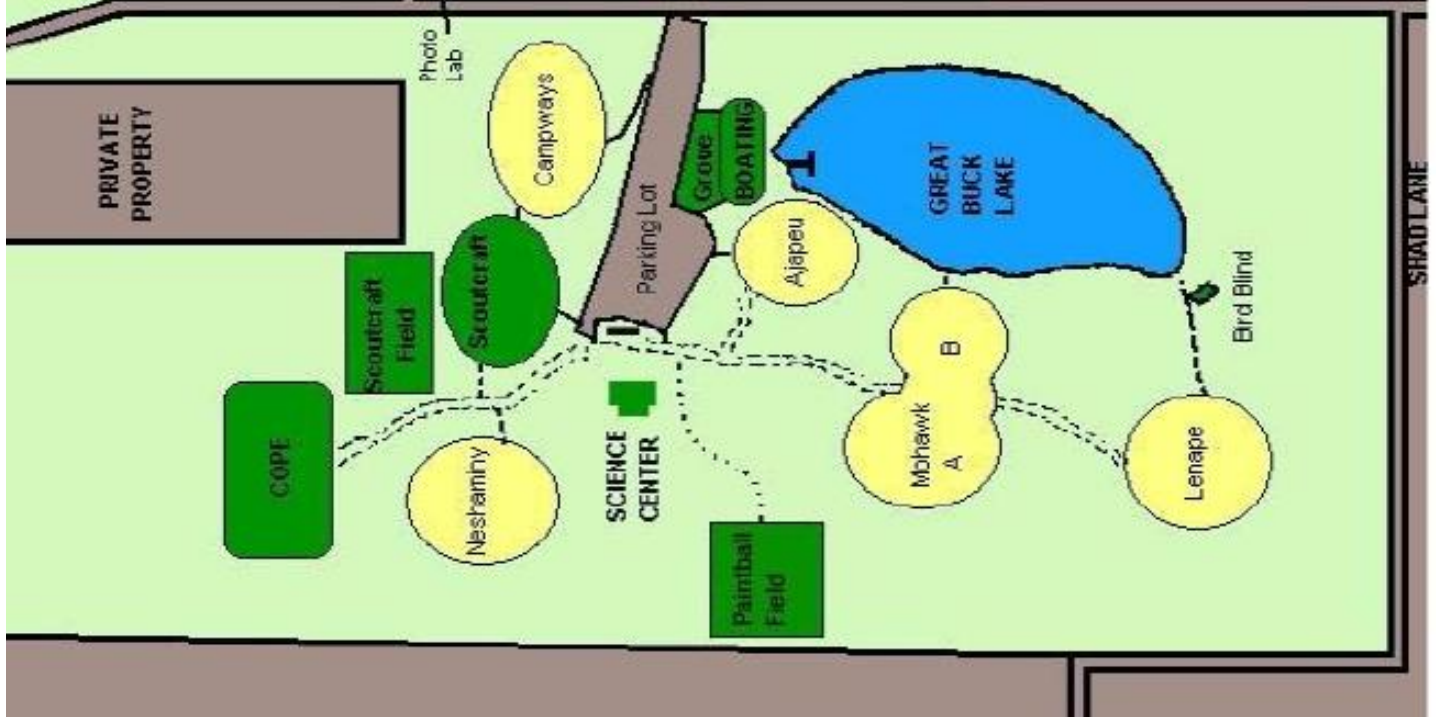
- 23 - Volleyball Court
- 24 - Hochemischkay Trail
- 25 - Boat Yard/Lakefront
- 26 - Pine Grove
- 27 - Dan Beard Overnight Site
- 28 - Steam Field

Key

- Campsite
- Staff Site
- Building
- ⬡ Other Areas
- Trails



Camp Ockanickon
Bucks County Council
 5787 State Park Rd.
 Pipersville Pa 18947
 215-297-5290



SHAD LANE

PLANNED SCOUT WARS ACTIVITY STATIONS

DAGOBAH (COPE Area)

- COPE Low Course (morning only) • COPE High Course (afternoon only)

GEONOSIS (Upper Parade Field, by Water Tower)

- Rope Making • TIE Fighters
- Rescue Line Toss • Tent Pitching • Wilderness Survival
- Kessel Run • Lightsaber Training • Ion Cannons

ALDERAAN (Lower Parade Field, by Memorial Lodge)

- Boonta Eve Classic Pod Race • AT-AT Race • Jedi Walkabout
- Climbing Wall (tentatively morning only) • Basic First Aid • BB-8 Ball • Climbing Wall

ENDOR (Dan Beard Field)

- Archery Shooting • BB Gun Shooting • Slingshot Shooting (CS only)
- Tomahawk Throwing (BS only) • Rock Throwing

CORUSCANT (Foster Hall)

- Yoda's Challenge • Stormtroopers • Basic Flight Training
- Golden Skillet Competition (BS only) • Chess merit Badge (BS only - Sat. night)
- Patch Trading (BS only - Sat. night).

<p style="text-align: center;">SCOUT WARS CAMPOREE SCHEDULE (AN OFFICIAL SCHEDULE WILL BE ISSUED AT CHECK IN)</p>
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Friday, April 22, 2016

6:00 PM – 10:00 PM Check-In and Camp Set-Up
10:00 PM Camporee Leader's Meeting (SM, SPL) at Foster Hall
11:00 PM Taps – Quiet in camp

Saturday, April 23, 2016

7:00 AM Reveille and Breakfast
8:30 AM Flag Ceremony and Announcements (In Parade Field)
9:00 AM – 12:00 PM Activity Stations Operate
12:00 PM – 1:00 PM Lunch
1:00 PM – 4:00 PM Activity Stations Operate
5:30 PM Golden Skillet Submissions due at Headquarters (Foster Hall)
7:00 PM Scout's Own Service Foster Hall
Catholic Mass in Palmer B
8:00 PM Campfire Ceremony and Awards (Campfire Area)
9:00 PM OA Cracker Barrel (Foster Hall)
9:00 PM Patch Trading/Chess Merit Badge (Foster Hall)
11:00 PM Taps – Quiet in Camp

Sunday, April 24, 2016

7:00 AM Reveille and Breakfast
8:00 AM – 9:00 AM Break Camp and Prepare for checkout
8:30 AM – 10:00 AM Site Inspection, Check Out and patch distribution