

Projectoree 2018 - Staff Members Guide

Adult Leaders – Please Give to Your Staffers Well Before the Projectoree!

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 reading 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 Camporees and Klondike Derbies. 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 10 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 Troop 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 all the short events, you'll need to set up 3 separate games, in order to handle that many Patrols simultaneously. (For Obstacle Course and Fire Building, 6 Patrols will be competing at the same, but only the Firebuilding Race needs 6 setups) The setups have to be done well in advance - you can't still be setting up as the first Patrols arrive. You unit **MUST** provide enough Staff Scouts or adults (typically one per setup) to Staff your game. That's 4 total for each short game; 7 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's Shadow Adult 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 (and 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 don't participate but instead 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 150 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 Health and Safety, to keep "escort" adults off your backs, and to do the group size normalization calculations (the latter duty only applies to (if held) Caber Toss, (if held) 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 – but make sure they know what they’re supposed to do. 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 **Staff Scouts and Staff adults have line-cutting privileges so that they can get back to the main field to get ready to continue 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 Staff working the main field events should work to take the events down as quickly as possible, to clear the field for the Scoutmaster Chariot Race. **Remember to turn the blue scoring sheets in, and remind your last set of Patrols to likewise turn in their yellow scoring sheets – every year, multiple Patrol Leaders forget to do this.** 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 til 4:30pm 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. All Staffers are strongly encouraged to sit with their Troops. Please help maintain absolute quiet during skits, and cheer all skits and songs loudly, whether great, 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!