

2007 Fall Camporee Gateway Scoring Sheet

Gateway Construction

The gateway is an opportunity for your unit to identify its campsite. Its construction, size, and complexity are your choosing. Gateways can be as elaborate as archways or bridges, and as simple as using unit flags and banners. The importance of the gateway is to provide a formal entrance to your unit campsite. This is not only fun and a source of unit pride and Scout spirit; It is useful in helping identify your unit's area to staff, visitors, and your own unit members. This formal identification of your unit's campsite by a **gateway is not required** but a visible entrance should be marked. Points will be given for those units showing effort and teamwork in putting together a gateway and there will be an award given for the best gateway.

Each Unit Should

- Be prepared and bring material for constructing a gateway or other means of identifying its entrance.
- Give scouts the opportunity to provide guidance and input into their unit gateway. Also let them provide the manpower. Remember their time constraint due to schedule and physical capability & limits.
- Recommended method of construction is lashings, tripods, etc.

Keep it simple — Be creative

Gateway Judging Score Sheet

Troop _____ Site _____

Qualifiers are as follows:

- The gateway must span an opening of at least 7 ft. high and 4 ft. across.
- Gateway must be at the primary entrance of the site.
- Safety **MUST** be a prime factor in construction.
- Camporee Inspector can ask that unsafe structures be disassembled.
- Gateway must be of original design and reflect the theme of the Camporee.
- Adult assistance may be necessary to ensure a safe structure.

Judges Criteria Possible Points Earned Points

Camporee Theme	0 – 10 - 20
Flag Properly Displayed	0 – 10 - 20
Troop Identification	0 – 10 - 20
Overall Design	0 – 10 - 20
Creativity & Originality	0 – 10 - 20
Safe & Sturdy Construction	0 – 10 - 20
Assembly w/ Lashings	0 – 10 - 20
Durability	0 – 10 - 20
Total	0 – 160

TOTAL _____