

Fantastical Faire



Kaleidoscope 2024



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WHAT IS KALEIDOSCOPE?

Kaleidoscope is a camporee for Junior through Ambassador Girl Scouts. It is a fun weekend of tent camping, skill challenges, workshops, SWAPS, songs, games, Sunday cook-off competition, Saturday evening program, and all-camp service project. This event is held every other year and attracts approximately 1,000 girls and adults. Meet sister Girl Scouts from all areas of our council!

WHO: Junior through Ambassador Girl Scout Troops and Event Volunteers

WHERE: Santa Barbara County

WHEN: Friday, April 26, to Sunday, April 28, 2024

COST: \$65.00 per girl/adult
Fee includes a K2024 event t-shirt, lanyard, patch, bandana, glow necklace, Skill Challenge Achievement Level Patch (if earned), and Saturday evening all-camp dinner.

REGISTRATION: [Opens December 1, 2023](#)
[Closes March 1, 2024, at 9:00 PM](#)
Troops outside of GSCCC may begin to register January 1, 2024.

NEW AT K2024 THIS YEAR

- Friday evening Stories, SWAPS, and Starry Skies! 7:30 near the stage. Astronomers and dedicated SWAP time! See page [12](#).
- All-camp Service Project - See page [22](#).
- Senior/Ambassador girls – New at last Kaleidoscope - a Hang-out tent for you between the Red Village and Pavilion. Snacks, down time, and more!
- HUGE CHANGES (in Skill Challenges and Patrols):
 - Patrols may now be two different age levels.
 - Juniors can combine with Cadettes – 4-8 girls/patrol.
 - Cadettes can combine with Juniors OR they can combine with Sr./Amb.'s – 4-8 girls/patrol.
 - Sr./Amb. may not combine with Juniors.
 - IF a patrol is ONLY Sr./Amb.'s – 3-8 girls/patrol.
 - Skills are now by outdoor progression level, not age level.
 - Level I is a beginner level.
 - Level II is an intermediate level.
 - Level III is an advanced level.
 - Skill Level Point changes:
 - Level I = 60 points
 - Level II = 80 points
 - Level III = 100 points
 - Exception: Fire Building, all levels are 100 points

- Choosing Skill Challenges for a patrol:
 - **Patrols may choose the skill level – I or II or III.** *Girls self-select with leader oversight pertaining to their progression level and how the patrol wants to challenge themselves.* Remember that you can change your choices by emailing Kaleidoscope@girlscoutsccl.org prior to March 1.
 - Patrols may choose different levels for each category. For instance, they may choose Level I for Knots and Level II for First Aid.
 - Patrols may choose only one level per category. For instance, if you sign up for Compass and Maps Level I, you cannot sign up for Compass and Maps Level III.
 - Patrols may choose up to 7 categories out of the 8 available.
- Kim's Game will now be played in a traditional manner. See page [40](#).
- Kaleidoscope registration fees are **refundable minus a \$10 cancellation fee per registration, up to the registration deadline, March 1. For any questions, email the Kaleidoscope Steering Committee at Kaleidoscope@girlscoutsccl.org**

HOW TO REGISTER: Register your troop through Girl Scouts of California's Central Coast's [Activities](#) page.

Your registration will not be complete until the following forms have been submitted.

- 1 – Health form via CampDoc – 1 per Attendee. An email will be sent to each person to complete. Reminders will be sent until they are completed.
- 2 – Troop Information Form – 1 per Troop - Link will be sent with confirmation.
- 3 – Volunteer Information Form – 1 per Adult – Link will be sent with confirmation.

TIP: To complete your registration, have the following information available:

- **Names** of all girls and adults attending
- **T-shirt sizes** for all girls and adults attending (no child sizes)
- Earliest possible **arrival time**
- Available **adult volunteer** roles. See Page [16](#).
- **Skill Challenges OR Just Try It** skills your patrol(s) has/have chosen.
- If doing the Sunday Cook-off, which **Cooking category** you want (1st, 2nd, 3rd choices).
- Any **dietary restrictions** related to the Saturday evening meal

Note: All adult volunteers attending must have a cleared, current **background check** on file, completed through Girl Scouts of California's Central Coast.

All registrations and forms are due by 9:00 p.m. March 1st! Register early to avoid last-minute computer logjams!!!

Some VERY IMPORTANT tips when completing your registration:

- Names used on the Troop and Volunteer Information Forms need to be **spelled exactly** as on the troop roster - no nicknames.
- IF you must make ANY changes to information on the registration form, do NOT submit another form. Instead, e-mail us at Kaleidoscope@girlscoutsccc.org.
- When names are listed on forms (girls or adults), put a comma between names, e.g. Suzie Queue, Harpo Camper, Golly Trekker.
- If a girl or adult from another troop will be camping with you instead of with their own troop, e-mail Kaleidoscope@girlscoutsccc.org with your leader's name and troop number plus their leader's name and troop number. We will let you know how to fill out the Troop Information Form.

TRAINING AND PAPERWORK REQUIRED FOR K2024

- Outdoor Training A & B (Beginning Troop Camping) -- Any Troop Adult
- First Aid/CPR Training -- Any Troop Adult
[Troop Travel Application](#) – Has to be approved by Council.
Hospital contact information for your Troop Travel Application (use either):
 - Santa Ynez Cottage Hospital, 2050 Viborg Rd, Solvang 93463, 805-686-6431
 - Santa Barbara Cottage Hospital, 400 W. Pueblo St, SB 93105, 805-682-7111
- Optional: Kaleidoscope Skills Days to learn/practice some of the Skill Challenges.
- Optional: View gsLearn outdoor skill videos.

MEDICAL RECORDS REQUIRED

Everyone attending Kaleidoscope must fill out the health form on CampDoc.

First Aid Station Volunteers will have access to forms securely online so medical professionals will have required information if a participant has a medical emergency.

Individual troops will still need their girl and adult Health Histories if they need to treat anyone for minor First Aid issues.

ADULT TO GIRL RATIO (and how it relates to volunteer time) Check the adult to girl ratio in [Safety Activity Checkpoints](#) for your age level.

- The ratio in Safety Activity Checkpoints is the bare minimum needed. We encourage you to have enough adults with you so you will not be worn out. Additional adults are welcome.
- The event is held in a secure location where patrols of girls are safe to travel between activities on their own.
- Junior age patrols and any patrols with a girl that has a disability or special need will have one adult chaperone accompany them on Saturday. Any additional troop adults will serve as an Event Volunteer for a 4–6-hour shift during the weekend.
- Cadette through Ambassador troops do not need an adult chaperone. Adults from these troops will serve as Event Volunteers for 4-6 hours during the weekend. If you would like to volunteer more than this, we will be happy to have you! Please note this in your Volunteer Information Form.

CANCELLATION

Kaleidoscope registration fees are refundable minus a \$10 cancellation fee per registration, up to the registration deadline, March 1.

For any questions, contact the Kaleidoscope Steering Committee at Kaleidoscope@girlscoutscoc.org.

KALEIDOSCOPE ESSENTIALS

AT HOME:

- Pack troop equipment and anything heavy into **one** of your vehicles; one equipment vehicle per troop is allowed to enter the camping area. Pack a tarp in this vehicle that you can easily retrieve when you arrive. See page [48](#) for successful packing tips.
- Passengers in other vehicle(s) with personal gear they will carry from the parking area.
- Make sure every driver has an 8.5 x 11" piece of paper with the troop # and their cell phone on it in large, easy-to-read numbers. Once parked, this will be placed up against the windshield in case there is an issue with the car.

AT ARRIVAL:

- **In order to prevent chaos, arrival times are assigned before the event**
- Vehicles are directed to two lines, equipment, and passenger.
- Passenger vehicles unload and park where directed.
- Passengers walk to their village carrying their gear (unless everything fits into the equipment vehicle – lucky you!).
- Troop equipment vehicles will be directed to a line specific to their village. Once they receive a colored UNLOADING pass, they drive into the camping area.
- Once at your village, unload equipment where you parked (near road/host station), onto the tarp *you* packed. Troop will move gear after check-in with Host. Return to parking lot and **RETURN YOUR UNLOADING PASS** (shouty caps because so many people forget). Thank you!



CHECK-IN AT HOST STATION

- Whichever Troop adult gets to your Village first - go to Host station and verify you are in the correct Village. Host will check in each person by name. If any Troop members arrive at a different time, they must check in with your Host.
- You will receive a Welcome Packet with a list of what should be in it. Anything amiss? Send an adult with a FIX IT form (obtained from your Host) to the Information Window (Dragon's Lair).
- Choose your camping area within your village boundaries. Haul your gear from your drop-off spot. Please be courteous to your Sister Girl Scouts and make your campsite as compact as possible but do not despair, there will be room for all!
- **DO NOT** camp under Live Oak trees; other tree varieties are okay.
- Tip: Bring a wagon for hauling heavy stuff from tarp to campsite.

TIPS IF YOU WANT AN EARLY ARRIVAL TIME ASSIGNED:

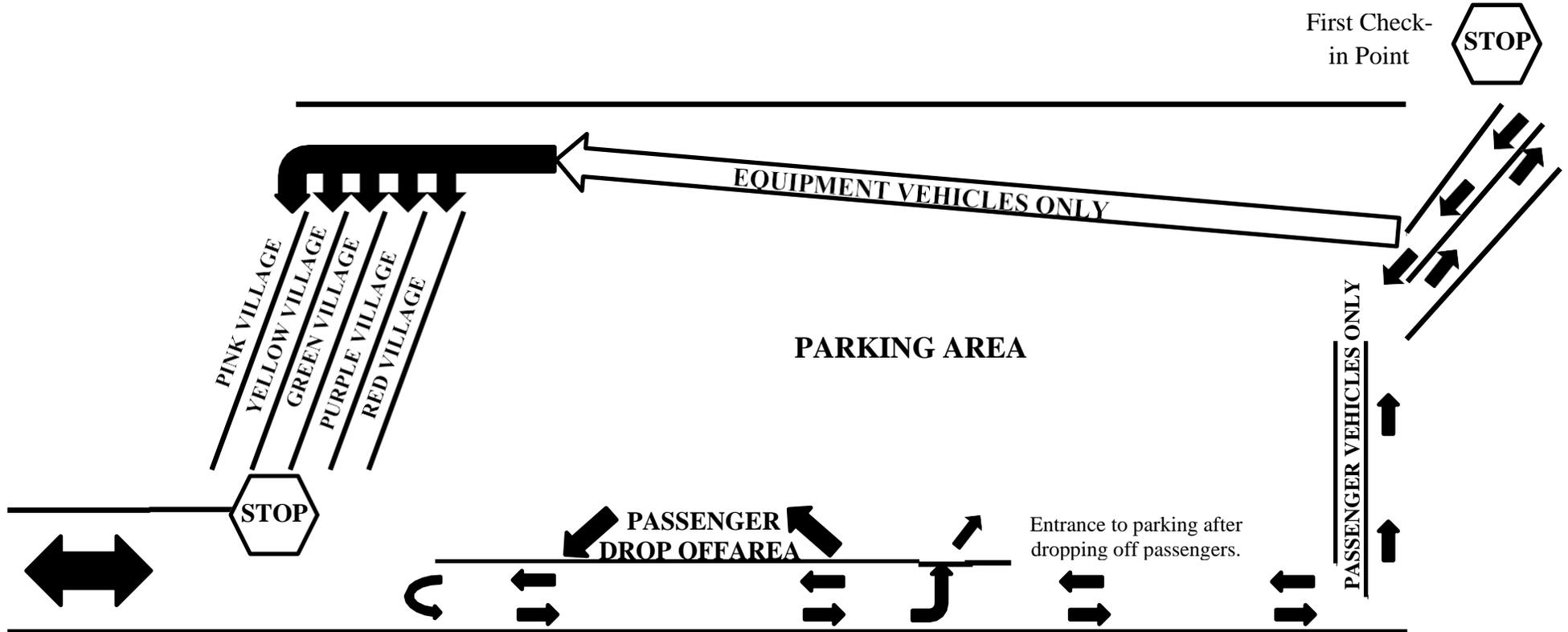
- Volunteer as a Village Host
- Volunteer to be a Friday Parking Attendant.
- Volunteer for Friday Set-up.
- S/A troops who want to volunteer for Set-up, send email to kaleidoscope@girlscoutscoc.org

OVERVIEW OF ARRIVAL AND DEPARTURE:

- Regular arrival times are from 3:00 PM – 10:00 PM.
- Arrive as close as possible to your assigned time.
- Camping is from Friday through Sunday. The only exception to this is the lovely Event Volunteers who come without troops and volunteer on Saturday only.
- Departure times are from 9:00 AM – 1:00 PM. The Sunday Cook-off Competition happens that morning and girls will be walking across the road until 9:00.
- Please do not expect your Host to be a miracle worker and be able to check everyone out at the same time. You did not all arrive at the same time, so you cannot expect to all leave at the same time. Each campsite needs to be reviewed by a Host prior to giving you your patches.

KALEIDOSCOPE 2024: PARKING MAP

****DRIVERS: Please follow all directions given when arriving and parking.
All vehicles MUST be backed in.**



****TO CAMP**

ONE LANE ONLY**

Used by equipment vehicles – after unloading, equipment vehicles will park with the passenger vehicles

TAG-ALONGS AND VISITORS

Not allowed.

INFORMATION WINDOW (Dragon's Lair)

This window is at the front of the Pavilion facing the large field. It is where Skill Challenge Score Cards are turned in Saturday before 6:00 PM and Skill Level Rockers are picked up Sunday morning. Also, Scavenger Hunt game prizes are awarded and Saturday evening's glow necklaces are available here. Lost and Found, site maps, all kinds of answers, and smiles await you!

FIRST AID TENT (All-camp First Aid)

The Kaleidoscope First Aid tent is located between the Pavilion and the (locked) bathroom structure. First Aid personnel will be stationed here throughout the event. Please use your troop first-aider to tend to minor first aid needs. Those with more serious injuries and illnesses should come to the First Aid tent. Also, if you need First Aid and are not near your troop first-aider, please do not hesitate to use the First Aid tent. Medications are not provided or distributed.

ELECTRONIC DEVICES

Please keep electronic devices to a minimum. Recharging facilities are not available.

LOST AND FOUND

Make sure you label everything you want returned if lost. Our Council is not responsible for lost, stolen, or damaged items brought to Kaleidoscope.

SMOKING AND VAPING AREA

A designated smoking/vaping area is provided.

The smoking/vaping area is near the portable toilets in the parking lot. Extinguish cigarettes in the bucket of sand provided. Neither cigarette smoking nor vaping is allowed in front of the girls or in any other area of camp.

EMERGENCIES

Emergencies will be announced by 3 blasts from an air horn.

CAMPING IN A VILLAGE? Go there and await instructions.

NOT CAMPING IN A VILLAGE? Go to the Pavilion and await instructions.

Evacuation possibilities:

- Highway 154
- Santa Ynez River
- Rancho San Marcos Golf Course

The Emergency Team consists of the Kaleidoscope Steering Committee, All-camp First Aid Providers, Parking Attendants, Security Personnel, and Village Hosts. If there is an emergency, these volunteers will give instructions on what to do.

SPEED LIMIT ON SITE

The speed limit at the site is 5 mph.

Driving over 5 mph increases dust and the girls' safety is our top priority.

HAZARDS

Poison oak and barbed wire surround the site, so exploring the edges is not recommended. Small animals may wander through camp; be sure all food is stored in solid, animal resistant containers. Please do not feed or touch wild animals. Also, watch out for ground squirrel holes that are everywhere.

EXCEPTIONS

If you or your troop need special consideration regarding anything written in this handbook, contact the Kaleidoscope Steering Committee at Kaleidoscope@girlscoutsccl.org. We will make decisions on a case-by-case basis.

GIRL SCOUT PROMISE AND LAW

Remember to follow the Girl Scout Promise and Law. While we are all there to have fun, Kaleidoscope can be stressful at times and tempers can run short. Be Honest and Fair, Friendly and Helpful, Considerate and Caring. Courtesy and cooperation go a long way towards giving everyone a positive experience!



Girl Scout Promise

On my honor, I will try:
To serve God and my country,
To help people at all times,
And to live by the Girl Scout Law.



Girl Scout Law

I will do my best to
be honest and fair,
friendly and helpful,
considerate and caring,
courageous and strong, and
responsible for what I say and
do, ***and to***
respect myself and others,
respect authority,
use resources wisely,
make the world a better place,
and be a sister to every Girl
Scout.

CAMPING AT KALEIDOSCOPE

VILLAGES

Every troop will be assigned to a Village.

- Villages are color-coded and everyone will be given a bandana in the color of their Village. Please wear your bandana all weekend - it is how we identify you as a registered participant.
- The Villages are Yellow, Purple, Green, Pink, Red, and Blue.
- The handicap area is in the Red Village. Make sure to let us know at Kaleidoscope@girlscoutscoc.org if you need to be placed here.
- Blue Village is for adult Event Volunteers without a troop and all male attendees.
- Be aware that your village will have about 20 troops which equals about 200 people. Please be considerate of your neighbors.
- Many of the Live Oak trees have been cut down so you might want to bring a canopy for your camping area. Set up your camp area away from any Live Oak trees as they tend to drop large branches without warning.
- Make sure there is a walkway between your troop and neighbor troop tents.

VILLAGE HOSTS

Each village will have 2 Hosts.

- Hosts will be in each Village on Friday and Sunday at a station near the road, marked by a large "HOST" sign in the Village's color (except Blue). Hosts are there to check you in Friday, out Sunday, and help as needed.
- Check-out on Sunday: The Hosts will check your campsite for cleanliness, give you event patches, and a LOADING pass (when available) to bring up your equipment vehicle. Return the LOADING pass to your host. **Please be patient**; arrivals occurred over a 7-hour time span so it will take some time to check everyone out.
- On Saturday: Come to the Dragon's Lair (Information Window) if you need your Host.

WHAT A TROOP NEEDS TO BRING

Check our Council's Outdoor Training Manual for the Troop Gear List. Additional items are needed for some Skill Challenges.

- This is a semi-primitive campsite so bring a table, something to sit on, and a hand-washing set-up. You might find it useful to bring a sun shade and wagon..
- There may be additional items you will need for your Skill Challenges. Pay attention to the Challenge information to ensure you come prepared.
- Your final confirmation will include Troop and Personal Equipment Lists.

CAMPFIRES

Open fires (charcoal, wood, fire pits) at campsites are NOT allowed.

- Propane camp stoves are allowed.
- The Fire Building Skill Challenge, Cooking and Skill Workshops, and the Sunday Cook-off may have certain types of fires

FIRST AID

Every troop must have their own first aid-trained adult.

- This is any adult who has taken a Council-approved First Aid/CPR, WFA, or WFR training, or who is a physician, physician's assistant, nurse practitioner, registered nurse, licensed practical nurse, paramedic, military medic, or emergency medical technician.
- Kaleidoscope has a First Aid Station when someone needs more help than your own first-aider can provide but please do not hesitate to use it if your patrol is not in the same location as your troop first-aider.

FOOD

Each troop is responsible for their own meals except Saturday dinner.

- You are going to be busy, so we recommend to keep your food simple. Yogurt, bagels, cream cheese, muffins, instant oatmeal, hard-boiled eggs, and fruit all work great for breakfasts; sandwiches work great for lunch.
- Friday dinner could be a bag dinner from home or you can eat on the way.
- Bring snacks for the whole weekend, such as fruit, cookies, or trail mix.
- Keep dish washing to a minimum by using paper plates or just a napkin. Have a camp stove to keep water hot for coffee, tea, or hot chocolate.

TRASH

Each troop is responsible for their own trash.

- Bring trash bags to use at your campsite. Trash cans are not provided.
- Dispose of your trash bags in the two dumpsters that are behind the Pavilion.
- Do not leave trash bags with trash in them in camp. The critters will get into them and make a huge mess that your troop is responsible for cleaning up.
- Troops may recycle your own plastic, glass, aluminum, paper, etc. IF recyclables are in dumpsters, the waste management company will sort and recycle.
- Remember to leave the camp cleaner than you found it!

ATTIRE

Girl Scouts has a dress code for camping.

- Girls and adults must wear closed-toe, closed-heel shoes with socks, shirts with sleeves, and hats with a brim. If you are not appropriately dressed, you will be asked to return to your campsite to change.
- Appropriate attire will be awarded points in some of the Challenges.

WATER

Ensure everyone stays hydrated all weekend. Devise a way to carry water bottles all day, including to the Saturday Evening All-camp Dinner.

- Please use **reusable** water bottles labeled with name and troop number.
- Set up and use a wash station at your campsite for washing hands and dishes. We ask that troops use paper goods as much as possible.
- Do NOT leave water spigots running at any time.

BATHROOMS AND SHOWERS

Portable toilets are located conveniently throughout the campground. There are no showers or flushing toilets.

- For the portable toilets to remain functional and pleasant throughout the weekend, remember to throw only toilet tissue into the toilets.
- Dispose of used feminine products into the paper bags taped to the wall, **NOT** into the toilet.
- The toilets will be serviced and cleaned throughout the weekend.
- **Do not allow the doors to slam shut, especially at night.**
- The men and women's bathroom structure near the Pavilion will be blocked off for the weekend. It cannot handle the number of people we have attending. Please respect the yellow tape and **DO NOT USE** it.

QUIET TIME

Lights out/quiet time is from 10:30 pm Friday to 7:00 am Saturday morning and 10:30 pm Saturday until 7:30 a.m. Sunday morning.

- Remember there are ~1,000 people in one location and everyone needs to follow the Girl Scout Law and be considerate and caring of one another. There will be troops arriving up to 10:00 pm.
- Everyone who visits a portable toilet during these hours should remember to close the door carefully so that it does not bang shut.

MALE ATTENDEES

Men 18 years or older are valued Girl Scout volunteers.

- Men may be a troop co-leader, chaperone, troop outdoor-trained person, troop first-aider, and/or an Event Volunteer.
- Girl Scout policy states men may share tents **only** with family members or other men. Also, men must not place their tents between the girls and bathrooms. **Therefore, all men at Kaleidoscope MUST camp in the Blue Village.** *Note that you still have meals with your troop.*
- Before you set up your tent, make sure you are within the marked boundaries of the Blue Village and NOT in the Skill Challenge areas. Thank you!

ACTIVITIES – OVERVIEW

SKILL CHALLENGES

Skill Challenges make up a large part of the Kaleidoscope experience and is why Kaleidoscope was started. Girl Scouts form patrols and challenge themselves. Patrols earn points towards a goal OR opt to “Just Try It.”

- See page [29](#) to find out what Challenges are available for your SKILL level.
- Troops may choose to do several, a few, or none of the Skill Challenges.
- In-depth details for each challenge begin on page [30](#).
- “Just Try It” option – no points/awards, can choose up to 3 challenges. Page [27](#).

THESE ARE CHALLENGES, NOT COMPETITIONS - What's the difference?

Just for Fun Awards and the Sunday Cook-off are **competitions** where troops/teams of girls compete against other troops/teams for awards.

Skill Challenges are where Girl Scouts challenge themselves to do the best they can and earn points. Every patrol sets their own personal goal but they all have the possibility to earn maximum points. Challenges occur on Saturday and are listed on page [29](#).

WORKSHOPS

Workshops are available on Saturday.

- Five Workshop types are offered: Craft, Skill, Cooking, Songs, and Games.
- Troops that do not sign up for any Skill Challenges will be scheduled into Workshops plus Free Time.
- Troops doing some but not all of the Skill Challenges will get as many Workshops as possible.
- You may join the Songs and/or Games Workshops anytime, if there is room.

JUST FOR FUN

This is a friendly, casual competition within villages for the best troop banners, campsite decorations, and creative hats. For more information see page [21](#).

STORIES, SWAPS, AND STARRY SKIES

This is a fun way to spend part of Friday evening.

- Swap with girls from throughout the Council!
- Listen to Constellation stories (maybe even make up your own stories).
- Check out the cosmos with the astronomers.

SATURDAY EVENING DINNER

A fully-catered dinner is included in the cost of Kaleidoscope. Drinks are not included so bring your water bottle.

- We will have a vegetarian option. **If you have dietary concerns, please note them on the Troop Information Form.**
- Make sure everyone has their dinner ticket before getting in line.
- A large trash bag will be given to the troop leader.
- Bring flashlights, sweatshirts, tarps/sit-upons or chairs/buckets and plan on eating together as a troop in front of the stage. Orange cones will be set up to help you find your area to sit in for the evening program according to the type of seating you have.

SATURDAY EVENING PROGRAM

Get ready to enjoy an eventful evening full of Girl Scout songs and skits performed by REAL GIRL SCOUTS just like you!

- SEATING – Groups sitting on tarps or sit-upons will be closest to the stage. Low-style beach chairs will be next closest to the front. Anyone using regular lawn, camp chairs, or buckets will sit at the back of the audience. Please remember there are ~1,000 people attending and everyone needs to be considerate.
- GLOW NECKLACES – Leaders, after dinner please send a representative from your troop to the Dragon's Lair (Information Window) to pick up glow necklaces for your troop.
- Patrols that achieved Mountaineer, the highest level of Skill Challenge Awards, and troops that win Just for Fun Awards will be announced during the Program.
- **Want to perform a skit or lead a song for the Saturday Evening Program? See page 23.**

SUNDAY COOK-OFF

A competition held from 9:30 a.m.-12:00 noon (check-in is earlier).

Show off your camp cooking skills! There are 8 different categories to choose from in this competition. Each Cook-off team consists of 3-4 girls of the same age level. *Space is limited in each category and spots will be assigned on a first-come, first-served basis.* Some categories are more popular than others so it's a good idea to try different ones when deciding what to cook. See page [24](#) for details.

ALL-CAMP OPENING AND CLOSING FLAG AND GIRL SCOUT'S OWN CEREMONIES

All troops should attend the All-camp Opening and Closing Flag Ceremonies on Saturday and the All-camp Girl Scout's Own on Sunday morning.

If your troop would like to be considered for one of the Flag Ceremonies or for the Girl Scout's Own Ceremony, please send an e-mail to Kaleidoscope@girlscoutscoc.org. Include your name, troop number, phone, and age level. For more information see page [23](#).

ALL-CAMP SERVICE PROJECT

Every Kaleidoscope we design a Service Project in which attendees may participate prior to the event. Daisy and Brownie Troops are encouraged to participate also. For more information see page [22](#).

SWAPS (Special Whatchamacallits Affectionately Pinned Somewhere)

Trading SWAPS is a fun and popular tradition at Kaleidoscope.

SWAPS, the Girl Scout tradition of exchanging keepsakes, started long ago and is still the perfect way for Girl Scouts to meet each other.

SWAPS should be:

- Handmade
- An inch or two in size
- Inexpensive – consider recycled or donated materials
- Have a pin or some way of being attached to a hat, shirt, ribbon, etc.
- Have the giver's first name, troop number, and city on it or on an attached tag.
- Reflect something about the giver or the event theme.

50 to 100 SWAPS per girl is the suggested number to make. Keep them in a zippered plastic bag for accessibility and safe-keeping. It is highly recommended that every girl within a troop have different SWAPS. If you run out of SWAPS, there will be a SWAP station at the Pavilion -- come down and make some more!

Girls should:

- **Always** accept a SWAP.
- **Take pride** in how well made her SWAPS are.
- **“Do a Good Deed”** and give a SWAP to a girl who has run out of SWAPS.
- **Always** say “Thank You” with a smile.

Check the Internet for SWAP ideas.

SCAVENGER HUNT

Test your sleuthing skills!

Take part in the Kaleidoscope Fantastical Faire Scavenger Hunt! Clues and details will be in the Welcome Packet that your troop picked up from your Village Host Friday evening.

Did you get the answer? Bring it to the Dragon's Lair (Information Window) by 10:00 a.m. Sunday to get a prize.

WEEKEND SCHEDULE

(You will receive a finalized schedule from your Village Hosts at Check-in.)

FRIDAY

2:00 p.m.	10:30 p.m.	Information Window (Dragon's Lair) open.
3:00 p.m.	10:00 p.m.	Troops arrive, check in with Village Hosts, set up camp.
4:00 p.m.		Scavenger Hunt begins - prizes at Dragon's Lair
7:30 p.m.	10:00 p.m.	Stories, SWAPS, and Starry Skies across from the Pavilion (including astronomers).
8:00 p.m.	9:00 p.m.	Meeting for Event Volunteers at the Pavilion IF indicated by the Lead from your area.
10:30 p.m.	7:00 a.m.	Lights out and quiet time.

SATURDAY

7:00 a.m.	8:00 a.m.	Breakfast at your campsite
8:00 a.m.		Morning Skill Challenge and Workshop Event Volunteers report to stations.
8:15 a.m.	8:45 a.m.	All-camp Flag Ceremony and Announcements in front of the Pavilion
9:00 a.m.	12:00 noon	Morning rotations
12:00 noon	1:30 p.m.	Lunch break
1:00 p.m.		Afternoon Skill Challenge and Workshop Event Volunteers report to stations
1:30 p.m.	5:30 p.m.	Afternoon rotations
5:30 p.m.	6:00 p.m.	All-camp Flag Ceremony and Announcements
6:00 p.m.		Last Chance - turn in Skill Challenge Score Cards!
6:00 p.m.	7:00 p.m.	Saturday Evening Dinner - Pavilion
7:30 p.m.	9:30 p.m.	Saturday Evening Program
10:30 p.m.	7:30 a.m..	Lights out and quiet time

SUNDAY

7:30 a.m.		Breakfast, pick up Skill Level patches from the Dragon's Lair (Information Window)
8:00 a.m.		Cook-off volunteers report to cook-off area
8:30 a.m.	8:45 a.m.	All-camp Girl Scout's Own, Announcements
8:45 a.m.	9:15 a.m.	Cook-off teams check in and ready themselves to begin competition
9:00 a.m.		Hosts begin passing out color-coded loading passes to allow the equipment vehicle into camp
9:30 a.m.	11:30 a.m.	Cook-off underway
	10:00 a.m.	Scavenger Hunt Ends – prizes at Dragon's Lair
12:00 noon		Winners of the Cook-off announced at the Pavilion. Lunch, check out with Hosts, and have a great ride home!

VOLUNTEER ROLES

A KEY TO MAKING KALEIDOSCOPE A
WONDERFUL EXPERIENCE FOR ALL

ADULT VOLUNTEERS ATTENDING WITH A TROOP

It takes more than 400 volunteers to run Kaleidoscope therefore ALL troop adults (with two exceptions listed below) will be assigned an Event Volunteer position. Every troop adult, including leaders, must fill out a Volunteer Information Form. Troop registration is not complete until these forms have been submitted.

We cannot do it without you! We thank every one of you for your help!

The Details --

- All adults attending Kaleidoscope will be assigned an Event Volunteer position with the following exceptions:
 - Junior troops will be allowed *one adult volunteer per patrol that is ALL Juniors* to serve as a Troop Chaperone in lieu of an Event Volunteer position. Please indicate this on your Volunteer Information Form. All other adults attending with your Junior troop should mark Event Volunteer and indicate their volunteer preference.
 - Patrols containing a girl with a disability or special need who requires an adult with her at all times may also have a Troop Chaperone. Please indicate this on your Volunteer Information Form.
- Event Volunteer positions are generally one-half day (approx. 4-6 hours). If you are willing to take on a longer position or multiple shifts, we are happy to have you! Please indicate all skills and interests on the Volunteer Information Form. Your help is truly ESSENTIAL and appreciated!
- Upon receipt of your Volunteer Information Form, the Volunteer Coordinator will contact you to advise you of your preliminary assignment. Please note that this assignment may change, if needed, prior to the event. The person in charge of your assigned job will also contact with you with further details.
- Make Kaleidoscope a Better Place – be on time for your shift, help as needed, and check in with the person in charge before leaving. 😊
- When you are done with your shift, the person in charge of your area will give you a cool Thank You reward. Thanks again!

EVENT VOLUNTEERS ATTENDING WITHOUT A TROOP

There are three registration options for Event Volunteers attending without a troop (see below). We encourage Brownie/Daisy Troop Leaders to Volunteer and discover what Kaleidoscope is all about before bringing your troop as Juniors. Plus, you will have a lot of fun!! If interested, please contact the Kaleidoscope Steering Committee at Kaleidoscope@girlscoutsccc.org.

- **Full Weekend-Regular Fee of \$65.00:** Event Volunteers may stay all weekend, camp in the Blue Village, eat meals prepared and served in the Pavilion, and will receive a Kaleidoscope T-shirt, patch, etc. for the full registration fee of \$65.00. All Event Volunteers must work a minimum of 4 to 6 hours; more is greatly appreciated!
- **Saturday only-Reduced Fee of \$35.00:** Event Volunteers who work both morning and afternoon shifts on Saturday only will be served lunch and dinner in the Pavilion and will receive a Kaleidoscope T-shirt, patch, etc., for a reduced fee of \$35.00. NOTE: You may also come up Saturday, work a 4-6 hour shift, and get lunch, the K2024 patch, and t-shirt for \$35.00.
- **Saturday Only-No Fee:** For FREE, Event Volunteers may attend on Saturday only, must bring their own food, and will not receive a t-shirt or patch. All Event Volunteers must work a minimum of 4 to 6 hours; more is greatly appreciated!

OLDER GIRL VOLUNTEERS

We strongly encourage Seniors and Ambassadors to participate in the Skill Challenges. However, they may *also* decide to volunteer to help at Kaleidoscope. Don't forget – there will be a S/A Hang-out for you near Red Village! Older girls loved it at K2022!

Seniors and Ambassadors can participate as Event Volunteers. If you want to do this, contact the Committee at Kaleidoscope@girlscoutsccc.org. Some possibilities for girl volunteers are:

- Set-up Crew on Friday
- Take-down Crew on Sunday
- Host Assistants
- Workshop Assistants (must have completed PACT certification)
- Skill Challenge Skill Reviewer for Level I Patrols opting for “Just Try It” skills (experience in skill required)

VOLUNTEER POSITIONS:

Below is a list of positions available for Event Volunteers.

Village Host:

Full Weekend Village Hosts pay a reduced registration fee of \$35.00.

Village Hosts are the backbone of the Kaleidoscope camping experience. Hosts help with troop check-in Friday and check-out Sunday and provide essential on-going information to village troops throughout the weekend. This position is part of the emergency team. There will be 2 Hosts per village.

We have two Host options:

Full-weekend Village Hosts: Full-weekend Village Hosts must arrive no later than 1:00 p.m. Friday and leave after the last troop has checked out on Sunday, about 1:00 p.m. This position is full time on Friday and Sunday, and on-call during Saturday with a walkie-talkie.

Half-weekend Village Hosts: Half-weekend Hosts are assigned to one of two shifts – Friday to Saturday morning or Saturday night to Sunday at 1:00 p.m.

Friday Hosts must arrive by 1:00 p.m. and will be “on duty” while troops check in (until about 10:00 p.m.). They will be on call during the night Friday night if needed. Sunday Hosts will be on call during the night Saturday night if needed. They will be “on duty” Sunday morning from 8:00 a.m. until all troops have checked out, about 1:00 p.m.

Time Commitment: Training via e-mail before the event. See above for details on time commitment during the event.

Host Assistants:

Host Assistants assist Village Hosts with troop check-in Friday and check-out Sunday, including directing cars to park for loading/unloading, inspecting campsites, and other tasks as needed. Must be able to stand/walk for duration of the shift.

Time Commitment: 4-6-hour shift Friday afternoon or Sunday morning.

Skill Challenge Evaluators:

Skill Challenge Evaluators play a key part in making the Kaleidoscope experience meaningful for girls. These Event Volunteers provide mentorship and guidance to girls while determining a patrol’s skill level based on a standard set of criteria. Skill Evaluators receive training in order to perform their duties at the event. Prior experience is preferred in some areas including: campsite skills, compass, street and topographic map reading, fire building, first aid, outdoor flag ceremony, knots, lashing, and outdoor survival skills.

Time Commitment: Preliminary instruction through conference call and/or mail or e-mail prior to the event. You will volunteer a minimum of 4-5 hours Saturday. There is an optional one-hour meeting at the Pavilion Friday evening if the person in charge of your area deems it necessary. If we are short of skilled volunteers, the time commitment could be longer.

Skill Challenge Assistant:

Skill Challenge Assistants help the Lead Skill Evaluators at Skill Challenges. This position checks in troops at the challenge, reviews accuracy of score sheets, and provides other assistance as needed.

Time Commitment: 4-5-hour shift Saturday.

Workshop Leader:

Workshop Leaders pay a reduced registration fee of \$35.00.

Craft, Skill, Cooking, Songs, and Games Workshops are offered. Workshop Leaders will provide instructions to Workshop Assistants prior to the K2024 weekend. They also provide help Friday evening at the Pavilion to assistants who need more instruction. On Saturday they coordinate set-up, oversee both morning and afternoon shifts, and ensure clean-up is complete at the end of the day.

Time Commitment: Workshop Leaders will be contacted by the Workshop Coordinators prior to K2024 to organize their workshop, will meet with assistants at the Pavilion Friday evening, and will oversee the Workshop on Saturday.

Workshop Assistant:

Workshop Assistants will be provided with all necessary instructions and supplies to help run the Workshop.

Time Commitment: Optionally attend the Friday night meeting at the Pavilion at 8:00 p.m. The person in charge of your area will let you know if this is necessary. 4-5-hour shifts are needed for Saturday from 8:00 a.m. to 5:45 p.m.

Parking Attendant:

Parking Attendants direct drivers to their respective areas for unloading passengers or equipment and then to park. Parking attendants are needed primarily on Friday and Sunday but a few are needed Saturday as well.

Time Commitment: 4-hour shifts on Friday from 2:00 p.m. until 10:00 p.m., Saturday from 6:30 a.m. until 5:00 p.m. and on Sunday from 9:00 a.m. until 1:00 p.m.

Security Personnel:

Security team members work in pairs to patrol the camp to ensure our campers are safe throughout the event. They utilize cell phones or walkie-talkies to communicate with Dragon's Lair (Information Window) and report to the Heads of Security. They are part of the emergency team.

Time Commitment: 4-hour shifts around the clock from Friday at 4:00 p.m. through noon Sunday. May sign up with a friend to work as a pair or may sign up as an individual and get to know a new friend. Please indicate on your Volunteer Information Form if you are a "Night Owl" willing to work the wee hours.

Blue Village Food Prep Assistant:

The Food prep assistant pays a reduced registration fee of \$35.00.

Assist in the preparation and clean-up of food served in the Pavilion except for Saturday Dinner.

Time Commitment: From noon Friday to noon Sunday. This is an all-weekend position.

Set-up/Take-down Crew:

Assist as needed with set-up Friday or take-down Sunday.

Time Commitment: 4-6-hour shifts Friday and Sunday.

First Aid Provider (All-Camp):

Seeking adults who are a physician, physician's assistant, nurse practitioner, registered nurse, licensed practical nurse, paramedic, military medic, or emergency medical technician to serve as First Aid Providers under the direction of the First Aid Coordinator. Responsible for meeting advanced first aid needs of attendees as required. Troop first-aiders should handle the "small" stuff but if a girl or adult in need of first aid is not near their troop provider, you provide whatever first aid they need. Shifts are 4 to 6 hours and take place in the First Aid Station at the center of camp, near the Pavilion. There is a 6-hour shift from midnight to 6:00 a.m., when the First Aid Provider is "on call". During this shift the First Aid Provider will sleep in the tent next to the First Aid Station. This position is part of the emergency team. Will be advised of First Aid policies.

Time Commitment: 1-hour meeting Friday evening at 8:00 p.m. plus a 4 to 6-hour shift.

Just for Fun Judge:

Tour villages on Saturday, judging troop sites for Just for Fun Awards. Also judge the Hat Decoration contest.

Time Commitment: 4 - 6 hours on Saturday

ACTIVITIES -- DETAIL

JUST FOR FUN

Just for Fun awards are for troops that would like to participate in casual competitions. They do not require pre-registration. Get into the Kaleidoscope spirit by doing one or all of these:

- Decorate your campsite
- Make a troop hat
- Make a troop banner.

Use this year's theme, Fantastical Faire There will be a first, second, and third place award for each category in each Village.

Remember it is the girls' troop so the girls do the creating and building. Judging criteria will be based on imagination, interpretation of the theme, and creativity.

Campsite and banner judging start early on Saturday so be sure to leave your site clean and orderly and your banner clearly visible before leaving for Opening Flag and Announcements in the morning. Winners will be announced during the Saturday Evening Program.

BEST TROOP BANNER

Your banner should reflect the theme Fantastical Faire Your banner must be displayed at your troop campsite and must show your troop number.

BEST TROOP CAMPSITE DECORATIONS

Decorate your troop campsite based on the theme Fantastical Faire **Please note that your site cannot be judged unless your troop number is displayed. We cannot give you an award unless we know who you are!**

BEST TROOP HAT

Your troop hat should also reflect the theme Fantastical Faire Make hats for everyone in your troop to wear throughout the weekend and make one extra for judging. Your extra hat should be turned into the Dragon's Lair (Information Window) Saturday morning before noon. Be sure to fill out a hat registration form for the judges and attach it to the hat (we have clothespins). Winners are announced at the Saturday Evening Program. The winning troops will be invited to come on stage to show off their hats.

STORIES, SWAPS, AND STARRY SKIES

Come to the area between the stage and the Pavilion Friday evening at 7:30 for a night of dedicated time to swap with your sister Girl Scouts. You can also listen to stories about the constellations. You might want to make up a story of your own!

The Santa Barbara Astronomy Club will be there, too, for you to view the cosmos and learn lots about it.

Be there or be square!

ALL-CAMP SERVICE PROJECT

At every Kaleidoscope we do an All-Camp Service Project for participating troops and non-participants, including Brownie and Daisy troops. The theme Fantastical Faire brings to mind captivating storytelling, inventive tales of fantasy, and a good dose of imagination. What better place for learning about these fantastical qualities than in children's books and stories! For this service project troops will help others have access to children's books and storytelling through book collections and donations, performing a play or skit, conducting a story hour, or assisting their public libraries. All activities will be done in your local community prior to Kaleidoscope.

Here are options for participating in this service project. Troops may choose one of the following:

- Troop collects gently used children's books and donates the books to a local preschool, shelter for homeless families, hospital pediatric unit, or other organization in need. Be sure to contact the organization(s) in advance to make sure how many and what types of books they can use.
- Troop assists their local public library with story hours, craft workshops, special events, or other activity. Coordinate with the librarian about what activities the troop could do, based on the ages of the troop members and the library's needs.
- Troop puts on a skit or short play for younger Girl Scouts, a preschool, an adult day care facility, etc. The skit/play could be based on a children's book, with simple costumes and props as appropriate to make the story come alive.
- Troop conducts a story hour for a local preschool, daycare center, younger Girl Scouts, or homeless family shelter. Troop members select appropriate books for the age of the audience and read them to younger children. The story hour could also include the troop members leading songs, teaching a game, or other activity.

In all cases the troop must contact, in advance, the organization or group they want to work with to discuss their ideas and plans. The Fantastical Faire service project should be a fun way for troops to use their creativity and imagination to share the love of reading and story-telling with others.

Proof of completion of the service project:

This service project must be finished in the troop's local community before Kaleidoscope. To show your troop has completed the service project, the troop leader must send via e-mail a brief one-page written report including the troop number, city, leader's name, name of the organization the troop worked with, and a description of what the girls did. A photo of the troop doing the activity must be attached to the report. Troop members are encouraged to assist the leader in preparing the report, perhaps by writing the description and taking photos. Please make sure the font size for the text is at least 14pt, and the report fits on one page. Photos should be sent in jpg format. Send the report to kaleidoscope@girlscoutscoc.org no later than **Sunday, March 31, 2024**. Participating troops will be acknowledged at Kaleidoscope. Leaders are encouraged to complete this service project and submit the report well in advance.

DAISY AND BROWNIE TROOPS ARE ENCOURAGED TO PARTICIPATE.

CEREMONIES & SATURDAY EVENING PROGRAM

CEREMONIES

Do you want to perform a flag ceremony or lead a Girl Scout's Own ceremony? Flag ceremonies are done Saturday morning and evening; Girl Scout's Own ceremony is done Sunday morning. A Girl Scout's Own ceremony is a Girl Scout tradition that is short (~5 minutes) and is typically reflective of the experience that you have had. Your troop could pick a theme for the ceremony, read poetry, offer reflection, sing, or whatever they feel is appropriate. The Kaleidoscope Steering Committee member for Ceremonies can help guide you in development if your troop wants help. Please email Kaleidoscope@girlscoutsccc.org by **March 31, 2024**, if interested in either of these ceremonies.

SATURDAY EVENING PROGRAM

Ready for a performance adventure?!?! Have any hams, drama queens, or entertainers in your troop? Then the Saturday Evening Program may be just the place for you! We would love for your troop to send in your skit, song, or performance. We will try our best to fit in as many as possible.

IMPORTANT NOTES:

- Design your performance so a large audience can enjoy it – use big movements to convey your message.
- Speak confidently into microphones.
- Late submissions are not guaranteed but may be considered dependent upon available time slots.

SUBMISSION GUIDELINES

WHAT: *Preferred submission form:* email a link to an *unlisted* YouTube video (unlisted means you need to have the link to see the video) OR email MPEG format as an attachment. *Alternate submission form:* DVD/CD by mail – address supplied once your information is received via e-mail. All emails to Kaleidoscope@girlscoutsccc.org.

WHEN: *Due by March 31, 2024.*

INCLUDE:

- Leader's name for contact/coordination
- Phone number
- Troop #
- Age level
- Number of girls participating
- E-mail address

All above information must be included for your submission to be complete.

ANY QUESTIONS CONTACT: Kaleidoscope@girlscoutsccc.org

Still interested, but don't know what to do for a skit? Here are some ideas:

- Skits about Kaleidoscope or maybe the one you created for the Service Project.
- Reenact some of your favorite moments.
- Classic Skits based on ones you have seen at camps before, maybe changed for the theme.
- Perform a camp song or re-write a popular song about Kaleidoscope and add some fun dance moves along with it!

SUNDAY COOK-OFF COMPETITION

This is a fun competition. Troops may enter more than one team, each team consisting of 3-4 girls of the same age level. Teams have 2 hours to prepare their food. Field Judges observe them as they prepare the food and the fire (as applicable), cook the food, present it to the tasting judges, douse the fire (as applicable), and clean up their stations. Field Judges will take note of their teamwork, sanitation skills, and ability to work safely. The final food product is then evaluated for taste, appearance, and consistency (e.g., raw in the middle?). Awards are given to the top 3 teams in each category.

Sign up for the Sunday Cook-off on the Troop Information Form (link sent to you in a confirmation email). Submit the form by 9:00 p.m. March 1, 2024. When submitting your request, please indicate your top 3 cook-off category choices. You will be notified of your assigned category and receive more details.

Some categories, like desserts, fill up faster than others. Practice cooking at least one type of food before committing to the cook-off to be sure the girls are ready for a cook-off and that they enjoy it. You would not want to take a spot in a category and then not follow through with it. That could deprive another team of a chance to participate.

Space is limited in each category and spots will be assigned on a first-come, first-served basis. It is a wise idea to try more than one of the categories in case you sign up so late you do not get any of your choices.

In order to participate, one adult per troop will be required to help at the Sunday Cook-off. (Troops with more than 2 teams will be asked to supply 2 adults).

This job is *not* in lieu of being an Event Volunteer or Patrol Chaperone. Email Kaleidoscope.cookoff@gmail.com with adult helpers name(s), email(s), and phone number(s).

Sunday Cook-off Crew jobs:

- Check-in Volunteer/Tasting Judge (a combined position)
- Field judge

Other information you should know prior to signing up:

1. Each team must be able to do all their own work with no adult help. We **strongly** suggest that you practice making your recipe that way – no adult help, at least after the first try. Also, make it outdoors, use the same amount of space you will be allowed at K2024 (see #'s 2 and 3), and make sure you are done from start to finish in two hours, not including clean-up.
2. You will be sharing half an 8' table for your work space. All equipment and supplies will be provided by you. Another tip is to write down all the cooking tools you use as you practice so you will have everything on hand during the competition. You may use charcoal chimneys or small BBQ's to prepare your coals (as applicable.) NOTE: Teams in the Camp Stove category are allowed to bring a 3' x 3' table for additional space.
3. Those cooking with charcoal will make fires and cook food on the bottom of an upside-down galvanized tub. There is enough space on it for 3 charcoal chimneys but you will be sharing a tub with another team for Dutch ovens and foil cooking.

4. Recipe ingredients must be prepared during the competition. Only foods that are usually sold in the market as ready-to-use (e.g. shredded cheese) will be allowed in that form at the Cook-off. They need to be in their original packaging.
5. Once your recipe is finalized, you will submit it to the Sunday Cook-off Co-chairs on a form they provide, approximately 2 weeks prior to the K2024 weekend, for judging and publishing.
6. Review pages 48-58 in the *Outdoor Education in Girl Scouting* book. Girl Scouts do not use lighter fluid and do not use MatchLight coals. Girl Scout fire starters are allowed. You may light your coals with a match or utility lighter.
7. Teams will be judged on:
 - a) Set-up and clean-up of workstation
 - b) Complexity of recipe, its practicality for camping, execution of it
 - c) Visual appeal, taste, consistency of completed product
 - d) Safety, sanitation, and teamwork
 - e) Charcoal or camp stove set-up and safety

SUNDAY COOK-OFF CATEGORIES:

Dutch oven

- Non-vegetarian meal – include protein, starch, vegetable
- Vegetarian meal – include protein, starch, vegetable
- Main Dish (e.g. Mac 'n' Cheese, Pollo con arroz aka chicken with rice, Vegetable beef soup) – make sure to include a protein
- Dessert

Foil Pouch

- Complete meal - protein, starch, vegetable
- Dessert

Box Oven

- Any baked item - rolls, brownies, cakes, etc.

Camp Stove

- Complete Meal - protein, starch, vegetable.

Any questions, please e-mail Kaleidoscope@girlscoutsgcc.org.

SKILL CHALLENGES – READ FIRST

A troop may participate in several ways at Kaleidoscope. They may do skill challenges, workshops, or a perfect blend of both – your choice. If this is your first time attending, selecting a few challenges may be the best way to experience this fun event.

PREPARATION FOR CHALLENGES:

- Step 1: As a troop, review the choices of Skill Challenges being offered. Each Challenge category has three SKILL levels – I, II, or III. Explore general skills that will need to be learned.
- Step 2: Determine which Challenges your troop members may want to try.
- Step 3: Begin to learn the skills necessary for each Skill Challenge in a general way. The purpose of this step is to “test out” if you like learning a particular skill or not. A good way to do this is to go to a Skills Day in your area.
- Step 4: Next, divide your troop into patrol groups. A patrol is a team of girls who will remain as a unit for every challenge. When dividing girls into patrols, take into account their desire to do particular challenges and ability to work as a team. Girls can be in a patrol in two age levels (BUT they need to be at the same skill level progression).
 - Juniors with Cadettes – 4-8 girls per patrol
 - Cadettes with Senior/Ambassadors – 4-8 girls per patrol
 - Senior/Ambassador girls ONLY – 3-8 girls per patrol.
- Step 5: Once in your patrols, have a final vote on which challenges your patrol would like to sign up for. If your troop has several patrols, each can choose their own line-up of challenges. This includes being able to choose Challenges from different levels. For instance, a patrol might feel comfortable with Level II for First Aid but Level I for Lashing.

LEADERS (VERY IMPORTANT): *Girls self-select with leader oversight pertaining to their progression level and how the patrol wants to challenge themselves. We want the girls to challenge themselves but not end up being so disappointed in their performance that they do not want to try again.*

- Step 6: Leaders submit the Troop Information Form with challenge choices for each patrol no later than 9 p.m. on March 1, 2024. **Please be aware that this is also the deadline for dropping a challenge.**
- Step 7: Continue to train and practice for each skill challenge your patrol has signed up for. Look for Kaleidoscope Skills Days being offered throughout the Council to learn/practice skills.

As the date draws closer, a patrol may decide not to participate in a challenge which they originally registered for. Challenges can be dropped or changed by e-mailing Kaleidoscope@girlscoutscoc.org **no later than MARCH 1, 2024, 9:00 p.m.** Patrols are expected to follow through and show up to every skill challenge for which they registered. If a patrol does not show up, points will be subtracted from their final score.

JUST TRY IT OPTION

If a patrol would like to participate in Skills Challenges but not worry about earning points or getting an achievement rocker, there is a way to do this. It is called “Just Try It.”

- Step 1: Go through the EXACT same steps as listed in the “Preparation for Challenges” above for up to three (3) Skills the patrol chooses.
- Step 2: Be aware that patrols who choose Just Try It cannot choose Challenges for points.
- Step 3: If a Challenge is full with patrols that signed up for points, patrols signed up for Just Try It will not be allowed to participate in that Challenge. Since you can sign up for 1-3 Just Try It Challenges, you could be allowed to do one even if another is full.
- Step 4: The patrol will be evaluated and get a Review Score Card.
- Step 5: Your troop can have both kinds of patrols – patrols that want to earn points/get an Achievement rocker and patrols that want to Just Try It.
- Step 6: Lastly, if the girls in a Just Try It patrol change their minds and want to earn points, email Kaleidoscope@girlscoutscoc.org by **March 1st**.

ON SATURDAY

- Each patrol receives a score card in their Welcome Packet when you check in with your Village Host. (Note: Just Try It Patrols receive Review Cards.) Write the girls’ names in the patrol on the back of the card. Note in the provided box if you have any girls with disabilities or special needs. Your patrol will give this score card to the Skill Evaluator at each Skill Challenge. The patrol will get it back at the conclusion of each challenge. The patrol is responsible for the safe-keeping of their score card.
- **In order to have your scores tallied, the score card MUST be turned in to the Information Window (at the Pavilion) no later than 6:00 p.m. Saturday.**
- Patrols should make every effort to arrive at a challenge at the scheduled time. By doing so it shows respect to our volunteers and helps the event run smoothly for everyone.
- Girls in the patrol must stay together and cannot change patrols.
- During a skill challenge, adults are encouraged to bring a chair, sit back, and watch their patrols go to work. Adults and non-participating girls are not allowed to hover, help, or coach the patrol while they are working. This is your girls’ time – let them shine on their own! Look for a special audience area at each challenge to observe.
- Photos (IF allowed by the Lead Skill Evaluator) may ONLY be taken after the challenge is over.

NEED HELP FORMING A PATROL FOR SKILL CHALLENGES?

I am a Juliette

Registration for Kaleidoscope is by troop. You can still come to Kaleidoscope by linking up with other Juliettes in your area to form a temporary troop or by linking with a troop who would love to have you join them for the duration. This is especially true if this troop happens to be short a girl or two. Ask your Service Unit to help you with this.

My troop has mixed age levels and we are short a girl or two

If you have **fewer than 4** girls for a patrol at the same skill level, then the answer is to combine with other troops to form a patrol. 4-8 girls for Junior/Cadette age level **OR** Cadette/S-A age level. 3-8 girls in Senior/Ambassador **ONLY** patrols. You could also add a Juliette or two. Ask your Service Unit to help you with this.

Generous Troops Willing to "Adopt" one or more girls into your patrols

Some troops that already have enough girls to form patrols may decide to offer a place to a Juliette. If your troop decides to do this Good Deed, let your Service Unit Manager know. This is to be a temporary arrangement and does not obligate you to add the girl(s) permanently to your troop, although once you get to know each other you may decide to do that. Thank You!

SKILL CHALLENGES

	Page	Level I		Level II		Level III	
		Points	Minutes	Points	Minutes	Points	Minutes
Camping	30-32	60	60	80	60	100	60
Compass and Maps	33-35	60	45	80	30	100	60
Fire Building	36	100	30	100	30	100	30
First Aid	38	60	30	80	30	100	30
Flag Ceremony	39	60	30	80	30	100	30
Kim's Game	40	60	15	80	15	100	15
Knots	41	60	30	80	30	100	30
Lashing	44-45	60	45	80	60	100	60

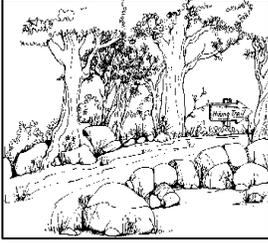
SKILL CHALLENGE RANKING

The purpose of each Skill Challenge is for your patrol to learn and potentially master an outdoor skill while practicing teamwork. **Challenges are not competitions; rather each patrol strives to do their best.** Each patrol can choose up to 7 challenges to participate in for points.

The patrol's effort is measured against a set standard. Points accumulated at the Skill Challenges determine each patrol's ranking. Each scout will receive a 'rocker' (strip patch worn below the event patch on uniform) to indicate her success at Kaleidoscope 2024. 😊

Rank	Points
Tenderfoot	1-149
Pathfinder	150-299
Trail Blazer	300-449
Explorer	450-599
Mountaineer	600+

CAMPING I CHALLENGE



Level I Points: 60
Time Allowed: 60 Minutes



Requirements: Complete these four activities.

- **Campsite Evaluation:** Patrols will have 15 minutes to make their way through a “mock campsite” and spot what is wrong. The campsite will have numerous safety and other problems. Patrols will earn points for errors that are found and recorded.
- **Equipment Packing:** Patrols will have 15 minutes to assess, identify, and pack kitchen items necessary for cooking at a campout. A table will be set up with various items that might be useful for outdoor cooking. Patrols will be given a sample camping menu with meals listed. They will be expected to pull the cooking items that are needed for the meals and pack them neatly and securely in a tub for camping.
- **Hang Dunk Bags:** Patrols will have 10 minutes to secure dunk bags to a dunk bag line. Each girl will hang a dunk bag with a quick-release knot (e.g. Highwayman’s Hitch). Points can be awarded for similarly effective knots.
- **Matching Camping Terms:** Patrols will have 10 minutes to complete a matching page of common camping items.

Cooperation & teamwork are important throughout! Be encouraging, listen to each other, and help one another.

Find Out More:

- Review our Council’s Outdoor Training Manual, especially the parts on Setting Up Camp, including Pitching a Tent. Also, check out the Troop Gear List.
- Do you know what these things are? Take a look at the Fire section, and be sure you know how to clean up your dishes when camping.
- When Girl Scouts are outdoors, be sure to dress appropriately, including closed-toe, closed-heel shoes with socks, sleeves covering the shoulders, and a hat with a brim to protect your face from the sun. Points will be earned for appropriate attire. Be sure to check before leaving your campsite!

CAMPING II CHALLENGE



Level II Points: 80
Time Allowed: 60 minutes



Requirements:

Your patrol will be put through your paces as you navigate several stations demonstrating your survival skills.

- Emergency Signaling techniques: Your patrol will need to know four (4) methods of signaling and demonstrate one of them.
- Knife Safety and Treatment: Your patrol will demonstrate:
 - Opening and closing a pocketknife
 - Handing a pocketknife to another person
 - Handing a kitchen knife to another person
 - How to sharpen a pocketknife
 - Explain what to do to keep a pocketknife clean
- Storm Lash a tent for high winds: Your patrol will be given ropes and stakes to storm lash a tent. Practice with a couple of different kinds of tents so you are familiar with different techniques.
- Know methods for purifying water and why you need to do so: You will not need to demonstrate for this section.

Find Out More:

- Storm Lashing tips:
<http://www.girlguides.ca/WEB/Documents/BC/camping/STORM%20LASHING.pdf>
- Signaling tips: [How to Signal For Help in The Wilderness - The Survival Corps](#). Please note we do not use guns to signal as is mentioned briefly.
- There is information about pocketknives in our Council's Outdoor Training Manual.
- The GSUSA publication, *Outdoor Education in Girl Scouting*, has information that is useful for this challenge:
 - Water Purification (Chapter 3)
 - Signals, p. 82 (Staying Found, Chapter 5)
 - Storm Lashing, p. 162 (Chapter 9)
 - Jackknives aka Pocketknives, (Chapter 3)

What to Bring: You may bring your own pocketknives if you feel more comfortable with them.

CAMPING III CHALLENGE



Level III Points: 100
Time Allowed: 60 Minutes



At this level your camping skills are honed. Show us what you've got! You will have one, multi-faceted activity to complete in the allotted time.

Requirements:

Your patrol will:

- Choose a location for your campsite.
- Set up your campsite to include:
 - Tent area
 - Kitchen area
 - Dunk bag line with dunk bags tied to it
 - Tripod-lashed handwashing station
- Break down camp and neatly re-pack all gear, as if it will be stored. This also ensures the next patrol will have clean and organized gear to work with.

All the items needed for this activity will be provided such as:

- Tent, fly, tarp, sleeping bag, pad
- Table, stove, fuel, pretend food
- Rope, dunk bags
- Poles, handwashing system bottle, ropes

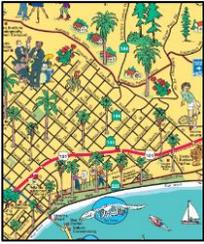
Your Skill Evaluator will inspect your campsite when you are done with set-up and will observe you when you break camp.

Cooperation & teamwork are important throughout! Be encouraging, listen to each other, and help one another.

Find Out More:

- Review our Council's Outdoor Training Manual.
- You may also want to look at GSUSA's book, *Outdoor Education in Girl Scouting*.
- When Girl Scouts are outdoors, be sure to dress appropriately, including closed-toe and closed-heel shoes with socks, sleeves covering the shoulders, and a hat with a brim to protect your face from the sun. Points will be earned for appropriate attire. Be sure to check before leaving your campsite!

COMPASS AND MAP I CHALLENGE



Level I Points: 60
Time Allowed: 45 minutes



Requirements:

There are two parts to this challenge:

- Your patrol will be shown a map of a city and asked questions about reading and using it. Know:
 - What the index is and how to use it
 - What the legend is and how to use it
 - How to find general points of interest shown on a map
 - How to use the grid coordinates as a location aid
 - How to determine the best route from Point A to Point B
- The second part of the challenge is about the compass:
 - the name of its parts
 - how it works
 - how to set a bearing to travel in a given direction (e.g., what to do when someone asks you to travel at a bearing of 120°)

Find Out More:

- We will be using the Compass Circle Game. This site can be used for practice: https://boyscouttrail.com/content/activity/can_store_compass-1943.asp
- A great way to begin learning about using a compass is to check out a Compass D.I.Y. kit from our Girl Scout Council, [DIY Kit](#). Activities 1 & 2 will give you a great foundation. Your Service Unit may have compasses that you can borrow.
- Study Compass and Map Skills in Chapter 6 of the GSUSA publication *Outdoor Education in Girl Scouting*. You do NOT need to know orienteering, how to read a topographical map, or how to determine your pace or distance.
- Several websites have helpful compass instructions (e.g. [Compass Dude](#) and [wikipediawiki](#)).

You do not need to know how to adjust for declination.

What to Bring: We will have compasses for your patrol to borrow for this challenge. However, you are welcome to bring your own if you are more comfortable using them.

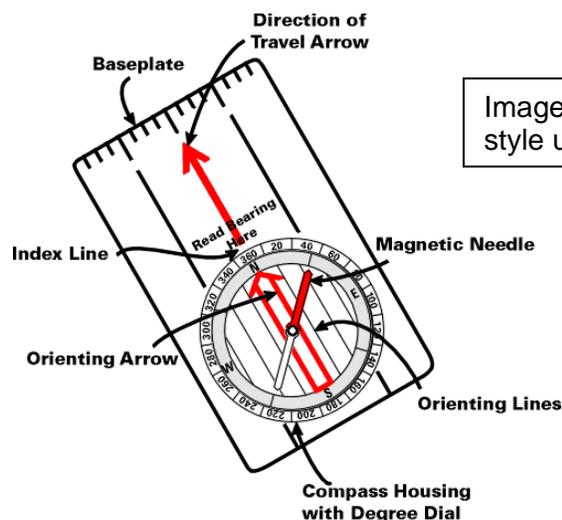


Image of a typical compass style used at Kaleidoscope.

COMPASS AND MAP II CHALLENGE



Level II Points: 80
Time Allowed: 30 minutes



Learning how to read a topographic map is an important skill when exploring the out-of-doors, especially wilderness areas. Study a few topo maps and become familiar with their use.

Requirements: Your patrol will be shown a topographic map and asked questions about it.

- What the legend is and how to use it
- What contour lines are and how to use them
- How to find a cliff, a peak, and/or a flat area
- Know what the different colors mean
- How to tell if you are going uphill or downhill

(<https://www.youtube.com/watch?v=zqPMYGDxCr0>)

- What declination is, why it is important, and how to set it on a compass

Find Out More:

- Study Map Skills in Chapter 6 (p. 106-108) of the GSUSA book *Outdoor Education in Girl Scouting*.

- Here is an [informative video](#) (you do not need to learn the UTM system that is discussed) that explains the basics of a topo map and [another video](#) that explains declination but you will not be orienting the compass to a topo map.

- A helpful website that includes topographic map information is [Compass Dude](#). Check out the Map Skills sections.

What to Bring: We will have compasses for your patrol to borrow for this challenge. However, you are welcome to bring your own.

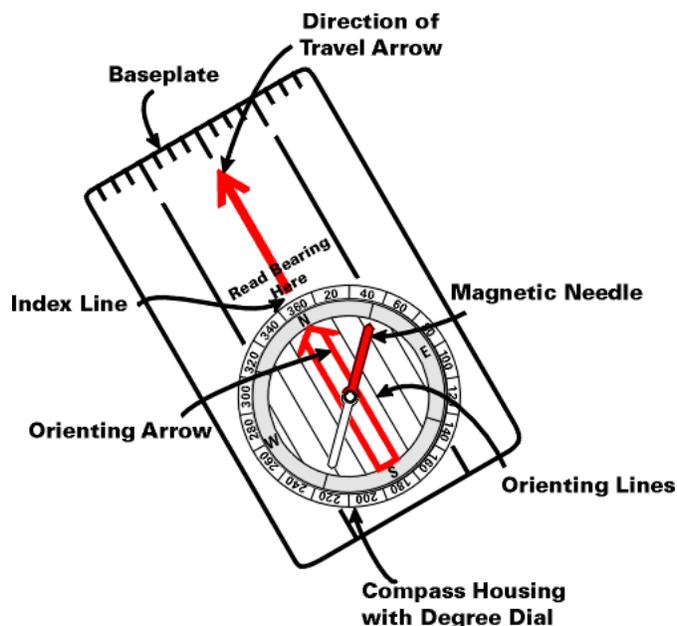


Image of a typical compass style used at Kaleidoscope.

COMPASS AND MAP III CHALLENGE



Level III Points: 100
Time Allowed: 60 minutes



Requirements:

Your patrol will participate in three general activities:

- How to read a topographic (topo) map
- How to use a topo map with a compass to determine a route
- What Back Sighting and Aiming Off are and why they are important.

Find Out More:

- Learning to read a topographic map is an important skill. Study a few topo maps and become familiar with the standard symbols, distance scale bars, and how to read the legend. What do the contour lines mean and how do you identify peaks, valleys, and steep or shallow changes in elevation? What is meant by declination and how would you use declination when you use your compass? Here is an [informative video](#) that explains the basics of a topo map (you do not need to learn the UTM system that is discussed) and [another video](#) that explains declination.
- Learn how to use a map with a compass. For a visual step-by-step instruction check out this [simple video](#) that explains how it is done. Additional examples on the use of map and compass are shown in this more [detailed video](#).
- A good place to start for information on Back Sighting and Aiming Off can be found in *Outdoor Education for Girl Scouting* (chapter 6, pages 103-111).

What to Bring: We will have compasses for your patrol to borrow for this challenge. However, you are welcome to bring your own compasses if you are more comfortable using them.

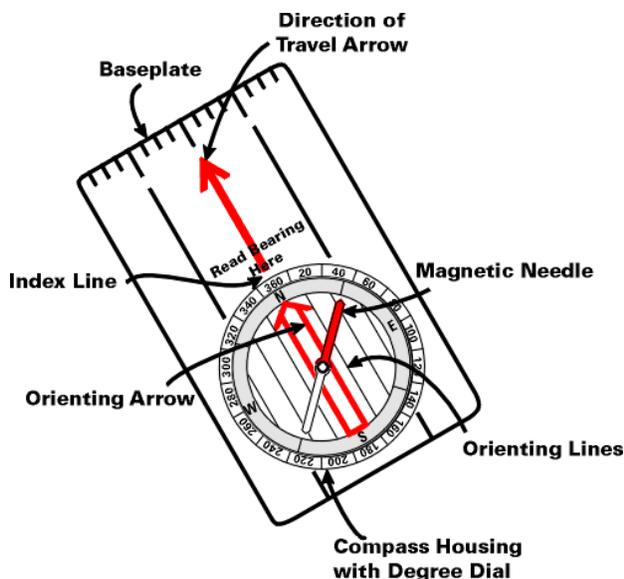
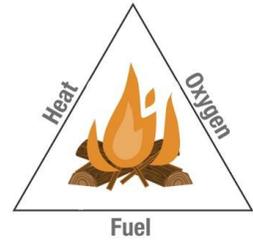


Image of a typical compass style used at Kaleidoscope.

FIRE BUILDING I, II, III CHALLENGE



Levels I, II, and III Points: 100
Time Allowed: 30 minutes



Requirements:

Demonstrate the ability to successfully build, light, and maintain a fire in order to boil the water in a five-ounce waxed Dixie® cup. Patrols may use more than one match, if needed, and can still earn full points.

The fire must stay lit for a minimum of FIVE minutes or until the water comes to a rolling boil (with bubbles at least ¼” in diameter breaking the surface of the water faster than can be counted).

Be punctual and ready to go. Your 30 minutes at this challenge includes time to prepare the area, lay the fire, light it, boil the water, douse the fire, and clean up.

Patrols are expected to demonstrate the following skills:

- **Safety:** Each girl should have her hair tied back and/or up to keep it out of the fire. Nothing should dangle on the outside of their clothing. Girls should also be cautious of clothing being a fire hazard, especially if it is baggy or made of nylon.
- Build, light, and maintain the fire.
- Get the water to boil (up to 10 minutes allowed).
- Extinguish the fire and clean up the site, ready for the next patrol.
- **Teamwork:** While safety is a priority and completing the task is the goal, teamwork and cooperation are key.

Above and Beyond for Level I: Name and describe the three sizes of wood. Name the three elements needed to start a fire.

Above and Beyond for Level II: Patrols will earn 10 Bonus Points for a “one-match fire” (use only one match to successfully light the fire).

Above and Beyond for Level III: Patrols will earn 10 Bonus Points if they are able to successfully light a matchless fire using steel with either flint, ferrocerium, or magnesium.

What to Expect: Your patrol will be assigned to a Skill Evaluator and a location to work. When you are ready to strike your first match, let the Skill Evaluator know and they will start the timer. The goal is to keep the fire going until your water comes to a rolling boil (max. time: 10 min.). At the end of the challenge you will be expected to extinguish your fire correctly and clean up your site.

Find Out More:

- When working with fire, safety is always the first thing to learn. Learn fire safety rules, how to build a fire, what it needs to burn, and how to extinguish it in your troop's Girl Scouts of California's Central Coast Outdoor Training Manual in the section "Fire".
- In addition, you can also study the GSUSA book *Outdoor Education in Girl Scouting*. Look in the book's index under Wood Fires for additional information.
- Log Cabin or A-frame style fires work best for this Challenge.

What to Bring: Each patrol is expected to provide their own fire-building materials listed below. The Dixie® cup and water will be provided.

- Materials to light the fire with: If your patrol is going to light the fire with matches, "strike anywhere" wooden matches are strongly recommended. Matches longer than 2", cardboard matches, and lighters of any kind are not allowed. If you are planning to use an alternate method, bring matches just in case you cannot get your fire to light with the other method.
- Wood: Very dry, cured pine is a good type of wood to use. You do not need logs for this challenge; small kindling and tinder are better. All materials burned in the fire must be natural and contain no accelerants either natural or man-made. Example of materials that are good to bring include: pine animal bedding shavings, small twigs, sticks, and pieces of wood. Examples of materials that are not acceptable due to accelerants in them are: pitch pine (or fat wood, a wood that has a natural accelerant in it), or wood soaked in lighter fluid. Also not allowed are paper, cotton balls, dryer lint, wax, etc.
- Amount of Kindling/Tinder: Each patrol is allowed to bring as much as they are willing to bring in and carry out. Typically, about two to three baseball caps full of kindling and one of tinder is enough to get the water to a rolling boil.
- Please keep in mind that there may be dew at night. Fire-building supplies may get damp unless you provide a dry place for them.
- Tools for clean-up: Remember you will need to clean up all traces of your fire at the end of your challenge. Things like a small trowel (shovel) and a metal dustpan may be useful.

Leader's Note: If you have multiple patrols scheduled for this challenge, you will need separate supplies for each patrol.



FIRST AID I, II, III CHALLENGE

Level I Points: 60

Level II Points: 80

Level III Points: 100

Time Allowed: 30 minutes



Requirements

Everyone in your patrol will participate. Your patrol will divide into groups of 2-3 girls. Your patrol will randomly select 3 First Aid scenarios from the list(s) below. One of your groups will be asked to demonstrate, while explaining to the Skill Evaluator how to care for a person with that First Aid need. The group will act out the scenario (one of you will be the patient while the others in the group give aid) and describe what caused the emergency, the symptoms of the patient, and the treatment, step by step.

The Skill Evaluator will be watching for technique and teamwork while listening for key words (steps) while caring for your “patient”. Be sure to understand the 3 Emergency Action Steps when responding to an emergency: Check, Call, Care.

Level I		
Abrasion	Hypothermia	Nosebleed
Ankle Sprain	Dehydration	Poison Oak
Bee Sting	Heat Exhaustion (Hyperthermia)	Splinter
Blister formation	Burns (minor)	Tick Bite

Level II	
In addition to the Level I list, also be prepared for:	
CPR (hands only)	Shock
Heat stroke	Choking

Level III	
In addition to the Level I and II lists, also be prepared for:	
Drowning	Frostbite
Heart Attack	Transporting a Victim

Find Out More:

- A great way to begin to learn about first aid is to earn the Girl Scout First Aid badge.
- Take it a step further and get certified in basic first aid, CPR, and AED through the American Heart Association or American Red Cross.
- Our Council’s Outdoor Training Manual has a section on Outdoor Safety and First Aid.
- *Outdoor Education in Girl Scouting* – Look in the book’s index under First Aid – Emergencies.
- Resources for [Transport of a Victim](#) and [Shock](#) are available on the Kaleidoscope page on the Girl Scouts of California’s Central Coast website.
- [Check, Call, Care](#)
- [CPR \(hands only\)](#)
- [Drowning](#)
- [Drowning Rescue](#)
- [Rescue for falling through ice](#)

FLAG CEREMONY I, II, III CHALLENGE

Level I Points: 60
Level II Points: 80
Level III Points: 100
Time Allowed: 30 minutes



Requirements:

Patrols will demonstrate their ability to perform:

- Level I: Full-staff Flag Up and Down
- Level II: Half-staff Flag Up and Down
- Level III: Either Full or Half-staff Up and Down (evaluator's choice) AND complete a Flag knowledge quiz.

These traditional outdoor flag ceremonies should be performed with proper calls, organization, movements, and respect. Red sashes will be provided so please know how to wear them. Your caller will lead an (imaginary) audience in the Pledge of Allegiance and Girl Scout Promise as part of the Flag Up ceremony. Slightly more points are awarded if commands have been memorized.

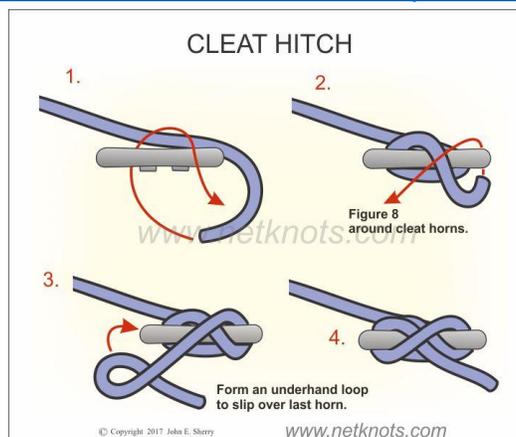
- Know flag etiquette and general knowledge about our country's flag.

Find Out More:

The number one thing to remember when conducting these ceremonies is to demonstrate the utmost respect always. Thank you for taking the time to learn about the USA flag and for learning how to use USA flag ceremonies in your Girl Scout life.

- Read our Council's Outdoor Training Manual section under the Additional Information section.
- Skip the dip! when the Color Guard salutes the colors.
- A half-staff ceremony: "The flag, when flown at half-staff, should be first hoisted to the peak for an instant and then lowered to the half-staff position. The flag should be again raised to the peak before it is lowered for the day." This is from <https://www.ushistory.org/betsy/faq3.htm>.
- Flag etiquette sites:
<https://www.aflag.com/flag-etiquette/>
<https://www.military.com/flag-day/us-flag-code.html>
<https://www.military.com/flag-day/flag-etiquette-dos-and-donts.html>
- Hat etiquette site: <https://emilypost.com/advice/hats-off-hat-etiquette-for-everyone>

How to tie a rope to a cleat:



KIM'S GAME I, II, III CHALLENGE



Level I Points: 60
 Level II Points: 80
 Level III Points: 100
 Time Allowed: 15 minutes



Requirements:

Kim's Game is a game of observation and memory that originates from the book *Kim* by Rudyard Kipling, an acquaintance of Juliette Gordon Low. In the book, Kim is a boy who is being trained to become a spy. Because of that, he needs to learn to observe things quickly and remember them. Kim's Game appears in the first handbook for Girl Scouts, *How Girls Can Help Their Country*.

The game board will be covered up when you arrive. It will have a variety of items on it which relate to Kaleidoscope and/or camping. The number and types of items depends on the level (see table below).

The board will be uncovered and your patrol will be allowed to study it for 1 minute. The board will then be re-covered and your patrol will work together to write down the names of the items and pictures you just observed. You may talk with one another after the 1 minute observation period is over. Teamwork is important.

	Number of Items	Types of Items
Level I	12	Camping Simple Cooking Methods
Level II	16	Camping Various Cooking Methods Simple Knots Simple First Aid
Level III	20	Camping Various Cooking Methods and Related Equipment Knots First Aid Backpacking

Above and Beyond:

Up to 10 Bonus Points will be earned for each level by writing the best use of the items you identified. You only need to write the use of 10 items.

KNOTS I, II, III CHALLENGE



Level I Points: 60
 Level II Points: 80
 Level III Points: 100
 Time Allowed: 30 minutes



Requirements:

Each girl, in turn, will draw a card with the name of a knot, state the purpose of the knot, then tie it correctly. This means that each member of the patrol should learn all the knots. As always, teamwork is important. If you get stuck on how to tie the knot, for one point less a teammate may provide a quick verbal tip (not a step-by-step, how-to explanation.) If you still can't quite get it right, one of your patrol members can tie it for you, also with fewer points awarded. In other words, the more help you get, the fewer points you earn but you will get zero only if no one in the patrol can tie the knot or tell its use.

	Number of Knots	Knot Types	Above and Beyond (up to 10 Bonus Points)
Level I	6	Bowline Knot Clove Hitch Highwayman's Hitch Lark's Head Knot Overhand Knot Square Knot	Patrol demonstrates how to tie a Rescue Bowline.
Level II	8	All Level I, plus: Figure 8 Knot Tautline Hitch	Patrol demonstrates how to coil a length of rope (Buntline or Gasket Coil).
Level III	10	All Level I and II, plus: Double Half-hitch Sheet Bend	Patrol demonstrates how to tie a Trucker's Hitch and state its purpose.

Find Out More:

There are many excellent online sites with videos and step-by-step diagrams of how to tie some of the above knots.

- Check out the website Animated Knots: <https://www.animatedknots.com/>
- Animated Knots also shows how to [coil a rope](#).
- Our Council's Outdoor Training Manual has a section on the basic knots.

**Square Knot:**

Used to tie around objects such as a sleeping bag, a wrapped present, or a bandana around your neck. Easily untied.

**Bowline:**

Used to create a loop that won't change size. Useful in rescue. Also, in boating or for hanging up gear.

**Clove Hitch:**

Secures a line to a tree or post quickly and also used to start most types of lashing. However, it can slip and come undone if not under tension.

**Taut-line Hitch:**

Used to create a loop that can change in size. Often used to put tension on guy lines, such as on the lines staking out a tent. It grips well as long as the line is taut.*

**Figure 8 Knot:**

Used, especially in sailing and climbing, to put a "stop" in the end of a rope to prevent the rope from slipping through a grommet. Easy to untie.

**Highwayman's Hitch:**

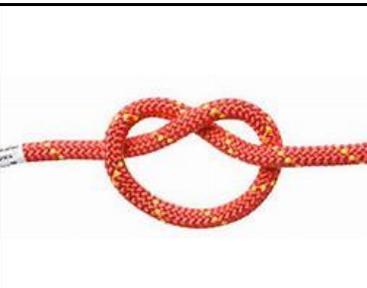
Used to temporarily secure a rope that needs to be released quickly and cleanly. Useful for hanging a Dunk Bag.

**Double Half Hitch (Two Half Hitches):**

Used to tie a line to a tree, post or ring. Useful for hanging up gear and is fast and easy. Used when making Friendship Bracelets.

**Sheet Bend:**

Used to attach 2 ropes together that are of different thickness. Also, can be used to connect a rope to the corner of a tarp that lacks a grommet.

**Overhand Knot:**

A "Stopper" knot most used for tying shoes. One of the few stopper knots that can be tied tightly up against an object. Can be **very** difficult to untie.

**Lark's Head:**

Used to attach a rope to a ring and to attach a rope for Storm Lashing a tent. Can be used in some cases for hanging a Dunk Bag. Used to start Macramé.



**Coiled
Unattached
Length of
Rope:**

Also known as a
Buntline Coil
or a Gasket Coil.
Keeps rope
untangled, neat.
Easy to undo.

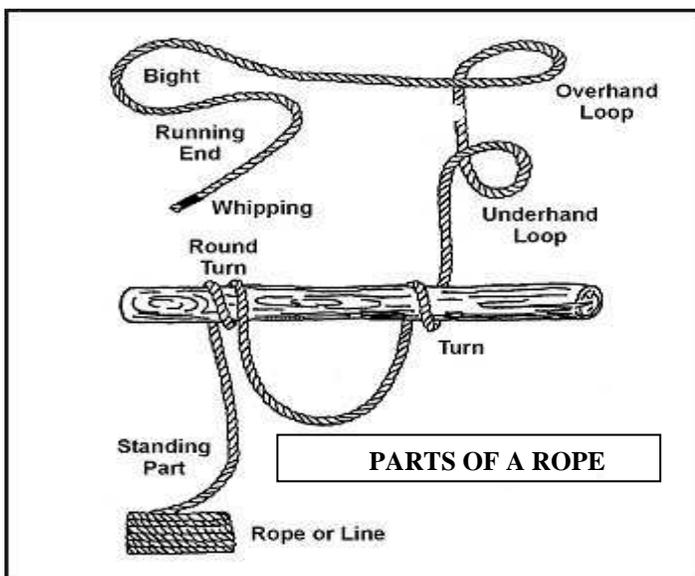


Trucker's Hitch:

Used to tie down the
guy lines of a tarp or
to secure a load.
Has the special property
that it has a mechanical
advantage, acting as
a pulley to help tighten
the line.

*Another method of tying the Taut-line Hitch:

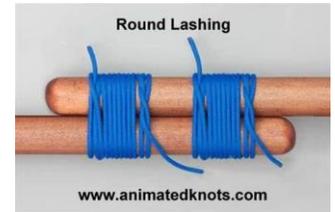
For your general information:



LASHING I CHALLENGE



Level I Points: 60
Time Allowed: 45 minutes



Requirements:

- Your patrol will check in and then do four (4) different methods of lashing. Be sure to know the names of the methods! Wooden dowels, slats, and rope will be available for your patrol to lash. You will not build a structure.
- Your starting and ending knots must be done correctly.
- All lashings must be done neatly and correctly.
- Define frapping and wrapping.

Your Skill Evaluator will be looking for teamwork, correctness of knots used, and your frapping and wrapping techniques. Each girl in your patrol must do part of the lashing and lashing knowledge sections. When you are all finished, let your Skill Evaluator know and they will inspect each of your lashes for neatness and strength.

Lashing Methods

- Square
- Diagonal
- Round
- Sheer
- Tripod
- Continuous

Above and Beyond:

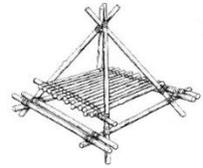
Up to 10 Bonus Points can be earned if you do a fifth lashing method neatly and correctly.

Find Out More:

- Check out our Council's [Lashing Manual](#). Included are ideas for materials to use for practice.
- For hands-on instruction, go to a Skills Day in your area or ask your Service Unit for training with a local expert.



LASHING II, III CHALLENGE



Level II Points: 80
Level III Points: 100
Time Allowed: 60 minutes

Requirements:

Your patrol will check in and then go to work constructing your planned lashing project.

Both levels - your planned project must meet these criteria:

- Know the names of the lashing types you are using.
- Use a minimum of 10 pieces of wood/poles.
- Project must stand on its own and cannot utilize stakes pounded into the ground.
- Define frapping and wrapping.

Your Skill Evaluator will be looking at teamwork, correctness of knots used, and wrapping and frapping techniques throughout the building process. Each girl in your patrol must do part of the lashing. When you are all finished, let your Skill Evaluator know and she/he will inspect each of your lashes for neatness and strength. Then she/he will evaluate the overall sturdiness and creativity of your completed project.

	Level Differences	Above and Beyond (up to 10 Bonus Points)
Level II	Use at least three (3) different lashing methods.	Use an additional lashing method neatly and correctly
Level III	Use at least four (4) different lashing methods. Know the names and use of all six (6) lashing methods.	Build an especially creative or difficult project

Lashing Methods

- Square
- Round
- Tripod
- Diagonal
- Sheer
- Continuous

Find Out More:

- Refer to our Council's [Lashing Manual](#).
- For hands-on instruction, go to a Skills Day in your area or ask your Service Unit for training with a local expert.
- Search the internet for "Pioneering Projects" for inspiration on fun project ideas.
- Use your creativity to design a fun, useful, or imaginative project, then practice it so that it is sturdy and strong!

What to Bring: Your patrol will need to bring all the supplies (pieces of wood/poles, ropes, etc.) to build your project.

Leader's Note: If you have more than one patrol registered for this Challenge, we will ensure they are not scheduled at the same time. So you do not need to bring multiple lashing sets.

DEADLINES AND SUGGESTED TIMELINE

FALL 2023

- Review the 2024 Kaleidoscope Handbook
- Discuss Kaleidoscope with your troop and introduce them to the Skill Challenges and activities for their SKILL level.
- Consider attending a Kaleidoscope Skills Day to get a more in-depth view of the Skill Challenges (especially recommended for first-time attendees!)
- Divide the girls into patrols of 4-8 girls (3-8 for S/A). Have each patrol decide on which Skill Challenges to participate in (not mandatory but more fun!)
- Complete Outdoor Training (**one adult per troop REQUIRED**).
- Complete First Aid/CPR training (**one adult per troop REQUIRED**)
- Go camping with your troop! This event is not for first-time campers.
- Decide whether to participate in the Sunday Cook-off.
- Practice outdoor skills.
- Practice recipes for the Sunday Cook-off.
- Register all girls and leaders for the 2023/2024 Girl Scout year.
- Registration for Kaleidoscope 2024 opens December 1, 2023.
- Fill out K2024 forms and turn them in as soon as possible. Arrival times and Sunday Cook-off categories are assigned on a first-come, first-served basis.

→**KEY DATE:** 2023/2024 Girl Scout Year begins October 1st, **Register ALL Girls and Leaders.**

→**KEY DATE:** Kaleidoscope 2024 Registration **OPENS DECEMBER 1st.**

DECEMBER

- Talk with troop parents about additional troop volunteers to attend. Extra adults are appreciated because the number of volunteers it takes to run Kaleidoscope well. All troops must have at least the minimum number of adults required for tent camping ([Safety Activity Checkpoints](#)). See page [4](#).
- All adults accompanying you at Kaleidoscope must pass a Background check through Girl Scouts of California's Central Coast.

JANUARY/FEBRUARY

- Begin planning your campsite decorations and SWAPS.
- Continue working on outdoor skills.
- Plan and record song/skit audition for Saturday program, if participating.
- Practice the outdoor Flag ceremony or your GS Own ceremony, if participating.
- Plan spring K2024 prep camping trip!
- Fill out a [Troop Travel Application](#)

MARCH

→**KEY DATE:** Kaleidoscope 2024 **Registration CLOSES March 1st.**

*All of the following **must be completed** by 9:00 PM on March 1st:*

- All girls and adults are registered for the event. Adults have passed background checks.
- Troop and Volunteer Information Forms are filled out completely and submitted.
- CampDoc health form completed for each person.
- Last opportunity to drop any Skill Challenges your Patrol has signed up for.

→**KEY DATE:** **COOK-OFF Category Choices** are due **March 1st.**

→**KEY DATE:** **CHANGES OR DROPS for Skill Challenges or Just Try It Challenges** are due **March 1st.**

→**KEY DATE:** **VIDEO SUBMISSIONS** for Saturday Skit due **March 31st.**

→**KEY DATE:** **ALL-CAMP SERVICE PROJECT** report and photo due **March 31st.**

APRIL

- Finish working on outdoor skills, campsite decorations and hats, SWAPS.
- Collect [Specific Event – Trip Permission Form](#) (signed by parents).
- Provide girls with packing list.
- Plan meals for Kaleidoscope. (Keep it simple – no fires are allowed! Camp stoves are OK.)

→**KEY DATE: KALEIDOSCOPE 2024 - APRIL 26 – 28.**

FAQ's

REGISTRATION/FORMS/TRAINING

What training(s) do I need to attend?

See page [4](#).

I need to change something on my Troop Information and/or Volunteer Information forms. How do I do that?

Email Kaleidoscope@girlscoutscoc.org. Don't submit another form – that would confuse the issue.

How many adults do I need to bring?

The number of adults needed depends on the number of girls attending and the age of your troop. Additional adults are welcome to ensure we have enough adult volunteers to run Kaleidoscope activities well. See page [4](#).

What forms do I need for my troop? (These are in addition to registration forms.)

The following forms are required for Kaleidoscope:

[Specific Event – Trip Permission Form](#)

[First Aid Log](#) – in your troop First Aid kit

[Troop Travel Application](#)

Can I cancel my registration and receive a refund?

Kaleidoscope registration fees are **refundable minus a \$10 cancellation fee per registration, up to the registration deadline, March 1. For any questions, email the Kaleidoscope Steering Committee at Kaleidoscope@girlscoutscoc.org.**

Can my Girl Scout Juliette attend?

K2024 is a troop event. However, Juliettes may attend with a troop or band together to form a patrol. See page [28](#).

I am a leader of a Daisy/Brownie troop. Can I attend?

Yes! Attending as an Event Volunteer is a great way to see what Kaleidoscope is all about. Since you will be attending without your troop, you may camp in the Blue Village or you may camp with a troop you know. You may also come up for the day only on Saturday; see page [16](#) for further information. All of these options include a 4-6 hour shift as an Event Volunteer but the rest of the time is yours to take it all in.

I have a younger Girl Scout (Daisy or Brownie) who would like to attend to see what Kaleidoscope is about. Can I bring her along?

This event is for Juniors through Ambassadors. No younger Girl Scouts are permitted to attend.

Can family members (grandparents, aunts/uncles, younger siblings) come to the event on Saturday to watch?

For security and insurance reasons, only registered event attendees may come. Adult family members may register to attend as Event Volunteers if they want to participate. They will need to pass a Girl Scouts of California's Central Coast background check.

CAMPING

Can troop dads attend?

Yes, any registered adult may attend. Girl Scout policy requires men to sleep in a separate area from unrelated girls which is the Blue Village, see page [11](#). The troop dad participates with their troop for everything except sleeping.

My troop would like to arrive early to beat the traffic and get a good camping spot.

What are my options?

The following Event Volunteers arrive early and are allowed to set up their camp before the other troops arrive:

- (1) Village Hosts
- (2) Friday afternoon Parking Attendants
- (3) Friday Set-up Crew

If you are interested in any of these positions, please note these on your K2024 Volunteer Information Form. The Volunteer Coordinator will approve all assignments and confirm if you are OK to arrive early.

My troop would like to leave early Sunday morning. Is that possible?

No, it is not, for three major reasons:

- (1) Some Event Volunteer jobs do not end until 1:00 pm.
- (2) There is a Girl Scout's Own Ceremony Sunday morning at 8:30.
- (3) Girls will be crossing the roads taking their supplies to the Cook-off area. PLEASE be patient with our Village Hosts Sunday morning during check-out. There are lots of troops and only 2 Hosts to get everyone checked out.

What should I pack?

See the Troop Gear List and Personal Gear List in your troop's copy of our Council's Outdoor Training Manual. There will be a Kaleidoscope-specific Troop Equipment List sent via e-mail a few weeks prior to the event. See page [9](#) for more information.

I have a Junior daughter and an older daughter in two different troops. Can we camp next to each other?

Indicate this request on the Troop Information Form. Make sure to include both troop numbers and both leader's names.

I am bringing an inflatable mattress. Can I inflate it at my campsite? Yes, but **ONLY** if you use a battery-operated style pump. Otherwise, you will need to inflate it in the parking lot and carry it up.

How do we get all our troop equipment into one vehicle?

Here are some suggestions from troops who have gone to Kaleidoscope before:

- Borrow a Suburban/other large vehicle, remove/fold down seats and pack it well.
- Rent a small U-Haul or borrow someone's trailer to bring everything.
- Have the girls carry in their lighter personal gear such as pillows, sleeping bags. Kaleidoscope is only two nights, so the girls should not need anything larger than a backpack to carry all their clothes, etc., and backpacks are easy to carry.
- Bring a wagon to help load up gear that does not fit into troop equipment vehicle.

What do we do Friday after we set up our campsite and get our Welcome Packet?

There are several options:

- Cook dinner using your propane stove if you have enough time and want to cook.
- SWAP!
- Begin the Scavenger Hunt found in your Welcome Packet.
- Come to the area between the stage and the Pavilion at 7:30 for “Stories, SWAPS, and Starry Skies.” You can swap with girls throughout the Council, listen to stories about constellations (and maybe make up a story of your own), and check out the cosmos with the astronomers.
- Take a walk around the site to check out other campsites and the grounds.
- Event Volunteer meeting in the Pavilion (8:00 pm). The person in charge of your area should have let you know if it is necessary or you may attend if you have questions.

GENERAL

Is drinking water provided?

Everyone should bring a refillable water bottle **labeled with their name and troop number**. During the day Saturday we will have water bottle filling stations available at workshops and skill challenges and there are spigots throughout camp with potable water. Please plan ahead and have additional water bottles available for your troop in the event someone loses their water bottle. We do not sell water bottles at camp.

Are meals provided?

Saturday dinner is the **ONLY** meal provided as part of your Kaleidoscope fee. For details, see page [13](#).

What happens in the event of an emergency at camp?

See page [7](#).

What do I do if I lost something over the weekend?

Go to the Information Window (Dragon’s Lair) to see if your lost item was turned in.

EVENT VOLUNTEERS

I have a girl with a disability and/or a special needs girl in my troop.

What should I do?

All adults are required to volunteer at Kaleidoscope. However, if you have a girl with a disability and/or a special-needs girl requiring a full-time attendant, the attending adult’s volunteer requirement will be met since he/she will spend the entire weekend with that girl. The Volunteer Information Form still needs to be filled out indicating full-time attendant of a girl with a disability or special needs as the person’s volunteer job. Our Volunteer Coordinator will contact you with more information.

SKILL CHALLENGES/ WORKSHOPS

My troop has room for a girl outside our troop to join us for Skill Challenges. How do I let the K2024 Committee know?

THANK YOU for being a good sister troop! Let your Service Unit know so they can put out the good word. On the Troop Information Form, there is a place to indicate more than one troop number for the girls coming with your troop. If you have any questions, do not hesitate to contact us at Kaleidoscope@girlscoutsccl.org before you submit the form.

Does our troop get to choose our Workshops like we choose our Skill Challenges?

No, but if you are not doing any Skill Challenges, you will be scheduled for all the Workshops plus a Free period. If you do a few Challenges (highly recommended rather than none), you will be scheduled into a few Workshops.

I have a small troop with two or more age levels. Can they be in a patrol together?

Yes, patrols participating in Skill Challenges can consist of girls who are Juniors or Cadettes OR who are Cadettes or Seniors/Ambassadors. These patrols have 4-8 girls. Patrols that consist of ONLY Seniors/Ambassadors have 3-8 girls.

One of the girls in one of my troop's patrols doesn't want to do some of the Skill Challenges. Can she sit out for those or switch to the other patrol during that time?

No, all girls in a patrol must stay together all day on Saturday and cannot change patrols. In addition, all girls in the patrol must participate in all of the Skill Challenges which the patrol has chosen to complete. For this reason, it is suggested that patrols be formed based on the activities the girls wish to complete and not just based on who are friends with whom.

My troop signed up for a Skill Challenge but has changed its mind about participating. Can we drop it?

Dropping a Skill Challenge can be done prior to March 1, 2024, by e-mailing Kaleidoscope@girlscoutsccl.org. This applies to the Just Try It patrols, also. Changes cannot be made after that date. If you change your minds too late, we suggest showing up and trying to complete all Skill Challenges for which the patrol has signed up, as oftentimes the patrol will receive some points just for trying.

KALEIDOSCOPE COMMITTEE MEMBERS

POSITIONS	NAME
Event Director – Co-	Marsha Hill
Event Director – Co-	Tiffany Whitsitt-Odell
Council Representative	Katerina Vaughn
All-camp Service Project	Jeanie Murdock
Bag Day Coordinator	Karey Muller
Ceremonies/Sat. Eve. Program – Co-	Jo Anne Hendrick
Ceremonies/Sat. Eve. Program – Co-	Julie Sainz
Cook-off Competition – Co-	Angela MacMartin
Cook-off Competition – Co-	Nicole Raven
Email	Eileen Murta
First Aid	Katie Dornbos
Food Coordinator – Co-	Lorrie Davellia
Food Coordinator – Co-	Ann Paddin-Rubin
Host Coordinator	Natalie Richmond
Information/Secretary	Lynn Medart
Just for Fun/SWAPS	Tess Wright
Parking – Co-	Carrie Knight
Parking – Co-	Deborah Vaughn
Photographer/Scavenger Hunt	Kelli Miller
Schedule Coordinator	Ryan Richmond
Security – Co-	Lisa Dart Poladian
Security – Co-	Riley Dart
Site Set-up/Take-down – Co-	Tammy Adams
Site Set-up/Take-down – Co-	Scott Dornbos
Skill Challenges – Co-	Sarah Brownlee
Skill Challenges – Co-	Emma Vetter
Skills Days – Co-	Danielle Harlow
Skills Days – Co-	Marsha Hill
Supply Master	Sue Van Wagner
Treasurer	Marsha Hill
Volunteer Coordinator	Deborah Vaughn
Workshops – Co-	Elizabeth Janis Perl
Workshops – Co-	Christina Rankin

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