

TAR RIVER DISTRICT

2017



'Merica

FALL CAMPOREE

NOVEMBER 10-12

To the Tar River District Scouters;

Welcome to Fall Camporee! Although there is no district focus on advancement or badges in the events you may find that your scouts are able to accomplish several rank requirements throughout the day.

Fall camporee will continue in the spirit of patrol based. Each patrol will need 4 to 10 boys in a patrol. It is strongly encouraged that the Scoutmaster enforces the use of real patrols that meet as a patrol on a regular basis. Every event will have individual winners (patrol) and will be awarded a totem at campfire Saturday night to be placed on their patrol flag showing their victory. There will also be a top patrol trophy for the overall winner of the day based on scout spirit, scout law, and oath.

As you read through the events, please note that the judges are the Senior Patrol Leaders (SPL) from each troop. They will not be judging patrols from their own troops and will be placed in a buddy system to judge each event. Each troop **MUST** provide a SPL for the Saturday events to act as a judge. There will be a debriefing at the conclusion of the day's events where the SPLs will return to the troops with an evaluation from for each patrol.

It is very important to register upon arrival **BEFORE** you set up camp as camp sites are assigned and we will need to set up for the events by number of attendees.

Yours in Scouting Spirit;

Timothy Dean, MEd.

2017 Fall Camporee Chief

P: 252-343-3282 E: troop16redoak@gmail.com

Registration:	Registration is \$10 per attendee (Including Adults). Patch is included for scout registration. All participants must be registered members of the BSA (any program). Registration will be conducted on Tentaroo.
Health Forms:	Please ensure that you have updated medical forms in your files and with you at this event.
Youth Protection:	Please ensure all members of your unit are current with their youth protection training.
Rosters:	All units must furnish an updated roster of ALL PARTICIPANTS at check-in. Unpaid add-on members can be registered and paid at this time (Checks please).
Permission Forms:	All units are required to have current permission slip for each Scout in attendance. Parental permission is required for most types of emergency treatment at a medical facility. These forms should be kept in the Troop Campsite and readily available in case of an emergency.
Campsite Assignments:	Preregistration on a FIRST COME, FIRST SERVED basis. Use "Leave No Trace Guidelines."
Parking:	Please limit the number of vehicles you bring to the event. Designated parking areas will be marked for your use-we must assist each other. Please use extreme caution at all times.
Traffic control:	Exercise caution at all times. Limit all vehicle movement during events, no vehicles are to be moved during chapel.
Uniforms:	A uniform inspection will be conducted as part of the morning events. Guidelines can be found online for Class-A uniform. http://www.scouting.org/filestore/pdf/34283.pdf
Leaders:	Adequate and appropriate adult and youth leadership is essential. Two-deep adult leadership is a requirement.
First Aid:	Each unit should have its own first aid kit. A first aid station will be located in or near the administration building. All injuries no matter how minor shall be reported to the first aid station.
Latrines:	Port-a-johns will not be provided. Central latrines are located near Administration building.
Trash/Garbage:	There is no trash service at camp. Leave the campsite better than you found it.
Security and Fire Safety:	To reduce the number of unauthorized persons visiting your campsite, it is recommended that at least one person (an adult) remain in the campsite at all times. The proper use of fire and fire prevention is of the utmost importance. All units are expected to maintain a fire safe campsite at all times. Set up a fire fighting station, have a plan, use it. It is a campsite requirement.

- A. All Scouts are encouraged to attend school officially excused by school officials on the opening day of the camporee.
- B. Make sure parents/guardians know the troop/crew number, patrol name, and the name of the area the troop will be in.
- C. The use of mind-altering substances (including vapors, tobacco, or alcoholic beverages) by adult or youth member will result in immediate dismissal from the camporee site. Parents will be notified to come and pick up their Scout.
- D. Motorized vehicles will be permitted to enter the camporee grounds on Friday to unload equipment only. They will then be parked in the designated areas.
- E. Cellphones, Walkie-talkies, handy-talks, or radios are permitted only to Scouts with a current Cyber Chip.
- F. No unit will be allowed to participate in the camporee without 2 adult leaders in attendance. 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.
- G. 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 Scoutmaster.
- H. All campsites must be attended at all times by a responsible adult.
- I. Scouts should use the “buddy system” when outside their assigned area. During the events on Saturday, an activity uniform may be worn AFTER uniform inspections. Scouts should dress “clean and appropriate in Troop Class B uniform (must be in good repair, clean with no holes). Shoes will be sneaker type, boots, or leather shoes. ***For safety reasons NO SANDALS or open-toed shoes will be allowed. Please wear your Class A to the Saturday Campfire/Sunday Chapel.***
- J. 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. In case of a fire ban, alternate methods of cooking should be planned.
- K. Please set up campsites with Leave No Trace Principles in mind.
- L. Troops will furnish their own garbage bags and pack out their trash.
- M. Troops/crews may erect their own restroom facilities for unit use. Unit leaders are responsible to “monitor” this situation closely. East Carolina Council accepts no responsibility for port-a-johns ordered by units.
- N. Approved lanterns may be used in campsites. Generators ***will not*** be permitted on the camporee grounds.
- O. For the convenience of the campers and guests the OA operates a trading post at Headquarters.
- P. 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.
- Q. Camporee Chief will handle all complaints.
- R. All persons/guests are required to register at the Camp Office located in Area HQ.
- S. The only trading posts in operation at the camporee are the Council OA sponsored trading posts. No unit or other organization is authorized to sell items of any kind.

Patrol Size: A patrol is no bigger than 10 youth and no smaller than 4 youth.

What: Join us for our Fall Camporee at Camp Charles. We will be holding Troop and Patrol competitions. We will set up camp of Friday afternoon and break camp Sunday morning after chapel.

When: Friday, November 10-12. Check in will begin at 3pm on Friday.

Where: Camp Charles -8396 Boy Scout Road Bailey, NC 27807

Cost: Pre-Registration \$10 by October 31st/Late Registration \$12 after October 31st.

Questions: Timothy Dean at 252-343-3282 or email at troop16redoak@gmail.com

Registration: Participants may register as a Troop or Crew. Please make checks payable to ECCBSA and include Tar River Fall Camporee as your memo line. Sorry, no Refunds available.

Lone Scouts: Please contact Timothy Dean to be placed with a patrol for the competitions. If You are a part of a troop that does not have a patrol large enough to compete in The events, please let us know and we will arrange for you to join with another Patrol for the weekend.

Out of District Scouts: Out of district participants are permitted to attend. Campsite area locations will Be provided surrounding the activity field.

Return Forms To:

“2017 Tar River Fall Camporee”

East Carolina Council, Boy Scouts of America

PO Box 1698

Kinston, NC 28503

Friday

8:00pm Chaplains Aid Meeting at Camp HQ (Youth Led Chapel on Sunday)

9:00pm SPL Cracker Barrel with Adult Leader from each troop.

****Friday Bonus Points**** If your troop/patrol is willing to take on one of the Camp Charles Service Projects, we will award 50 points for every 30 minutes of service from the approved service project list. Entire patrol must participate and you must have written approval of your time and project you completed at Camp Charles. Projects can be located by contacting Adam Ipock. Projects are allowed to be conducted prior to camporee that scout year. No more than 200 points will be awarded.

*Service Project time can be used to meet the requirement of: Tenderfoot 7b, Second Class 8e, or First Class 9d.



Saturday

- 8:00AM Posting of Colors –Area Headquarters (Class A Uniform)
- 8:15AM Uniform Inspections (Uniform, Patrol Flag, Patrol Yell, Scout Spirit)
- 8:45AM Revolutionary War
- 9:45AM War of 1812
- 10:45AM World War 1
- 11:45AM World War II (Lunch Cooking Event)
- 2:00PM Vietnam War
- 3:00PM Special Intertroop Competition (Civil War)
- 5:00PM Closing of events, Retire Colors
- 5:30PM SPL Meeting –Judges Area (15 minute meeting)
- 8:00PM Campfire Program

Sunday

- 8:00AM Chapel Service at Campfire Circle (Given by Troop Chaplain Aides)
- 9:00AM Camp-wide cleanup
- 9:30AM Start Heading Home!

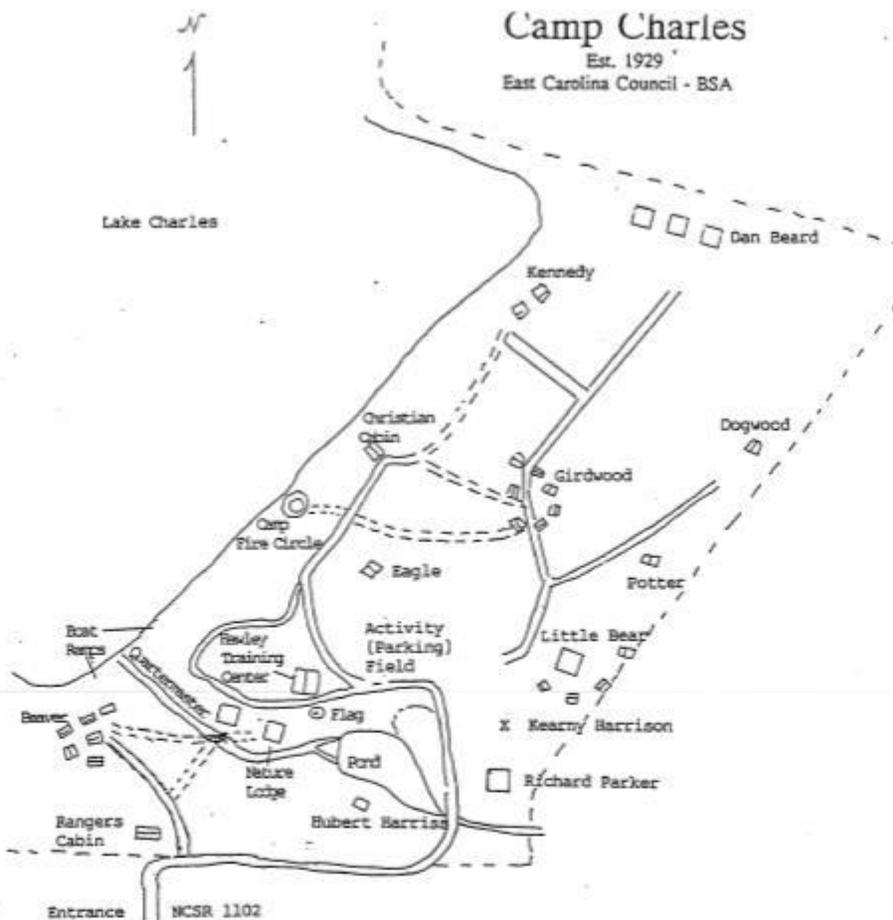


Top Patrol Trophy	Patrol that demonstrates most scout spirit, honors the scout law and oath. Voted upon by SPLs and Camporee Staff.
Totems	Winning Patrol for every event will have a totem for their patrol flag for that event.
Camporee Ribbons: -Blue -Red -White -Green	1100-2000 Points 900-1099 Points 600-899 Points 50-599 Points
Point System:	100 Points for attempting and participating in an event. 200 Points for successfully completing event 300 Points for winning event
Extra Points:	Up to 200 Points for Camp Charles Service Project 100 Points for winning Intertroop Competition Up to 100 Points for Uniform Inspection



Camp Charles

Est. 1929
East Carolina Council - BSA



- | | |
|----------------------|---|
| Picnic Shelters | = All except Dogwood, Dan Beard, Kennedy and Harrison |
| Toilets | = Each camp site (drop), Hawley Training Center (flush) |
| Water | = Eagle, Little Bear, Potter, Girwood, Hawley Training Center, Parker and Harrison |
| Electric | = Quartermaster, Camp Fire Circle, Eagle, Little Bear, Christian Cabin and Hawley Training Center |
| Adirondaks Foot Path | = Little Bear, Girdwood, Kennedy, Dan Beard and Beaver |
| Road | ————— |

EVENTS

Crossing the Delaware (Revolutionary War)

It was the first move in a surprise attack organized by Washington. It was a logistically challenging and dangerous operation. Prove your 'Merican enough to do the same! You'll have to move fast, work together, and know your knots!

Items Needed To Bring – (Please bring to event-Troop provides): 2-8 to 12 foot 2x4s with two rope handles for each scout in the patrol. Pieces of rope to be determined by how many scouts are participating in the event.

Directions: Patrol will place materials at starting line. Upon signal, Patrol Leader will direct patrol to tie rope handles around 2x4s using a two-half hitch knot. Scouts will stand on boards once all knots have been tied and handles are ready. Patrol Leader will direct patrol to move through an obstacle course of approximately 50 yards. 5 points are deducted for each time someone falls off the board. The event is completed once the end of the board crosses the finish line, ropes are untied, and material is stacked.

Winning Totems:

- Fastest Time
- No Man Left Behind (No one falls off)

Scoring:

- 300 points-Under 5:00 with correct knots
- 200 points- 5:01-7:00 with correct knots
- 100 points- 7:01-9:00 with correct knots
- **5 points deducted for each step off the beams**
- ***10 point deduction for each incorrect knot tied on beams***

*Event covers the following scouting skill: Scout Rank: (Partial 4a), Tenderfoot 3b.

Washington Has Fallen (War of 1812)

Your capital has been sacked! The White House burns! You need a new headquarters as you plan to repel the British! Under the cover of night you will have to set up a new command post. Prove you have the skills! You'll need to work fast, efficient, and most of all...together!

Items Needed To Bring: 1 Pop-up tent, 1 ground cloth/tarp, poles for tent, pegs for tent, rain fly and blindfolds.

Directions: Patrol will line up before event. Items will be covered with tarp in front of patrol. Patrol Leader will ensure each member of patrol is blindfolded. Upon signal, Patrol Leader will direct patrol members to construct the tent. No one is allowed to speak except for the Patrol Leader. Tent must be fully erect, tent door closed, rain fly secure, and all pegs in the ground.

Winning Totems:

- Fastest Time
- Scout Spirit (Teamwork)

Scoring:

- 300 points –Under 5:00 with correct set up
- 200 points – 5:01-7:00 with correct set up
- 100 points – 7:01-9:00 with correct set up
- **10 points deducted for every time someone speaks other than Patrol Leader**
- ***20 points deducted and removal of scout for improper blindfolding***

*Event covers the following scouting skill: Teamwork, Scout spirit, leadership.

Say What? (World War 1)

World War 1 quickly wrought innovation and advancement in several key areas of technological applications. For four years opposing armies gradually developed technological tactics that allowed them an edge over their enemies. Can you lead your patrol to safety? You're in No-Man's Land and must get out! You'll need to work quickly, together, and know your signals.

Items Needed To Bring: 1 compass per patrol (No GPS for this event)

Directions: Scouts will line up at designated area. Upon signal, scouts will be given coordinates to their first station. At each station, a cipher will have to be decoded by use of cryptology. The hidden code will be reveal a word to the final message. Each station will give coordinates to next station until patrol returns back to beginning station with completed decoded message.

Winning Totem:

- Fastest Time with correct code

Scoring

- 300 points –Under 10 minutes with correct code
- 200 points -10:01-15:00 minutes with correct code
- 100 points – 15:01-20:00 minutes with correct code
- **Scouts with incorrect code will be sent back to complete code**

*Event covers the following scouting skill: Signs/Signals/Codes 8e. Teamwork, Scout spirit, leadership.

Waste Not! (World War II) –A lunchtime event!

Did you know that many things were rationed during World War 2? Everyone back home was expected to do their part in helping our boys overseas. Get ready to bring a simple and easy meal back to headquarters. The K.I.S.S (Keep it Simple Scout) method should be used during this event.

Items Needed To Bring: Cooking materials at your campsite, A quick and easy to make meal, recipe and instructions on how it was made on an index card and your Senior Patrol Leader.

Directions: Patrols will go back to camp and prepare from scratch a simple meal. Meals need to be something creative that requires only one pot and one utensil to cook with. Meal can be cooked over stove or campfire. Patrol Leader will bring meal to Headquarters with index card stating recipe used and directions. Senior Patrol Leaders will judge event and award winner. Meal may be a dish or a dessert.

Winning Totems:

- Most original dish
- Best tasting dish

Scoring:

- 300 points –Use of one pot/pan and one utensil, index card, SPL participates
- 200 points – Use of more than 1 pot/pan and utensil, index card, SPL participates
- 100 points – Use of more than 1 pot/pan and utensil, index card, no SPL participates

*Event covers the following scouting skill: Tenderfoot 2a, 2b, Second Class 2a, 2e, First Class 2d. (Partial completions).

Until Everyone Comes Home (Vietnam War)

Not long ago many of your neighbors, elders at church, and other members of your community served our country in Vietnam. In Washington, there is a memorial wall that lists many men and women who died on the soil thousands of miles away. Your mission is to make sure all your wounded patrol leaders gets home! You'll need to know lashings, knots, teamwork, and first aid. Bring 'em home boys!

Items Needed To Bring: Three 6 foot walking staves, rope to lash, first aid kit.

Directions: Patrols will be given a first aid scenario in which their Patrol Leader has become injured on the battlefield. He is unable to give command and the patrol must act as a unit to successfully complete the mission. Upon arrival a first aid scenario will be given (broken leg, head injury, snake bite, etc.). Patrol will have to render treatment for injury and construct an A frame to drag their patrol leader out of the area (approximately 50 yards away).

Winning Totems:

-Fastest Time

Scoring

300 points –Under 10 minutes with correct lashings and proper treatment rendered
200 points -10:01-15:00 minutes with correct lashings and proper treatment rendered
100 points -15:01-20:00 minutes with correct lashings and proper treatment rendered
25 points deducted for improper lashing
50 point deduction for improper first aid treatment

*Event covers the following scouting skill: Scout Rank: (Partial 4a), Tenderfoot 4a, Second Class 6a, First Class 7a, b, c. (All partials depending upon what scenario and assessment of care is given).

Special Intertroop Competition

(Civil War-The Battle of Gettysburg)

Many families were torn apart during this tumultuous time in American history. Brother against brother, father against son. Each side was tugging against the other to gain the upper hand in this war. We visit the field of Gettysburg as teach troop is pitted against the other in an epic showdown of brute strength and tenacity.

Items Needed To Bring: Class B uniform and tennis shoes. Scout Spirit. Competiveness.

Directions: Come to the Activity Field by Girdwood in troops ready for action!

Winning Totem: -Last Troop Standing

(It's a surprise people, you'll just have to participate to find out)

*Event covers the following scouting skill: Scout spirit, teamwork, leadership, fun!

Campfire Program

Each Patrol will present either skit or song with a patriotic theme. Please see Tim Dean for prior approval of skit or song.

- I. Opening
- II. Skits/Songs
- III. Awards
 - a. Event Awards
 - b. Intertroop Award
 - c. Top Patrol Award
- IV. Flag Retirement Ceremony by SPLs
- V. Conclusion

*Event covers the following scouting skill: Second Class 8a,b.