



October 18-20, 2019

Heartland Community College
1500 W Raab Road
Normal, IL 61761

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Information as of **8/18/2019**.

Questions? Contact event chair Daniel Martin at
(309) 287-3857 or eagle_scout98@hotmail.com.

Welcome!

Welcome to the 2019 W.D. Boyce Council Camporee 'Scouting Around the World'. This is our own spin on the World Scout Jamboree which also just happened to be this year in the US at the Summit Bechtel Reserve in West Virginia.

The Camporee will be held on October 18-20, 2019 at Heartland Community College, 1500 W Raab Road, Normal, IL.

This event is open to all Scouts/leaders in the Council. Each person attending will need to register and pay.

We are asking that all Troops/Crews who attend select a country to represent. Details on that can be found later in the packet. Packs can choose a country if they so choose but it is OPTIONAL.

We will have specific activities for Cub Scouts to participate in as well as other activities that ALL Scouts can participate in. PLUS entertainment Friday and Saturday night including **FIREWORKS!**

All this fun and excitement for only \$25 per person.

To register, visit the [Council Calendar](#).

Also, visit the [Council Facebook](#) page for which countries have been selected and other information.

Schedule of Events

Friday, October 18, 2019

- 5:00 pm Check in begins
- 6:00 pm Flag Lowering
- 7:00 pm Friday Night Entertainment Begins
- 9:00 pm Entertainment Ends
- 9:15 pm UN General Assembly (Leader Meeting)
- 10:00 pm Lights Out / Quiet

Saturday, October 19, 2019

- 8:30 am Opening Ceremony
- 9:00 am Activities Begin
 - Heartland Harvest 5k
- 12:00 pm Lunch
- 1:00 pm Activities Resume
 - Challenger Learning Center Simulations
- 4:30 pm Activities End
 - UN General Assembly (Diplomacy Game wrap up)
- 5:00 pm Scouts Own Non-Denominational Service
- 6:00 pm Flag Lowering
- 7:30 pm Closing including entertainment, awards, e-campfire, and fireworks
- 10:00 pm Lights Out / Quiet

Sunday, October 20, 2019

- 8:00 am Check Out begins
- 10:00 am Have a safe trip home

Information as of **8/18/2019**.

Questions? Contact event chair Daniel Martin at
(309) 287-3857 or eagle_scout98@hotmail.com.

Physical Arrangements / Logistics

Heartland Community College

Event activities, along with camping, will take place on the campus of Heartland Community College. Generally speaking, everything will be taking place on the east side of the campus and around the pond. Heartland will have extra security on hand this weekend. Parking lot lights will be adjusted as needed but will remain on for safety. As school will be in session and with some other activities taking place on campus (Heartland Harvest 5k), everyone needs to be aware and respectful of the other activities as we move around the campus.

Note - a map of the event is being developed and will be shared as soon as it is ready.

Check in

Check in begins at 5:00 pm Friday night. Staff will be on hand to direct you where to go. A roster of attendees is required at check in and you can pay for any additional attendees at that time. A Camporee packet will be given to each unit. Additional staff will be on hand to direct you to your campsite and where to park.

Camping

Campsites will be assigned and will be in designated areas only. Campsites will primarily be around the pond. Vehicles and trailers are NOT permitted on the grass and in campsites. Equipment will need to be unloaded and moved to the campsite. Staff will be on hand to direct you where to stop to unload and then where to move your vehicles to.

Parking

Parking is allowed only in designated areas. Staff will be on hand to direct you where to park.

Water

There will be water available for use. Units should plan on bringing larger containers to transport water to reduce trips back and forth.

Food

Units will be responsible for their own food. Units should plan on something quick for lunch on Saturday. We are working to have a couple of food trucks come out over lunch on Saturday as an option for units to use.

Information as of **8/18/2019**.

Questions? Contact event chair Daniel Martin at (309) 287-3857 or eagle_scout98@hotmail.com.

Physical Arrangements / Logistics (cont.)

Fires

Fires will be allowed in above ground fire pits only. There will be an area to dispose of ashes.

Trash / Sanitation

Port-a-potties and hand washing stations will be available. A dumpster will be provided the units to dispose of the trash.

Check out

Checkout beings at 8 am on Sunday with a goal of all units departing by 10 am. Similar procedures for loading trailers will be followed as when units checked in. Units will need to see a member of the staff to complete the checkout paperwork, have a campsite inspection done, and receive event patches. If a unit will leave Saturday night, event staff will need to know when you are checking in so we can complete the checkout procedures appropriately.

Staffing

This event would not be possible without a great number of volunteers helping out with planning and different aspects onsite. Main event staff will be identified with blue Camporee shirts with the word "volunteer" on the back.

Attire

Scout uniform ("Class A") is required for the opening ceremony on Saturday morning. After that, Scouts are encouraged to wear a "class b", including a camporee shirt if purchased.

Camporee t-shirts and hats will be available for pre-purchase and will be available for pick up when you check in. The design is the logo on the first page of this guidebook.

Neckerchiefs

Scouts and leaders are **highly** encouraged to wear a neckerchief, including with the "class b". Neckerchiefs are used throughout Scouting programs around the world and are often the only Scouting item worn (as opposed to a uniform shirt) to signify someone is involved in Scouting. While neckerchief slides are popular in the US, we encourage everyone to tie a friendship knot which is shown on the next page.

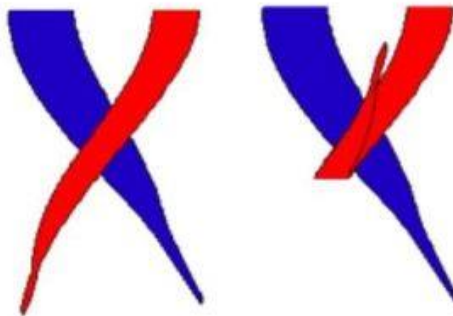
Information as of **8/18/2019**.

Questions? Contact event chair Daniel Martin at (309) 287-3857 or eagle_scout98@hotmail.com.

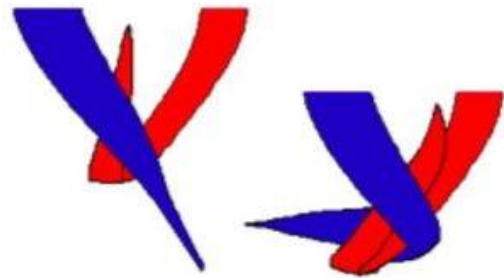
Physical Arrangements / Logistics (cont.)

How to tie a Friendship Knot in your necker

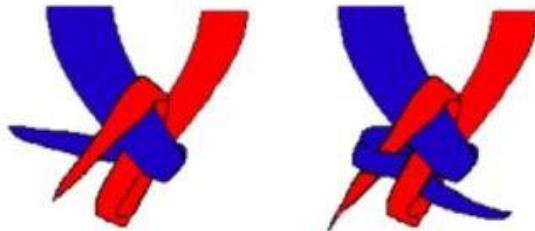
1. Roll the long edge of your necker first, to give neat ends to tie (looks particularly effective with bordered neckers)



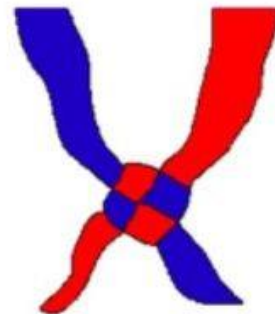
2. Cross one end over the other then fold it back up on itself



3. Bring the second end over the folded (first) end and take it round behind.



4. Bring end 1 down over end 2, then take end 2 round and over end 1 and tuck it through the loop formed by end 1



5. Adjust the knot until the ends are even and the knot flat and square; tighten gently until it is the size you want

Traditionally, this knot should be tied in your necker by a friend, and you should never untie that knot in case undoing it "undoes" the friendship.

Event Elements

Friday Night Entertainment

To fit with the overall theme of Scouting Around the World, there will be entertainment Friday night in the form of different cultural groups performing for short periods of time throughout the two-hour timeframe.

UN General Assembly (Leader Meeting)

Friday evening, after the entertainment, we will have a short leader meeting to answer any questions and share any updates. Units should plan to send one adult and one youth (the chosen ambassador if a country has been selected.).

Troop/Crew/Pack Country Selection Details

Elect a Scout who will fulfill the role of the sovereign “leader” of their country (King, Chancellor, President, Prime Minister, etc. as is appropriate for their chosen country) and will be the one authorized to sign any official diplomatic communications, etc.

Elect a Scout as “ambassador” for their country who will act as the official emissary for any official communications between countries (individual Scouts may enter any given country provided they have a suitable “passport”).

Prepare their own “cheat sheet” or list of general facts and information about their country so as to be able to answer reasonable questions about their country (e.g. size, population, language, form of government, etc.). Also prepare a report about Scouting in that country that will be shared with the camporee attendees.

Identify a game or activity that is either popular in their country (now or in history) or would in some other way represent the culture of their country. This game or activity should involve minimal setup or time to learn rules or methods of play, and should ideally be executable in 15 minutes or less by a group of 2 to 10 people. The game or activity will be taught to the Scouts visiting their country and a notation made in the passport of any visiting Scout who participates in that game or activity.

Create an official “passport stamp” out of materials durable enough to apply the image to paper at least 500 times. Dimensions should be no greater than 1.75 inches in any direction. Ink should be of the standard “ink pad” type or similar to allow a legible image and quick drying when applied to paper. Alternatively, source or produce a “sticker” that would function in this capacity. Either

incorporate your Unit number (e.g. T123 for troop or P123 for Pack, etc.) or plan to add it manually to each “stamped” passport.

Create a National Flag for their country that resembles the current, official flag of that nation. It shall be constructed of cloth measuring no less than 2 feet in any dimension and no more than 3 feet in any dimension and should be capable of being attached to a pole (provided by the unit) of between $\frac{3}{4}$ inch and 1.5 inches in diameter and between 5 and 7 feet in length.

Design a “border” for their “country” (campsite) consisting of a some means of marking your campsite borders (i.e. string, tape, or other barrier) with some form of gate or entryway and a table that will function as your “Customs and Immigration” station where passports will be checked and stamped before visitors may cross your “border.” In addition to your flag, a sign or other indication of the border should be placed in a prominent position near the entryway. In voting for the best country experience, the appearance of your “entryway” will be included in the Total Country Experience points.

Tour of Nations

All attendees of the Camporee will be issued a “passport” to be signed / authorized by the suitable representative from that unit and carried with him or her at all times. This passport will be their means of entering any of the “countries” portrayed by participating units and a means of collecting “passport stamps” [prepared by each unit portraying a country] as well as indications of any activities or games in which they participate while visiting other countries.

While visiting the countries, attendees, as well as UN and Red Cross participants, will be asked to make observations about such things as:

- Friendliness of country hosts
- Knowledge of that country (its customs, culture, facts and data, etc.)
- Impressiveness and quality of gateway
- Uniqueness and quality of passport stamp design
- Quality and fun of game or activity
- Exhibition of good Scout behavior

Prizes [TBD] will be awarded to units whose:

- Members have the highest average number of countries visited (count of passport stamps)

- Members have the highest average number of games / activities played at a given country (marks in passport)
- Ambassadors do the best job of diplomacy and presentation of the results
- Total Country Experience scores highest across the criteria [TBD]
- Overall Unit winner(s) for participation, excellence, and performance at Camporee

Diplomacy Game

All the nations of the world, under the watchful eyes of the UN and other governing bodies, must learn to get along, resolve differences, and coexist in a spirit of peace and harmony. Unfortunately, events transpire from time-to-time that strain relationships and test the diplomatic skills of many countries. The “Diplomacy Game” is intended to inject real-time diplomatic “crises” into the regular goings on of the “countries” portrayed at the Camporee.

In advance [by the Wotamalo Camporee team], a series of diplomatic challenges between two or more nations will be prepared and delivered in the form of sealed “diplomatic cables” to the “ambassadors” of the respective countries. It will be up to the countries’ sovereign Leaders to meet with their advisors and Ambassador to work out a suitable response to the respective country, which will then be delivered by their Ambassador to that country’s Ambassador, and so on. Scouts will need to have good communication skills, be able to think creatively and clearly under time pressure, and to consider how to resolve issues where both sides can “win.”

Once the “diplomacy” reaches either a resolution or a stalemate, the UN will be brought in to (A) in the case of a resolution, to ratify it or (B) in the case of a stalemate, to attempt to broker a deal. In the (hopefully unlikely) event of pending hostilities, UN Peacekeeping Troops may be stationed near the countries in question to help “keep the peace.”

By the end of the day on Saturday, final results will be noted by the UN and reviewed at the General Assembly, attended by the UN and the ambassadors of each country (all other Camporee participants may attend and observe, but not address the Assembly other than through their respective ambassador). The ambassadors of the nations involved in the given situation will jointly describe the situation and the steps taken toward resolution (including the final resolution), culminating in the shaking of hands in recognition of peace. In the case of continued stalemate between nations, the UN will call for a binding vote to

resolve the situation. Any aggrieved nation can bring evidence to support its side, so long as delivered via their ambassador.

Opening Ceremony

We will formally open the event on Saturday morning with a flag raising and other activities. Units who have selected a country will be asked to march into the ceremony area with their flag.

Cub Scout Events

While Cub Scouts can participate in the Tour of Nations and the other activities, a variety of Cub Scout specific activities are being planned. This list will be adjusted as more activities are confirmed but at this time the following Cub Scout activities will be available:

- Shooting Sports (BB guns and archery)
- Canoeing
- Astronomy
- Push Carts

Highland Games

Open to Scouts, BSA members - Traditional Scottish athletic competitions including Caber Toss, Hammer throw, shot put, and haggis eating. If you do not want to participate in the competitions you are invited to watch Scouts and attendees try their hand at these challenges.

Jamboree on the Air (JOTA)

JOTA is a long standing, annual event (61st this year) where Scouts are able to use ham radios to connect with Scouts all over the world. A patch is available for JOTA but will need to be purchased separately, after the event through www.scoutshop.org.

Challenger Learning Center

We have partnered with the Challenger Learning Center (on the HCC campus) to offer a limited number of simulations. These simulations will last approximately 20 minutes and will include a shuttle takeoff, tour of the solar system, and landing. There are only 270 seats available. These will be offered first come, first served as units sign up for the Camporee. Units will be contacted after sign up to be given slots. Tickets for the simulations will be included in the packets handed out at registration.

Information as of **8/18/2019**.

Questions? Contact event chair Daniel Martin at (309) 287-3857 or eagle_scout98@hotmail.com.

Scouting Historical Society

The Scouting Historical Society of Central Illinois will be on hand with displays and interactive activities on the history of Scouting include the history of the W.D. Boyce Council and the three Councils that merged to form it.

Scouts Own / Non-denominational Service

Planning is being done for a non-denominational service Saturday evening for those who are interested in attending.

Saturday Night Entertainment

The camporee will conclude Saturday night with a variety of activities and entertainment. We will have an e-campfire (since HCC has said no to a large bonfire on their campus) with award presentations and other entertainment. Units should come prepared with a skit/song/etc. for the campfire. The evening will conclude with fireworks. You don't want to miss this last part!

Heartland Harvest 5k

HCC has an existing 5k race planned for the morning of Saturday, October 19. Anyone who is interested in running the race can sign up separately from the Camporee at a 50% discount. To register, [click here](#).

Other Events

In addition to the other items listed, the following groups will be present with activities for Scouts –

- Commissioner Corp
- Order of the Arrow
- Trading Post