

2017

☠️EAST☠️CAROLINA☠️CAMPOREE☠️

Cub family Camporee



Finding the Hidden Treasure in Scoutercraft!

April 28th - April 30th, 2017

**East Carolina Scout Reservation
Camp Boddie**

419 Camp Bonner Boy Scout Rd, Blounts Creek, NC 27814

Camporee Staff
Camporee Pirate King Captain
Avery Moore

First Mate

Pitt
Tar River
Wilson
Caswell
Newse Basin
Croatan Trails
WORD
Blackbeard
Lewis Deans
Cub Scouts

Head Judges

Tery Best

Area Captains

Ray Franks
Dave Sessoms
JP Barnes
Carol Cantu
David Webster
Tracy Kruse
Rick Nezbeth
Wes Ball
Terry Hairston
Norm Belmore and Robbie King

East Carolina Council Staff

Doug Brown
John Leighton
Norman Belmore
Richard Bogan
La Marr Walker
Matt Compton
Jon Garn
Jonathan Brown
Rob McGhee
Brandon Kleimann
Nathan Broce
Nick Long
Gwangi Shipp
Curt Hendrix
Nelson Medford
Teresa Rose
Judy Phillips
Sylvia Ward
Julie Sanderson
Aimee Nethercutt
Bob Cain
David Perry

Scout Executive
Council President
Council Commissioner
Director of Field Service
Sr Development Director
Council Program Director
Central Service Area
Central Service Area
Northern Service Area
Northern Service Area
Southern Service Area
Southern Service Area
Multicultural Director
Eco Lodge Director
Council Ranger
Office Manager
Registrar
Accounting
Fundraising
Scout Shop
Camp Charles Caretaker
Camp Sam Hatcher Caretaker

GENERAL INFORMATION

- A.** All Scouts are encouraged to attend school until noon or officially excused by school officials on the opening day of the Camporee.
- B.** Cub Camping is Family Style and will be in SeaBase, this is separate from the area the Troops will be in.
- C.** The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Camporee site. Parents are under this rule as well.
- D. 1** Motorized vehicle per troop will be permitted to enter the Camporee grounds on Friday to unload equipment only. They will then be parked in the designated areas. **No vehicles will remain in campsites. Pack trailer will be allowed to remain in campsites.** The Cub Area Chief will ultimately be responsible for cars in their area.
- E.** No unit will be allowed to participate in the Camporee without 2 registered adult leaders in attendance. All adult leaders will camp with their Pack. If Packs are unable to attend because of adult leadership they should buddy-up with another unit from their area (district.)
- F.** All Scouts and families will remain on the Camporee grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
- G.** Scouts should use the "buddy system" when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress "clean & appropriate in a Pack activity uniform. Shoes will be sneaker type, boots, or leather shoes. **For safety reasons NO SANDALS or open-toed shoes will be allowed.**
- H.** All Packs will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is mandated that if wood or charcoal fires are used, a burn container be brought to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.
- I.** Please set up campsite with Leave No Trace Principles in mind.
- J.** Troops will furnish their own garbage bags and properly dispose of them. Be prepared to pack your trash out.
- K.** East Carolina Council accepts no responsibility for port-a-johns ordered by units. Port-a-johns will be provided by ECC for Cub Scouts and area staffs.
- L.** Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the troop site. Generators will not be permitted on the Camporee grounds for units without council executive approval.
- M.** For the convenience of the campers and guests the Council operates a trading post. Any remaining Camporee emblems will be sold beginning at 12:00 noon on Saturday.
- N.** Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Camporee to be covered.
- O.** Each Area Chief will handle all complaints.
- P.** All persons/guests are required to register at the Camp Office located in Area HQ.
- Q. The only trading post in operation at the Camporee are the Council sponsored trading post.**
No unit is authorized to sell items of any kind.
- R.** Webelos Scouts may attend the Troop camporee with an adult partner. Cub Scouts are invited to stay in the C.S. Area with a 1:1 youth-adult ratio.
- S.** A pirate and a sailor were exchanging stories. The sailor pointed to the pirate's peg leg and asked, "How did you get that?" The pirate said, "Aye, I wrestled a shark and lost me leg." The sailor pointed to the pirate's hook and asked, "How did you get that?" The pirate said: "Aye, I fought Red Beard's crew and lost me hand." The sailor pointed to the pirate's eye patch and asked, "How did you get that?" The pirate said, "Aye, a bird came by and left droppings in me eye." The sailor said, "That's not as impressive as the other two. ..." "Aye," the pirate answered. "It was me first day with the hook."

CAMPOREE REGISTRATION

WHATS NEW FOR 2017? Location will be the first thing that you should note. This year's Camporee/Cub Family Camp has a Pirate Theme thus we have moved to a venue that we can enjoy the water view. Districts will camp together as much as possible. Cubs will use Sea Base. Cub events will be in the activity field between Seabase and the Camp side. Events are based on Scoutcraft skills. Note we are asking the troops/packs to be in activity uniforms for the events on Saturday. We are encouraging any and all to participate in dressing the part, and decorating the campsite accordingly, and will acknowledge Scout Pirate Spirit! Why did the pirate go on vacation? He needed some AARRRRGGH and AARRRRGGH! There is a new policy specifically for Camp Boddie about fires on the next page, please be sure to read it.

No Vehicles will be permitted beyond the check in point and only Troop Trailers will be allowed in campsites.

REGISTRATION

Early Rate ENDS APRIL 24 at 12:01AM

To register you must use Tentaroo. Registration fees are:

Cub/Webelos Registration: \$15.00 per person and \$15.00 per adult partner (Family cap of \$60.00 with only Cub Scout and 1 adult getting patch)

Late Registration: \$20.00 per participant (Family cap of \$70.00)

REGISTRATION IS BASED ON INDIVIDUALS, NOT UNITS. ONE INDIVIDUAL DOES NOT SERVE AS A PLACE HOLDER FOR THE ENTIRE UNIT. All registrations on site will be \$20.00

Registration is available online at: <https://www.tentaroo.com/ecc/>

FEE REFUND POLICY: All refund requests must be in writing and mailed to the East Carolina Council Office. Refunds are not given at camp. Request received prior to April 21 – all fees will be returned. Request received after April 21 through Friday of the event will have a \$5 fee per registrant Refund request for "no shows" will not be honored. Refund request for Scouts or Parents who depart camp early will not be honored.

MEDICAL FORMS: All Camporee participants are required to complete and submit an Annual Health and Medical form. Area Chiefs may ask units to see Medical forms and retain the right to remove a unit from camp if forms are not complete. This is the new A & B form on the newly released medical form. (A doctor's signature is not required for this event.) The medical form can be found on the ECC website under "BSA Forms".

CAMPOREE PATCH: Extra patches, if any, will be sold after noon on Saturday at the Council trading posts. All unregistered units or units adding Scouts are required to check in at the Camporee headquarters. Units may add additional campers at the Camporee at the late registration rate by checking in at the Camporee Headquarters. You will also receive your Camporee emblems at the Camporee Headquarters for late registrations.

ARRIVAL AT CAMPOREE: Your unit should plan to arrive at the Camporee on Friday. **All Packs should report directly to the HQ after parking your vehicles in the designated areas,** HQ will inform unit of campsite assignment at that time. After registering, it is suggested you go to your assigned site and set up camp. LDS units attending may leave on Saturday evening. Only 1 vehicle will be allowed into the campsite area to drop off equipment or trailer.

WEBELOS CAMPING: To promote Boy Scouting, Troops are encouraged to invite Webelos Scouts to attend and camp with the Troop. Each Webelos Scout must have one adult as a supervisor. From the Guide to Safe Scouting: *A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult. Joint Webelos den/troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop.*

Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips. Only adult parents may sleep with Webelos, not approved adults.

LEADERS MEETING: Cubmasters Meeting at 9:30pm at Kennedy Center HQ. Make sure that your unit is represented at the leader's meeting to get important information about Saturday's activities. Please limit participation to 4 people per unit.

FLAGS

Each unit is requested to bring their Unit Flag to the Camporee and display them in their campsites. We ask that you also bring your unit flags and den flags (if your unit uses them) to the Flag Ceremony on Saturday morning.

UNIFORMS

Scouts should wear their uniform to campfire and chapel. Scouting t-shirts or Pirate costumes are to be worn for activities throughout Saturday. We welcome and encourage pirate costumes to Saturday's Campfire.

WHAT TO BRING TO CAMP

Tent	Cooking Equipment
Sleeping Bag, Pillow, and Air Mattress or Pad	Flashlight w/extra batteries
Rain Gear	Age Appropriate Scout Uniform
Camp or other Scout T-Shirts	Sunscreen (Pump or Lotion)
Hat or Cap	Camera
Insect Repellant (Pump or Lotion)	Approved pocket knife
Personal hygiene items	Money for Trading Post
	Eye patch
Toiletries	
Day Pack with Water bottle and small towel	

THINGS TO LEAVE AT HOME

Radios, Televisions, Electronic Games, Alcoholic beverages & tobacco products, Sandals/Open toed shoes, Aerosol Cans, Fans & Extension cords.

PACK ITEMS TO BRING TO CAMP

Packs will camp by Unit	
Flags- Flagpoles	Boundary poles
Sterilization / Sanitation equipment	Proper Food storage
Adequate Water carriers	First-aid kit
Adequate tents	Fire protection
Required event equipment	Medical forms

FIRES

On ground fires are **ONLY** allowed in the predefined, designated, established campfire ring. **NO EXCEPTIONS.** Any unit caught violating this rule will only be dismissed from camp by the Camp Ranger after he has confirmed that the unit has sodded the damaged area with Pinehurst No. 2 quality sod. Any unit wishing to have their own fire needs to bring a raised fire pit. Fire pit needs to be high enough as to not kill the grass under it, and stable enough as to not cause any potential danger to scouts. It is suggested that districts take this unique opportunity to spend time around the district fire ring and get to know each other and share in the bonds and brotherhood of Scouting. This includes dutch ovens and charcoal chimneys. **Don't be that guy.**

CUB-O-REE EVENTS

Scouts Ahoy

Pirate rite of Passage: Scouts will be given a passport to collect stickers from each activity he completes. He must keep up with during day and show it at Headquarters

SATURDAY MORNING ACTIVITIES:

Saturday morning rotation schedules will be given at the Friday Night leaders meeting.

FINDING THE HIDDEN TREASURE:

Each Cub Scout Den will be given a list of things to find around camp during the Saturday and turn in by 5:00 pm to Cub Scout Headquarters.

OBSTACLE COURSE:

Dens will compete for total time of 10 scouts. Some might get to run more than once.

PICKING UP THE TREASURE:

Scouts will use their toes to pick up marbles from the bottom of a pool filled with water. Up to 10 scouts competing with in a time frame for how many you can get in treasure box.

LETTERS TO THE TROOPS:

Meet with a veteran or active duty soldier to discuss just what it means to them to serve their country. Cubs will have the opportunity to ask questions at the end of the presentation. Each scout will be asked to write a postcard to one of our servicemen.

Wolf: Council Fire - requirement 5

LEAVE NO TRACE DEMO:

Each scout can learn how to have a minimum impact while camping with their Pack.

Tiger: Tigers in the Wild - requirement 3

Wolf: Call of the Wild - requirement 7

Arrow Of Light: Camper - requirement 7

FEED THE SHARK TOSS:

Each Scout will have the opportunity to try and toss the bag of food into the "shark's" mouth. Extra spirit points will be given for doing it with a pirate attitude!

BB AND ARCHERY AND SLINGSHOT RANGE:

See how well you can bombard the other "ships." This will be a fun activity as all scouts like shooting sports. Depending on registration numbers this event may be available in the afternoon as well, **please attend the Friday night's cracker barrel for details and assigned time slots for attendance.**

Only Level 1 Requirements will be offered in all 3 ranges.

A PIRATE TRADE:

Each Scout Den will be given a set of trading cards of Famous Pirates (all same). Different Packs will have a different one to trade. Collect all of the famous pirates and bring to Cub Scout Headquarters to receive a special memento, specifics will be given at Friday night cracker barrel. **Some cards are only available by participating in specific events, these are not part of the set.**

SATURDAY AFTERNOON ACTIVITIES:

TROOP VISITATIONS

Packs should plan a hike to visit their favorite Scout Troop and to see what they are doing between the 2:00 and 6:00 time slot. Troops will be participating in their competitions.

PIRATE COSTUME CONTEST:

All pirates will be judged at 1 pm. Bring out your best mates in the finest pirate garb.

FISHING OPTION

Fishing is always a favorite for the Cub Scouts. Not only was fishing a way of life, it was also part of survival on the open seas. Fishing equipment will be available to borrow at the Kennedy Center, a parent or guardian must be with the cub scout at all times on the water front.

Bear: A Bear Goes Fishing

PHOTO BOOTH / EXPO OPTION

While visiting the Troops at their camporee, swing by the Camp Boddie dining hall and visit our EXPO vendors. Packs that come as an entire unit to the EXPO area Photo booth will find a treasure for their collection. We highly encourage all units to visit the Photo booth as a Pack and the Pack photo will be made available to you via the East Carolina Council Facebook Page. Some vendors will have products for sale, others will have demonstrations.

HIKE

Camp Boddie is the perfect place to work ahead and plan out the hike needed for your Cubs Hiking electives. We have wonderful hiking trails you can explore and plenty of wildlife for the cubs to hear and see and record in their Journals.

Tigers in the Wild

Wolf: Paws on the Path

Bear: Fur Feathers Fun

Webelos: Walkabout

PACK TIME:

An often overlooked and undervalued resource is the time you have as a pack to engage with each other and pursue your own interest. Feel free to use the afternoon to plan a hike, put together an activity, work on rank requirements, or just enjoy being in each other's company. The afternoon is not planned for every pack to try to do every activity, but it's rather to give launching points for the Pack to be able to create a program tailored to their unit.

RECYCLED RAINGUTTER REGATTA

A Pirate Camporee is a great opportunity for the pack to put on a Rain Gutter Regatta. Gutters will be near the Kennedy Center. Recycled materials will be available to build a pirate ship and race away. Bring your own duct tape to decorate the boat with and try to be the fastest pirate ship in the council. Details on time will be available at Cracker Barrel. *If you have the inflatable or easily transportable regatta equipment and would like to offer it as one of the tracks the camporee can use, please contact the camporee staff.*

Wolf: Air of the Wolf – requirement 7

CAMPFIRES MUST BE ABOVE GROUND

Campsite Inspection

CAMPSITE INSPECTION

During the day on Saturday members from the Area Headquarters will be inspecting Pack campsites. The inspection group will be checking to make sure that the pack campsite is properly set up. The following criteria will be used in judging the campsite.

Campsite Inspection Pack # _____

Fire

CAMPFIRES MUST BE ABOVE GROUND and attended or completely out
Fire buckets present and labeled

First Aid

First Aid Kit Visible, Stocked, & Organized.
Scouts know location

Kitchen

Menu posted
Dry food properly stored
Perishable food properly stored (Ice if needed)
Cooking area clean
Cooking area organized & safe
Potable water properly stored
Pack box clean & organized (if unit uses one)
Garbage disposal available

Tents

Properly pitched clean & neat

Campsite

Campsite clean & policed

What did the pirate say when his wooden leg got stuck in the freezer? Shiver me timbers!

The following pages are promotional materials and games that can be used in your Den and Pack meetings to increase the Cub's enthusiasm for camporee.

Games: Captains Coming

General Information

- **Game Type:** Indoor
- **Game Speed:** Fast

Extra Requirements

- None

Play Conditions

Best played indoors in the hall but it could be played outdoors too, provided that there are suitable things to run to and that they're not too far apart.

This game is a variation of North-South-East and West.

There are no equipment requirements.

Playing and Rules

The person running the game identifies the four parts of the boat.

- Port (Same as West)
- Starboard (Same as East)
- Bow (Same as North)
- Stern (Same as South)

When these commands are called out, the cubs have to run to the appropriate wall. Last one to the wall is eliminated. Sometimes it helps to write these positions on the walls in chalk.

There are a few other commands once the 4 directions have been mastered;

- "Captain's Coming" - All the Cubs have to Salute.
- "Climb the Rigging" - All the Cubs have to pretend to Climb
- "Scrub the Decks" - All the Cubs have to pretend to Scrub the Floor
- "Captain's Wife" - Everyone Curtsies
- "Captain's Daughter" - Everyone shows off (Muscles etc).
- "Boom coming over" - Everyone ducks
- "Walk the Plank" - The cubs all walk along a line on the floor
- "Rats on Board" - The cubs stomp on them (or hop and jump)
- "Mermaid" - The cubs thrust out their hip, places right hand on that hip, takes left hand and makes a big exaggerated wave and yells out "howdy sailor!"

Games: Hopping Pirates

General Information

- **Game Type:** Indoor/Outdoor
- **Game Speed:** Medium

Extra Requirements

- Soft Surface (grass or polished wood floor is ok), in case cubs fall over.

Play Conditions

You need a bounded area, use a rope or square to mark it.

Playing and Rules

The pack starts on one side of the square with a single cub in the middle.

That cub calls a first cub who has to try to hop (ie: on one leg) across the square. The cub in the middle must hop across and try to stop them. Note that the cubs aren't allowed to touch each other with their hands or mouth. They have to just keep getting in the way and try to prevent the other cub from crossing to the other side.

If the cub falls over or puts their foot down then they've joined the pirates and must stay in the middle. They can now start calling other cubs too.

If the cub makes it, then they get to wait until their entire troop has gone to the other side (or been caught). Then they get another go.

PRE-OPENING/GATHERING ACTIVITIES FOR DEN MEETINGS



Arr, ye sea snakes! See if you can locate the **highlighted** pirate terms in the wordsearch below.

A	U	G	H	T	X	Y	R	R	A	M	A	B
D	A	J	M	S	Z	A	E	N	P	R	B	J
E	G	B	N	A	B	F	I	L	C	H	C	G
E	C	K	O	T	Y	C	G	Q	T	U	R	U
P	I	D	Q	U	C	H	I	S	L	O	I	L
S	E	L	R	W	A	D	A	P	G	A	B	L
I	H	F	P	V	Y	E	L	B	U	A	B	M
X	D	O	U	B	L	O	O	N	S	F	H	K

AUGHT	Anything	SWIVE	Also
NAUGHT	Nothing	TWIT	Make fun of
FLITCH	Blockhead	'SBLOOD	Strong oath (God's Blood!
PRITHEE	I pray you	GULL	Cheat
'SWOUNDS	Yikes! Wow!	GROG	Food
MARRY	Really	DOUBLOONS	Money
IN SOOTH	In Truth	PUT THE TILLER OVER	Sail our way
HAPLY	Also	FILCH	Get
MAYHAP	Perhaps	BAUBLE	Jewel
NIGH	Near	FLIBUSTIER	Pirates
TWAIN	Two	FREEBOOTER	Pirate
A POX ON	A curse on	HOLD	Cargo area of a ship
WROTH	Anger, angry	PRIVATEER	Pirate working for a Government
ABOVE BOARD	Above decks	BEND	Knot used to join two ropes
DEEP SIX	To discard	HEAD	Toilet
PITCH or ROLL	Ships movement		
LETTER of MARQUE	Proof a Pirate sponsored by a government		

PIRATE'S CHEST

Beginning with the letter A and ending with Z. List everything that you think could be found in a pirate's chest.

Down in the sea, the deep blue sea lies a pirate's chest just for me. Inside this chest you will find?

A _____

N _____

B _____

O _____

C _____

P _____

D _____

Q _____

E _____

R _____

F _____

S _____

G _____

T _____

H _____

U _____

I _____

V _____

J _____

W _____

K _____

X _____

L _____

Y _____

M _____

Z _____

PIRATE NAMES

In pirate days, a lot of the names they used to call themselves were based on physical flaws they had or something they had done and the crew gave them a nickname that just stuck with them. It could be because he or she liked to eat peaches or because cleanliness was not one of their strong suits worms or bugs would be appropriate. Pirates came from many different areas of the world. Some were French, British, American, Welsh, Chinese, and English. Each Scout should choose a name that he will be called during the month of your pirate theme and while he is at Cub World. Have them make nametags that will be given to them the day that you attend Cub World.



Rats	Worms	Bart	Peaches	Scabs	Claw	Long John Silver
Red Hand	Flogger	Half-Bottom	Scarface	Salty Dog	Sinbad	Bad Luck Joe
Lizard Hook	Redhead	Big John	Peg Leg	Scream'in	Lefty	Gentleman Harry Scott
Whiskers	Sharkey	Toby				

(Let the boys use their imaginations and develop their own name)

PIRATES ON THE SEA

Tune: "Oh I Wish"

CHORUS

Oh I wish I were a pirate on the seas On I wish I wee a pirate on the seas

I'd make everybody run when my ship Fired its guns
Oh I wish I were a pirate on the seas

CHORUS

I would push and I would yank till all had Walked the plank
Oh I wish I were a pirate on the seas

CHORUS

I would figure and I would measure till I Found that buried treasure
Oh I wish I were a pirate on the seas

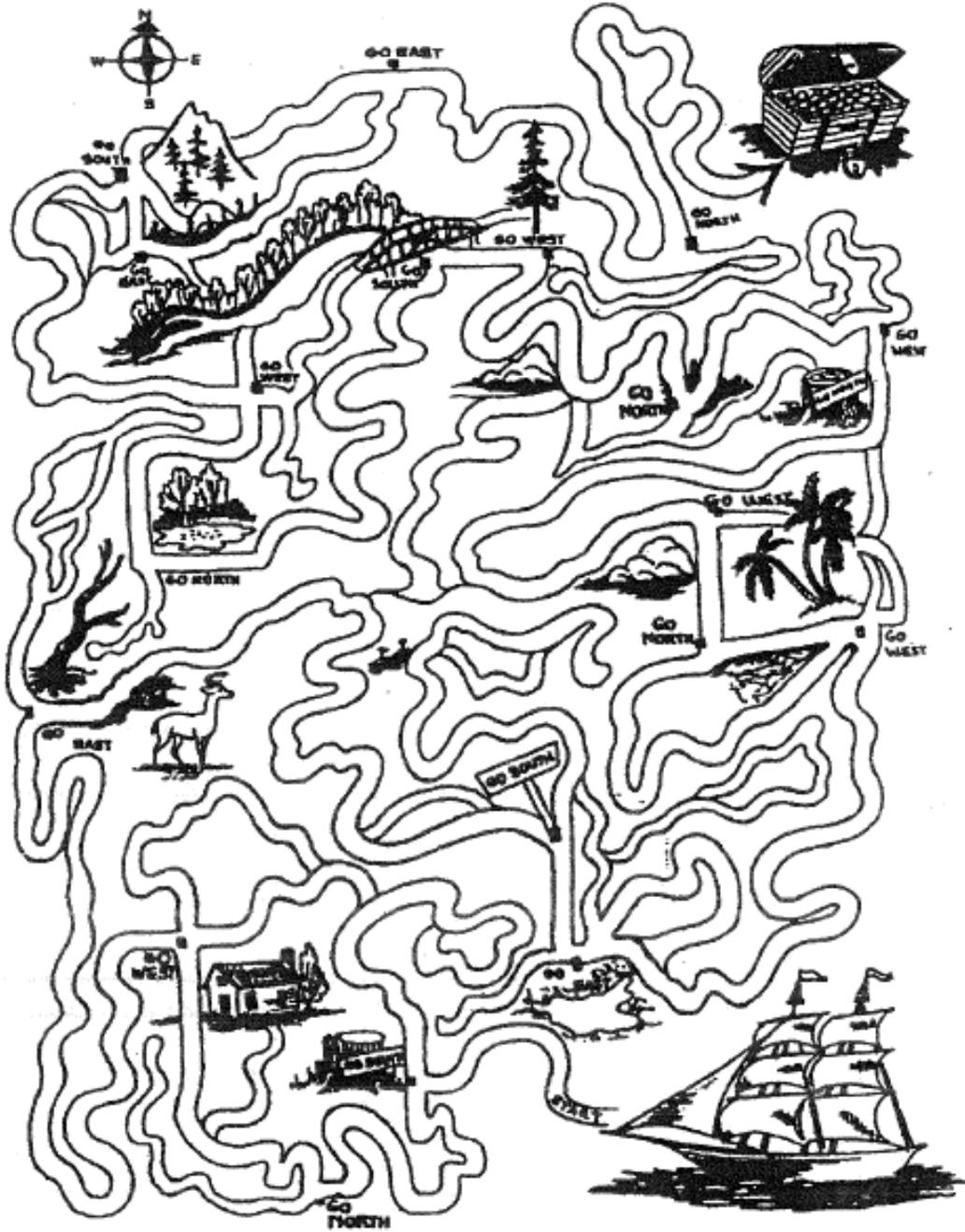
CHORUS

I would grunt and I would growl and scare
The ladies with my scowl
Oh wish I were a pirate on the seas

CHORUS



Can you get the pirates to their treasure?



Cub-0-Ree Schedule

Why do young pirates always fail when saying the alphabet in kindergarten?
Because their fathers insist that there are seven Cs!!!!

Friday

12:00pm Camporee gates open/registration begins
6:00-7:00pm Supper time & clean up
7:00-8:00pm Free time for visiting
8:00-9:00pm Pack campfires ***see area chief at check in about outdoor movie***
8:30-9:15pm **Area "Captains" (Chiefs) meet at HQ**
9:30pm **"First Mates" (Pack Leaders) Meet in Kennedy Center**
10:00pm Taps

Saturday

7:00am Reveille/breakfast/cleanup
8:00am Cub Flag Ceremony
8:30-12:30pm Morning events
Campsite inspections begin
12:30-1:30pm Lunch/free time
1:30-2:00pm Order of the Arrow Demonstration – *Bear: Beat of the Drum #7*
2:00-4:00 Visit you favorite Scout Troop / Optional activities
4:00-6:00 Recycled Rain Gutter Regatta
6pm Supper Time
7:30pm Packs gather at Flag at Flag Pole
7:30pm Lowering of the flag, Begin moving to Campfire with Boy Scouts
8:30pm **Camporee Campfire**
10:00pm Taps

Sunday

7:00am Reveille
8:15am Council Worship Services- Interdenominational Service by Kennedy Center
9:30am Strike Camp and Check out at Area HQ

******A SCOUT IS REVERENT******

**No striking of camp and no vehicular or pedestrian traffic during worship service.
Front gate will be opened to allow in vehicles at 8:30**

2017 Council Camporee / Cub-0-Ree Registration Form

ONLY ONLINE REGISTRATIONS WILL BE ACCEPTED

Register by APRIL 24.

Early Registration will close at the stroke of Midnight, Sunday April 23.

Late Registration will close online APRIL 26

Onsite late addition will be accepted but only cash or check at \$20 per head.

Refunds must be requested in writing by APRIL 21 and will be at the discretion of the Council Executive.

Why does a pirate's phone go beep beep beep beep? Because he left it off the hook!

Registration is available online at:

<https://www.tentaroo.com/ecc/>



East Carolina Scout Reservation

Camp Boddie - Pamlico Sea Base
East Carolina Council, BSA



Pamlico River

Pamlico Sea Base



P

Headquarters

KO Kennedy Center

Family Center

COPE

SPORTS

Reception Center

Health Lodge

Chapel

Shop

Ranger House

Maintenance Yard

Terpess

Archer

Shotgun Range

Rifle Range

Shower House

Shower House