

# WHITE OAK RIVER DISTRICT WINTER CAMPOREE

## “TOUGH SCOUT CHALLENGE”



**February 23-25, 2018**

**Cedar Point, NC**

**LEADERS GUIDE**

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## ***How Tough a Scout are you?***

Welcome to Scouts and Adult Leaders. On behalf of the White Oak River District we would like to welcome you to the 2018 Winter Camporee. We hope that you will find this year's camporee, challenging, educational and most of all fun!

This guide is designed to provide adult and youth leaders of Troops attending the winter camporee with a comprehensive set of instructions in order to prepare for this event.

The theme for this year's event is "Tough Scout Challenge." It consists of nine separate challenges culminating with a four way tug-of-war competition. In addition units will be judged on a gateway design and campsite inspection. All events are patrol based competitions focusing on scout knowledge, problem solving, teamwork, cooperation and communications. In keeping with your Scout motto of "Be Prepared," units are encouraged to practice and prepare for the camporee using this guide.

All material and equipment for each of the nine challenges will be provided by the Camporee staff. Of course scouts should always have their ten essentials with them at all times.

While this is a competition, come prepared to enjoy the company of fellow scouts from across the District, practice good sportsmanship and most of all have fun.

We also welcome any Venture Crews that wish to attend and participate.

2<sup>nd</sup> Year Webelos who have not crossed over are welcome and encouraged to visit the Camporee on Saturday. This is a great opportunity for them to observe the next level in their scouting journey.

As this year's host unit, Troop 597 looks forward to seeing you at the Winter Camporee 2018.

## Camporee Information

**When:** February 23-25, 2018. Check-in will begin at 5 pm on Friday the 23<sup>rd</sup>. Checkout no later than 10:30 am on Sunday the 25<sup>th</sup>.

**Where:** The Octagon House, Jones Masonic Campus, 301 Masonic Ave, Cedar Point, NC 28584

**Cost:** \$10.00 per Scout or Adult. \$15.00 late registration if registering after 18 February 2018.

**Eligibility:** This event is open to any registered Boy Scout/Venturer in the White Oak River District.

**Registration:** Please register your Scouts and Adult Leaders no later than Sunday, February 18, 2018. The primary method of registration is using ECC "Tentaroo" at <https://ecc.tentaroo.com>. After registering your unit, please e-mail the Camp Chief, Brian Pensak at [bpensak@ec.rr.com](mailto:bpensak@ec.rr.com) with your District, Unit Number and number of youth and adults attending. Registrations after February 19 will be by contacting the Camp Chief at the above email or calling (910) 378-6078.

**Check-In:** Check-in will begin at 5 pm until 7:30 pm on Friday. An accurate attendance roster must be turned in at time of check-in. Units that need to do a late check-in should notify the Camp Chief of their situation.

**Campsite Assignments:** Camp sites will be assigned as you check-in. Assignments are based on the size of the unit that you provided on the registration form.

**Check-Out:** Camp site inspections (check-out, not for competition points) will be conducted on Sunday prior to checking-out after the awards have been handed out. Units need to depart no later than 10:30 am on Sunday. Units that need to do an early check-out should notify the Camp Chief of their situation.

**Information:** Details of this event can be found at the ECC council website on the events flyer page at <http://www.eccbsa.org/Event%20Flyers>, the WORD ScoutLander website on the events page <http://whiteoakriverdistrict.scoutlander.com>, on the WORD Face Book page at <https://www.facebook.com/WORDECCBSA/>, or the Troop 597 ScoutLander website at <https://www.scoutlander.com/publicsite/unitcustom.aspx?UID=18222&CUSTOMID=50390>

**Leadership:** All units must have 2 adult leaders in attendance (trained and registered Adult Leader). All adult leaders will camp with their Troop/Crew. If Troops/Crews are unable to attend because of adult leadership they should buddy-up with another unit. Units that have leaders attending the Combined Scoutmaster Leadership/IOLS and have problems meeting the two deep leadership requirement should contact the Camp Chief. Venturing Crews must have female leadership required for coed units.

**Trading Post:** A trading post will be operated by the Order of the Arrow at the Camporee. Its location is shown on the attached Camporee maps.

## Camporee Guidelines

The Jones Masonic Campus which is home to the Octagon House is located in Cedar Point, North Carolina. It is a gated compound with chain link fencing on the south and east of the property boundaries and bordered on the North and West by the White Oak River. The owners have graciously offered scouts the use of this property for the weekend, and allow scouting and other organizations use of this facility on a year round basis. As such we must remember that we are guests and will be on our best behavior so that we may be invited back again. The following guidelines are designed to make this camporee a safe and memorable experience.

**A. Prohibited Items:** The following items are prohibited; Sheath Knives, Electronic Devices, Fireworks, Firearms, **ILLEGAL DRUGS, ALCOHOLIC BEVERAGES**, Tobacco Products, and Bicycles. The use of mind-altering substances including alcoholic beverages by adult or youth members will result in the immediate dismissal from the Camporee site.

**B. Registration:** All Scouts/guests are required to register at the Camporee Headquarters. All Scouts will remain on the Camporee grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your unit who will notify Camporee Headquarters. Units should notify the Camp Chief of late arrival or early departure requirements.

**C. Out of Bounds Areas:** There are several out of bounds areas that have been designated on the enclosed map that include; the Octagon House, Caretakers residence, the cemetery, the dock, and the private properties on the other side of the chain link fences. Observe these boundaries and avoid embarrassing reminders and undesirable consequences.

**D. Vehicles:** All vehicles must be parked in the designated parking area. Staff vehicles are to be parked in the staff parking area unless being used to conduct staff duties. Motorized vehicles will be permitted to enter the Camporee grounds on Friday to unload equipment. They will then be parked in the designated parking area. ATV's, three wheelers, and motorcycles are not permitted beyond the main parking area at any time. Golf cart usage or other special vehicle needs will only be permitted on a case-by-case basis for event attendees with special needs.

**E. Leave No Trace:** The Jones Masonic Campus has limited facilities and the majority of the area is unimproved forest and wetlands. As such we will need to practice the following Leave No Trace measures. Observe and practice "NO IMPACT CAMPING" procedures.

- 1) **Trash.** Patrols will furnish their own garbage bags and properly dispose of them. All unit trash will be packed out. Scouts will keep the campground clean. Throw wrappers: and garbage into designated trash receptacles.
- 2) **Waste Water.** Cooking utensils will be washed at campsites using BSA approved procedures. Waste water will be disposed of using designated Yum Yum pits. These will be located at specific locations in the camping area. Ensure the filter screen is over the Yum Yum pit when disposing of waste water.

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- 3) **Toilet Facilities.** Port-a-Johns have been rented and will be located at various locations throughout the Camporee site. The use of cat holes is not authorized. Talk with your Scouts about proper bathroom behavior. Please make sure they understand not to throw trash in the Port-A-Johns. Cans, bottles, various plastic or metal objects hinder the maintenance/cleaning crews efforts resulting in extra rental charges for White Oak River District.
- 4) **Digging.** No digging is allowed. There will be no ditching of tents or digging fire pits.
- 5) **Fires.** A Troop campfire is authorized in your campsite. There are no fire rings so each unit must bring a metal fire pit if they want a camp fire. Ensure proper site preparation for your fire area. There will be NO exception to this rule. Fires will only be allowed and determined by the current fire conditions which will be announced at check-in. Metal ash containers will be provided at specific location throughout the Camporee site. Ensure the coals and ash have been extinguished before placing in the container. Please ensure no trash is placed in the container.
- 6) **Fire Wood.** There is limited firewood available at the Camporee site so it recommended that units bring their own. Do not leave firewood or other burnable materials and trash. If you bring firewood use it and take the excess with you. Only dead and downed wood may be used if available. Cutting of live trees is not permitted. Units may cut small shrubs and trees with less than 2 inches in diameter for campsite improvements. This type of cutting removes underbrush and reduces fire risks. Cut brush should be moved to the brush pile located in the competition area and not left in your campsite areas.
- 7) **Water.** There is limited potable water available at the Camporee site so units should bring a sufficient quantity for their use for the weekend.
- 8) **Wildlife:** Do not injure, collect, feed, or otherwise disturb the wildlife, including their nesting areas. **REMEMBER, THIS AREA IS THEIR HOME, WE ARE THE GUEST.**
- 9) **Conduct:** Defacing, destroying or "trashing" of property of others or the property of BSA will not be tolerated. There is private property located at various locations around the Jones Masonic Campus to include duck blinds, deer stands, and maintenance equipment. Leave this property alone. Scouts are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.

**F. Stoves/Lanterns/Fuel:** All Patrols/Troops/Crews will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is suggested that if wood or charcoal fires are used, a burn container be brought to protect the ground (there is limited wood available). In case of a fire ban, alternate methods of cooking should be planned. Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the Troop campsite. Generators will not be permitted on the Camporee grounds, except as perhaps might be needed by the Camp Chief.

**G. Medical:** Each unit is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries at the First Aid Station located at the check-in station.

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**H. Safety:** Ensure all aspects of the Guide to Safe Scouting are followed during this event. At campsites ensure all fire safety rules are followed. To conserve potable water, units should fill water buckets with river water. Check for dead overhead branches before setting up campsites. The borders of the campus along the White Oak River contain wetlands. Scouts should stay away from these areas and not enter the river or adjoining streams as there are no lifeguards and water conditions at this time of year can lead to hypothermia. Bring any unsafe or hazardous conditions to the attention of the Camp Chief immediately.

**I. Insurance:** Council Event Insurance covers accidents only. It does not cover normal sickness. Hospital or doctor charges for sickness will be billed to the unit or parents and or guardians. All youth and adults must be registered with the BSA and the Camporee to be covered.

**J. Uniform and Clothing:** The Official Scout Uniform (field uniform) should be properly worn when traveling to and from the Camporee, during Saturday morning assembly, at the Saturday evening campfire ceremony, and during Sunday morning Chapel and closing. During the events on Saturday, an activity uniform may be worn; an activity uniform will consist of: a troop/crew or Council T-shirt with BSA shorts or trousers (must in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. Absolutely NO SANDALS or open-toed shoes will be allowed.

**K. Campsites:** All campsites must be attended by a responsible adult at all times when scouts are present in the campsite.

**L. Leadership:** Unit leaders are responsible for their units at all times.

**M. A Scout is Courteous:** The following rules of behavior will be followed at all times.

- 1) Scouts are not to roam through the campsites at any time!
- 2) No Scout will enter the camping area of another unit without permission.
- 3) Scouts will remain in their unit area between taps and reveille unless on authorized errands.
- 4) Buddy System will apply for the entire weekend.
- 5) Rough housing and horseplay are strictly forbidden.

**N. Visitors:** Visitors will check-in at the Camporee headquarters. 2nd Year Webelos are encouraged to visit the Camporee, on Saturday if they have not yet officially crossed over.



## **“The Octagon House” Jones Masonic Campus**

The Hill-Jones house, built about 1855 and completed in 1856. It is located at 301 Masonic Avenue in Cedar Point NC. It was built by a plantation owner named Edward Hill on the old family property.

The Hill family abandoned it during the Civil War. The house and plantation were occupied by Union soldiers and they were rough on the home and land. All the furniture in the house, even the rugs on the floor, were and burned or destroyed and the livestock slaughtered. The troops marched on after a few weeks and luckily they didn't burn down the home.

When Edward Hill died in the 1870's his daughter, Mary E. Hill inherited the house. She was married to Robert H. Jones. They eventually had seven children. Robert died in 1884, and Mary married the plantation foreman, Mr. K. M. Bell. After Mary's death the octagonal home was passed down to John Sherwood Jones, the only child to outlive their mother. Ownership of the property went to his only son, John Robert Jones & Lois Anne Baily Jones.

In 1999 John and Lois Jones gave the home and 60 acres of property to the Masonic group of North Carolina to be used as children's camp, a Masonic Convention Center, and a retirement community.

Renovated around 1900, and again in 1950, and yet again in about 2004. To what extent is not clear. The house is apparently very substantially built, by Solomon White Davis, who was both a mariner and a planter, and is still basically in very sound condition. Like many houses of the 1850s time frame, the very finest hardwoods were easily available, inexpensive, and used for everything.





## Event Schedule

### Friday, February 23 2018

5:00 pm – 7:30 pm	Check-in at Camp Headquarters and campsite set-up
6:00 pm	Evening Color
7:30 pm – 10:00 pm	Unit Time
9:00 pm – 9:45 pm	Cracker Barrel for Scoutmasters
10:00 pm	Taps/Lights Out

### Saturday, February 24 2018

7:00 am	Reveille
7:00 am – 7:55 am	Breakfast/Clean-up
8:00 am – 8:30 am	Morning Colors & Opening Ceremony
8:30 am – 12:00	Competition
12:00 – 1:00 pm	Lunch
1:00 pm – 4:00 pm	Competition
4:00 pm – 5:30 pm	Unit Time
5:30 pm – 7:15 pm	Dinner/Clean-up
6:00 pm	Evening Color
7:15 pm – 9:30 pm	Campfire Program & OA Tap Out
10:00 pm	Taps/Lights Out
10:05 pm	Cracker Barrel for Scoutmasters

### Sunday, February 25 2018

7:00 am	Reveille
7:00 am – 7:55 am	Breakfast/Clean-up
8:00 am	Morning Colors
8:05 am – 9:00 am	Break Camp
9:00 am – 9:15 am	Non-Denominational Service
9:15 am – 9:30 am	Awards Ceremony
9:30 am – 10:00 am	Campsite Inspections and Departure
10:30 am	Camporee Site secured

## “Tough Scout Challenge” Events

All events of this Challenge are based upon an eight scout patrol. All members must participate. For patrols with less than 8 members then specific scouts may have to execute certain portions of the events more than once.

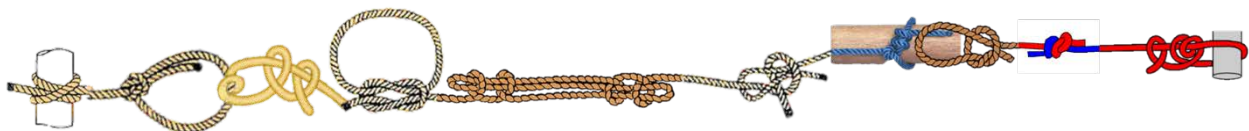
All Scouts are to conduct themselves in a sportsmanlike manner, and be good winners or losers. Scout patrols are not to be coached by any adults, who if present, are there to watch only.

All Scouts should carry the 10 Essentials with them. Each patrol should bring a pen or pencil, and paper for use during events.

Scouts may bring their Boy Scout handbooks to Camporee, but may not bring them or any other Scouting reference material into the competition areas. Any reference materials carried or used during the competitive events may be grounds for reduced points earned.

Events are to be run by adult leaders (not Scouts). We would like to encourage all Scouts to participate in all of the competitions. All troops have been invited to run at least ONE event. Events are to reflect Scout skills and our common goals of installing a Scout sense of pride, confidence, accomplishment, fair play, leadership skills, and positive attitude and reinforce the values of a strong moral character.

**Event #1 – Knot Challenge (65 points + Time).** All scouts should know the basic scout knots. This relay will give you a chance to test your knowledge and skills against the clock. The following knots need to be tied, in the correct order as follows and as demonstrated in the illustration below: Clove hitch, bowline, two half hitches, square knot, sheep shank, sheet bend, timber hitch, slip knot, fisherman's knot, and taut line hitch. Starting with all the ropes on the ground, one scout moves forward and ties the 1<sup>st</sup> knot, he returns to the start and the next scout moves forward and ties the next knot. This continues until a scout ties the knots the taut line to lift the log off the ground as illustrated below. Time begins when the first rope is touched and ends when the log is lifted from the ground and no scout is touching the ropes. Points will be awarded on time and number of knots tied correctly.



**Event #2 – Campsite Challenge (125 points + Time).** The Campsite challenge is designed to test the ability of a patrol of scouts to set-up a basic campsite, prepare firewood, and install a bear bag. The challenge comes from specific restrictions that will be placed on the patrol members to handicap their ability to perform these routine functions. This is both a scored and timed

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event. There are 6 parts. Part 1 is a 10 essentials test, part 2 is a blindfolded tent set-up, part 3 is fire wood preparation with a wire saw, bow saw and hatchet, part 4 is a bear bag set-up using a Marrison Haul System, part 5 is bear bag recovery, and part 6 is tents and equipment pack-up. Parts 1, 5 and 6 are executed under the direction of the Patrol Leader while the remainder of the patrol is blindfolded.

**Event #3 – Rescue Challenge (100 points + Time).** In this event the patrol will be provided a scenario to find a missing scout, treat any injuries, transport to a pick-up area and use ground to air signals (GTAS) to signal that **“Require Medical Assistance” X** and **“Proceeding in this direction” ↑**. Material to build a stretcher will be located along the route. One scout from the patrol will be used as the victim and will be placed at a designated location. The patrol will be judged on time, proper 1<sup>st</sup> aid and signaling procedures. The patrol will be presented with a random “victim scenario” and first aid kit then they must properly evaluate and treat the medical problems. They must then carry a “victim” over a prescribed course using team carries and an improvised stretcher. Once the activity is done, the stretchers can be judged for integrity and usefulness. Dropping a victim will result in a 30 second penalty. This is both a scored and timed event.

**Event #4 – Strongman Challenge (Timed Event).** The Strongman Challenge is designed to test the physical abilities of scouts while working as a team. The challenge consists of 8 stations that require execution of exercises, relays, and problem solving situations.

- 1) Station #1 - **Burpee-in x 50:** The patrol must collectively complete 50 burpee before moving to the next station. Each scout must complete at least one burpee.
- 2) Station #2 - **Strongman Stone Movement 100’:** Patrol will start at this station with a 95 pound stone. They will need to move it 100 feet to a 5 foot pallet obstacle which the stone must cross over without lifting it. At the 50 foot mark of the course the squad will be given two 8 foot poles and two 8 foot sections of rope to use in assisting with movement and moving the stone over the 4 foot pallet obstacle.
- 3) Station #3 - **He Ain’t Heavy, He’s My Brother:** This event is a fireman’s carry relay for eight 30’ laps.
- 4) Station #4 - **Squat Thruster x 50:** The patrol must collectively complete 50 weighted squat thrusters before moving to the next station. Each scout must complete at least one thruster.
- 5) Station #5 - **Caterpillar Walk Relay 25’ x 3:** This is a team movement event that tests coordination and communications. Using a pair of walking boards all members of the patrol will negotiate a 25’ course up and back. Each patrol will be given two 10’ boards that have rope handles for three individuals on each board. The patrol members will line up facing forward one behind the other. They will stand with one foot on each board and grasp one handle from each board. Together with their feet remaining in contact with the boards they will walk a specified distance (i.e. 25 feet), walk around a cone and return to the starting point. If the patrol has less than 8 scouts then one or

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more scouts will have to go twice. No more than 3 or less than 2 scouts on a set of boards.

- 6) Station #6 - **Vertical Sit-ups x 50**: The patrol must collectively complete 50 vertical sit-ups before moving to the next station. Each scout must complete at least one vertical sit-up
- 7) Station #7 - **Sled Pull**: The patrol must pull a weighted sled over a 100' course for 5 laps. The sled will start with one sandbag and after each lap a sandbag will be added. The sled must pass the cones at either end of the course before turning around. The entire patrol will act as the sled dogs.
- 8) Station #8 - **Burpee-out x 50**: The patrol must collectively complete 50 burpee in order to stop the clock. Each scout must complete at least one burpee.

**Event #5 – Fire Challenge (100 points + Time)**. You are lost in the forest as night falls. All you have is a pot, a Ferro cerium rod with striker, a raw egg you scavenged, some tinder and whatever other fuel you can scavenge in the area. Your goal is to build up a fire to keep you warm, keep the wild animals away, and cook your egg to eat for dinner. You will build a tent stake fire in the designated area. Once the fire is going using only material provided you must burn a string 12 inches above the fire. Once the string is burnt you can begin boiling your egg. While the egg is boiling the patrol will take a Totin' Chip test. Time stops when the egg is cooked.

**Event #6 - Navigation Challenge (30 points + Time)**. This challenge is designed to test the compass and pace skills of scouts. The challenge consist of a pace course and 20 station compass course that is laid out along a 100 foot track. Positions are marked every 5 feet from 1 to 20. Course is laid out on a west to east axis with position 1 on the west end of the course. Course is a 100 foot measured area on flat open terrain. Each team will be provided with a compass, route card and alcohol pen. Each card has a different starting point. Before starting the course the evaluator will provide a basic review of how to use the compass and allow the team to determine their pace count. The team will use the compass and their pace count to navigate from their start point three other points. There are three legs between each point so the team will make three direction changes along designated distances before reaching each designated point. To avoid congestion only two patrols at a time should be allowed on the course. This is both a timed and scored event.

**Event #7 - Aquatics Challenge (150 points + Time)**. This challenge is designed to test the skills and knowledge of scouts related to Safe Swim Defense, Safety Afloat and basic aquatics Life Saving techniques. This challenge consists of both mental and physical challenges. Using a simulated body of water the patrol will execute a life jacket relay followed by a series of reach and throw type rescue techniques to save a simulated victim. At a random point in the challenge the evaluator will call for a buddy check. The stations are:

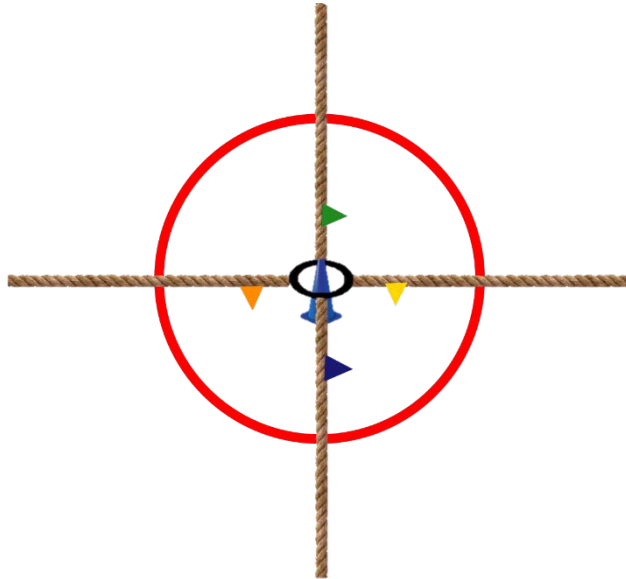
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- 1) **Life Jacket Relay** – Each scout must properly fit a life jacket and then run a 200 foot loop (lap) back to the start and pass off the life jacket. Total of 8 laps.
- 2) **Shallow Water Human Chain Rescue** – Rescue a stranded swimmer in a fast moving shallow stream using a human chain with the anchor main remaining on shore.
- 3) **50 foot Line Throw to Rescue a Boater** – Each patrol will be given 4 simulated rescue throw bags (50 feet of line in a Gatorade bottle). They must get the Gatorade bottle in or beyond a canoe 35 feet away to score points and rescue the boater. They must throw 8 times so each Gatorade bottle must be reloaded once. Each patrol member must throw at least once.
- 4) **Buddy Check** – On the command from the evaluator “Buddy Check” the patrol must execute procedures as if they were in a swim area.
- 5) **Pole Reach & Rescue** – The patrol will be given a 6 foot pole with hook and must rescue eight metal rings hanging from a line 7 feet away without crossing the shoreline or dropping a ring. Each patrol member must rescue at least one ring.
- 6) **Line Throw Rescue to Tired Swimmer** - Each patrol will be given 4 simulated rescue lines with ring buoy (50 feet of line in a plastic jug). They must get the plastic jug and line beyond or within 2 feet of a tired swimmer to score points and rescue the swimmer. Hitting the swimmer with the jug results in lost points. They must throw 8 times so each jug must be reloaded once. Each patrol member must throw at least once.
- 7) **Safe Swim Defense and Paddle Craft Safety Knowledge Test** – The patrol will be given a 10 question test on aquatic safety. The Patrol Leader will answer but may ask for assistance from the patrol.

**Event #8 - Obstacle Challenge (Timed).** The Patrol races against the clock through a series of obstacles, while attached together by a rope. Everyone in patrol ties a bowline around his waist, making sure the rope is snug around his middle. Next, they all tie free ends of their ropes to one small loop of rope. Each person should be no more than one foot from the center loop. The group must then travel a timed course over, under, around obstacles. In this challenge, a Patrol is only as fast as its slowest member. The Patrol with the fastest time to successfully complete the course wins. A Patrol will receive a 30 second penalty for any obstacle they fail to negotiate properly. If a member of the patrol touches the ground or knocks over an obstacle before completing the obstacle they entire patrol will have to re-negotiate.

**Event #9 – Four Way Tug of War (Standings).** This is a triple elimination event. Lay out the ropes in a square on the ground as shown in diagram below. Put a cone in the very center of the metal ring to serve as the center marker. Each patrol will have one side of the rope. Each patrol will have the same number of scouts on each team. If one patrol has only 6 scouts then the other three patrol will have only 6 scouts. Scouts will remove watches, rings and anything on the hands. Brief group on normal tug-of-war safety rules: No wrapping or tying rope around anyone or anything – only hold with hands. Watch out for rope burn on hands – let go if rope is

moving through hands. Watch out for rope burn on body – let go if you lose footing. First command from the Tug-of-War master (facilitator) is “take the strain”. This is only to take up the slack, that’s all. The Tug-of-War master makes sure the center ring is stable and centered. The second command is “Go!!” Then, teams attempt to pull their flag over the finish line. Teams can swivel to cooperate/compete with other teams, then switch directions, etc. If no patrol has crossed the line after 5 minutes then the stop signal is given and the team that has made the most progress away from the center marker wins.



**Event #10 – Campsite Inspection (100 Points).** Using the attached campsite inspection form found on page 16 of this guide each Troops campsite will be evaluated.

**Event #11 – Gateway Competition (100 points).** The theme for the Gateway competition is Pioneering. All entries are to be designed, constructed, and completely built on site by the Boy Scouts. The following rules apply.

- 1) Adult leaders may monitor for safety and discipline, but must not touch rope, or poles. *The youth leadership should conduct all instruction and leadership. Any adult involvement observed by Camporee Staff or Commissioners, will be cause for disqualification.*
- 2) The gateway must be built 100% by the youth and on site at the Camporee. To ensure this is followed, the gateway material must be inspected by the event staff prior to starting construction. The material should be just a pile of poles, ropes, etc. The only requirement is that nothing has been pre-built except for obvious items like flagpole cleats, pulleys, etc. Build may start as soon as you get the initial inspection is signed off.
- 3) Plans are to be drawn on 8 1/2 X 11" paper. The plans are to include the Unit/Troop number, and the signature of the Scout or Scouts responsible for the project design. The

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plan is to consist of drawings, written explanation or any information needed to clearly define the project construction. A copy of the plan is to be attached to the structure for the reference of the judges. The plan should be detailed enough that a person unfamiliar with the project could build it correctly.

- 4) Primary material should be lodge poles, wooden poles or bamboo poles. The structure cannot exceed 25 feet in length and no more than 15 feet in height. If a flagpole is part of the design it may extend another 5 feet to a maximum of 20 feet.
- 5) There is no limit to the amount or size of rope used. The proper use of rope will be a factor during judging. (Only rope may be used to connect poles together). Rope should be of a consistent type, but the specific type (hemp, cotton, nylon) is not judged.
- 6) The structure needs to be sturdy and safe, i.e. will not fall over and hurt a scout. Structure must be self-supporting, i.e. not tied to a tree, trailer etc. using stakes is allowed. Steel stakes and pegs may only be used to secure guide ropes to the ground or to anchor the Gateway base poles for support & wind safety reasons. Holes are not allowed.
- 7) Flags, banners, signage, tarps/cloth coverings, etc. - the use of a few items other than poles and rope are allowed, but they must not be part of the structural framework.
- 8) Materials Not Allowed: The use of wooden pegs, nails, steel connectors, steel bands, wire, bolts, plastic connectors, nylon ties, duct tape, etc. will not be used on any structural portion.
- 9) Tools. Trick question, as NO tools should be used other than Scouts hands. **POWER TOOLS will be cause for disqualification.** Scout Skills such as lashing and pioneering skills should be used for construction
- 10) Refer to score sheet for criteria.
- 11) Remember Leave No Trace....You bring it in, you take it out.

## Awards

1. The awards will be presented Sunday after Worship Services. Each event will be scored and the patrol given a place based upon their results against the other patrols attending. Overall Top Scout Challenge positions will be determined by adding the place standings for each patrol's events and dividing by the number of events. The following is the scoring and award procedures.

Knot Challenge	65 points max	+	Time
Campsite Challenge	125 points max	+	Time
Rescue Challenge	100 points max	+	Time
Strongman Challenge			Time
Fire Challenge	100 points max	+	Time
Navigation Challenge	30 points max	+	Time
Aquatics Challenge	150 points max	+	Time
Obstacle Challenge			Time
Four Way Tug of War	Standings		
Campsite Inspection	100 points max		
Gateway Competition	100 points Max		

2. A competition status board will be posted near the main Camporee campfire area and also at the Camporee Headquarters at the check-n tent. This will be updated as all patrols finish an event.

3. Event Competitions There will be 1st, 2nd, and 3rd place award given for each of the 11 event competitions to include the Saturday afternoon campsite inspection and Gateway competition.

4. There will be top three prizes for the overall "Tough Scout Challenge" with 3 valuable camping-related door prizes at stake.

5. To commemorate the camporee all participants will receive a "Tough Scout Challenge" patch.



White Oak River District  
February 23-25, 2018

**CAMPSITE INSPECTION FORM**

**UNIT** \_\_\_\_\_ **SCORE** \_\_\_\_\_ (Max score 100 points, 4 points per item)

INSPECTION AREAS		POINTS	NOTES
<b>Campsite and Tent Area</b>			
1	Camp Perimeter properly designated and entrance is properly marked showing clear unit identification		
2	Campsite neat and free of litter and debris		
3	Equipment clean and properly stored		
4	Tents are organized, erected correctly, safely, and properly staked. A waterproof ground cloth is under each tent (not protruding from sides)		
5	Tents insides (Youth Tents) are clean/orderly; clothes and equipment properly in packs; sleeping bags neatly and consistently arraigned. Tents should be randomly inspected, so they do not need to be left open.		
6	Leave n Trace. No holes dug/trenched. Proper disposal of waste disposal. No tree cutting only small brush		
7	Useful Pioneering projects are present in campsite or patrol areas (other than gateway) using all natural materials		
<b>Safety</b>			
8	First Aid kit equipped, labeled, and location is visible.		
9	All types of fuel stored appropriately		
10	All structures (canopies, poles, etc.) properly staked		
11	"Natural" Holes in ground filled or flagged, all ropes/ guywires/tent-fly ropes and other hazards safety flagged		
12	Fire Extinguisher in Kitchen		
<b>Fire Protection</b>			
13	Campfire area properly cleared (10') and metal fire pit used		
14	Fire buckets with water available		
15	Fire Tools present and readily available		
16	Fire warden posted and filled out		
<b>Axe Yard</b>			
17	Axe Yard properly laid out and marked		
18	Tools properly stored		
<b>Kitchen</b>			
19	Patrol Boxes off ground, Cooking equipment clean, well-organized and stored properly		
20	Cleaning station with scrubbing devices and detergent		
21	Garbage bags available and being used		
22	Troop has a recycle program established, is clearly visible, and is easy to distinguish from normal trash area(s)		
23	Menu and duty rosters posted		
24	Food (perishable and non-perishable) storage satisfactory (considering health, sanitary, and animal protection)		
25	Adequate water supply (drinking water, dish washing, hand washing) stored properly		



## REGISTRATION FORM

\* NOTE\* In the event units cannot register via Tentaroo or if using for late registration after 18 February 2018, then use this form

**Unit** \_\_\_\_\_

**Adult Leader** \_\_\_\_\_

**Phone #** \_\_\_\_\_

**Number of Youth** \_\_\_\_\_ **X \$10.00 (\$15.00 late registration)**

**Number of Adult** \_\_\_\_\_ **X \$10.00 (\$15.00 late registration)**

(Payment using this form can be made by check made out to Troop 597 with WORD Winter Camporee written on the memo line)

**Patrol Name** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

(Patrols should have no more than 8 scouts for competition)

## DIRECTIONS

From Jacksonville take Highway 24E to Swansboro. After crossing the White Oak River bridge travel another 3 miles and turn left onto Masonic Avenue. Travel .3 miles and you will see the sign for the Jones Masonic Campus. Proceed through gate and stop at the Camporee Headquarters which will be on the immediate right.

If traveling via Belgrade-Swansboro Road take Piney Green Road to Old 30/Race Track Road. Turn left and follow Old 30/Race Track Road for 4.7 miles then turn right on Smith Road. Follow Smith Road for 3.7 miles and then turn right on Belgrade-Swansboro Road. Follow Belgrade-Swansboro Road for 5.7 miles to Highway 24E. Turn left on Highway 24E and continue through Swansboro. After crossing the White Oak River bridge travel another 3 miles and turn left onto Masonic Avenue. Travel .3 miles and you will see the sign for the Jones Masonic Campus. Proceed through gate and stop at the Camporee Headquarters which will be on the immediate right.









If traveling on Highway 17N follow to Deppe Road/Deppe Loop Road. Turn Left on Deppe Road/Deppe Loop Road and travel 3.6 miles. Turn left onto Rigs Road and then in 300 feet continue on Belgrade-Swansboro Road. Follow Belgrade-Swansboro Road for 5.7 miles to Highway 24E. Turn left on Highway 24E and continue through Swansboro. After crossing the White Oak River bridge travel another 3 miles and turn left onto Masonic Avenue. Travel .3 miles and you will see the sign for the Jones Masonic Campus. Proceed through gate and stop at the Camporee Headquarters which will be on the immediate right.

If traveling from Maysville take Highway 58S for 18.4 miles. Turn left onto Highway 24W and follow for 1 mile. Turn left onto Masonic Avenue. Travel .3 miles and you will see the sign for the Jones Masonic Campus. Proceed through gate and stop at the Camporee Headquarters which will be on the immediate right.



White Oak River District  
February 23-25, 2018



-  Off-Limits
-  Parking
-  Check-in
-  Flag Pole
-  Campfire
-  Campsite Areas
-  Port-a-John
-  Trading Post



White Oak River District  
 February 23-25, 2018



Obstacle  
 Challenge



Life Saving  
 Challenge



Navigation  
 Challenge



Fire  
 Challenge



Strongman  
 Challenge



Rescue  
 Challenge



Campsite  
 Challenge



Knot  
 Challenge