



2021 ONEIDA DISTRICT FALL CAMPOREE

OCTOBER 29-31, 2021

CAPTAIN JACK LIONS CLUB

Vance David Lane, Mill Creek, PA 17060

Overview

Boy Scout Troop 24 invites all Packs, Troops and Crews to the 2021 Oneida District Fall Camporee, October 29-31, 2021, at the Capt. Jack Lions Club in Mill Creek. As this fall is exactly the midpoint between the 2021 Summer Olympics in Tokyo, Japan, and the 2022 Winter Olympics in Beijing, China, it seems appropriate to have our own Fall Olympus Games.

Combined Scouts BSA and Venturing events will be centered around some of the requirements for Athletics Merit Badge. Cub Scout events will be centered on the various sports and fitness adventures for Tiger, Wolf and Webelos ranks. Gold, Silver and Bronze "medals" will be awarded for each individual and team event, and the patrol and den winning the most medals will receive special awards. Adult leaders will also have the opportunity to compete in several events, and are asked to serve as officials for youth competitions.

At the request of the Lions Club, there will be a flag retirement ceremony during the weekend that will be open to the public. Units are invited to collect tattered American Flags in their home communities to bring to the ceremony to be respectfully burned according to the US Flag Code. Class A Uniforms are encouraged for the ceremony.

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Weekend Schedule

Friday, October 29, 2021

5-8 PM Check-in at pavilion and campsite set-up
8 PM Adult Leader Meeting in the pavilion
10 PM Lights Out

Saturday, October 30, 2021

7 AM Reveille
Breakfast in campsites
8:30 AM Patrol Leader Meeting in the pavilion
9 AM Parade of Patrols from camping area to grandstand
9:15 AM Opening Ceremony in the grandstand
9:30-11:30 AM Morning Competitions

- Scouts BSA/Venturing Flag Football tournament (schedule determined at PL meeting)
- Cub Scout Kickball tournament (schedule determined at PL meeting)
- 100 Meter dash
- 200 Meter dash
- Baseball throws for accuracy
- Baseball throws for distance

11:30 AM-1:30 PM Lunch/Siesta in campsites
1:30-4:30 PM Afternoon Competitions

- Scouts BSA/Venturing Kickball tournament (schedule determined at PL meeting)
- Cub Scout Flag Football tournament (schedule determined at PL meeting)
- Basketball free throws for accuracy
- Basketball shots for angle and distance
- Soccer kicks for accuracy
- Soccer kicks for distance

4:30-6:30 PM Dinner in campsites
6:30 PM Flag Retirement Ceremony
7:30 PM Closing Ceremony in the grandstand
10 PM Lights Out

Sunday, October 31, 2021

7 AM Reveille
9 AM Vesper service
10-11 AM Check-out

Camping Rules

We are guests of the Captain Jack Lions Club, and should treat the property with respect.

- Indoor restroom facilities will be available throughout the entire weekend.
- Each participating unit will get a designated area to establish a campsite. Picnic tables will not be provided.
- Campfires should be in portable raised containers. Units are responsible for having all of the necessary safeguards to prevent fires from spreading.
- Firewood will not be provided.
- Fireguard charts should be maintained throughout the weekend.
- Potable water will be available, units should bring their own containers to transport water to their campsites.
- Units are responsible for supplying and preparing their own meals.
- Units are responsible for packing out their garbage.
- Gear trailers are permitted in campsites, and tow vehicles may remain with the trailer. All other vehicles should be parked in the designated parking area.
- As always, the Outdoor Code and Leave No Trace principles are expected to be followed by Scouts and leaders at all times.
- Quiet hours are 10pm-7am.

Health and Safety

- Unit leaders are responsible for bringing current copies of BSA health form parts A&B for each youth and adult attending the camporee.
- A health officer will be available on-site with a minimum of Wilderness First Aid certification. Medical emergencies should call 911.
- The nearest hospital is
 - Penn Highlands Huntingdon
1225 Warm Springs Ave.
Huntingdon, PA 16652
- Instructions will be provided at the Friday night leaders meeting for emergency procedures.
- The camporee will be built on athletic activities. While care will be taken to keep participants safe, injuries are an inherent risk with physical activity.
 - Participants are not allowed to wear metal cleated shoes. Plastic cleats and other athletic footwear are permitted.
 - Proper stretching and warm-up will be discussed during the activities, and encouraged.

Advancement Opportunities

Tiger Elective Adventure: Tiger Tag

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about how to play and why you like this game.
2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
4. With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

Wolf Adventure: Running With the Pack

Complete the following Requirements.

1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

Webelos/AOL Elective Adventure: Sports

Complete the following requirements.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Participate in two sports, either as an individual or part of a team.
3. Complete the following requirements:
 - a. Explain what good sportsmanship means.
 - b. Role-play a situation that demonstrates good sportsmanship.
 - c. Give an example of a time when you experienced or saw someone showing good sportsmanship.

Athletics Merit Badge

The Athletics Merit Badge requires Scouts to improve performance at athletic events over time, which obviously cannot be completed in a single weekend. **In preparation for the camporee, units are encouraged to complete the following requirements at unit meetings before arrival.**

1. Do the following:

- (a) Explain to your counselor the most likely hazards you may encounter during athletics activities, and what you should do to anticipate, help prevent, mitigate, and respond to these hazards.
- (b) Show that you know first aid for injuries or illnesses that could occur while participating in athletics events, including sprains, strains, contusions, abrasions, blisters, dehydration, and heat reactions.

2. Do the following:

- (a) Before completing requirements 3 and 5, have your health-care practitioner give you a physical examination, using the Scout medical examination form.
- (b) Explain the importance of a physical exam.
- (c) Explain the importance of maintaining good health habits, especially during training—and how the use of tobacco products, alcohol, and other harmful substances can negatively affect your health and your performance in athletic activities.
- (d) Explain the importance of maintaining a healthy diet

Venturing Quest Award

Any Venturing Scouts working on the Venturing Quest Award may be able to complete some requirements during the camporee by organizing competitions or making presentations to participants. Crew advisors can reach out to camporee program chair Matt Price at mprice@raystown.org or 814-577-7714 to discuss ways for Venturers to fulfill requirements.

Game Rules

Kickball

Object

A kickball game is played by two teams of 5-9 players each who try to score more runs than their opponent by rounding the bases and crossing home plate as many times as possible. If one team has more players than the other, then both teams will only be able to field the number of players on the smaller roster at a time.

Playing Area

The kickball field is laid out similar to a baseball diamond with 4 bases, a pitching rubber, an infield and an outfield.

The dimensions of the field can vary depending on the age of the players.

- Cub Scout Division - 50' base paths and 35' to the pitching rubber
- Scouts BSA/Venturing Division – 60' base paths and 42' to the pitching rubber

Positions

5 Players line up in the following positions:

1. Pitcher – on the pitching rubber
2. Right infielder - between 1st and 2nd base
3. Left infielder - between 2nd and 3rd base
4. Left outfielder – outfield behind 2nd and 3rd base
5. Right outfielder – outfield behind 1st and 2nd base

Additional defensive positions can include a catcher behind home plate, two additional infielders to allow an infielder for each base and a short stop between second and third base, and a center outfielder

Starting Play

The visiting team kicks first while the home team starts out in the field. The fielders line up in one of 9 positions. The first kicker steps up to the plate to kick.

Pitching

The ball must roll on the ground when crossing over the plate.

The pitcher has to stay behind the pitching rubber until the ball is kicked. Failure to do this results in a "ball."

The strike zone is 1 foot inside and outside of home plate.



Kicking

The ball must be kicked with the foot or leg.

All kicks must be made behind home plate. It's okay to step on home plate while kicking.

No bunting is allowed (contacting the ball without fully extending the leg). A bunt is called an out.



Strikes

If a kicker gets 3 strikes, she is out.

A strike is:

- a pitch inside the strike zone that isn't kicked.
- an attempted kick that's missed. It doesn't matter whether it was inside or outside the strike zone.
- a foul ball.

Balls

A kicker gets a free trip to first base after 3 balls.

A ball is called when:

- a pitch is outside the strike zone, and the kicker doesn't try to kick it.
- a pitch bounces across home plate.
- any fielder, including the pitcher, advances toward home plate before the ball is kicked.

Foul Ball

A foul is a kick that:

- lands in foul territory.
- goes out of bounds before passing 1st or 3rd base that isn't touched by any player.
- A foul counts as a strike.
- If a player gets 3 fouls, he's out.
- If a player has 2 strikes and then kicks a foul ball, she's out.

Runner

- Runners have to stay in the baselines.
- Sliding into the base or running into fielders is not allowed. The runner is out if he runs into the fielder. The runner is safe if the fielder initiated the contact.
- Fielders must stay out of the baseline. Unless they are making an active play for the ball, if they interfere with a runner, the runner is safe at the base they are running toward.



- No runners may lead off or steal. They can only run after the ball is kicked. A runner who is off the base before the ball is kicked is out.
- Runners have to tag up after a fly ball is caught before they can advance to the next base.
- Runners may overrun 1st base, but they must turn toward foul territory once they pass the base. If they overrun any other

base, they may be tagged out by a defender with the ball.

- If the ball is overthrown, the runner may advance only one base.
- If a runner overtakes and passes a runner on the bases ahead of him, he is out.
- When the pitcher has control of the ball and is standing on the mound, all of the runners must stop advancing.

Duration

A game lasts 3 innings. Each inning is divided into a top and bottom half with each team having a turn to kick. The visiting team kicks the first half (or top) of each inning, and the home team kicks the second half (or bottom) of the inning. A half inning is completed when the kicking team gets 3 outs or each player has had 2 plate appearances.

If the game is tied at the end of 3 innings, teams continue to play complete innings until one team is ahead.

Scoring

A team scores a run every time a player rounds all of the bases and crosses home plate.

Outs

A batter is out if:

- he kicks the ball, and it's caught in the air (even if it's in foul territory).
- he gets 3 strikes, 3 fouls, or 2 strikes + a foul.

- she bunts the ball (doesn't take a full swing of the leg in an attempt to kick the ball a short distance).

A runner is out if:

- she is hit by a kicked ball while off base.
- a fielder tags her with the ball while she's not on a base.
- he runs out of the baseline.
- a fielder throws the ball and hits him below the shoulders while he's off the base. (Runners hit in the head or neck aren't out unless they were ducking to dodge the ball.)
- she is tagged by a fielder before reaching the base she is forced to run to or if a fielder with a ball touches the base before she gets there.
- she leaves the base before the ball is kicked.
- he fails to tag up on a fly ball and the ball beats him back to the base he was on.
- she runs past a runner in front of her.
- he runs into a fielder who is trying to make a play on the ball.

For more information about how to play kickball, check out the [World Adult Kickball Association site](#) for a printable list of the official kickball rules and to find leagues and events in your area.

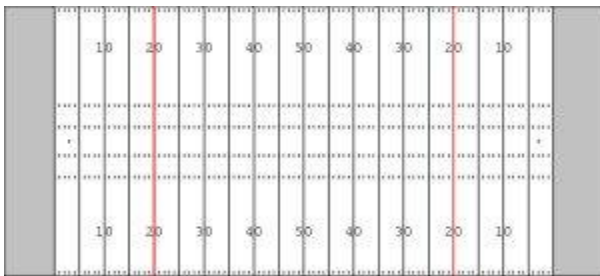
Flag Football

Object

Flag football is played with two teams of 5-11 players who attempt to score points by moving the ball down the field across the goal line. The team with the most points at the end of regulation time is the winner. If the teams have fewer than 11 players, each team may only field the number of players on the smaller team roster as long as there are at least 5 players.

Playing Area

Typical flag football field dimensions are a rectangle around 60-80 yards long and 20-30 yards wide. There is a goal line at each end leading into a 10-yard end zone. The diagram below shows a standard football field, which can be modified as necessary.



Football field diagram

Equipment

To play the game, you need a football and a flag belt for each player. Footballs come in a variety of sizes, colors, and textures so it's easy to find one that fits your group.

Flags also come in a variety of colors and styles. Some belts have flags that attach with velcro or plastic fasteners while others have the flags permanently attached so when a flag is pulled the entire belt falls off.

Starting Play

A coin is tossed prior to the opening kick-off to determine which team will kick-off first and which goals teams will defend. Teams change ends at half-time. Play begins with a kick-off at the start of each half and after a score. There are no free kicks in flag football; all kicks are done by punting.

Playing the Ball



Players can kick, carry, and throw the ball to move it up the field.

A defender may knock down a pass that's in the air.

If the player with the ball has his flag pulled or if he goes out of bounds, he is called "down" and the ball is dead at that spot.

A **down** is the period of time that begins when the ball is snapped by the center until the ball becomes dead.

When a team has the ball, it has 4 downs to advance the ball 10 yards or score. Each time it moves the ball 10 yards down the field, it's awarded a new set of 4 downs. If it fails to advance 10 yards, the ball is given to the other team at the point it became dead at the end of the 4th down.

The **line of scrimmage** for each team is an imaginary line passing through the end of the football nearest to them, extending from sideline to sideline.

The area between these lines, which is the length of the football, is the "neutral zone." No one is allowed to enter the neutral zone or move toward his opponent's goal line at a snap.



The offensive team must have at least $\frac{3}{4}$ of its players on the line of scrimmage when the ball is snapped. 3 of 5, 4 of 6, 5 of 7 or 8, 6 of 9 or 10, 7 of 11.

The **snap** is a backward pass through the legs of the center, which puts the ball into play. It must be to a player behind the line of scrimmage, unless it touches the ground.

The snap must be one quick and continuous motion, and the snapper can't move his feet or lift a hand until after the ball is snapped.

Other players have to stay still until the ball is snapped.

Flag Belt

Shirts must be tucked in, and they are not allowed to hang down over the flag belt. If a player loses his flag belt legally or illegally during a down and gains possession of a live ball, that player is considered down if they are touched with one hand by a defender between the shoulders and the knees.

Players must have the ball before their flag can legally be pulled. It's illegal for a defender to intentionally pull a flag from an offensive player who doesn't have the ball. The infraction is considered a personal foul with a 10-yard penalty.



Guarding the flag belt is not allowed. Runners can't use any part of their body or the ball to keep an opponent from pulling their flag.

Punting

On 4th down, the offensive team is asked if they want to punt from a protected scrimmage. If they do, the defense isn't allowed to penetrate the line of scrimmage on the snap. They can try to block the punt only by jumping straight up in the air on their side of the ball.

All members of the punting team, except the punter, must be on the line of scrimmage, and none of them can move until the ball is kicked.

If a punt crosses the scrimmage line and touches a player from either team and then hits the ground, the ball is dead and possession goes to the receiving team.

Backward Passes and Fumbles

A runner can make a backward pass at any time. A teammate may catch the pass or recover it if it hits the ground. If the ball is caught or intercepted by any player inbounds before it hits the ground, it can be advanced up the field. If a player loses the ball and it leaves his hands, play continues no matter which team recovers it and whether or not it touches the ground.

Forward Passes and Interceptions



XtRevelationX@flickr.com

The offensive team is allowed one forward pass during each play from the line of scrimmage, but the passer must be behind the line of scrimmage when releasing the ball. Any other forward pass is illegal.

If a player is in the air while attempting to catch a ball, he must land with at least one foot in bounds when he has possession of the ball before going out of bounds, unless contact by the opposing team is what causes him to go out of bounds.

If players from opposing teams catch the ball at the same time, the ball is given to the team that snapped the ball.

Scoring

Points can be scored in the following manner:

Touchdown = 6 points

When a player carries the ball into the opponent's end zone or catches a pass while in the end zone.

Extra Points

After a team scores a touchdown, they get the opportunity to earn extra points by placing the ball on either the 3, 10, or 20-yard line, lining up for scrimmage, and getting it into the end zone again either by a run or pass.

- Extra point = 1 point (if successful from the 3-yard line)
- Extra point = 2 points (if successful from the 10-yard line)
- Extra point = 3 points (if successful from the 20-yard line)

Safety = 2 points

A safety is called when an offensive player is tackled with the ball in his own end zone. When this happens the defensive team is awarded 2 points, and the team that was scored on has to kick off from their 14-yard line.

Defensive Conversion on Extra Point Attempt = 3 points

If the defensive team gains possession of the ball during an extra point attempt and carries or passes the ball across their goal line, they receive 3 points.

Check out NFL Flag to learn about opportunities for kids ages 5-17 to participate in an flag football program sponsored by the NFL and USA Football.