Fire Quest 2012

Leaders Guide

__What is Fire Quest

Fire Quest is a multi-council camporee with a fire services theme. There will be Troops, Crews, and Posts camping out for three days and two nights. Both State and local fire services will be on hand to give Scouts a hands-on-view of the many services firefighters perform every day. Dozens and dozens of equipment will be on display with firefighters available with interactive discussions about how the equipment is used. Under proper supervision, Scouts will be able to experience what to do in a smoke filled room, and will be able to put out real fires with extinguishers. Multiple demonstrations will be available all day including fire sniffing dogs, and helicopter water drops.

__Where

The camporee will be held at the Gloucester County Dream Park. This equestrian park is located at 400 Route 130 South, Logan Township, NJ 08085.just one mile south of Route 322 and the Commodore Barry Bridge. The Park is on an estimated 277 acres located along the Delaware River and Raccoon Creek.

__Directions

Directions to the DREAM Park

From the North:

- 295 South toward the Del. Memorial Bridge
- Take right fork onto US-130 South toward Bridgeport/Com Barry Bridge
- Go 2.1 miles
- Continue on 130S
- Pass under gray lift bridge and look for park entrance 1/4 mile on the right at High Hill Road intersection

From the South:

- 295 North over Del. Memorial Bridge
- Continue on 295 North toward Trenton for 11 miles
- Take Exit 10, Center Square Road
- Turn left and go approx. 1.5 miles
- Turn right on 130 North approx. 1 mile
- Look for park entrance on the left at the High Hill Road intersection

From 322:

- Take 322 through Mullica Hill
- Turn left on 322 at Harrison House Diner
- Continue approx. 6 miles toward Com Barry Bridge
- Take exit for US-130 South
- Pass under gray lift bridge and look for park entrance 1/4 mile on the right at High Hill Road intersection

__Who may attend?

Advance registration is required to attend! Any registered Boy Scout Troop, Venture Crew or Explorer Post may attend this event. Cub Scouts may attend on Saturday, October 27 however Cub Scouts may not camp over. Absolutely no walk-ins are permitted. Special Guests must be approved by the Fire Quest Camporee committee.

__What's covered?

Your registration fees help pay for event supplies, port-a-potty rental and septic removal, the weekend activities and giveaways, plus our arena program, and more!
Meals are the responsibility of each unit. Food vendors will be available for lunch on Saturday only. No ground fires are allowed, so easy to prepare meals using propane camp stove and charcoal grills are recommended.

__Uniform for the Weekend

All participants are asked to wear their Scout Class C uniform during the Saturday program. The Class A uniform will be required for the arena show and Sunday religious services. Be prepared to present a positive image of Scouting.

___Buddy System

Scouts should observe the Buddy System at all times during this event. The guidelines found in The Guide to Safe Scouting are the rules of The 2012 Fire Quest Camporee and must be strictly enforced by the Scoutmaster and Senior Patrol Leader in all Troops, and the Advisor and President in all Venture Crews. Leadership starts with the unit leader, so lead your unit appropriately. Cubs should travel in dens with adult leadership.

___Giveaway Items

Drawstring backpacks filled with goodies for your Scouts will be available, one each per registered Scout and leader. These backpacks will be distributed at check-in to unit leaders based on the numbers pre-registered. Should there be errors in registration they can be corrected with a written description of the error presented at the Friday night cracker barrel and the correction will be available Saturday after 1:00 PM at the Camporee Head Quarters.

__Refund Policy

Individual or groups who cancel a reservation will receive NO refund of fees, but will have the items above sent to their Scout Leader after the camporee as supplies last.

___Vehicles and Parking

Due to limited parking, each troop will receive only one Cargo Vehicle Pass to enter the Campsite area. This pass will be sent to the unit leader.

Parking passes for your other vehicles will be mailed to the Unit Leader (1 pass for every3 registered participants).

All vehicles entering the Gloucester County Dream Park must have a parking pass. Vehicles without passes will not be admitted to the Gloucester County Dream Park. No exceptions!
No cars will be allowed to unload in the campsite area. Cars will go directly to the parking area. We are the Boy Scouts: there is nothing wrong with each Scout carrying in their own personal gear from the parking area.
All vehicles must remain in that lot until 10:00 am Sunday morning. No exceptions. Please know that we very much appreciate your courtesy and your leadership to keep this standard high!!!

There will be no traffic inside the 2012 Fire Quest Boy Scout Camporee campsite area after 9:00 pm on Friday until 10:00 am Sunday morning. (Exception: emergency traffic and support vehicles necessary to support Camporee operation, First Aid or other special needs).
On Friday evening, cargo vehicle traffic will be directed on a one-way basis.

__Special Need passes

Individuals with disabilities may apply for a "Special Needs Pass" to receive special assistance moving their gear to the troop campsite. Written certification from a licensed physician will be required in order to have a "Special Needs Pass" approved. No electricity will be available in the designated campsite area.

___Sub Camps

Your unit will receive its' campsite space allocation based on the number of people registered via our online registration system. Your unit will be assigned a campsite in one of many Sub Camps. All units from the same council will be in the same sub camp. More than one council may be in the same sub camp.

__How big is my site?

The Logistics Committee has determined the following campsite sizes for units based on the number of participants: Map of Dream Park with campsite locations will be sent to each unit in early Oct. 2012.

# Registered	Size of Site
2-10	35 x 40
11-15	40 x 40
16-20	50 x 40
21-25	60 x 40
26-30	70 x 40
31-35	80 x 40
36-40	90 x 40
41-45	105 x 40
46-50	115 x 40
51+	125 x 40

___Setting up your campsite

We recommend that Patrols/Troops set up camp in this order:

- Set-up dining fly first - put gear under it to protect from weather.
- Set up tents then move personal gear into tents.
- Lay out sleeping gear. Set up cooking and eating area, secure water and fuel supply.

___Check-in on Friday

UNIT ROSTERS: For emergency purpose, each unit leader must provide an up-to-date copy of their roster to the Sub-Camp HQ. These rosters can be handed in at Friday night Sub-Camp Cracker Barrel. A copy of a typical roster can be found as Appendix C in this guide. The roster must include Unit Type, Unit Number, District, and Council. The roster shall also have the names for Primary unit leader, Asst. unit leaders, and all other adults who will be at the camporee. The roster must also contain the names of all youths, their parent or guardian's name and telephone numbers. This info will be used only in an emergency situation to notify the unit leader of an ill or injured youth. This info will also provide the first aid station with a quick method to reach a parent or guardian.

Being prepared for check-in will set the tone for your weekend. Before your unit departs from

your home community, finalize the unit attendance roster for check-in. Do your best to load all gear into the cargo hauling vehicle and load Scouts into passenger vehicles. Remember, every vehicle entering the Gloucester County Dream Park must have a pass.
OF COURSE, SCOUTS MAY USE HAND WAGONS TO HAUL PERSONAL GEAR TO THE CAMPSITE FROM THE PARKING LOT. NO MOTORIZED WAGONS.
Arriving Friday night after 9pm is considered late. If you have parents delivering scouts after games or other activities on Friday night, they will not be allowed to park their car at the Dream Park. They will only be allowed to drop off, turn around and exit.

Saturday arrivals of troops, posts, or Crews are NOT permitted.

THE PROCESS:

1. After passing the main entrance at the 2012 Fire Quest Boy Scout Camporee...pull up to the Registration area remaining in your vehicles.
2. A Registration Staffer will acknowledge your Troop's arrival and point out the parking areas.
3. Passenger vehicles will go to the car parking lot.
4. Cargo vehicles will go to the campsite area.
5. Make sure your Scouts know your Sub-camp area.
6. Before setting up camp, a Unit Leader must go to the Sub-Camp HQ to check-in.
7. Sub-camp HQ staff will walk with your unit leader to your campsite and inform you about campsite boundaries, the location of latrines and water, and other details you'll need for setting up. If you setup tents or equipment outside of your boundaries, the unit will be ask to move it immediately. Inspections will be made.
8. Further details and changes will be discussed at the Friday evening Cracker Barrel at the Sub-Camp HQ.

___ Eagle Scout Recognition

There will be a special Eagle Scout reception at Fire Quest 2012 for all Eagle Scouts in attendance. Each Eagle Scout will be presented with a second Fire Quest 2012 patch which will be different than the standard Fire Quest patch.

Look for the time and place of this reception on the final weekend schedule available upon your arrival.

___Saturday Program

The place to be Saturday to test your skills, learn new ones and just have fun. For the 2012 Fire Quest Boy Scout Camporee, exhibitors and demonstrations range from static displays to hands-on activities for Boy Scouts, Crews and Ventures. The exhibits provide alternate events while scouts are waiting to participate in some Saturday Program Areas. This is not meant to replace the Camporee Merit Badge experience. The displays and activities will be open 9:30 am to 4:30 pm on Saturday.

__ Firehouse Chili Contest

To keep the adults busy on Saturday each unit is asked to make as part of their Saturday dinner meal, a pot of FIRE HOUSE CHILI. There is no requirement or recipe for the FIRE HOUSE CHILI, except that it must be made by the Adults.

See Appendix A for details.

__Merit Badge Prerequisites

Merit Badge Counselors for Fire Safety will be available at the demonstration area to help Scouts learn some of the many requirements those badges. There should be more details available in the final printing of this event program flyer.

__ Cub Scout Fire Vehicle Derby **(a pinewood derby with fire vehicle theme)**

The Pinewood Derby vehicle for this event must be some type of fire apparatus such as a pumper, ladder, rescue, special ops vehicle, chief's car, brush truck, fire department ambulance, water tender, modern apparatus, antique apparatus, or other fire department vehicle. Regular racing cars, police cars, SWAT vehicles or other emergency vehicles not designated as a "fire department" vehicle will not be accepted for the competition.

Cub Scouts are not allowed to camp overnight at this event. Cub Scout hours are 9am – 3 pm on Saturday Oct. 27. Cubs are encouraged to dress with the class-A uniform of their pack. There is a lot to see so come early so you can enjoy both the Derby and Fire Demonstrations.

Cubs are to register their pinewood entry at the Fire Quest Camporee on Saturday, October 27th before 11:00 AM. These vehicles will be raced and judged for prizes.

See Appendix B for details

__ Fire Quest Exhibits & Events

- Junior Firefighter Challenge
- Fire Safety Smokehouse
- Fire Safety Merit Badge
- Fire Extinguisher Training
- Multiple Equipment Displays
- Auto Extrication, Jaws of Life
- Canine Dog Demonstrations
- Rappelling Wall
- Helicopter Water Drops

__ Junior Firefighter Challenge

The Jr. Firefighter Challenge consists of five challenges.

- Hose Drag
- Dummy Drag
- Crawl through a tunnel
- Fire extinguisher carry up steps
- Target hose

Each unit can enter as many six man teams as they wish, but Scouts can't participate on more than one team. Teams will go to the Challenge course early Saturday morning to get a time slot.

____First Aid Emergency Procedures

A complete First Aid station and qualified First Aid team will be on hand at the 2012 Fire Quest Boy Scout Camporee at all times. The First Aid station is located at the Fire Quest Boy Scout Camporee HQ. All serious injuries or illnesses need to be reported to First Aid team. If necessary, the team will transport to a local hospital. No Scout should be taken out of camp for medical reasons without contacting the First Aid station team. Each troop must bring a First Aid kit to handle minor injuries. All prescription medications used by scouts must be in possession of and dispensed by an adult leader from the Scout's unit.

___Security

Security is provided for common areas, during the day and night. It is up to all of us to keep an eye open for problems and report them to Fire Quest Boy Scout Camporee HQ or Sub Camp Headquarters as soon as possible. Each Sub Camp Headquarters has a portable radio for staff use 24 hours a day. Security problems should be reported to the Sub Camp Headquarters. Alert them to any security or medical emergency. During the daylight hours each Sub Camp and unit should maintain its own security by always having an adult at the campsite. Unit leaders are responsible for keeping their Scouts on the Dream Park facility, OUT OF THE LAKE AND RIVER, AND OTHER AREAS NOT USED FOR THE CAMPOREE.

___Safety and Sanitation

With the large number of people attending The 2012 Fire Quest Boy Scout Camporee, the following safety rules will apply:

Campsite fire safety requirements:

1. No ground fires of any kind are permitted.
2. All stoves and grills must be attended while in use.
3. A10 lb. ABC dry chemical extinguisher is required for propane cooking, and must be available at the cooking dining fly.
4. At least one filled water fire bucket per tent.
5. One rake per campsite.
6. No liquid fuel lanterns, and no candles or open flames in tents.
7. All fuels must be stored under control of an adult (See BSA liquid fuel policy)

General Safety

1. All water areas (lake and river) are off limits except time being used for events. Adult unit leaders must supervise their Scouts near water.
2. No FOOTBALL, or any physical contact games are to be played at the Camporee
3. To save time it is recommended that units pack in enough water for their cooking needs throughout the weekend

Sanitation

- ALL grey water must be dumped in the central grey water dumping location. The dumping location will be open Saturday from 8:00-9:00am and 5:30-7:00pm. NO grey water may be dumped on the ground (NO exceptions).
- No dish or clothes washing, or playing is permitted at the Water Buffaloes or water taps
- Please bring trash bags and dispose of trash in the dumpsters
- Please do not leave any trash (special concern must be placed on the fields and parking areas)
- Please do not burn any trash.
- Portable toilets are provided. Please keep them clean

___Trading Post

The Trading Post will be set up throughout the weekend for the purchase of souvenirs, snacks and a limited supply of Scout items. Open Friday 2:00 pm to 10:00 pm and Saturday 9:30 am to 10:00 pm. Additionally, tents selling beverages and snacks will be positioned at several places throughout the facility on Saturday.

___Saturday Evening Program

The Saturday evening program will be held in the large arena and will be rain or shine. Scouts and Scouters will be sitting on an earthen floor, so bring a ground cloth or trash bag to sit on. Mobilization begins at 7:30 pm Saturday in Sub Camps. Follow directions for lining up from Sub-Camp HQ staff. All participants are asked to wear your Scout Class A Uniforms. The Saturday Evening Program start time is 8:30 pm. Boy Scout Troops and Venture Scout Crews line up in Sub Camps and march to the Saturday Evening Program area. The mobilization plan will be released on Friday evening.

ADULTS MUST REMAIN WITH YOUR SCOUTS WHERE THEY ARE SEATED AND BE RESPONSIBLE FOR THEIR BEHAVIOR. Make sure flashlights are kept off during the Saturday evening Program. Bring plastic tarps to sit on. No chairs are allowed. Seating for those who cannot sit on the ground will be in the bleachers.

___Check out on Sunday

All units are asked to follow abbreviated "Leave No Trace" camping guidelines, which means carry it out or place it inside a dumpsters. Campsites must be clean enough for the facility Superintendent of Grounds to be able to cut grass without having to get off tractors and remove objects. All units must police their campsite and dispose of bagged trash properly in the dumpsters.

No trash of any kind is to be left in the 2012 Fire Quest Boy Scout Camporee fields or parking area.

Sub Camp staff will inspect campsites before releasing units. The troop cargo vehicle may not leave the Dream Park without a grounds inspection release. **Inspections begin at 9:30 a.m.** Alert the staff at Sub Camp Headquarters when you're ready for inspection.

IMPORTANT —No cargo vehicles will leave the Cargo Vehicle Parking Area after they enter on Friday until Sunday morning because all internal roads will be closed. Make sure that your cargo vehicle drivers are aware of this. We apologize for any inconvenience this may cause but, with 5,000 participants on the Camporee site, all internal park roads will be closed to ensure safety.

2012 Fire Quest Camporee Schedule

Friday, October 26th (all scheduled events and activities are subject to change)

2:00 pm	Begin check-in. Set up camp in assigned site. Trading Post opens.
9:00 pm	Inter-troop "Lampfires" at campsites.(Remember, NO fires of any kind permitted. Use Lanterns.)
10:00 p.m.	Cracker Barrel at Sub Camp Headquarters for unit leaders only. **Attendance required for Senior Patrol Leaders, Scoutmasters, Venture Crew Presidents and Advisers.** Other adults and Scouts should remain in campsites.
11:00 pm	Last late arrival permitted to the 2012 Fire Quest Boy Scout Camporee at Registration area.

Saturday, October 27th **Check Special events schedule for times of Special Events.**

7:00 am	Reveille
7:15 am	Flag Raising in Unit and Sub Camp Headquarters
7:30 am	Breakfast in campsites
8:00 am	Religious service for Jewish faith (Location TBA).
9:00 am	Opening Ceremony
9:30 am	Start of Program Area, Exhibitors, Special Programs, Merit Badges, Trading Post open
11:30 am	Lunch until 12:30 *(we recommend Scouts bag lunch to maximize time at the Camporee program)*
12 Noon	Final call for Cub Pinewood Derby Apparatus.
4:30 pm	End of Program 5:00 pm Prepare, eat supper, and clean up
6:00 pm	Retreat at unit and Sub Camp Headquarters
7:30 pm	Begin Saturday Evening Program mobilization in Sub Camps. Units must be ready to follow Fire Quest official's directions for lining up and departure for show.
8:30 pm	Saturday Evening Show (No chairs allowed!)
10:00 pm	All Scouts, Venturers to be in Campsites! Trading Post Closes
11:00 pm	Lights out - All Quiet

Sunday, October 28th

7:00 am	Reveille
7:15 am	Flag raising in unit campsites Sub Camp Headquarters
7:30 am	Breakfast in campsite
8:15 am	Catholic, and Protestant religious services
9:30 am	Break camp, clean up campsites. First campsite inspections.
9:30 am	Mandatory campsite inspections by Sub-camp staffs begin. Unit leader should alert Sub Camp Headquarters when you're ready.

REMEMBER: *We are guests of the Gloucester Co. Dream Park Use. Leave No Trace Camping.*
The 2012 Fire Quest Boy Scout Camporee ends at Noon.

APPENDIX A

CHILI COOK – OFF TEAM REGISTRATION PACKET

Fire Quest
October 27, 2012

Hello!

Do you pride yourself on knowing how to make some great tasting Chili? We think your recipe is great… and we want you to join us for a fun new Chili Cook-off and share winning flavors.

What: Fire Quest Chili Cook – off
When: Saturday, October 27, 2012
Where: Dream Park, Logan Township
Who: Adult Troop Leaders
Why: Awards, and Bragging Rights

“Chili Cook- off”
Rules of Engagement

1. Teams are responsible for supplying all ingredients, and cooking devices.
2. There are no restrictions on ingredients for your chili. Use of meats, beans, pasta, spices, and all other ingredients are up to the discretion of the cook teams.
3. Present your registration form to Camporee HQ by noon Saturday Oct. 27.
4. One quart of Chili shall be delivered to the Camporee HQ by 5:00 pm.
5. Each Team will be assigned a contestant number and will be given an official one quart container with their number on it. Each team should verify that the number on the bottom of their container is the same as their assigned contestant number.
6. Chili will be judge on taste, texture, heat and originality.
7. The decisions of the judges are final.

Chili Cook- off
Registration Form

Team Name: _____

Unit Type: Troop ____ Crew ____ Post_____ Other____

Unit Number: _____ District _____ Council _____

Head Chef: _____

Head Chef; Email:_____

Head Chef Mailing Address: _____

_____

_____

Phone Number: _____

For information contact Norm Engel at 856-467-4717 or cnengelnj@aol.com FireQuestInfo@yahoo.com

Forms are to be handed in at the Fire Quest HQ Saturday October 27th before Noon.

APPENDIX B -

PINEWOOD DERBY SPECIFICATIONS AND GENERAL REQUIREMENTS

Race Eligibility:

- In order to be eligible to race in the official FIREQUEST 2012 Pinewood Derby, the entrant must be a registered Cub Scout and registered for the event. Boy Scouts, Explorers, and adult leaders will not be eligible to participate in the race activity.
- The Pinewood Derby vehicle must meet all standard specifications for Pinewood Derby competition except for the following additions; 1) the overall length of the vehicle may extend as much as 2 inches longer to the rear only, 2) the overall height of the vehicle may increase by 1 inch only, 3) the overall weight of the vehicle may increase by 1 ounce only. These modifications will allow for the creativity of the builders to include adornments such as ladders and lights on the length and height. The weight modification will allow for the builder to consider using a small battery to power up lights or other features. The overall wheelbase, width and length from the front wheels to the front bumper must be within standard Pinewood Derby specifications.
- The Pinewood Derby vehicle for this event must be some type of fire apparatus such as a pumper, ladder, rescue, special ops vehicle, chief's car, brush truck, fire department ambulance, water tender, modern apparatus, antique apparatus, or other fire department vehicle. Regular racing cars, police cars, SWAT vehicles or other emergency vehicles not designated as a "fire department" vehicle will not be accepted for the competition.
- While most fire trucks are recognized as being red in color, fire apparatus have been known around the region and the country to sport a variety of colors. The color scheme of Pinewood Derby fire apparatus is the builders choice.
- Prizes in the form of trophies will be awarded for each Cub Scout rank.
- The FIREQUEST Pinewood Derby Committee will determine final eligibility of an entry based on standard and above modified specifications.

Display Eligibility:

- A registered Cub Scout, or an adult Cub Scout Leader, or a Boy Scout Den Chief registered for the FIREQUEST event may participate in a demonstration/display only Pinewood Derby activity. These "for display only" Pinewood Derby vehicles will not be raced, but will be judged by the FIREQUEST Pinewood Derby Committee on creativity on the fire apparatus them.
- This Pinewood Derby vehicle must meet the standard specifications for width and must use the basic components provided for Pinewood Derby vehicles such as the block or blocks of wood, wheels, and axles. Additional adornments are permitted. More than one Pinewood Derby block may be used such as in the case of a Pinewood Derby tiller ladder truck. The overall length may not exceed the length of 2 full Pinewood Derby vehicles, the overall height may not exceed 3 inches above the standard specifications, and an overhang to the front of the vehicle is permissible within 2 inches as it is to the rear of the vehicle by 3 inches.

- A small battery may be used to power adornments such as lights and sirens. Weight is not a specified items since these Pinewood Derby vehicles will be ineligible for racing purposes.
- The vehicle must be some type of fire department apparatus as described in the racing section.
- The FIREQUEST Pinewood Derby Committee will be the final judges for the display judging and will issue prizes in the form of trophies for creativeness and realistic looking fire apparatus.

NOTE: Both the FIREQUEST Pinewood Derby race and display vehicles are intended to encourage knowledge of fire apparatus by the scout and or adult scouter and the joint fun in actually building the vehicle.

Direct questions to Chris Tomasco Tel. 856-256-8805