

The 2017 Projectoree – General Guide

Camp Wilson, Pohick Bay Regional Park, April 28th-30th, 2017

Please Read this Guide!

Primary Objectives: *Building Patrols through competitive team-building and leadership development games.* Encouraging Inter-Troop friendships and interactions. Giving Senior Scouts “true” responsibilities to run parts of a major event. Having FUN!

Overview: This is the 23rd Annual Projectoree (1995-2017, not counting the “original” versions that Arlington District ran for about 60 years, ~1920-1980). The Projectoree is a camporee-type event featuring a series of competitive games held on an exact time schedule. Participating Patrols compete in a game during all 12 of the time slots. Two of the games are “Long Games” (38 minutes each) while 10 are “Short Games” (18 minutes each). This year’s games were selected by Scouts at the first organizational meeting, and they are detailed on the competition schedule (a separate attachment). Each Patrol will compete in both long games and 8 of the 10 short games. A Patrol consists of 7 (minimum) to 10 (maximum) Scouts.* Each Patrol has a Patrol Leader (or Acting PL), who will lead his team through the games on Saturday (adult escorts are allowed, for Health and Safety – water, sunscreen, insect repellent, etc. – and photo-taking, but **adult advice, guidance, and/or encouragement during the games is not allowed** – We do not need or want any “Adult Patrol Leaders”).

* Important Clarification: Patrols **MUST** maintain a minimum of 7 Scouts through the day, regardless of departures for other activities; for this reason, **it is recommended that all Patrols have 9 or 10 Scouts to avoid problems, especially if they know in advance that some of their Scouts will be leaving during the competitions.** Troops should combine Patrols as necessary to ensure this minimum, and Troops with only a handful of Scouts should consider consolidating with Patrols in other Troops.

The Projectoree is not put on by the District Staff, but rather by the participating Troops. Each Troop is responsible for running one (or more) of the games (equipment and Staff) and for doing an administrative task and a cleanup job. **The games themselves are intended to be run by Senior Scouts** (aka “Staff Scouts”), with the backup assistance of a “shadow adult” (the latter’s main jobs are record keeping, monitoring health and Safety, and keeping escorting adults from arguing with the Staff Scouts). Additional Staff Scouts help with the timekeeping, flag ceremonies, campfire program, first aid, collecting scoresheets, and so forth. In short, **this is intended to be an event for Patrols, run by Senior Scouts**, within an infrastructure set up by the participating Troops.

Competition results are announced at a closing campfire, held on Saturday night. The top third Patrols receive placement ribbons (1st, 2nd, 3rd, etc.) The campfire also features an American flag retirement ceremony, songs, skits, and an Order of the Arrow call-out ceremony. All attendees get a patch, and all Troops receive a flag streamer.

Reminder on Game Staffing – As was noted at the first organizational meeting, I am now asking all Troops to use Troop adults as competition staff if they are unable to recruit adequate Senior Scouts to staff their games. All Troops should make a focused effort to secure Senior Scout staff from within their own ranks, and **if they cannot they should utilize adults instead.** **Troops will no longer be allowed to fill vacant positions from Senior Scouts from other Troops, as this “staff reallocation”**

aspect of the PLC was discontinued in 2015. This is a (personally painful but) necessary change to maintain the integrity of the Projectoree competitions. **Start recruiting your staff NOW.**

T-Shirt Design and Order – The Scouts voted for the “No Fear/Know Fear” Knight and Dragon design. Troop 167 sent a “fillable” pdf ordering form for T-Shirts (due no later than 9 pm on 4/19).

Fire-Ban in Effect – Because this year’s Projectoree is in April, the standing ban on fires before 4:00pm is in effect. This means **No Morning Fires on Saturday or Sunday**, unless the ban is lifted before the Projectoree weekend (which is not likely). However, the Firebuilding Race competition is allowed.

Changes in Certain Games – Due to the loss of one third of the field in 2015 (to create parking), and also in order to reduce the side-to-side footprint of certain games, the length of the ropes in the Nuclear Reactor will be shortened, and the length of the sticks in the Radioactive Basketballs will also be shortened. The number of sticks in the Radioactive Basketballs has also been increased, to 7, but the carry distance has also been increased, and a third ball added. The homemade rope-nets in the Spider Web Escape have been replaced by commercial nets with holes, for ease of setup, greater consistency, and higher durability. The Obstacle Course complexity will be slightly reduced in order to reduce the overall Patrol times (multiple Patrols ran over last year). **Per request at the first organizational meeting, all Troops running short games are requested to expand their games such that the minimum time to complete it is 5 minutes. Suggestions on how to do this are included in the separate 2017 Competitions handout.**

Religious Services are 6:45 to 7:45 pm on Saturday – Since services are typically ending just when various closeout events are starting, it has resulted in time stress. Note: If heavy weather is expected on Saturday afternoon / evening, the services are usually cancelled. This happened in both 2015 and 2016.

General Information:

Who May Attend?: Boy Scouts organized into formal Patrols. Senior Scouts who are above Patrol level should be used as Staff to run the games. *[For insurance purposes, please make sure all your New Scouts are **REGISTERED** at NCAC before attending the Projectoree!]* Webelos Scouts and “prospective” Scouts may visit but may NOT participate or camp.

Costs: The cost for the Projectoree itself is \$17.50 participant for Registration this year, plus the costs of a T-Shirt if you ordered shirts. Your unit pays the \$17.50 registration fee for every participant (Scouters, non-Scouter adults, and Scouts). **Note that all participants are expected to pay registration fees, even those people participating on Saturday only or who are camping for only one night, and regardless of whether they want a patch or not.** Each Troop should pay their registration fees upon arrival, by check made out to “Friends of 111” and state “Projectoree 2017” and your Troop # in the memo section. **The registration form is attached.** Note that you only pay for those who actually attend the Projectoree, but you have to pay for your entire T-Shirt order even if you experienced dropouts since making your order.

T-Shirt Order: Projectoree T-Shirts are optional. Nearly all Troops purchase T-Shirts, one or two don’t – it’s up to you (see Clarifications below). The designs are quite popular, and many Scouts wear them in their regular, non-Scout lives. There are two types of shirts, regular (for Scouts competing in the games) and “Staff” shirts for your Staff Scouts and Staff adults. The Staff shirts are usually a

different color and say “Staff” and maybe the year on the sleeve, but are otherwise identical. The cost is \$10 for a S/M/L/XL and \$11 for an XXL (these are all adult sizes). **You pay for the T-Shirts at the same time you pay for the Projectoree, all on the same check.** We will give the T-Shirts to you on Friday afternoon when you check in. If you need or want additional T-Shirts, the Registrar MAY have some extras; it is also typical for Troops that have extras to make accommodation sales (ask around).

Clarifications: If you choose NOT to order and wear this year’s Projectoree T-Shirt, you **MUST** wear a FULL Class A uniform, a T-Shirt from ANY PRIOR PROJECTOREE, your Troop’s Class B T-Shirt, or any other obvious Scout-related T-Shirt (Goshen, Philmont, etc.). Unless we are faced with horrific weather, you must wear one of these options – due to past abuses of the privilege, **Scouts who are dressed in civilian garb will not be allowed to participate.**

District Staff: All District Staff Members who wish to attend this year’s Projectoree must co-camp (and eat) with their closest associated Troop. It is the responsibility of the District Staff member to contact said Troop to coordinate this liaison. **There is no Staff camping area or Staff food.** If this is a problem, please contact me for alternate arrangements.

Weather: Short of a hurricane or perpetual violent thunderstorms, this event is “Weather or Not” - We cannot postpone it. If extremely heavy weather mandates cancellation of the event, Troops are welcome to come and camp anyway - the entire site is reserved and paid for whether we use it or not! On three occasions, including 2015 and 2016, we encouraged all Units to depart late Saturday afternoon when we were still dry but facing heavy weather on Saturday night and Sunday morning (and in fact, most Troops left on both of those years). Obviously, at 3 times in 22 years, that has been infrequent.

Weekend Schedule – Friday:

Directions: Are attached. All Troops are strongly encouraged to leave Arlington/McLean by no later than 5:30pm* in order to take advantage of HOV-3 restrictions on I-395 South in Arlington (which end at 6:00pm) and to arrive at the campsite with at least an hour of light remaining. Note that the new Express lanes on 495, 395 in Fairfax County only (not in Arlington), and 95 “may” be a good option, and are free if you have an EZ-Pass-Flex and 3 or more people in your vehicles, or are willing to pay a rather painful toll with less than 3 people (note that you must have a EZ-Pass to use the Express lanes, even with only 1 or 2 people). The Express Lanes in Arlington County are still HOV-3 (3 or more REQUIRED), but that changes once you hit Fairfax County. **If you intend to use the HOV and/or Express/HOT lanes, be sure you understand the rules!**

* We have a new moon on this year’s Projectoree weekend (i.e., no moonlight), so an earlier arrival will allow you to set up while there’s still some daylight. It will be dark/dark by 8:45 pm. In addition, any Troop with a complex event that has to be ready to go first thing Saturday morning (see the Competition Schedule) should make a special effort to get their personnel and equipment down to the site as on Friday afternoon to complete their set ups (or at least their pre-staging). We will have a large “Projectoree” sign at the camp entrance; it’s bright yellow and hard to miss.

Registration: Registration starts at 5:00pm and ends at 8:00pm, and the PLC starts at 8:30 pm. The registration booth will be set up at a picnic table in the large open field opposite the Comfort Station (fair weather) or in the small kitchen area at the Comfort Station (foul). All Troops must stop, register, and get their T-Shirts, patches, and a site-map showing their assigned campsite, and must turn in their updated Troop roster (i.e., in addition to the NCAC Internet roster that they turned in at the second meeting), plus any American flags they have for retirement. Be very sure that we have your New Scouts

included in your roster(s) – and **do not turn in a completely useless, hand-written list of names of your attendees with no associated parental contact data.**

Assigned Campsites: All Troops will have assigned campsites. These are based on Troop size, so please don't take someone else's site, or expand past your campsite borders! With an estimated attendance near 400, things will be tight. Remember that this is a fully wooded environment – **be wary of widowmakers when setting up – there are several!** (another reason to come during daylight hours).

Parking: Starting in 2015, no vehicles are allowed to be parked in the A and B loops, but rather must be parked in the new parking lots adjacent to the main field. As we did last year, we will again try to get the gated areas unlocked for the weekend for unloading. **Do not abuse this privilege, or we'll all have to carry all our gear in from the parking lot!** In Area C there's a larger designated area for vehicles, and the Troops camping there can use that area 'til it's full. If all the parking spots by the field are filled, please move your excess vehicles to the areas in front of the old Dining Hall. Obviously it would help to car-pool with your largest vehicles, and vehicles that are carrying only Scouts (and no gear) should drop them off and depart the camping area immediately.

Please try to keep the narrow access lane around the camping area completely free of both vehicles and camp-gear when unloading, to avoid trapping other Troops' vehicles in place. It doesn't take much to make the situation untenable, so please be expeditious and reasonable.

PLEASE TURN OFF YOUR CAR ALARMS FOR THE DURATION OF THE PROJECTOREE! Those of us who are light sleepers do not enjoy being woken up 4 or 5 times a night by pointless car alarms. **If you must lock your vehicle, KEY LOCK ONLY.** There will be reminder signs concerning this important point. Finally, it is suggested that you keep your windows shut tight - the access road (and parking lot) is rather dusty in dry weather.

PLC: Starts at Friday evening at 8:30pm. **If you know you're going to be late arriving at camp, please send an advance group, including your Patrol Leader(s) and your Staff Scouts, to complete your Registration and attend the PLC.** We need the actual Patrol Leaders and the actual Staff Scouts, not "note-takers." Adult leaders (at least one per Troop) should also attend. During the discussion, we will be giving the Patrol packets (schedule and scoresheets) to each Patrol leader, and we'll pass out the equivalent Staff packets to the Staff Scouts. We'll also determine which Patrol numbers are no longer viable, provide numerous other hints and advice as to how the Projectoree will be run, and (finally) answer any questions. Obviously, attendance at the PLC is CRITICAL to understanding and running the Saturday program. **The PLC will be in Area C.** Snacks and drinks will be served. It usually lasts about an hour, but may be shorter this year (45 minutes?) since we are no longer reallocating spare staff.

Quiet Time: Quiet time will be 10:30pm, lights-out will be 11:00pm, and fires extinguished by 11:30pm both Friday and Saturday. We'd really like all your younger Scouts – and this means Scouts in elementary and middle Scout – to be in their tents, ready for bed, by lights out. **We are not expecting miracles, but Scouts yelling and screaming past 11:00 pm, midnight, 1:00 am, and on into the night, is NOT acceptable.** Your high school Scouts can stay up until lights out, or even a bit later if they're quiet. Again, Troop Leaders are responsible for enforcement.

Camping Miscellaneous:

Comfort Station: The camp maintains a centrally located, modern Comfort Station on-site, with male and female bathrooms, individual shower stalls and kitchen/washing facilities. The Comfort Station is

the ONLY water source for the camp. The water is safe to drink - however, **please counsel your Scouts to NOT use the hose to fill your water jugs, if it's available - the hose is used to clean out the bathrooms, and lays on the floors in there. Therefore, take your water directly from the spigot.**

- All campers are instructed to maintain cleanliness in the Comfort Station – we have to clean the facilities before departure on Sunday. If we catch a group of Scouts trashing the Comfort Station, their Troop will have just auto-signed up to clean it up on Sunday.
- The kitchen/washing facilities are OFF-LIMITS to all campers - **No dishes are to be washed at the Comfort Station.** Violators will be considered to be “trashing” the Comfort Station (see above.)
- The shower stalls (on the back side of the Comfort Station) are individual and lockable, and are open to all campers. Again, all campers are asked to keep the facilities clean.
- We will have 3 Porta-Johns located at strategic spots around the camp, in order to reduce the pressure on the Comfort Station. These will be located at Area C, at the east corner of Area B (near the main field), and down by the old Dining Hall (or possibly in Area E).

Trash: The camp has 2 “dumpsters” on-site. These are actually just small wooden sheds - one is on the main access road between Areas A and B, and the second is on the Loop A road (behind the Comfort Station, next to the gravel walkway). You may either use a dumpster or pack your trash home. There are no separate recycling bins, so if you wish to recycle you will need to take at least those items home. If you use the dumpster, **please *double-bag* your trash**, preferably using contractor weight trash-bags in order to frustrate the local mouse population – both sheds are (extremely) mouse friendly.

Be Animal Safe: Camp Wilson has abundant wildlife, including squirrels, possums, raccoons, and even a rare skunk or two, that know full well what wonderful things are inside those plastic totelockers, coolers, and trash bags, and will spend many hours determinedly chewing their way into them during the competitions. The local crows are also happy to pick their way through whatever items are left on your picnic tables. All food and trash **MUST** be stored inside vehicles or hardened (metal) containers overnight and whenever the campsite is unoccupied during daylight. There are no bear-bag poles.

Be Tick Safe: Camp Wilson also has a very active tick population. Come prepared to handle them, and be sure to have your Scouts perform several self-inspections through the course of the weekend. **I recommend that all attendees spray insect repellent on their legs and shoes as soon as they arrive.** We have had plenty of tick bites in the past, and **over the past 20 years probably a dozen Scouts and adults have come down with Lyme Disease after the Projectorees, *probably* as a result of their attending the Projectoree** (always hard to know for sure, since ticks are also prevalent all over Arlington and McLean). Young Scouts should be counseled as to the proper use of insect repellent to reduce their exposure to ticks. As you have heard me state numerous times, in my opinion we have an undiagnosed epidemic of tick-borne illnesses in our area, and the CDC recently stated that there are currently over 300,000 new cases of Lyme Disease every year. Let's avoid adding to that stat!

Allergens: It is routine for all of Northern Virginia to experience/suffer through spectacularly high pollen counts from early April through mid-May, and Camp Wilson is no exception. Adult leaders need to be especially mindful to keep an eye on Scouts needing inhalers and allergy medications. Some children are so sensitive to excessive pollen that they can experience respiratory distress and even respiratory failure – in short, be mindful of problems, and attentive. **Scouts needing epi-pens should have them close at hand throughout the weekend.**

Electronics: Much as we would like to, we cannot effectively ban Scout smart-phones. That said, all Scouts should be counseled against bringing such valuable items on any campout, where damage, misplacement, theft, or inappropriate use are all possible outcomes. **Certainly no Scouts, most**

especially Staff Scouts, should be looking at their phones during any part of the Saturday program. Note!: Scouts will not be allowed to charge their phones at the Comfort Station.

The “Usual” No-No’s: No alcohol (or any other illicit substances), burning or burying of trash, cutting standing wood (alive or dead!), fires outside existing firepits and fire-rings, fireworks, graffiti (either carving or spray-painting, etc.), littering, “fixed-blade” sheath or double edged knives, leaving Scouts unsupervised for extended periods, “midnight-hikes,” family pets, “trenching” of campsites, or “raiding” neighboring campsites.

The “Unusual” No-No’s:

A) Stay Out of the Old Buildings and Away from Pohick Bay and the Golf Course. Camp Wilson still retains vestiges of its former Boy Scout Summer-Camp days, including the main Dining Hall and various outbuildings. Please warn your Scouts to stay out of all the old buildings, especially the old latrines, which are rotting to pieces and are obviously dangerous. In addition, Scouts should stay out of Pohick Bay, which will still be fairly cold. The Bay is at least 15 minutes from the camp, so any possible Staff or Fire/Rescue assistance for water-related accidents is at least 30 minutes away. **Finally, Scouts need to stay away from the Pohick Bay golf course (if they don’t, we WILL hear about it!)**

B) Vandalism. Other than some isolated and minor incidents, we have no problems with vandalism at the Projectorees. Hopefully, we will continue to have no such problems; however, please inform your Troop that any Scouts caught vandalizing the campsite, Projectoree equipment (including the signs), anyone’s vehicle, or their fellow Troops will be turned over to the Park Rangers and/or Fairfax County Police, and may also be subject to Civil prosecution upon return to Arlington/McLean.

C) Fires. Assuming that a fire ban isn’t expanded due to dry or windy conditions, **fires are permitted in existing fire-lays and formal fire-rings AFTER 4:00pm. Fires before 4:00pm are NOT permitted.**

D) Gathering firewood within the park is prohibited. This has always been a Park Rule for Camp Wilson, but some years, when there’s been a lot of wood on the ground, the park has lifted the rule. We have arranged to have the rule lifted for the Firebuilding Competition and Closing Campfire, but the rule still applies in all of the camping areas.

E) Firewood transportation ban. There is a ban on transporting firewood into the Pohick Bay Regional Park because of the spread of the Emerald Ash Borer, an invasive species of beetle. (For more information visit www.emeraldashborer.info). Thus we are NOT ALLOWED to bring firewood to Camp Wilson EXCEPT for commercial lumber (sections of 2x4s – **NOT PRESSURE TREATED**) or commercially packaged firewood that it specifically labeled as: “KILN-DRIED” (be aware that not all packaged firewood at 7-11, Safeway, etc., is kiln-dried). We will be purchasing firewood from the Park, and will allocate reasonable amounts to all Troops (there will be no charge to you). Be aware, some years they give us seasoned oak, and other years just-cut pine – no way to know what it will be this year.

Weekend Schedule – Saturday:

Reveille: In clear weather, first light is around 5:30, and usable light is around 6:15 (add 10 minutes for mostly cloudy conditions, and 10 more minutes if it’s heavily overcast and raining). It is recommended that all Troops establish a wake-up time no later than 7:00 am, in order to be ready on time for the program. Troops with complex morning setups may want to get up as early as first light in order to maximize their set-up time. **All morning games should be ready by no later than 8:45 am**, so that the

Staff will have 30 minutes to re-review how it will be run and scored.

Saturday Uniform Policy: As noted above, all Scouts, including Staff Scouts, must wear their full Scout Uniform, their Troop's Class B Uniform Shirt, their Projectoree T-Shirts from this year or from prior years, or any Scout-related T-Shirt. **Scouts not visibly wearing one of these many options will not be allowed to participate in the activities.** Troop Leaders are responsible for enforcing this requirement – don't put the Staff in the no-win position of disqualifying Scouts from participation.

Flag Ceremonies: We will have both an opening and closing Flag Ceremony on Saturday. **Please bring your Troop Flag and a Stand!** Scouts who are participating in the Opening and Closing Flag Ceremonies need to be at the main field at 9:00 am and 8:00 pm, respectively (for practice), and should be in **full** Scout Uniforms. The flag ceremony Scouts should be wearing their competition clothes under their uniforms, so that they can remove them and go directly into the competitions with their Patrols (an adult escort should retain the uniforms, or they can be placed in a vehicle for later recovery).

Saturday Program Overview: The primary program will consist of 12 competitive and scored Patrol events on Saturday morning and afternoon; detailed descriptions of these events are attached. Each Patrol's Schedule and Scoring Sheet will be given out at the PLC on Friday night. Patrol schedules are intentionally arranged to "mix" Patrols from event to event - your Patrols will rarely compete against another Patrol twice. The games are on Saturday morning and early Saturday afternoon, with a break for lunch. All the games are scored, there are winners for each game, and those winners will be announced at the Campfire on Saturday night. The scores for all the regular games are added up, and the Patrols with the top third total points (usually 8 to 10 Patrols) are announced and given placement ribbons, again at the Campfire on Saturday night. There is an age normalization factor that the scoring algorithm applies, so **younger Patrols have as good a chance of winning as older Patrols, and there is NO VALUE in creating fake "Gorilla" Patrols of all older Scouts.**

Health and Safety Considerations: The primary competition area is a moderately sized open field; if the date of the event is sunny or mostly sunny, it is highly recommended that all participants be fully protected with sunscreen lotion (the late April sun can be fierce!) The First Aid Center will be located on the main competition field. Water and ice will be available at the First Aid Center, and water at the Comfort Station and at all competition event locations.

"Leave your Attitude at the Door": Two goals of this event is to have fun and foster inter-Troop friendships; although Patrol rivalry is healthy, it should be in the spirit of friendly competition. All participants - especially Adults, Senior Scouts, and Patrol Leaders - are asked to beware of negative interactions between Patrols. Name-calling, pushing and shoving, verbally denigrating another Patrol's performance, etc., are unacceptable and unScout-like behavior. "Problem Patrols" will be removed from the competitions and sent home, and may jeopardize their Troop's status for future Projectorees.

Hot Dog Lunch on Saturday: On Saturday, Troop 638 will set up a hot dog lunch station at their campsite for lunch. [You paid for this as part of your registration fee.] Please have your Scouts only go through the line once, as otherwise we'll run out of food and some people won't get any. **[Make sure your Patrols understand that they don't need to plan a Patrol meal for Saturday's lunch.]** If there is excess food, Troop 638 may offer it to anyone who wants it – but even though this seems to happen every year, it should not be anticipated. **Note that afternoon Staff Scouts and adults have line-cutting privileges,** so that they can eat and have time to set up and practice their events.

Game Switchover: As soon as the morning games are completed, the Troops running them must break

them down and remove them, so the afternoon games may be set up. Again, the afternoon games require far less setup – which is why they’re afternoon games in the first place – but everything has to be switched over by about 12:15 or so. And the Staffs of both the morning and afternoon games need to get lunch, too.

Scoresheet Turn-Ins: The yellow Patrol scoresheets and the blue Event scoresheets must be turned in immediately following the conclusion of the competitions. The morning blue scoresheets can be turned in at lunchtime, while everything else is turned in after the last competitions have ended. All sheets are turned into the scoring coordinator at the main registration table. **Please do not make the scoring coordinator come looking for your Patrol Leaders and Staff Scouts.**

Scoutmaster Chariot Race. Immediately after the regular games are done, please come to the main field for the Scoutmaster Chariot Race, which starts around 2:45. This is an “unscored” event, meaning that it doesn’t get included in the calculations for the overall total score for each Patrol. Each Troop fields a single team. Each Troop is given 3 staves and sections of rope to set up a tripod chariot to carry their Scoutmaster or another adult down a race-course (down the main competition field.). This will be run in three heats. Troops 1-4 will run in the first heat, Troops 5-8 in the second heat, and Troops 9-12 in the third heat. In the championship, the 3 Troops that came in first in their heats will compete in a final showdown. To avoid injuries, the Troops must avoid running into one another - if two Troops collide, both Troops are disqualified. [We have had minor injuries from this un-Scoutlike practice.]

Late Saturday Afternoon – Options:

- **Dodge-Ball.** We will hold the very popular round-robin dodge-ball competition on the main field after the conclusion of the Scoutmaster’s Chariot Race. It will be Patrol-based, and will use foam-filled balls, not real dodge-balls. There are formalized rules, and Troop-versus-Troop competitions will NOT be allowed (only Patrol versus Patrol).
- **Stove and Lantern Safety Class.** On Saturday afternoon, after the Scoutmaster Chariot race (around 3:45PM) Troop 647 will run a Stove and Lantern Safety Class, at Troop 647’s site. Please have any younger Scouts that want to learn show up at the T647 site. The Scouts should bring their own Troop’s lanterns and stoves to practice on. This is an optional activity, but it’s also a great way to have your new Scouts learn how to use these items from older Scouts and adults. If in accordance with your Troop policy, they may want to bring their Scout book and get the T647 instructors to sign/initial in the appropriate spots if these are done successfully.
- **Service Project.** After the Scoutmasters Chariot Race, each Troop is requested to send at least two Senior Scouts to the Service Project to work for about an hour. Remember, “A Scout always leaves a campsite better than he found it.” They will probably be moving gravel (details at the second organizational meeting), so send them with work gloves and, if you could, please provide them with a shovel or a rake each. (Be sure to write your Troop number and family names on any equipment).
- **The Obstacle Course for Staff Scouts.** The obstacle course will be open on Saturday afternoon for Staff Scouts and Staff adults (Note: This is only for Staff, as they didn’t have the opportunity to run it earlier).

Scouts are also welcome to “hang out” and relax in their campsites, or prepare dinner. However, note that **contact sports or similar high-impact rough-housing will not be permitted!** All Troop leaders are asked to make this clear to their units, and to help enforce this policy through the entire weekend.

Four Saturday Evening Activities to note are:

Religious Services: Catholic and Protestant Services will be provided on Saturday Night, starting at 6:45pm, locations TBA. Typically, Catholic services are held in Area C, and Protestant services near the flags on the main field. Scouts not attending Services should remain in their campsites, **and stay quiet between 6:45 and 7:45pm. No Scouts should be on the main field during services.**

Closing Campfire: Weather permitting, assembly for the Closing Flag Ceremony and Campfire begins at 8:00pm, on the main field. The Closing Campfire marks the end of the formal program for the weekend. **Each Troop is required to have a skit or song.** All skits and/or songs must be cleared in advance with the Campfire Coordinators. The winners of each game will be announced. The three winners of the Scoutmaster Chariot Race will also be announced. The winner of the Dodge Ball Championship will be announced. The top third Patrols will be announced in reverse order, and their Patrol Leaders will receive a flag streamer for their Patrol flag.

Campfire Protocol: Scoutmasters are cautioned to have adequate supervision with their Troops at the campfires to prevent behavioral problems. As we have done since 1998, **any “Problem Troops” at the campfire will forfeit any / all of their Troop’s Patrol Awards.**

American Flag Retirement Ceremony: In addition to the normal campfire program, we will be also holding an American Flag retirement ceremony. Each Unit is asked to provide two of their youngest Scouts, in full uniform, for the flag retirement ceremony. **[Please make sure these Scouts are in FULL UNIFORM, as if they are not, they won’t be allowed to participate.]** This will be done at the beginning of the campfire. These two Scouts need to come directly to the campfire circle at 8:00 (that is, at the same time that everyone else is assembling for the Closing Flag Ceremony on the main field). Also, **if you also have flags that need to be properly retired, please bring them to the registration station on Friday night!**

Order of the Arrow Call-Out: There will be a call-out near the end of the campfire program. Note that **only candidates who are physically present will be called out**, and it is the Troop Leaders’ responsibility to inform the O/A representatives who will be at the campfire (this should be done just before the campfire in order to avoid calling out candidates who left the Projectoree early, which has happened multiple times). **All O/A members are invited to wear their sashes to the campfire.**

Weekend Schedule – Sunday:

There is no formal program on Sunday. We are allowed to remain til 1:00pm with no problem; any Troop that wishes to stay later can so request, and we’ll see if the park authorities will allow it (they have had no problem in granting permission to stay in the past, but we still need to ask). All Troops must complete their assigned clean-up tasking, if any, and must complete a thorough policing of their campsite, before departing. **Please check the Lost and Found (on the fenceposts on the main field opposite the Comfort Station) before departing! This is especially important for the Troops in Area A, which usually exit their “loop” road at the far end, well past the Lost and Found posts!**

The Weekend Schedule is attached. Note well the use of AIR-HORN BLASTS as warnings of significant time points, starting at 8:20 Friday night for the PLC.

Multiple Attachments

Projectoree 2017 – Unit Registration Form

Please attach your completed Adult Questionnaire

Please bring this form (blank!) and a blank check to the Projectoree, and complete and hand them in when you register on Friday.

Remember, you only pay for the ACTUAL attendance, not the estimated attendance; However, you DO pay for ALL pre-ordered T-Shirts. Everyone who attends pays the full registration fee, regardless of whether they are camping 2, 1, or 0 nights, and whether or not they want a patch.

Troop Number: _____ Troop POC Name: _____

Troop POC email: _____

Troop POC phone number: _____

Total Number of Scouts and adults attending (including those acting as Staff): _____

Registration Fee (Total Number of Attendees x \$17.50 each): \$ _____

T-Shirt Order Total (attach a copy of your original Order Form): \$ _____
[No changes from your order are allowed.]

Grand Total (to be paid at Registration): \$ _____

Check Number: _____ (make out to “Friends of 111”; include Troop number on check!)

If extra patches are available (\$1.00 each), how many would you want?: _____
(if none, so state)

Extra Patches (if any) would be delivered to you at a later date.

Do you WANT or HAVE extra T-Shirts?: _____ (Enter: Want or Have)

How Many?, What Sizes?: _____

If possible, we will let you know if any other Troop wants your excess T-Shirts, or has extra T-Shirts for you to buy. We MAY have a few extras from the T-Shirt company, also.

Projectoree 2017 Adult Questionnaire

Please complete in advance and return to the Registrar **on Projectoree Friday**.

This should be completed by the Scoutmaster or the lead adult. Please invest some thought into your answers - the collective responses will be used to modify future Projectorees as appropriate. As has been noted on several occasions, "like it or not" we are nearing a transition point in Projectoree operations, *perhaps as soon as next year*, and your input is important. Feel free to copy and post this into a Word document to allow for expanded answers, if necessary.

Name: _____ Troop No.: _____

[If known] How many of the past 5 Projectorees (2012-2016) has your Unit attended? _____

What do you feel is/are the primary reason(s) why your Scouts attend Projectorees?

From an adult Scouter's perspective, what do you feel is/are the most valuable aspect(s) of the Projectoree?

What aspect(s) of the Projectoree could be improved (please be specific)?

If you could add one thing to future Projectorees, what and why?

If you could delete/discontinue one thing from the current Projectoree, what and why?

Given the size constraints of Camp Wilson, both with respect to the competition areas and the campsites, do you feel that future participation should continue to be restricted? If yes, at what number of Patrols? (we are currently at 30 max). Feel free to add any comments on this issue.

Given the ever-increasing numbers of Scouts and Troops in the District (and at least the possibility of existing or new Troops wanting to add in), and with the understanding that the currently participating Troops would bear the brunt of the expansion pains, would you support splitting the current Projectoree into two semi-independent Projectorees, held on different weekends? If not, would you support shifting to a larger venue, understanding that any such venue would be considerably farther away?

The Projectoree Steering Committee has been facing renewed pressure to become an official District event. Among other issues, this would significantly increase the cost (from 10 to 15 dollars more), and would force a move away from Camp Wilson (probably to Camp Snyder, Highroad, or Manidokan). As well as various other difficulties that I will not detail here. However, it would permit additional Troops to participate if they so desired, and might gain additional support from the District Staff. Given these simplifications of a rather complex situation, do you favor the Projectoree continuing its current, independent status? If not, why not?

Thanks.

- Bob

Projectoree 2017 – Friday Registration Reminders

Remember, if you arrive at camp late, be prepared to immediately send your Patrol Leaders, Staff Scouts, and at least one adult to the PLC, which starts at 8:30 in Area C!

Tick safety begins the moment your Troop exits your vehicles!!!

1) Things to Bring to Registration:

- _____ Copy of your complete, most current, and updated Troop Roster (the standard Internet Printoff with names, addresses, phone numbers, etc.) This will go to the First Aid Czar for quick reference in the event of an emergency. **Do NOT give us a hand-written list of names;** that is of absolutely no value whatsoever.
- _____ 2 Blank Checks.
- _____ Troop Registration Form (pre-filled out (accurately!) would be appreciated); note that extra blanks will be available if needed.
- _____ Your completed T-Shirt Order (no changes are allowed from what you ordered). If you NEED more T-Shirts, let the registrar know so he can tell other Troops who have extras shirts; if you HAVE extra T-Shirts, let the registrar know so he can tell other Troops who want some.
- _____ A large, empty box for your T-Shirts, Patches, and miscellaneous paperwork. If you have a large Troop (more than 30 Scouts and Leaders), bring two large boxes.
- _____ A sharp-tipped permanent marker to mark initials and Troop numbers on your T-Shirts (remember, they all look identical!) Several markers would be better than one, especially for large Troops.

2) You will receive a site-map. Please camp **ONLY** where you are assigned to camp. If you're unsure where your Unit is camping, **ASK!** Do not overflow your Unit into other sites. Remember to look overhead for widow-makers, and also remember it is going to be tight.

3) Assuming the Park will drop the gates for us, Loops A and B are ONE-WAY roads for the duration of the Projectoree – The exits are marked with “Do Not Enter” signs. Please do not enter the loops from the wrong direction. Please also be mindful of your speed – collisions between Scouts and vehicles rarely have a happy ending, and 10 mph is fast.

4) Parking: **In Areas A and B**, it is recommended that “people-hauling” vehicles drop Scouts off at their campsites and immediately depart and park on the available spaces from the Comfort Station to the end of the field, on the right side outbound. Cargo-containing vehicles may stay in the camping areas **FOR UNLOADING ONLY**. When unloading vehicles at the campsites, please keep the loop road through the camping area completely free of both vehicles and camp-gear. No vehicles may park in Areas A and B after unloading. **In Area C**, there's a large designated area for vehicles, and those units camping there can use that area – if it fills up, it is suggested that Area C Troops park down by the old Dining Hall rather than competing for the parking areas on the outbound access road; there are several rather obvious parking spots on the access road towards and in front of the old Dining Hall. However, do not block access to the Hall itself, which is used to store maintenance equipment.

5) Picnic Tables are in short supply. You should take no more than ONE picnic table PER TROOP if you have 12 or fewer people, TWO picnic tables PER TROOP if you have more than 12 people, but less than 24, and so on. If you have excess tables in your site, please make them available to other Units who need them - don't "hog" them and leave other Troops with nothing! **IT'S A GOOD IDEA TO BRING EXTRA CAMP TABLES FROM HOME.**

6) The Comfort Station has a spigot on its back side (adjacent to the kitchen area); the water is safe to drink. **If a hose is present, warn your Scouts NOT to use it to fill their jugs.**

7) There should be a pile of wood at each campsite, which has been purchased from the park for our use. If not, it will be in a large trailer by the Comfort Station. In general, each Troop can expect about a dozen pieces for the weekend. Usually, additional leftover wood is in the campsites - typically at the fire-rings - from previous campers, and you are welcome to use it. You may also bring pieces of commercial lumber or KILN-DRIED firewood, if you wish; however, you may NOT bring natural firewood from home. Also Remember that **we are NOT ALLOWED to collect natural deadwood around the camp for use as firewood.**

8) Most sites have a grill and a campfire ring. Some sites have several; however, do not have multiple fires in your campsite – you don't need more than one, and we don't have enough wood anyway.

9) Areas B and C should have one Porta-John on-site, and everyone should be encouraged to use them as opposed to overwhelming the Comfort Station. Please leave the "night-lights" ON in the Porta-Johns.

10) If you have a morning event, you may place your equipment on the main field near the sign designating your event. If you do so, it is recommended that you cover your equipment with a tarp. You CAN be sure that Scouts WILL be on the field after dark, so it would be prudent to avoid providing irresistible temptations.

11) It will be dusk by 8:30, and there will be a new moon (that is, no light). The trees will likely be over 75% greened up by the Projectoree weekend, so it will get dark quickly after 8:30.

12) Keep an eye on the time - at 8:20 pm, you will hear TWO air-horn blasts - this is a signal for your Senior Scouts (Patrol Leaders and Staff) and at least one Adult to attend the PLC (which starts at 8:30 pm in Area C. If you're unsure where this is, ASK!) **DON'T BE LATE!** If it's below 60 degrees at 8:00 pm, dress warmly - the PLC usually lasts an hour or so, and that's a long time to sit or stand if it's chilly. Be sure to leave adequate supervision at your site!

13) Quiet time starts at 10:30 pm, and lights out at 11:00. **We are not expecting miracles, but we are also not desirous of hours upon hours of Tommy Tenderfoot antics.** Fires should be extinguished by 11:30 pm at the latest. As a piece of advice known to all experienced Scouters, unless it's quite warm, **extinguishing your fire will encourage your Scouts to quickly go to bed;** something to keep in mind. Make sure your fires are DEAD OUT – with propane tanks and white gas within the camping areas, a wildfire can go from a serious problem to a fiery catastrophe in a hot minute, and the only water source is the Comfort Station.

14) Food (animal) safety must be adhered to all weekend long, starting Friday night. **All food AND TRASH CANS must be stored INSIDE VEHICLES.**

-END-

Projectoree 2017 – Troop “To Bring” Check-Off List

[These Items are **above and beyond** your “normal” Troop Equipment]

Please remember to also bring the items listed on your “Friday Registration Reminders.” These are not repeated below.

Other Needed “Unusual” Items:

- ____ Your Troop Flag, and a sturdy flag-stand that it fits into (put your Troop # on your stand!)
- ____ Your Skit or Song materials (if any)
- ____ All equipment you need to set up and run your assigned events and Staff jobs, including set-up and scoring instructions
- ____ If requested, tools (shovels and rakes) needed to assist in the service project. The Scouts you sent to assist in the service project should bring work gloves. If you have them, please send each one of your Scouts with a shovel or a rake. Please make sure your name and Troop number are on each and every tool you bring!
- ____ Equipment (if any) needed to set-up and run any late Saturday afternoon activity (if applicable)
- ____ Equipment (if any) needed to perform your assigned Sunday morning cleanup job
- ____ Copies of the Projectoree Binder (Guide, Weekend Schedule, Competition Schedule, etc.)
- ____ Your Unit’s filled out “Adult Questionnaire” (which is attached to this document).

-END-

Projectoree 2017 – Weekend Schedule / Timeline

Friday:

Between 7:00 and 7:15am Camp Opens for Business (Gate Unlocked); Site Coordinator will organize the site with signs. Some people will be arriving during the day to set up the more complex games.

About 4:00pm Registration personnel arrive and set up on the main field.

5:00pm Registration opens.

8:00pm Registration closes (will close earlier if all Troops have already arrived)

8:20pm Two Air Horn Blasts – 10 Minute warning for PLC/Staff Meeting in Area C

8:30pm Dusk

8:30pm Staff Meeting and PLC in Area C. Distribution of Competition Schedules, Scorecards, other basic instructions. **Attendance of Patrol Leaders/Staff Members is mandatory!** – However, maintain adequate supervisory personnel at your campsites!

10:30pm Quiet Time Begins. *Please ruthlessly suppress Tommy Tenderfoot antics.*

11:00pm Lights Out; please keep quiet!

11:30pm Fires Extinguished

Saturday:

About 6:15am Adequate light for game setups on the main field.

7:00am Suggested “last” reveille within your Troop (No formal reveille will be made!)

8:30am No Later! Staff Assembly for Morning Events, final Setups, etc. **All morning games should be ready by no later than 8:45 am**, so that the Staff will have time to review how it will be run and scored. **The Staff should practice their event a couple of times to standardize operations!**

9:00am **ONE air-horn blast.** This is the signal for ONE Scout from your Unit, IN **FULL** Scout Uniform, to go to the main field with your Troop flag and a stand it fits into, to practice the Opening Flag Ceremony. **YOUR PATROLS SHOULD STAY IN CAMP AT THIS TIME!**

9:15am **TWO air-horn blasts. Patrols assemble on the Main Field for the Opening Flag Ceremony and the Morning Competitions.** Scouts should be dressed in their T-Shirts or uniforms and be ready to go directly to their first competition. **Patrol Leaders should have their COMPLETED scoring and evaluation packets in hand.** Note that each game session begins with one horn blast, and ends with two blasts, and there is only 2 minutes between the end of a session and the start of the next.

11:30am Break for lunch. All morning games are over. The Hot Dog Lunch will be at Troop 638's campsite (remember, you paid for this as part of your registration fee). Please have your Scouts only go through the line once; otherwise, we'll run out of food and some people won't get any. **AFTERNOON STAFF MEMBERS HAVE LINE-CUTTING PRIVILEGES AND PRIORITY!**

11:30am – 12:00 Noon All the morning-only SHORT EVENTS should break down and remove their game equipment and turn in their blue scoresheets to the scorer at the First Aid tarp or the Registration table. As soon as the field is clear, the afternoon-only SHORT EVENTS should be immediately set up.

12:15pm **ONE air-horn blast.** This is the signal for the afternoon Staff Scouts and Adults to man their stations, discuss protocols, and practice their events. Patrols stay in their campsites at this time, but should be getting reassembled and getting ready to move to the main field.

12:30pm **TWO air-horn blasts.** This is the signal for the Patrols to reassemble on the Main Field. This will be very brief - **we will head directly from the assembly to the afternoon competitions.** Again, each game session begins with one horn blast, and ends with two blasts, and there is only 2 minutes between the end of one session and the start of the next. Patrols heading to Firebuilding and the Obstacle Course need to move it – every year we have Patrols arriving late for the first time session.

2:38pm Competitions end. As soon as the events are over, Patrol Leaders need to turn in their Yellow scoring sheets at the First Aid Tent. **Adult Leaders should ask their Patrol Leaders whether they got this done.** At the same time, all afternoon short and both long events also need to turn in their blue scoresheets. The main field has to be quickly cleared for the Scoutmaster Chariot race.

2:38 – 4:00pm The obstacle course will remain open for Staff Scouts (only).

3:00 – 3:30pm Scoutmaster's Chariot Race

3:30 – 5:30pm Dodge Ball Competition and all other "Late Afternoon Activities"

3:45pm Please send two Senior Scouts to the Service Project to work for about an hour. They should muster in front of the Comfort Station. These Scouts should be back in camp by 5:15.

3:45pm Stove and Lantern Safety Class, at Troop 647's site (or other location as announced) – please have any younger Scouts that want to learn show up with their own lanterns and stoves to practice on; adult assistance requested.

5:30 – 6:30pm At Dinner, your Patrol Leader(s) should discuss the green evaluation form with their Patrols and fill it out. **A Staff member will come around to collect them around 6:30 pm.**

6:35pm **TWO air-horn blasts.** Assemble for the Religious Services out on the Main Field or at other locations as announced. Attendees should be in full Uniform. No games or other noisy activities allowed during services! Anyone not attending please remain in their campsites, **and remain quiet.**

7:45pm **ONE air horn blast.** This is the signal for TWO things to happen:

- First, your Closing Flag Ceremony Scout (in full uniform) should head to the Main Field to practice the Closing Flag Ceremony.

- Second, your Flag Retirement Ceremony Scouts (who should be two of your youngest Scouts, **in full uniform**, should head down to the Campfire Circle, to practice the Flag Retirement Ceremony. If your Scouts do not know where the campfire circle is, have someone escort them (someone who does know!) **Note that Scouts who are not in FULL uniform will not be allowed to participate in the flag retirement ceremony! If they're not in full uniform, DON'T SEND THEM.**

PATROLS SHOULD STAY IN CAMP AT THIS TIME!

8:00pm **TWO air-horn blasts.** This is the signal for all Units to reassemble on the Main Field for the Closing Flag Ceremony and Campfire Program. **Note that if you still have campfires burning in your site, at least one Adult must stay in the site to maintain a fire watch.**

8:15-9:30pm Closing Campfire

8:30pm Dusk

9:45pm Troops return to their campsites. Campfire Staff extinguishes the Campfire, cleans up Campfire Ring area.

10:30pm Quiet Time

11:00pm Lights Out

11:30 Fires Extinguished

Sunday:

Morning Camp Breakdown; possible completion of service project (if additional work is needed, or if we were unable to do it on Saturday afternoon.) Campsites and game areas are to be left "better than found" (this is rarely difficult!) All Troops must also complete their cleanup assignment before departure (see list of assigned duties). Units are expected to depart by no later than 12:00 noon Sunday, but can stay after 1:00pm if they want to do Troop advancement or other activities, by mutual agreement with the Park Ranger (please discuss with the Site Coordinator).

Thank you and have a Great Projectoree!

-END-

Projectoree 2017 – Directions to Camp Wilson

It is strongly recommended that you leave Arlington/McLean by no later than 5:15pm - and please remember, Registration ends at 8:00pm and the PLC starts at 8:30 pm!

Listen to WTOP (FM-103.5) for traffic updates, every 10 minutes “on the 8’s” (5:08, 5:18, etc.) If I-395 or I-95 South or the HOV lanes have major accidents, consider using an alternate route.

Remember that you now must have an EZ-Pass or EZ-Pass Flex to use the Express Lanes (former HOV lanes) in Fairfax County, and that you must have the EZ-Pass-Flex properly set to reflect the number of people in the vehicle. You must also still maintain HOV-3 to use 395 in Arlington County, if you wish to come via that route.

If you use the main line of I-395/I-95 to get to Lorton, proceed as follows:

- 1) Take I-395 South/I-95 South all the way to the Lorton Exit (Exit 163). **You can use the 495 or the 495 Express (HOT) lanes to get to 95 South, if preferred. These are easily accessed via 66 West.**
- 2) At the end of the Exit 163 ramp, come to a stop-sign; TURN LEFT ONTO LORTON ROAD. You will pass under I-95 and the railroad bridge.
- 3) About 100 yards after the railroad bridge, take a right on Lorton Market St/VA-600. Proceed to a stop sign, and continue straight. The road curves to the left, and its name briefly changes to Gunston Cove Road. At Rt. 1, there will be a stoplight.
- 4) Continue Straight Across Rt 1 and continue on (now named as) Gunston Road.
- 5) Proceed exactly 1.8 miles down Gunston Rd.; when you see several small, yellow signs on the right shoulder for a Fire/Rescue Squad, slow down. You should see a large Projectoree sign with a left arrow. TURN LEFT ONTO THE DIRT ROAD JUST BEFORE FIRE/RESCUE STATION (Note that Road is outlined by 2 old stone sentinel/signposts, one of which has a brown “Camp Wilson” sign. **There is road construction alongside Gunston Road, so be careful to identify the turn.** If you pass the Fire/Rescue Station (just past the entrance road on the left), you went 200 yards too far!
- 6) Proceed 100 yards to entrance gate, and through the gate and into the camp, turning right to pass the main field. Drive SLOW (10 mph), and if the area is very dry shut your windows to reduce dust intake.
- 7) A Registration Point will be set up in the field to your right (good weather) as you enter the camp - stop and register with the Registrar/Treasurer, and get a map to your Campsite. [The registrar will be located inside the Comfort Station (on the left, at the end of the field) if the weather is atrocious.)

If you use the HOV lanes to get to Rt. 1 / Woodbridge, proceed as follows:

Reminders: This route is for Friday afternoon when rush hour rules are in effect, and uses the HOV-3 Lanes in Arlington. You must ensure that all vehicles have a minimum of 2 passengers in addition to the driver! (that is, at least 3 people). You do not need 3 people in your vehicle when you reach Fairfax County, but you MUST have a properly set EZ-Pass-Flex from that point on.

Preliminary Note: The HOV lanes can be accessed from either the G.W. Parkway or from I-66 East/Rt. 110 South. I would personally avoid the G.W. Parkway because the area under Key Bridge is usually a complete standstill on Friday afternoons from folks trying to exit to the Bridge and get into Georgetown. You can also use the Beltway Express Lanes to pick up I-95 South, and there's an exit to join onto the 95 South Express Lanes from the 495 Express Lanes. It's your choice - whatever works. These directions take you down the I-66 East/Rt. 110 South option, which is usually fairly clear even on the busiest Fridays.

- 1) Take I-66 East or Old Dominion Drive/Lee Highway inbound to the T.R. Bridge
- 2) Just before the T.R. Bridge, take the right-hand lane exit to Rt 110 South (Exit 75)
- 3) Take 110 S all the way to the "395 South/to Washington Boulevard/to Colombia Pike" exit just after you pass Arlington Cemetery, and take that exit, which becomes an entrance ramp for 395 South - look for the HOV-3 lanes *on the left* just as you get onto the entrance ramp. Watch out for crazed speeders as you cross over to the left, who insist on driving 85 mph to get to the first backup 20 seconds sooner.
- 4) **There is no Lorton exit off the HOV lanes** – you must continue to the Woodbridge Exit (i.e., U.S. Rt 1 South into Woodbridge). There are no good turnaround points immediately off the exit, so continue south until you find a good turnaround point. [If interested in a fast-food dinner, continue into Woodbridge, turn right at Rt 123 and then into the strip mall area, which has a McDonalds, a Roy Rogers, a Taco Bell, a LUMS, and this year maybe more; the area is growing rapidly, and there are plenty of options.] It is easy enough to turn around in the mall parking lots.
- 5) Once you get turned around, proceed on Rt. 1 North to Gunston Rd. (be careful to stay on U.S. Rt. 1 as it re-crosses I-95. **Watch for the brown signs for the Park**, and look for the Gas Station on your right marking the right-hand turn onto Gunston Road as you approach from the South). Stay in the right hand lane on Rt 1 North, to avoid missing the turn.
- 6) Turn right onto Gunston Road.
- 7) Proceed exactly 1.8 miles down Gunston Rd.; when you see several small, yellow signs on the right shoulder for a Fire/Rescue Squad, slow down. You should see a large Projectoree sign with a left arrow. **TURN LEFT ONTO THE DIRT ROAD JUST BEFORE FIRE/RESCUE STATION** (Note that Road is outlined by 2 old stone sentinel/signposts, one of which has a brown "Camp Wilson" sign; there's also a white mailbox at the entrance **There is road construction alongside Gunston Road, so be careful to identify the turn.** If you pass the Fire/Rescue Station (just past the entrance road on the left), you went 200 yards too far!
- 6) Proceed 100 yards to entrance gate, and through the gate and into the camp, turning right to pass the main field. Drive SLOW (10 mph), and if the area is very dry shut your windows to reduce dust intake.
- 7) A Registration Point will be set up in the field to your right (good weather) as you enter the camp - stop and register with the Registrar/Treasurer, and get a map to your Campsite. [The registrar will be located inside the Comfort Station (on the left, at the end of the field) if the weather is atrocious.)

-END-

Projectoree 2017 – Administrative Duties

Campfire Construction and Program Coordinators – 104
Catholic Mass Coordinator – 624
Communications (Radio Net)/Timekeepers/Lost and Found/"Rovers" – 149
First Aid/Troop Rosters – 128
Flag Ceremonies – 641
Friday Night PLC (Setup, Takedown, Snacks, Cleanup) – 111
Hot Dog Lunch – 638 (in their campsite)
PLC Packet Assembler – **Volunteer(s) Needed!**
Protestant Services Coordinator – 648
Registrar/T-Shirts/Patches/Ribbons – 167
Scoring and Awards Coordinator – 149 (**A backup is Needed Here!**)
Service Project Coordinator – 1130 (and Randy Bender)
Site Coordinator/Campsite Layout – 624

Campfire Construction and Program Coordinators – 104 – The campfire program starts at the second Organizational Meeting, when each Troop is supposed to tell the organizing Troop what skit or song they intend to put on at the campfire program, and provide any flags they have to be retired. This is done at the second meeting for two reasons; first, to avoid getting repeat skits, and second, to get the Troops thinking about all these issues before late Saturday afternoon. Once you have this information, you can put together a program. You will be running that program at the campfire itself, so it's a good idea to put a formal schedule together; a suggestive schedule is attached. We'd also like the Campfire Staff to put on a skit or two, just to keep the quality up.

Materials Needed:

- _____ (1) 2 Lanterns
- _____ (2) The formal campfire schedule, written down, on a clipboard
- _____ (3) Several good sized bow saws
- _____ (4) Several pairs of gloves (to prevent blisters)
- _____ (5) Several (dry!) newspapers, for firestarters
- _____ (6) A "brick" of wax (potent fire starters!, and much safer than liquid fuels)
- _____ (7) Pack of matches, with a Bic Lighter for a positive back up
- _____ (8) Several shovels and rakes
- _____ (9) Several large water buckets, full
- _____ (10) Several flashlights, with fresh batteries
- _____ (11) A medium sized tarp
- _____ (12) Optional - megaphone (borrow from Bob if wanted)
- _____ (13) Flags to be retired
- _____ (14) Song sheets, if needed - at least 250.
- _____ (15) 4 sets of U-wires and 4 campaign signs (to block lanterns from the crowd); if foil covers the signs on the inside face, they will reflect the back light from the lantern very well.

On Friday night, you should collect any extra flags to be retired that were delivered to the Registrar.

On Saturday morning (i.e., after the opening flag ceremony), the next activity is to clear the fire ring and

build a large campfire. **It may be better to bring commercial lumber (2x4s) from home!** If you use local wood, you will need to walk some distance to find acceptable wood; use the bowsaws to cut dead, downed timber - nothing too large; the biggest logs should be less than 3 inches in diameter. Use of gloves **and insect repellent** would be prudent. Remember, the entire fire is going to last an hour, so don't go crazy. The "teepee surrounded by a log cabin" seems to be best style for these type campfires. **KEEP THE SIZE REASONABLE – we do not want a 20 foot bonfire.** In addition, leave a distinct "gap" on the side closest to the big stump so that the Flag Retirement Ceremony Scouts will have a spot to toss the flags INTO the fire (instead of on top of the fire). Use the newspaper as your base, with the wax blocks sitting above the base on actual branches - once the flames get hot, the wax melts into the rest of the wood and really gets the fire to take off in a hurry. Don't forget to have a free space to get a match in to start things up. Finally, **if rain is expected later in the day, cover the campfire with a tarp to protect it** (use rocks to hold the tarp in place in case the wind kicks up.)

Once this is done, you're free to take a break, help prep the service project, help the Staff Camping Food Coordinator with lunch, or spend some time participating in the events (the obstacle course is always a popular free time event for Staff members.)

The campfire basically begins with the closing flag ceremony on the main field. This is discussed in more detail below. Several members of your Staff should be already in place at the campfire ring when the crowd gets there. Please wait until the first Scouts are starting down the road towards Area C before starting the fire – you'll hear them coming. Try to get everyone to sit in a large arc on either side of the access trail – try to avoid having Scouts sit on the hill behind the campfire - past experience has shown that these Scouts tend to be troublemakers. And they can't see the program from there anyway.

Again, although I will be heavily involved, I expect you to lead the campfire. I'll make some preliminary announcements and plead/threaten for some decorum before we start, we'll hold the flag retirement ceremony, then announce the individual event winners during the prelims. Then I'll hand it off to you. Call out the skit or song names and Troop/Patrols, ask for absolute quiet (and don't start until you get it for each skit), and ask the skit people to speak as loudly as possible. Remember, we don't have electronic gear, so things have to be quiet and the Scouts have to be loud in order to be heard. Monitor discipline carefully. Once the skits are done, the Scoring and Awards Coordinator and I will handle the awards. Once the awards are given out, the O/A Call-Out ceremony will be held, then we'll close with a song and some final remarks, and send everyone back to their campsites. Once everyone is gone, we'll retire all the flags made of synthetic material. That can take some time. Once everything is consumed, please kill the fire with the water in the water buckets, using the rakes and shovels to make sure everything is stone cold dead. **You may need to go get additional water to make sure of this - and please, make sure.** Once this is finished, clean up and head back to your campsite.

Suggested Campfire Program

NOTE: The Catholic and Protestant Masses are scheduled for 6:45-7:45pm; the Protestant Mass is usually done well before 7:45, but the Catholic Mass, as often as not, will run slightly over.

7:45 Single Blast on Air Horn as warning for Closing Flag Ceremony Scouts to Assemble

8:00 Second Double Blast on Air Horn to reassemble Troops; Troops also send small Scouts (in full uniform) to the Campfire Circle to prepare retire flags.

As soon as possible Run Closing Flag Ceremony - Begin Walk to Campfire Circle

8:15 Start Campfire when you hear Scouts coming (when they are marching by Campsite A3, usually).

Opening Remarks by Projectoree Organizer, Flag Retirement Ceremony; Announcement of Event Winners, Event by Event, Begin Skit/Song Program. Each skit should be announced loudly, and the next Troop and skit announced as being “On Deck.”

Opening Song for Flag Retirement

Troop _____, doing _____

Troop _____, doing _____

Troop _____, doing _____

Troop _____, doing _____

Troop _____, doing _____

Troop _____, doing _____

(Additional slots as needed)

* Announcement of Patrol Winners, in Reverse Order (First Place last), with Patrol Leaders coming up to collect Flag Streamers as announced.

* Recognition of Staff

* O/A Call-Out Ceremony

* Closing Remarks and Announcements

* Stand for Scout Vespers

* Troops return to their campsites

Catholic Mass Coordinator – 624 – Arranges for a Priest to give Mass from 6:45-7:45pm on Saturday evening. Please confirm this a week in advance. Arranges whatever equipment and/or photocopies that the Priest needs (per his wishes.) Arranges an area for Mass in Area C; easy in good weather, can be a problem in poor. Gets a copy of the directions to the Projectoree to the Priest, well ahead of time. Brings a large tarp (or tarps) and set up gear if moderately poor weather is expected. Establishes a “bad weather” policy for cancellation in the event of ridiculous weather conditions. Acts as a “lookout” for the Priest on Saturday evening, helps him set up. Assists in finding Altar Servers and Readers as needed from the available Scouts. Helps clean up afterwards, and assists the Priest as needed in getting items back to his vehicle. Disassembles and puts tarps away, moves picnic table(s) back to the camping area (if used.) Writes a Thank You letter on behalf of the Projectoree and mails it during the following week.

We have previously used Priests from both Arlington and Woodbridge. It is always best to use an Arlington Priest if possible. If no one is available, call the Diocesan Office and talk to the Scouting Chaplain; he may be able to help. Arranging a Priest needs to be done well ahead of time, certainly no later than April 1st. In general, we will have between 50 and 75 Catholics at Mass (note that this is usually right on the edge of viability with respect to getting a Priest.)

Communications (Radio Net)/Timekeepers/Lost and Found/"Rovers" – 149 - This job is to run the "timing" coordination for Saturday. Because (except for the "Rovers") this is pretty much a "sit in place" job, it is recommended that these positions be held by Adults/Senior Scouts who are not interested in doing a lot of running around.

The key item that the Troop doing this job needs to do is make sure make sure you have the Air Horns and replacement cylinders and that they are the right size. These can be challenging to find. We should have some left from last year. You can submit receipts for any air horns or canisters that you purchase.

The "First Aid Central" point will be on the main competition field, and the Troop responsible for First Aid will set a tarp up there that will be ready on Saturday morning. **Note that this area is effectively the Projectoree Headquarters for all daylight hours on Saturday.**

Materials Needed:

- _____ (1) Cellular Phone, fully charged,
- _____ (2) 10 Hand-Held Motorola Radios, with AA batteries (Troop 111/Jay Eidson will provide these on Saturday morning.)
- _____ (3) 2 accurate watches, set to exact WTOP time.
- _____ (4) 2 Air Horns and replacement cylinders
- _____ (5) Clipboard or (preferably) a briefcase for score sheets and other paperwork; be aware, wind has been a problem for registration paperwork at past Projectorees!
- _____ (6) Competition Schedules (will be given to you at the PLC.)
- _____ (7) A Large Poster marked "Lost and Found."
- _____ (8) One or two medium size boxes, to toss lost items or other general junk into.
- _____ (9) Optional – Spigot cooler, disposable cups, small trash can

Please be ready to go by no later than 15 minutes before the opening flag ceremony. Also, keep in mind, you are also the first contact point for anyone coming to the Projectoree on Saturday morning - and there's likely to be quite a few. You will need to run the air horn for all activities on Saturday. For pre- and post-event time points, we're using airhorn blasts (see the Weekend Schedule.) For the events themselves (see Competition Schedule), **use single blasts to start events and double blasts to end events**; we'll discuss this with the Patrol Leaders at the Friday night PLC, so they'll know what's going on (plus we'll synchronize everyone's watches.) Remember that **the cans need to be held level** (in order to avoid blowing Freon all over everyone) **and pointed down the road towards the Dining Hall** in order to help ensure that the Firebuilding and Obstacle Course people can hear it (use the radio to confirm that they DID hear it). Note that the Fire Rescue Station is aware that we'll be using Air Horns, so don't worry on that score. Finally, **try to stay right on the dime with respect to the times shown**; we caused some confusion in previous years when we started everything earlier than the schedule that was listed on the competition sheets.

Use the radios to communicate/confirm time changes and to try to keep general tabs on things around the camp via the Rovers. As mentioned above, you're pretty much the "Command Central" during the day on Saturday. We'll try to have one Motorola radio at every game area, one with the Campfire people, and the last two with the Rovers.

The Rovers are our situation monitors, emergency response team, and fill in helpers at Event sites where the Staff is overwhelmed or needs a break (bathroom or simple fatigue.) They're also the early warning

system to ensure that inter Patrol rivalries don't get out of hand during or between events, and are your "go-fors" if you need anything at the First Aid center (more water, ice, whatever.) Obviously, they should be spending their time walking around and checking things out - and not just "hanging out." If everything's "perfect," they can help the Staff Camping Food Coordinator and/or (if any) the service project. Finally, they can assist event Staff members in setting up or taking down events, especially during lunch and before dinner, when speed is of the essence.

Please encourage all passing Scouts to drink water, and ask if anyone has any injuries, etc. If we have another strong sun this year (we can only hope!), please also encourage the use of sunscreen, especially late morning/early afternoon. Problems should be directed to the First Aid folks.

At the lunch break, you should collect the blue scoresheets for the morning events (not the yellow Patrol Leaders' sheets, just the blue Event Scoresheets for the short games), and hold them secure for the Scoring and Awards Coordinator. He will probably come and get them from you during lunch so he can start entering data during the afternoon events. If not, try and track him down. At the end of the competitions, you should collect all the blue scoresheets for the afternoon events and the yellow Patrol Leaders' scoresheets also, and relay them to the Scoring and Awards Coordinator as quickly as possible (so he can finish the data entry and establish winners prior to the campfire.) After the late afternoon activities are over, please help the Registrar Scouts to take down the tarp and move the picnic table, then re-set up the First Aid Center at your campsite for the remainder of the weekend. Collect all radios in use around the main field – keep what you still need (if any) and return the rest to Troop 111 or Jay Eidson, or place them inside the kitchen area (**please make sure those are turned off**).

First Aid/Troop Rosters – 128 – Troop Rosters and Tour Permits should be collected at the Second Projectoree meeting – and from anyone who didn't have them at the meeting, from the Registrar on Projectoree Friday. The rosters and local tour permits are held til Sunday, then given to the Projectoree organizer prior to your departure. These provide immediate information in the event of an emergency; remember also that each Troop should have the medical forms for their personnel.

On First Aid, at least 1 of the participants in this job should be currently certified in First Aid and CPR.

The "First Aid Central" point will be on the main competition field, and you will need to set a tarp up there that will be ready on Saturday morning. **Note that this area is effectively the Projectoree Headquarters for all daylight hours on Saturday. Also note that the Communications (Radio Net)/Timekeepers/Lost and Found/"Rovers" personnel will be alongside you.**

Materials Needed:

- _____ (1) A full First Aid Kit, well equipped for standard "rough play" injuries (sprained ankles, scrapes and bruises, sunburn, etc.)
- _____ (2) Cellular Phone, fully charged,
- _____ (3) Map and Directions to the nearest hospital, plus phone numbers (Attached!)
- _____ (4) Vehicle on site and "On Call" (keys in your pocket, not at your campsite!) as needed.
- _____ (5) Two Water "spigot" coolers (at least 5 gallons capacity.)
- _____ (6) Chest with ice in it (both for drinks and for First Aid.)
- _____ (7) Supply of disposable cups.
- _____ (8) Supply of 1 quart sized zip lock bags (for ice packs.)
- _____ (9) A large trash can with half-a-dozen plastic trash bags.

- _____ (10) Supply of sun screen, at least SPF-30.
- _____ (11) Troop Rosters and Tour permits; this is for emergency phone numbers if needed.
- _____ (12) If possible, a First Aid Flag (or large poster) for your campsite and the tarp area on the main field (switch as needed.)
- _____ (13) A large tarp or large tent for the first aid tent.
- _____ (14) Optional - 4 to 8 large cinder blocks for the tarp ropes, for windy conditions!

On Friday, once you have your campsite set up, please put up your First Aid Flag or Poster in an illuminated area so that anyone in need can find you. The Registrar/Treasurer will deliver any late Troop Rosters to you once the Registrar shuts down; if you don't hear from him, please track him down during the PLC/Staff meeting Friday night.

On Saturday morning, we'll need you to set up your tarp/tent and a formal First Aid/Water Station and a picnic table (the table should already be on the open field). **Note that the ground in the field is very hard and contains extensive amounts of gravel** (it was a parking lot) – **you WILL need heavy duty spikes and hammers in order to stake down your tarp, including an EZ-Up Tarp if you use one.**

Please be ready to go by no later than 15 minutes before the opening flag ceremony. Also, keep in mind, you are also the first contact point for anyone coming to the Projectoree on Saturday morning - and there's likely to be quite a few.

Please encourage all passing Scouts to drink water, and ask if anyone has any bruises, sprained ankles, injuries, etc. If we have another strong sun this year (we can only hope!), please also encourage the use of sunscreen, especially late morning/early afternoon.

Any First Aid Emergencies – Dial 911

Fairfax County Fire and Rescue Station just outside Camp Wilson - 703/339-5970 [Note: The Firehouse does NOT want you to call them in an emergency - Call 911 - because they may be out on call and therefore have no one to help you! This number is provided only for lesser issues.]

Closest Hospital is apparently Mt. Vernon in South Alexandria. Take U.S. Route 1 North, turn right onto Sherwood Hall Lane, then right on Parker's Lane. Important Phone Numbers are: General: 703/664-7000; Emergency Room: 703/664-7111.

Flag Ceremonies – 641

Materials Needed:

- _____ (1) American, Virginian, and your Troop's Flags, with stands for all three.
- _____ (2) A 60 foot long piece of heavy duty "cable" rope (I will provide).
- _____ (3) 2 dozen 1 foot long pieces of light rope (I will provide).
- _____ (4) A walkie talkie (available from Troop 111).
- _____ (5) Air Horn (Borrow from the Communications Coordinator)
- _____ (6) Copies of Suggestive (General) Flag Ceremonies (Attached!)

On Friday night, you should visit each Troops' campsite to arrange one of their Scouts to carry

their Troop Flag at the opening and closing flag ceremonies the following day (and to remind the Troops to mark their flag stands with their Troop numbers). The selected Scouts assemble on the main field at the FIRST double air horn blast Saturday morning (9:00am), with their flag AND THEIR STAND, so that you can practice the ceremony. These Scouts should wear a **full Scout Uniform** for this event! – For this reason, each Troop may want to use a Senior Scout who's not involved in a morning event (so he can go change at his leisure after the events start; if this is not possible, then the Scout should wear his uniform over his competition clothes, and remove the uniform right after the flag ceremony and give it to one of his Troops adults to hold for him.

Opening Flag Ceremony - Early Saturday morning, you'll need to stretch and tie off the heavy duty cable rope on two trees, as tightly as possible, on the east end of the main field (the end closest to the campsites.) The shorter the run, the better (it will remain more taut.) Set up the flag stands evenly spaced below the rope, then tie the 1 foot ropes into the cable above the stands, tightly, using clove hitches around the cable. Remember that the stand for the American Flag will be on the far left as the audience is facing the flags (so it will be on the speakers' right side.) This set up should all be done well ahead of time. The flag ceremony should be done however you wish (a suggestive ceremony is attached), with the Scouts tying their respective flags to the cable after they post the colors, with the one foot sections of rope. Remember that the color guard does not salute the flags or say the Pledge of Allegiance - please remind everyone of that fact. Whoever leads the ceremony should have a good strong voice, and be crisp and sharp in his commands. Once the flag ceremony is complete, we're going right into the morning events without pause, so please hand the assembly off to the Projectoree Organizer immediately upon retiring the Color Guard. Once the color guard has been dismissed, they can take their uniforms off so to be ready for the competitions.

Closing Flag Ceremony We'll be re-assembling the Troops in the main field just after dark (i.e., about 8:15) for the walk down to the campfire. The Closing Flag Ceremony Scouts should assemble at 8:00 for practice. The closing flag ceremony is a formal closure to the day activities. It is NOT a good idea to leave the flags, stands or ropes up after dark! - we don't need any Scouts "clothes-lining" themselves running around the field after dusk. Once the ceremony is over, the Troops are led down to the campfire circle. One of the flag ceremony team should keep the campfire staff informed, using a radio.

Typical Opening Flag Ceremony

These are typical Summer Camp Opening and Closing Flag Ceremonies. You can adapt them for use at the Projectoree. You do not have to use this ceremony; if you have something better, go ahead and use it instead.

[Note: It is best to practice this at least twice before trying to do it in front of the entire Projectoree.]

You'll have multiple flags - the U.S., Virginia, and each Troop's personal Flag, including your own. You'll need at least one Scout for each flag, plus one additional person to run the commands. The American Flag should be in the lead, with the others following in the order listed above, with Troop Flags in numerical order; remember, the American Flag must be positioned at the far left hand side with respect to the onlooking Scouts (that is, to the speaker's right hand side if he is facing the audience.) You should have already tied in the support cable, and have positioned each Flag stand spread equally along (below) the cable; in addition, there should be a small piece of rope tied to the support cable above each flag stand. This enables you to tie the flags to the support cable, giving them support and preventing them from tipping over.

You are talking to over 400 Scouts, Staff and Leaders; speak loudly (without screaming.)

Head: "Camp Wilson, Attention!" [Wait for quiet, make sure Scouts are actually at full parade attention.]

"Color Guard, Forward March." Color Guard approaches from the far right of the audience, walks in front of the flag stands.

When opposite the flag stands: "Halt." "Left Face."

"Camp Wilson, Hand Salute! Color Guard, Present the Colors!" All Standard Bearers should straighten up and slightly raise their flags. **The American flag should be raised the highest.**

"Please join me in the Pledge of Allegiance. "I Pledge Allegiance..."

When finished: "Two" (Allows all attendees to return to Parade Attention Position)

"Color Guard, Post the Colors" Each standard bearer should BACK UP to his respective stand (Do NOT turn around!), post his flag, and quickly tie it into the support cable rope with square knots around the pole. Once this is completed, Color Guard should reassemble in front of the flags, facing the flags.

At this point: "Color Guard, Left Face." "Forward, March!"

Wait 'til back at starting point: "Halt." "About Face." "Dismissed."

"Camp Wilson, At Ease!" Look to Projectoree Organizer and nod your head, then step back several steps.

Typical Closing Flag Ceremony

Here's the sequence of events on Saturday evening:

The Catholic and Protestant Masses are scheduled for 6:45-7:45pm; the Protestant Mass is usually done well before 7:45pm, but the Catholic Mass, as often as not, will run slightly over.

8:00 Single Blast on Air Horn as warning for Closing Flag Ceremony Scouts to Assemble

8:15 Second Double Blast on Air Horn to reassemble Troops; if they have not already done so, Troops also send 2 small Scouts (in full uniform) to the Campfire Circle **if they are properly uniformed** to prepare to retire worn out American flags.

8:20 Run Closing Flag Ceremony Begin Walk to Campfire Circle

The closing flag ceremony should also be practiced before trying to do it in front of the entire Projectoree. If you can use the same people as you did to open, things will probably go a lot smoother. Also, **if it isn't windy out**, you can go ahead and untie the supporting ropes in order to save time during the actual ceremony.

Again, you'll need enough Scouts to handle each flag, plus one to run the ceremony. They should again be positioned on the far right of the audience. The ceremony is essentially the reverse of the opening. At this point, you are talking to over 300 Scouts, Staff and Leaders; speak as loudly as possible (without screaming.)

Head: "Camp Wilson, Attention!" [Wait for quiet, make sure Scouts are actually at full parade attention.]

"Color Guard, Forward March."

When opposite the flags: "Halt." "Right Face." "Advance and Retrieve the Colors."

[Scouts should retrieve the flags, return to lineup, facing the audience.]

“Camp Wilson, Hand Salute! Color Guard, Retire the Colors!” American Flag starts first, crossing in front of all the other flags. As the American flag passes the Virginia flag, that flag bearer should step in behind and follow the American Flag, then the next flag steps in behind the Virginia Flag, and so on.

Wait `til back at starting point: “Halt.”

“Two” [Allows saluting Scouts back to Attention.]

“Camp Wilson - At Ease!”

At this point, you’re done with the actual ceremony. Troops should head out (at your direction) down to the campfire circle (someone who knows where they’re going should lead them there.) We do not have a “quiet walk” to the campfire, but rather a noisy and boisterous one. **Flag bearers should pick up their flag stands and return both flags and stands back to their campsites OR PLACE THEM INSIDE THE KITCHEN AREA AT THE COMFORT STATION. You should handle the American, Virginian, and your Troop flag and stand as appropriate.** Take down the cable rope, and remove with your flags. This all must be done quickly, so you don’t miss the campfire!

DO NOT LEAVE FLAGS, STANDS, OR THE ROPE LINE, SET UP ON THE MAIN FIELD!

Friday Night PLC (Setup, Takedown, Snacks, Cleanup) – (111) – Responsible for developing a menu for the PLC, buying the food, setting up the area, and cleaning it up afterwards. Currently, the PLC area is set up in Area C, next to Troop 111, and you should use the picnic tables from the area. In general, a “U” arrangement is best to keep everyone close enough to hear the PLC.

The job starts at the second Organizational meeting, when all Troops should give you a best guess estimate of the total number of people they will have at the PLC. This should be, at a minimum, every Patrol Leader, every Staff member, the Shadow adult(s), and one Adult Leader from each Troop. These numbers should be regarded as a rough estimate “at best” for purchasing snacks and drinks.

Materials Needed:

- _____ (1) Menu. You are welcome to buy commercial stuff, like pizzas, if you prefer.
- _____ (2) Food, commensurate with the number of PLC attendance estimate, packed in appropriate Lockers and Coolers (with block ice if needed)
- _____ (3) Paper towels
- _____ (4) Lanterns (may need to borrow some from nearby Troops in Area C)
- _____ (5) Trash cans, heavy duty plastic trash bags
- _____ (6) If poor weather is expected 4 or more Large Tarps or large EZ-Up Tarps, plus setup gear.
- _____ (7) A Motorola Radio, for communications

The PLC area should be set up while there is still sufficient light to see and work. Earlier is a lot less stressful than later, especially if a poor weather setup is needed. After 4:00 on Friday is a good time to set up, since the first Troops will not arrive til 5:30 or so. You will need to call on other Friday Staff members to help you set up - but that will be fairly spotty.

We will solicit for breakdown assistance during the PLC. Troop 111 should provide most of the help needed, since they will need their picnic tables back for breakfast.

Don't forget to save all your receipts!!!

Gamemaster/ Master of Ceremonies – Dave Navarre

This individual is the Associate Projectoree Organizer, and is in charge of the Projectoree events in and around the main field during the event itself. He or she also helps runs the PLC, and assists as needed with the flag ceremonies and campfire. He has the last word on any disputes about rules or disqualifications. The Projectoree MC may also come by to watch Troops practicing their games ahead of or during the Projectoree, to review how the games are being run.

Hot Dog Lunch - 638 (in their campsite) – Set up, prepare, serve, and clean up afterwards. No further instruction is offered; like the Alonzo Stagg Hike, it's your show to run as you see fit. And THANK YOU for doing so!

PLC Packet Assembler – Volunteer(s) Needed! - This job is to photocopy all the required forms for the Staff and Patrol Leader packets and assemble these for the PLC. There are 30 Patrol Leader packets, all identical except for their Patrol number, and 12 Staff packets, some that are custom and many that are identical except for the event name. The Patrol score sheets, event score sheets, competition schedules, evaluation forms, and so forth are all on different color cardstock paper. The required forms are provided by the Projectoree Organizer on regular paper (or in electronic form if preferred). The packets are usually enclosed in 2.5 gallon zip-lock bags, each of which contains a pen. These need to be ready by the PLC on Friday evening.

Protestant Services Coordinator – 648 - Arranges a Minister to give a Protestant Service from 6:45-7:45pm Saturday evening. Arranges whatever equipment and/or photocopies that the Minister needs (per his or her wishes.) (If the Minister is coming from outside the Projectoree, please CONFIRM his/her attendance a week ahead of time.) Arranges an area for the Service; easy in good weather, a problem in poor. If an outside Minister is used, provides a copy of the directions to the Projectoree to the Minister, well ahead of time. Brings a large tarp (or tarps) and set up gear if moderately poor weather is expected. Establishes a "bad weather" policy for cancellation in the event of ridiculous weather conditions. If an outside Minister is used, acts as a "lookout" for the Minister on Saturday evening, helps him or her set up. If needed, assists in finding acolytes among the available Scouts. Helps clean up afterwards, and assists the Minister as needed in getting items back to his vehicle. Disassembles and puts tarps away, moves picnic table(s) back to the camping area (if used.) Writes a Thank You letter on behalf of the Projectoree and mails it during the following week.

We have previously used Ministers from Arlington, but most years one of the Scouters on-site acts as a Minister. In general, we will have between 200 and 250 Protestants at the Projectoree, of whom about a fourth will attend Services.

Protestant Services should be planned to last a maximum of 1 hour. The minimum is up to you.

Registrar/T-Shirts/Patches/Ribbons – 167 - This person is responsible for collecting the orders for the T-Shirts, ordering them, the patches, and the flag streamers, creating the flag streamer awards, and then running the registration on Friday afternoon.

For the T-Shirts, the vendor, HBI Graphics (POC Harry Block, HBI711@verizon.net, 1608 Portabello Court, Crofton, MD 21114, 301-261-3046, our account is under BSA-Chain Bridge Projectoree), should be contacted around or just after the First Projectoree planning meeting and informed of the art work and approximate number of shirts. The Registrar should collect the T-Shirt orders from each unit about 3 weeks before the Projectoree and transmit this to the vendor, with delivery of the T-Shirts to the Registrar's house by two days before the Projectoree (e.g. the Wednesday before the Projectoree). The Registrar then has to sort the T-Shirts into bags or boxes corresponding to the orders for each Troop. All the shirts must be transported to the Projectoree on Friday and are handed out at registration (Friday afternoon) as each Troop arrives.

During the Projectoree, the Register runs run registration table from 5PM to 8PM on Friday afternoon. This can be run with 2 - 3 Senior Scouts, or 1 Shadow Adult and 1 Senior Scout; in the latter case, the Adult is strongly advised that the intent is to assist the Scout, not take the job over and do it for him. Because of the nature of the job, the participants need to be in place and ready to go by about 5:00pm Friday afternoon - thus, you need to leave Arlington right after school in order to go down and set up.

Materials Needed:

- _____ (1) A medium sized tarp setup, including all poles, stakes, ropes, etc.; this is absolutely critical if the weather is going to be less than perfect. If the weather is atrocious, you can set up in the kitchen area of the Comfort Station (though that will be tight).
- _____ (2) A large poster board listing "Registration," plus a staple gun or some other means to attach it to a stake post (the stake post should be in place when you arrive at the site.) Note - this may be done in advance by the Site Coordinator - check with him first!
- _____ (3) Picnic Table to work on (many are available around the site, but one will have to be moved into place.) You can also bring your own table(s) and chairs if you prefer – that's a lot easier than man-handling a picnic table.
- _____ (4) All necessary Forms, including the T-Shirt pre-orders from the Troops (having their confirmed orders in hand tend to greatly reduce arguments about what they ordered).
- _____ (5) T-Shirts, Patches, and Projectoree Ribbons presorted by into individual Troop "bags."
- _____ (6) Cash Box or (better) a briefcase for completed registration
- _____ (7) Multiple Clipboards – Mandatory in windy weather.
- _____ (8) Pens, paper clips, tape dispenser, and a stapler.

On Friday, when you enter the camp proper, there will be a long, rather narrow field on your right hand side; this is the main competition field. Set up about 3/4's of the way down the field, either over or next to the small concrete pad. Please erect your tarp, then move a picnic table (from the camping area) under it, then staple your "Registration" sign to the provided stake (or to the picnic table if your prefer), then organize your forms and T-Shirts, Patches, Ribbons, Registration forms, etc. **Note that the ground in the field is very hard and contains extensive amounts of gravel – you WILL need heavy duty spikes and hammers in order to stake down your tarp – including an EZ-Up Tarp if you use one.**

With each Troop's arrival have them fill out their Registration Forms (if not already done.) **Confirm**

that their T-Shirt orders have not been changed from their original orders. Collect their checks, made out to “Friends of 111,” and staple it to the Registration form, and place it in your briefcase or one of your clipboards. Next, give them their T-Shirts, Patches, Troop Flag Streamer, and area map. They should count their T-Shirts and patches as a double check. Explain where their campsite is, and where the PLC site is, using the map you gave them, and indicate the one-way directions for the loop roads for Areas A and B. Remind them of the PLC meeting in the Staff Area at 8:30 pm that night (and let them know we’ll have a double air horn blast at 8:20 as a 10 minute warning for the PLC.).

Once everyone has arrived and been registered, you’re almost done. **If you have arranged it in advance with the First Aid Troop, you may leave the tarp and picnic table in place** (they will then use it on Saturday), and clean everything else up. If you leave your tarp up, on Saturday, after the late afternoon events are over, go ahead and take down your tarp and (if you took one) move the picnic table back where you got it. The First Aid people and “Rovers” should help you!

Scoring and Awards Coordinator – 149 – A Backup Troop is needed! – The Scorekeeper is responsible for entering all the raw score data from the score-sheets and entering them into the Projectoree scoring spreadsheet (an excel file), in order to determine the winners of each event and the overall rankings for first thru last place in the Projectoree, and marking the top third Patrols on the award ribbons. This is a Saturday afternoon and evening task. It is very helpful to have an assistant to relate and check data while you’re entering it.

You will need to bring a laptop with the Projectoree scoring sheet, which is an excel file. There is a help file that you may also want to bring. You will need to update the scoresheet in advance to reflect the games that will be played for this year, and get acquainted with how to run the program.

On Saturday, you will probably want to work in your Troop’s area if your laptop has sufficient battery power; if not, you should plan to work in the kitchen area of the Comfort Station (the Comfort Station has a power outlet outside). You or someone else will need to be at the “Scoresheet Central” collection point (the First Aid Tarp) at 11:30 and 2:30 to collect all the scoresheets. In addition, the scorekeeper should keep in touch with the Projectoree Organizer, since the award presentations will be the highlight (and pretty much the finale) of the campfire program.

Materials Needed:

- _____ (1) First through Tenth Place Patrol Award Ribbons (provided by Registrar)
- _____ (2) Laptop Computer with scoring spreadsheet installed.
- _____ (3) A simple calculator (unless your laptop can easily handle it)
- _____ (4) Clipboards
- _____ (5) A blank notepad of lined paper
- _____ (6) Pens

On Friday night, it is useful to sit in at the PLC meetings so you hear the instructions given to the Patrol Leaders and Staff members on the scoring protocol (and you can make any additional comments you feel are necessary.) You can also help write down the Patrol/Number correlations.

You need the game scores from the blue “Staff scoring sheets” – you should have 12 of these, one from each game. You also need the yellow “Patrol scoring sheets” for the Patrol ages. **There are always**

several Patrols that do not hand in their sheets, no matter how many times they were reminded, so you'll need to send someone to their campsites and collect their sheets. Start by entering the Patrol ages. Then go to the blue "Staff scoring sheets" and enter that info. If the Staff forgot to write scores on their blue sheets, or if you can't read the scores, look at the corresponding data on the yellow "Patrol score sheets." Basically, **the blue sheets are the primary data source for all scores, while the yellow sheets provide the ages and are the backup sheets for the scores.**

There are cases when a Patrol score is not written down on either the blue sheet or the yellow sheet. Most of the time this is because a Patrol didn't go to a game they were scheduled to go to, and sometimes it's because the Staff didn't write the scores down. Either way, there's nothing you can do about it – this is the responsibility of the staff first and the Patrol Leader second. In these cases the score is "DNF" (did not finish).

Note that the event scores are supposed to be in seconds but in some cases the Staff will write down the scores in minutes/seconds. Sometimes they'll write down some scores in seconds and others in minutes/seconds. Be on the lookout for this, and you should be able to figure it out. For example "327" is obviously in seconds while 1:27 is obviously in minutes/seconds. This is why you need the notepad, calculator, and pens.

Be prepared to "wing it" if needed on certain events (or toss them out altogether if you can't make heads or tails of the entries on either the blue or yellow score sheets). Also **be wary of scores that don't make sense**, like caber toss totals over 500 feet or Firebuilding times of 4 minutes. **Please discuss all such problems with Dave Navarre, the Gamemaster. And feel free to call the staff member(s) in to explain or decipher their entries.** If you feel that it's necessary to discount an entire game, or something like that, just go ahead and use your best judgment.

The program entries are best done with one person reading off the data point, and the other entering it into the spreadsheet. Then the person with the spreadsheet reads the scores back, and the first person checks on the blue scoresheet to double check. This avoids erroneous entries.

You need to write down on a piece of paper the following, **legibly and in large print please:**

(A) The winners (Patrol name and Troop) of each game.

(B) The Troops who came in first, second and third in the Scoutmaster Chariot Race. This is not one of the scored games but the people that ran that event need to tell you who came in first, second, and third.

(C) The top three Patrols in the Dodge Ball Competition.

(D) The First through Tenth (or whatever 1/3rd equals) place overall winners for the day. Each ribbon should be marked with the respective Patrol name and Troop for these top placing Patrols.

Take the results sheets and the ribbons and give them to the Projectoree Organizer before the campfire.

Please do not talk about the scoring before the campfire. Do not tell the Scouts or adults in any Troop anything about the scoring, as that's supposed to be "close hold" until the campfire. Just tell them that they need to wait like everyone else. **Even Dave and I don't know til we're handing the ribbons out.**

After the Projectoree is over, please send an email to the Committee Chair with a listing of the results to

publish in the post-Projectoree newsletter. Please also include the final spreadsheet in the email.

Service Project Coordinator - 1130 (and Randy Bender) - This position works with the Projectoree Organizer and the Pohick Bay Ranger Staff to develop and carry out a service project for Camp Wilson.

Before 2008, completion of the service project was done, in part as an exchange for receiving the minimum charge for the use of the Camp, and so the service projects were fairly complex. Past projects included rebuilding and improving the campfire circle area, cutting up and removing fallen trees, planting new trees, digging various concrete blocks out of the main field, removing rusty barbed wire from the surrounding woods and so forth. We built all the walkways around the Comfort Station.

The special arrangement is no longer in effect, and so we do a simpler service project, coordinated with the Park, in which we provide Scouts about an hour of useful work, but we don't undertake massively complex service projects anymore.

The Service Project is completed following the Scoutmaster Challenge Saturday afternoon. **Each Troop is required to send two Senior Scouts to the Service Project**, so staffing is not an issue. In fact, several Troops send more than the minimum, so you should easily have 30 plus Scouts and several Adults available for work.

Site Coordinator/Campsite Layout – 624 – The site coordinator works on Friday morning or early afternoon to lay out the entire site - posts signs on the main road and throughout the camp, delineates event areas, establishes camping areas for each Troop, places instructional signs at the Comfort Building, directional signs to the campfire circle and camping areas, and ensures that the access roads through the camping areas are kept free of tents and vehicles. Many (but not all) of the signs have directions on their reverse face that explain where they need to be installed.

Note that the Projectoree Organizer installs many of the organizational signs on Friday morning – but not the campsite layout signs.

Unless the individual filling this role has done it before, this position begins the weekend before the Projectoree, when the individual should meet with the Projectoree Organizer and go down on the Site Visit. The meeting should review the proposed layout of the camp, plus collect from the Organizer any remaining signs and posts from last year's Projectoree that still apply to this year. It may be necessary to prepare additional signs during the week prior to the event.

The Major Organizational Signs (there are many others; some are installed by myself early Friday)

1. Gunston Road Entrance - Large Projectoree Sign, with left arrows, placed on the right hand side of the road 50 - 100 yards or so before the entrance. We have also used orange and yellow surveyor tape attached to the signposts in the past in order to increase visibility. This sign should be triple staked and firmly stapled - the wind can be quite strong out on the road.
2. Registration Point - Depending on the weather, this will either be on the small concrete pad near the end of the competition field, or (in bad weather) in the Comfort Station kitchen area. You will need to

judge this with an eye towards the forecast. Normally, a large sign, marked “STOP!” and “Registration Point” with an arrow is sufficient for this point. You may also wish to put “First Aid Station “ near this sign as well, since they are usually in the same place. Use the campaign sign “wires” for these signs.
Block off the parking area in front of the area with some trash cans, or you’ll be parked in.

3. Main Field Competition Areas - You will need to subdivide the area into 4 or 5 sub-areas for the morning and afternoon events (see the competition schedule, and remember that the Spider-Web escape is run near the Comfort Station, not on the field, and that we “may” run another afternoon game also near the Comfort Station (not yet determined). Each sign should list the morning and the afternoon events to be held at that sub-area, on opposite sides. Refer to the competition schedule for the list of events, and divvy the area up as you see fit. Use the campaign sign “wires” for these signs.

4. Camping Areas As in years past, we want people to use the further entrance point to the main camping area, and also want it to be one way from that point to the exit point (i.e., the exit near the Comfort Station.) We also want a sign for the Staff area. Thus, we need one sign with left arrow and listing “PLC,” plus a “Do Not Enter” sign for the egress point of the access roads, and finally a “Camping area” with a right “one way” arrow at the entrance point of the access roads. Inside the camping area, we need to put up signs (Troop #'s on paper plates are fine) for the individual Troop camping areas, based on the sizes of the respective Troops. We should have good numbers for this after the Second organizational meeting.

5. Two “Campfire Circle” signs, one with a left arrow off the main road, the other with a right arrow at the trailhead leading down to the campfire circle.

6. Comfort Station - one sign at the kitchen area: “Off Limits - Absolutely No Dishwashing!” Another sign behind the building (at the sinks/water spigot), also stating: “Water Only - Absolutely No Dishwashing!” and “This Water is Safe to Drink.” Inside both bathrooms, posted prominently: “Keep this area Clean!” and “Absolutely No Dishwashing in Sinks!”

7. Ancillary Competition Area - On the main road leading down to the Dining Hall, one sign “Obstacle Course/Firebuilding” with a straight ahead arrow, and another at the access road to the ancillary competition area with a right arrow.

8. One last sign at the exit point, facing into the Projectoree, stating: “Scouts, Warning! Fairfax County Police will pick you up if you try to walk to the 7-11! Stay in Camp!”

Materials Needed:

_____ (1) All Signs and Posters, pre-made or collected ahead of time from the Projectoree Organizer unless he is bringing them down himself. A few extra blank signs, “just in case.”

_____ (2) U-wires for signs

_____ (3) 10 4-foot wooden stakes (less important/optional). If brought, pre-sharpened to real points, not “slant” points.

_____ (4) **Large spike nails for installing U-wires into hard or gravel-filled ground;** the holes are made with the spike, the U-wires are inserted into the holes, and the holes are tamped in.

_____ (5) 1- 2 Hammers

_____ (6) One or two staple guns, with plenty of extra staples. Staples should be at least 3/8 inch, and pointed, for best (and easiest) results

_____ (7) One roll of yellow or orange surveyor’s tape; this really helps people see the signs.

- _____ (8) One roll of duct tape (or blue painting tape) for all the signs at the Comfort Station.
- _____ (9) A super size black magic marker (available at Ayers, Staples, or some hobby stores), for creating or modifying signs.
- _____ (10) Work gloves
- _____ (11) Directions to the Site, Map of the Site, and Competition Schedule to assist initial layouts
- _____ (12) Schematic of suggested campsite assignments.

Finally, on Sunday, the site coordinator does the final “sweep” of entire campsite to ensure that we left it better than we found it, and notifies Park Rangers that we have departed (so they can come back and lock up the site.) This duty is usually shared with the Projectoree Organizer.

-END-

Projectoree 2017 – Cleanup Jobs

Camp Wilson is utilized by many Youth Groups, not just Scouts. Some of these groups are “less than conscientious” in cleaning up after themselves. We have a reputation with the Park Staff for always leaving the camp much better than we found it. If you find trash anywhere in the camp, please do the “Scoutlike” thing and clean it up, even if it’s obviously from previous campers. Thanks!

Saturday

Comfort Station – 128 – This is a “quickie” job – **you are not expected to clean it up to pristine condition**, but rather just get it back to reasonable. This is more of a challenge if we have rainy conditions, in which case the floor will be a muddy mess. Bring basic cleaning materials (brooms, mops, sponges, buckets, soaps, Playtex gloves, etc.). Please also bring a few rolls of toilet paper and two large plastic trash bags. A long hose makes this job MUCH easier (the park’s hose is usually locked up and inaccessible). On Saturday afternoon, go into the Comfort Station and mop it out, clean the sinks, take out the trash (there’s a trash can by both bathrooms), and generally restore the area to an acceptable condition. Restock toilet paper if necessary. Put a new bag liner in the trash cans. If any toilets are clogged, please plunge them out. Please also clean the outside sink area where the outside faucet is located. Inspect the showers to see if there’s anything that needs attention.

Hot Dog Lunch Area – 638 – This job will be FAR easier if you bring half a dozen trash cans and place them around the lunch area. Following lunch, pick up the area and dispose of all trash.

Sunday

Campfire Circle and Access Trail – 641 – Sweep the trail leading down to and the area in and around the Campfire circle. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Comfort Station and Lawns around the Comfort Station – 167 – See the “Comfort Station” under Saturday for the basic description of that aspect of this tasking. In addition, sweep the lawn areas all around the Comfort Station, both front and back. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Firebuilding/Obstacle Course/Dining Hall Areas – 111 and 624 – Sweep the Firebuilding, Obstacle Course, and Dining Hall areas. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Main Competition Field – 648 – Sweep the Main Field. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Primary Camping Area A and access loop road – 1916 – Sweep the Entire Camping Area A and the Loop A Road, end-to-end. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Primary Camping Area B and access loop road – 149 – Sweep the Entire Camping Area B and the Loop B Road, end-to-end. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Primary Camping Area C and access road – 111 – Sweep the Entire Camping Area C and the short access road between the Loop A Road and the campsite, end-to-end. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Road from Firebuilding to Gunston Road – 647 – Sweep the entire main access road from the Dining Hall (Firebuilding) all the way to Gunston Road, end-to-end. Lost items found in the sweep should be relayed (if possible) to the Troops losing them (if names and Troop numbers are evident), or relayed to the Lost and Found area (the posts on the main field opposite the Comfort Station). All trash collected and disposed of in a proper manner.

Sign and U-Wire Removal and Recovery – 2535 – Recover all signs and U-Wires (EXCEPT for the large Projectoree sign(s) on Gunston Road) from the entire camp; remove duct tape from signs if that was what was used to put it up (this includes most of the signs around the Comfort Station). Salvage signs if possible; dispose of properly if not. **Poster Signs and U-Wires should be stacked in neat piles at the Comfort Station (for eventual pickup by the Projectoree Chair).** [Note: The Projectoree sign on Gunston Road is left up so that parents coming down to pick up Scouts on Sunday can still find us. It will be removed by the Projectoree Chair when he leaves the campsite.] Competition signs on the main field should have been removed late Saturday afternoon; all the other signs need to remain up until Sunday morning.

-END-

Projectoree 2017 - Friday Night PLC Agenda

Welcome

Roll Call of Troops: 104, 111, 128, 149, 167, 624, 638, 641, 647, 648, 1130, 1916, 2535

Latest Weather Forecast

Watch and Take Care of your Micro-Scouts! Stay Hydrated!
Use Insect Repellent tonight and sunscreen tomorrow!

Status of the Virginia State fire-ban

T-Shirts and Patches - Feedback from your Scouts (did they like them?)

Purposes of this PLC

- * Give out Forms
- * Review the Weekend Schedule
- * Other Important Comments and Updates
- * Answer Questions

FORMS, I - Roll Call of Patrols - Number/Patrol Name Correlations; Quick Explanation of Yellow and Pink Sheets; WRITE LEGIBLY! Be Honest! **COMPLETE THE FORMS BEFORE THE FLAG CEREMONY TOMORROW MORNING.**

FORMS, II - Roll Call of Troops/Events - Quick Explanations of Blue Sheets; NOTE! - All times should be converted to SECONDS ONLY! Note that the Game Instructions are included, and some games require Individual Patrol Scoring Sheets (your Adult Leaders should have these) - USE THESE SPECIAL SHEETS TO DERIVE THE PATROL SCORES!

We will again have the Shadow Adults (rather than Staff Scouts) do the Patrol size normalizations on the scoresheets. This will free up the Staff Scouts to prepare for the next Patrols that are coming in.

Review Pink Sheet Schedules

- * Morning versus Afternoon versus All Day Events
- * Games start exactly on time!!! (Synchronize your watches now!)
- * **The First sessions last 3 minutes longer - Why?**
- * Patrol Release Protocols (main field versus Firebuilding/Obstacle Course)
- * Set up Times - am games, pm games
- * Break Down Protocols - am games, pm games
- * Air Horn Protocols (1 blast to start, 2 to end)

Game Locations (Short Events, Long Events) – Need to Hustle to and from the Long Games

Score-Sheet Turn-Ins (Yellow and Blue Sheets) at First Aid or to Troop 149 (Site A area)
- Don't make us come looking for you!

Special Activities

- Opening and Closing Flag Ceremonies (FULL UNIFORMS FOR FLAG BEARERS!) Practice Time 9 am; Need your Troop Flag, and a stand it fits into. Don't be late!
- Late Afternoon Activities (Scoutmaster Chariot Race; Dodge Ball, Stove and Lantern Safety)
- Late Afternoon Activities -- Obstacle Course is open to Staff Scouts and adults, so come on down and have some fun)
- Service Project - 2 LARGE Senior Scouts per troop Required! - In Front of the Comfort Station by 3:45! Adults also welcome.
- Religious Services at 6:45 (Weather Permitting) - Quiet Time!
- Campfire at 8:15, after the Closing Flag Ceremony
- Need 2 Micro-Scouts from each Troop at the Campfire when everyone else assembles at the main field for the closing Flag Ceremony, for the Flag Retirement Ceremony. These Scouts MUST be in FULL uniform! Don't be late!
- Patrol Awards and Warning
- O/A Callout at Campfire - Only Candidates who are present will be called out.

Sunday Morning Cleanup Jobs - Don't leave until your Troop's assigned job is finished, Be sure to check the Lost and Found before you leave! (Where Is It?)

Final Comments

- Staff Scouts versus Adults - YOU are the authority and if you need to disqualify a Patrol due to adult interference, we'll support you all the way.
- **Staff Scouts versus Patrols - should you need to disqualify a Patrol for any reason, please let Dave Navarre as soon as possible to discuss it with him.**
- Patrol Leaders - Your Attitude determines their Attitude
- Staff Members - Your Attitude determines their Attitude

Questions and Answers

Have a Great Projectoree!

Projectoree 2017 - Patrol Leader's Guide

Greetings, Projectoree Patrol Leader!

If this is your first Projectoree, this guide will help you understand what's going on, and the importance of your role. If you've attended a Projectoree before, this will be an excellent review. We will have a Friday night PLC that will explain things in more detail, but things go easier if everyone is up to speed, so **please read this Guide ahead of time.**

As the Patrol Leader, **YOU ARE THE MAN!!!** As at all campouts, we'll need you to take care of your Scouts, especially the younger Scouts. Beyond that, your Patrol will be looking to you to lead them through the Competitions on Saturday. You're responsible for making sure that you make all the events on time, that all your Scouts participate in each event, and for leading your Patrol so they can succeed.

The Projectoree is a series of Patrol competitions on an exact time schedule. There are 12 total games; 2 of these are "Long Games" (38 minutes each) and take place during both the morning and afternoon sessions. The rest are "Short Games" (18 minutes each); which take place in the morning only or in the afternoon only. Your Patrol will compete in both long events and in eight short events. We will have a "competition schedule," which shows where all the Patrols have to be at specific times. There will be up to 4 Patrols at each short event, and each short event is set up to handle all 4 Patrols simultaneously.

You will receive a copy of this Competition Schedule at the PLC - it will be on Pink colored Cardstock paper. This schedule does not list the Patrol's by name because don't know all the Patrols' names in advance. Instead, **you're given a number that corresponds to your Patrol name** - so you might be Patrol #18, for example. When you look at the schedule, you will see that we have numbers for up to 30 Patrols. All you need to do is remember your Patrol's number, and the schedule will tell you what event you're doing, and what time you're doing it. It's just like a class schedule at school. Be aware, there's only 2 minutes between events, so you cannot dawdle, you must get to your Patrol's next event. We will be using air horn blasts to **start (1 blast)** and **end (2 blasts)** each competition - be listening for them, and pay attention to your watches! **If you miss an event, you can't go back and make it up later!**

Also at the PLC, you will receive a score card on Yellow colored cardstock. Before the competitions start, please list each Scout in your Patrol by name, and give their age. The age is for "age normalizing" the scores of other games to make them fair for all Patrols. Each Patrol's final score in each event will be divided by the Patrol's average age; thus, older Patrols get divided by bigger numbers - this way, even very young Patrols can win! At each event, please have the Staff Scouts record the score for your event. [The Staff members will also have a blue score sheet to keep track independently for each event.] **Don't leave an event without having the Staff mark your score on your yellow scoresheet!**

At the end of the day, you will need to turn in your yellow scoresheets at the First Aid Table on the main field. You are responsible for turning this in, so please do this right after the afternoon games so we can quickly compute the results in time to announce the results at the closing campfire.

Now, let's review the general Saturday Schedule of Activities:

First, we'll start off with an opening flag ceremony. Unless one of your Scouts is actually participating in the ceremony (in which case he should be in full uniform), all your Scouts should be dressed "ready to go" to the competitions. This means a Projectoree T-Shirt, your Troop's Class B T-Shirt, a Scout

uniform, a Projectoree shirt from any prior year, or some other Scout-related T-Shirt. [Scouts must wear one of these options to compete in the games, so you need to make sure that they do before you leave your campsite.] You should also have your copy of the schedule and (of course) your yellow Patrol Scoring Sheet. If it's a sunny day, you should put on sunscreen. Insect repellent is ALWAYS a good idea, too. Also a canteen (but make sure a name and Troop number are on every canteen).

The Flag Ceremony will be held in the main field; this is also where most of the "Short Events" will be run. The "Long Events" will be held down by the old Dining Hall, about 150 yards past the Comfort Station down the main camp road (about a 3 minute walk.) As soon as the flag ceremony is over, we're starting the games - so you won't be going back to your campsites!

Make sure you give each event a fair chance! - your Scouts will be looking to you for a positive attitude. If you act like you don't want to partake in an event, then your Scouts won't want to either. But if you're enthusiastic, they will be too. Also, please treat all your fellow Patrols with respect: "A Scout is Courteous!"

The morning events will run from 9:27am `til 11:28am; then you'll get a break for lunch. Everyone eats lunch at Troop 638's campsite. Make sure that your Scouts drink plenty of water!, and put on additional sunscreen - especially if it's hot and sunny! If you have any injuries or other problems, go to the First Aid Station on the main field.

At about 12:30pm, you'll need to bring your Patrol back to the main field to start the afternoon events; these run from 12:37pm `til 2:38pm. After they're over, we'll run an unscored event called the Scoutmaster Chariot Race, and like all the scored events, this is also a lot of fun. We will also have a service project for a few of your biggest Scouts (2 per Troop), and a Stove and Lantern Safety Class for Junior Scouts who need it (this is run by Troop 647). We will have a Patrol versus Patrol Dodgeball Tournament in the main field for everyone else.

After the Scoutmaster's Chariot Race is over, you are free to either go back to your campsite and "hang out" (or prepare dinner), or participate in any of the above events. However, because of some injuries at past Projectorees after the events were over, we do not allow roughhousing games (like "British Bulldog") or physical contact sports (like football) during the free time events. Please make sure that your Scouts do not start any games like this, because the Staff will have to break them up, and no one will like that (including us!)

Quiet Time: 6 - 8!

All games and other activities will stop at 6pm, period. At this point, everyone should be in their camps, eating, cleaning up, and practicing their campfire skits. At 6:45pm, we will have Catholic Mass and Protestant Services, both at announced locations. "A Scout is Reverent." It is urged that you wear your full Scout Uniforms to Religious Services as a mark of respect.

After all Services are over, we will assemble for the closing flag ceremony (8:00pm) and then walk to the campfire ring. Note that you should **make sure that all your Scouts are dressed very warmly**. The campfire can get pretty chilly, especially if the wind is blowing, because you're sitting there for more than an hour! It's also a good idea for your Scouts to bring something to sit on, like a small piece of foam padding, since the logs and ground at the campfire circle can be wet, dirty, and cold. There is not enough room at the campfire for hundreds of chairs, so please do not bring chairs for anyone other than adult leaders.

At the campfire, please help control your Scouts! We need everyone to be quiet and polite, especially during the flag retirement ceremony and the skits. YOU are responsible for this. Projectoree policy is that problem Patrols will forfeit ALL their entire Troop's Awards. If your Patrol is doing a skit, make sure the Scouts talk as loudly as possible - otherwise, no one will hear them. Once the campfire is over (around 9:30pm), you can return to your campsites and hold your own Troop campfire. Quiet time is 10:30PM, lights out is 11:00PM, and fires extinguished is 11:30PM.

ABOVE ALL - TAKE CARE OF YOUR SCOUTS and HAVE A GREAT TIME!

Projectoree 2017 - Staff Members Guide

Greetings, Projectoree Staff Member!

And Thank You for assisting. This event could not take place without all of you. This Guide will help you understand what's going on, and your critical role.

Before we go any further, **please take the time to first read the Projectoree Patrol Leader's Guide**, which partially explains to the Patrol Leaders what's going on; this will be excellent background for you as well. If you don't have one already, you can get a copy of it from your Scoutmaster.

Done already? Great! Now that you know what the Patrol Leader's roles are, you also have a better idea of your role. At the Projectoree we give Senior Scouts many of the jobs normally held by Adults at most camporees. In some cases, you will be involved in basic organizational positions such as rovers, campfire Staff and flag ceremonies; in MOST cases, you will be acting as Event Staff to run one of the 12 scored games. Regardless of what position you hold, a more detailed description of your job is included in the Projectoree "Administrative Jobs" or "Detailed Game Instructions," and you are strongly encouraged to read either or both before you come down to the Projectoree.

For the event (game) that your unit is running, you will need to set it up in accordance with the provided instructions. Each Troop is responsible for bringing everything they need to run their event, and also to train their Staff members in how to run it. For most events, you'll need to set up 4 or 5 separate games, in order to handle that many Patrols simultaneously. (For Obstacle Course and Fire Building, 5 or 6 Patrols will be competing at the same) The setup has to be done well in advance - you can't still be setting up as the first Patrols arrive. Your unit **MUST** provide enough Staff Scouts or adults (typically one per setup) to Staff your game. That's 5 total for each short game; 6 or more for both long games.

It is VERY IMPORTANT for the Staff to get together ahead of time and review how to run and score your event. The event should be set up and run **EXACTLY** as described in the instructions – that is what everyone is expecting. In addition, **CONSISTENCY IS VITAL!!!** You must score all competitions identically, and **the first Patrol of the day must be scored the same way as the last Patrol of the day**. Also note that a Patrol must have a minimum of 7 Scouts, if they have less than that, let them run the game "for fun" but write down "DNF" for their score (Did Not Finish).

Each Patrol Leader will have his own yellow scoring sheet, while your event will have a blue scoring sheet. In some (but not all) of the events, there are also secondary scoring sheets to assist "on the fly" scoring and "size normalization" of Patrols, which adjusts the score for Patrols with different numbers of Scouts. The data from these sheets are transferred to the yellow and blue sheets when each session is done. **PLEASE** write legibly!!! We use the blue sheets as the primary source, with the yellow sheets as backup; therefore, you need to be most careful on the Blue Sheets.

Review of the Weekend Schedule

The Friday night PLC will start at 8:30PM and last about an hour. All Staff Scouts and staff adults should attend if possible. We will hand out the scoring and competition schedule sheets, and go over the competition schedule. If necessary, the Staff members can get together with their shadow adults after the PLC and discuss event set up and time coordination.

If you are helping to run a morning event on Saturday, you'll have to assist in your event setup as soon as possible after breakfast (but completed by no later than 8:45am.) Please wear either your Projectoree Staff T-Shirt (if you ordered one), a full Scout Uniform, or one of the other authorized options. As previously discussed, you'll need to practice the event once or twice among just the Staff members to get everyone on the same page before you start. Make sure you have all the needed equipment, especially pens, stopwatches, and scoring sheets, before you start.

When the Patrols arrive, first make sure you have the "right" Patrols (sometimes, they get mixed up as to where they're supposed to be); check it using your copies of the Competition schedule. Once that's straightened out, all Patrols should be "talked through" the event so they know what they're supposed to do, how to do it, and the penalties for doing it wrong. Always identify and work primarily with the Patrol Leader when explaining the event! Always be positive about how fun the event will be! When you're done, let them brainstorm for a minute or two, then start. No practicing allowed - we have to keep everyone moving. Remember that **everyone participates** - no exceptions (unless a Scout has an obvious physical or developmental disability; in the latter case, you should do everything you can to help the Scout participate, without penalizing the Patrol.) Make sure you write down on the score-sheets how many Scouts participated (if a Patrol uses only 7 Scouts for a timed event, but their sheet indicates they had 9, they falsely appear to have been far faster than they actually were). Virtually all games either require the entire Patrol, or use a smaller number but run the event twice so that everyone gets involved. We never want to see 3 or 4 Scouts doing an event twice while 3 or 4 others never participate but just watch. As noted in the PL's Guide, each event is normalized to ensure equivalent scores for everyone regardless of Patrol size - you will need to monitor this carefully, in accordance with the event instructions for that game. When everyone is done, make sure you mark the Patrol Leader's yellow scoresheet, and the event blue sheet, before the Patrol leaves for the next event (and again, please write legibly!) Except for Patrols heading to or from the "long games" (which are held 300 yards down the road), please hold the Patrols at your site until the horn blast signals the end of that session.

Every game will have a "shadow adult" for H&S, to keep other adults off your backs, and to do the group size normalization calculations (the latter duty only applies to Caber Toss, Egg Toss, Obstacle Course and (if held) Walk the Plank). This will allow the Staff Scouts to focus on setting up the game for the next Patrol.

The Projectoree is Scout-run and you, the Staff Scouts are empowered to disqualify a Patrol for a given game. In past years there have only been a few occasions which called for a disqualification, and hopefully such penalties will remain rare. Having said that, if you feel it's necessary to disqualify a Patrol, then do so. **Disqualifications are for serious offenses such as intentionally damaging game equipment, dangerous behavior, serious breaches of Scout spirit, protracted or abusive arguing with you (the Staff Scouts) about the rules or about a judgment call, and cursing or insulting language. Also, we want you to know that you are authorized to disqualify any Patrol whose Adults are using intimidation against you in order to get higher scores;** if this occurs, immediately get your shadow adult involved. It is not your job to argue with badly behaving adults.

Disqualification has serious consequences -- the Patrol not only receives no positive points for that event, they receive negative points towards their overall score. Should you need to disqualify a Patrol, please go ahead and do so, but please notify the Projectoree Gamemaster Dave Navarre as soon as possible when you do so, and review the situation with him. You can summon him by sending a Staff Scout with a message to the First Aid tent and notifying the timekeepers or lost-and-found rovers.

TO REPEAT, EXCEPT FOR PATROLS GOING TO OR FROM THE LONG GAMES DOWN BY

THE DINING HALL, PLEASE DO NOT ALLOW THE PATROL TO LEAVE FOR THEIR NEXT EVENT UNTIL THE DOUBLE AIR-HORN BLAST SOUNDS. Once that happens, encourage them to get to the next event “quickly.” Otherwise we have Patrols interfering with ongoing games at other sites – and gaining a competitive advantage by doing so.

There is really only one thing that can ruin the Projectoree spirit, and that’s intentionally mis-scoring your own Troop’s Patrols to give them better scores. Please treat all Patrols equally, including “your” Patrols. Note that even joking about it can be misinterpreted and cause some really hard feelings.

Both the morning and afternoon sessions are two and a half hours of non-stop action. Listen for the air horn blasts, watch your schedules, and keep an eye on your watches. If you need a break, you can ask one of the “rovers” to spell you. Don’t forget to drink plenty of water, and protect yourself from the sun if it’s really bright outside; you don’t need to go home with a vicious sunburn. Also encourage each Patrol to drink water while at your event site, and warn the Patrol Leader if you see anyone developing a bad sunburn.

At the lunch break, the morning event blue sheets need to be turned in to the First Aid Station. Lunch runs from 11:28 to 12:30, but the Staff will have to be quicker in order to first break down the morning events, and then set up the afternoon events. **Afternoon Staff Scouts and adults have line-cutting privileges so that they can get back to the main field to set up their events.**

By late in the afternoon, many of the Scouts will be dehydrated, tired, and cranky; especially if it’s hot and sunny; please monitor for problems within and between Patrols. The Adults and/or ASM’s who are accompanying (most) Patrols should be able to handle this, but you are encouraged to step in if you see developing problems. Likewise, you are the Health and Safety Monitors for all events (and really, all weekend) - keep things safe!

After the scored events are over, the afternoon Staff should work to take the afternoon events down as soon as possible. **Remember to turn the blue scoring sheets in, and remind your final Patrols of the day to likewise turn in their yellow scoring sheets.** After the games are over, we’re trying to run a bunch of special “fun” or advancement events, as detailed in the PL’s Guide, and you are welcome to participate or help in any of these.

Please note that in the late afternoon, after the Scoutmaster Chariot Race, **the Obstacle Course will be open for about an hour for the Staff Scouts (only) to run the course.** So if you want to, please run down to the Obstacle Course and have some fun!

After dinner and Religious Services, we’ll have a closing flag ceremony and a campfire. The Staff is strongly encouraged to sit with their Troop. Please help maintain absolute quiet during skits, and cheer all skits and songs loudly, whether good, mediocre, or groaningly bad. Finally, when the awards are given out, please cheer all winners, not just your Troop. **Remember, the rest of the Scouts will take their cues from your behavior.** After the Closing Song, feel free to head back to your own campsites for your Troop’s campfire.

ABOVE ALL - TAKE CARE OF THE YOUNGER SCOUTS and HAVE A GREAT TIME!