

The Golden Days of Piracy



2025 SOUTHERN DISTRICT CAMPOREE

LEADER'S GUIDE

February 21 - 23, 2025

**Camp Albemarle in the Pines
1201 Sam Hatcher Rd, Newport, NC 28570**

CAMPOREE THEME – The Golden Days of Piracy

We're going back to a time 300 years ago, when pirates roamed the coast of North America, plundering and ruling the ocean.

The Southern District Camporee 2025 proudly presents the **The Golden Days of Piracy**, an homage to our history here in Eastern North Carolina. While the virtues of Pirates and Scouts don't always align, our activities and games will reflect the skills learned in Scouting that would have been useful to a landlubber just finding his sea-legs.

Please embrace the theme wholeheartedly and feel free to dress up in pirate or other colonial era attire during the various events, such as patrol challenges and campfire night. Actual weapons and projectiles are forbidden. Points will be awarded to patrols that embrace and participate in costume attire.

GENERAL INFORMATION

Our Southern District Camporee will be held February 21st - 23rd at Camp Albemarle in the Pines. Camporee is an outstanding opportunity for Troops and Venturing Crews to showcase Excellence in Teamwork, Scout Skills, and Spirit. Camporee is also a fantastic opportunity for fellowship and camaraderie with Scouts from other Troops in the District.

Awards will be given for top patrol for overall skill, top patrol for overall spirit, best campsite, best gateway, Dutch oven cookoff, and a few others. Campsite inspections will be judged based on the traditional Jamboree camping style. This includes orderly tents and kitchen areas, cleanliness of site, signage, proper storage of tools, etc.

REGISTRATION INFORMATION

The fee is \$20 per Scout & Scouter. The fee will increase to \$30 for registration after February 5.

ALL UNITS SHOULD BE REGISTERED ON-LINE BEFORE FEBRUARY 5 (Wednesday) to allow us to identify campsites, have sufficient staffing, order patches and other necessary equipment. Additional Scouts and leaders can be added after that date, up to and including registration at the camp at the increased rate. Please register your Troop online by going to: ecc.tentaroo.com

It is best that you register as a Unit. Payment may be made online via Tentaroo. If you are an individual not with a Unit (such as a staff member), you will select the link to register as an individual and pay the fee online. If your Unit registers you, you do NOT need to register as an individual. If you are a late registrant, you must still register and pay via Tentaroo. No payment will be accepted at Camp. Those requiring registration assistance or having difficulty paying online should contact the council office.

Following registration and payment, refunds will be considered only according to standard Council policy.

ELIGIBILITY

Only registered Scouters and youth members are eligible to attend Camporee. No siblings, guests, or any others not registered with BSA are allowed to attend. HOWEVER, guests are welcome for the Saturday night campfire but should leave once the campfire has been completed. All Troops, Crews and Ships within the Southern District are welcome. No Webelos or AOL's that have not yet crossed over are permitted due to recent BSA policy changes.

EVENT OVERVIEW

We need Troop participation in sponsoring or managing activity stations, so please look over our events section and sign up for a hosting leadership role. You will be responsible for staffing and supplying these stations. Let the Camporee Chair know which event your Unit is choosing to host by emailing your choice to zachary.orman@gmail.com

There will be an opening flag ceremony on Saturday morning. Patrol competitions will begin afterwards. Each patrol should complete each event. Saturday evening, we will have a Dutch Oven Challenge followed by campfire, skits, and an Order of the Arrow call out (*depending on Troops and nominated individuals attending*). On Sunday morning, we will have a brief religious service, awards, closing flag ceremony, pack up, clean up and check out.

ASTRONOMY MERIT BADGE

Weather permitting, we will offer the Astronomy MB to scouts that are interested and prepared to take the merit badge on Friday evening. Only scouts that arrive with the worksheet and the required sections completed in advance will be permitted to participate. Learn about the night sky and how it would have looked and been used during the Golden Age of Piracy from a NASA Solar System Ambassador. This event will be limited to a specified number of scouts. **There will be a separate Tentaroo sign-up to track numbers. If a scout registers for this event, they must prepare in advance and attend so that they do not take up spots that could go to other scouts.**

PATROL COMPETITION

Each Troop is encouraged to participate in all of the events. Scouts are encouraged to wear Pirate themed uniforms or class B shirts during all activities for comfort and to save Class A shirts for evening flag ceremony and Sunday's Closing Ceremony.

SERVICE PROJECT

We will take donations from each unit to provide to our local wildlife shelters: Outer Banks Wildlife Shelter & Possumwood Acres Wildlife Sanctuary. Points will be awarded for troop participation. More information to follow.

SILENT AUCTION

There will be a silent auction held on Saturday from 10am until 4:30pm in the Administration Building. Bonus participation points will be awarded to each Patrol that attends. You are not required to bid on items to receive points, just stop in and learn about the silent auction process. Benefits will go to Bob Howard Scout Lodge Fund and ECC Scouting Historical Society.

ADDITIONAL DEMONSTRATIONS

Deck hands should be prepared for a possible invasion during the weekend.

SKITS AT CAMPFIRE

Each troop should create a skit. Higher scores will be awarded for originality and consistency. ALL troop skits will be scored by a panel of independent scouters. *All skits must be submitted for approval prior to the campfire!*

ORDER OF THE ARROW CALL OUT

Following the skits will be the Order of the Arrow call out ceremony. If you wish to have your Troop members announced at Camporee, please make sure you send your list of candidates for the call out to the District Order of the Arrow Lodge Advisor ASAP. *This call-out is dependent on potential candidates from respective Troops attending Camporee.*

DIRECTIONS

Camp Albemarle in the Pines:

- Take 9 Mile Rd to Sam Hatcher Rd. follow the road until the end, gate on left

Type “Camp Sam Hatcher” on Google Maps for destination as well

TROOP ARRIVAL AND CAMPING ARRANGEMENTS

PARKING

Parking attendants will be available to direct traffic, if necessary, onto the campgrounds on Friday night. To facilitate the large number of vehicles arriving at the event, we ask that Units consolidate equipment

into **one** vehicle or trailer if possible. All vehicles will be asked to park along the edges of the field in designated areas. Only Troop trailers will be allowed to enter the camp and park near the camping sites. We ask that Scouts and adults carry their personal equipment from the parking lot to their designated campsite.

UPON ARRIVAL

Send a single person to check--in on Friday evening between 6:00 and 8:00 PM (Registration Building). Late registration is also at the Registration Office, if you are delayed. You will need:

- o Updated attendance list
- o Copy of BSA medical forms Parts A & B for all participants
- o Order of the Arrow call--out List

CAMPSITE ASSIGNMENT

Troops will be camping within their designated boundaries, the size of which is set by the number of attendees that the unit registers. Campsite boundaries will be designated by stakes and marking tape, plus signs with Troop numbers. You will be assigned a campsite. Some Troops may share campsites. In those cases, please be considerate in leaving space if you are the first to arrive. Most units have been using the same sites in perpetuity, this will likely not change.

LATE ARRIVALS

Late arrivals should report to the registration area, to be given directions to campsites and to update and verify registration. Remember, you may sign up until the day of Camp, but must register electronically on Tentaroo and pay online. Please note that individual Units are responsible for keeping track of which members are present at all times.

CAMP RULES

This is a Scouting event! As such, proper Scout like behavior is expected of all Scouts and all Scouters at all times. Individual Units are responsible for monitoring their Scouts and adults. In addition, camp Staff will be available, if needed, to address specific instances of unScout like behavior. We are guests at Camp Albemarle in the Pines and have an obligation to leave it better than we found it.

Among the important 'Do's':

- o Have Fun!
- o Obey the Scout Law!
- o Leaders: Keep track of your Scouts. Scouts: Let your leaders know where you are.

Among the list of 'Don'ts':

- o No smoking—adults or Scouts
- o No alcohol—adults or Scouts
- o No damaging of property, including the Camp, other patrols, other Troops, etc.

- o No trash left for others to clean up
- o No personal firearms

FOOD, WATER, AND UTILITIES

Each unit is responsible for providing food and drinks for their Scouts and adults for the weekend.

Potable water is available at Camp Albemarle. **Each person should carry a water bottle or hydration pack with them throughout the day. Please make sure that everyone stays hydrated.**

No electricity is available at the camping sites. Gas engine generators are not allowed. Cell phone service is available at the camp.

BATHROOMS

There will be portable restroom facilities available for adults, visitors, male Scouts, and female Scouts. The permanent restroom facility by the pavilion will be designated for Adult Scouters only.

SCHEDULE

Friday 2/21

4:30 PM- 8:00 PM	Arrival; Setup Camp; Final unit roster/payment – pavilion
8:00 PM- 10:00PM	Astronomy Merit Badge/Unit time
9:00 PM	Cracker Barrel (bring your own food) – 1 SM / 1 SPL – at Pavilion. Event Coordinator Meeting; Handout Event Maps; Pass out & explain score sheets -- Pavilion
10:30 PM	Lights out

Saturday 2/24

7:00 AM	Reveille
8:00 AM	Flag and Opening Ceremony at Flagpole. Bring your unit's flag.
8:30 AM-11:30 AM	Patrol Competitions
11:30 AM -- 1:00 PM	Lunch at your campsite
1:00-3:00 PM	Patrol Competitions continue, Gateway grading, Campsite inspections
3:00-4:30 PM	Free time, Special Presentation
5:30 PM	Evening Colors/Announcements at the Flagpole. Class A required.
4:30 PM-7:30 PM	Skit Auditions reviewed at Pavilion Complete Astronomy MB if necessary JUDGE DUTCH OVEN COOKING (starting around 6:15 pm) Free time and Dinner Pack up if not camping for the night
7:45 PM	Skits, Campfire, and OA Call-out
10:30 PM	Lights out

Sunday 2/25

7:00 AM	Reveille
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8:30 AM	Awards & Closing Flag Ceremony
9:45 AM	Pack up/Clean Camp/Depart

The 2025 Camporee Theme is "The Golden Days of Piracy "

PATROL COMPETITIONS

Patrol members should carry water and snacks to get through the morning. Patrols will be attending various stations and performing physical as well as mental challenges so **be prepared**. At some events, the Event Coordinators will have materials that you may need to complete the event. Remember that Scout skills are the basis for events.

Event coordinators (Troops/Crew) will have the basic materials needed at each event. However, each patrol should at least have the following basic gear:

- Patrol Flag (one event will be to design and make your own flag for the weekend). **This can be made in advance. SEE EVENT #2 for details and information**
- Scout Handbook (for reference, if needed)
- Weather appropriate clothing
- Sturdy walking/hiking shoes
- Snacks/drinking water
- Sun protection, if needed
- Paper/pen/pencil
- Bandana or scarf other pirate gear. **If everyone in your patrol is in pirate attire stop by EVENT #1 to be scored**

Scoring

At each event, the patrol will be scored on a) skill (shortest time, success, etc.), and b) Scout spirit. The scale is 0-100 for each item. The skills for almost every event are found in the requirements for Tenderfoot, 2nd Class, and 1st Class. Repetition builds skills.

In order to qualify for the Spirit Award a patrol must complete each event. For Troop participation awards, the top 8 event scores will be tabulated. Patrols can attempt each event one time.

Event list includes:

HAND CRAFTING

1) DIY Pirate attire – Troop 219

The best pirates show up prepared, but it's ok if you didn't, we've got you covered. You can't be sailing the seas in modern attire. It's time to dress the part. The goal of the game is to have fun and make the most accurate pirate attire. You will have a time limit of 10 minutes to prepare your duffle. At the end of the event, you will be judged on participation and scout characteristics. A scout is helpful, friendly, courteous, kind and cheerful.

Rules: The following rules apply:

- The patrol members work to affix pirate attire if they did not come to camp prepared. **If the patrol is fully prepared, still stop by to receive your score for this event.**
- The patrol is given 10 minutes

Equipment: it's a mixed bag of items to work and design. Remember to express your pirate pride with pieces of flair!

Scoring: Participation (50%), Spirit (50%)

ART

2) Create your own Jolly Roger – Troop 219

It is time to create your one and only logo to show the camp your colors! This event involves the patrol to create their own flag with logo. The patrol is provided with material and has a no more than 30-minutes. The goal is to make a unique flag and logo that doesn't resemble any existing logos. All patrol members should contribute. **If you make your flag prior to camp, stop by the station for judging. All patrol Jolly Roger's should not exceed 24" x 36."**

Rules: The following rules apply:

- The 30-minute timer starts.
- They use the supplies provided to develop their patrol flag.
- Every member of the patrol must participate.

- When the timer ends, the patrol must explain the logo.
- Final touches are not allowed after the 30-minute time limit but can attach to a pole to carry around camp.
- The patrol is judged on a scale of 1-100 for creativity.
- There can be multiple patrols working at the same time, provided each patrol has a separate station with the same equipment.
- After judging, the patrol must clean their area as necessary.

Equipment: The materials include cloth supplies, and a timer to track the time. **Scoring:** Spirit (50%), uniqueness (50%).

TRAINING

3) Strength Building – Troop

Time to test your true physical strength. Let's see how well you hold up as a landlubber. Let the old salts know that have what it takes for a life on the seas. Arrange a sequence of sailor training exercises, including power lunges, push-ups, jump rope, agility drills, etc. Each buccaneer needs to finish a specified number of repetitions before the team can move forward. Measure the time it takes for the crew to complete these energy-packed challenges.

Rules: The following rules apply:

- Six training exercises will be explained to the patrol
- Each patrol member does at least 1 of the exercises, while the rest of the patrol cheers them on.
- Every member of the patrol must participate in an exercise before anyone is permitted to repeat (if necessary).

Equipment: Six ideas for exercises and how many repetitions; stopwatch

Scoring: Fastest time to complete all the exercises correctly. Times ranked and scored on 100-point scale.

REINFORCEMENTS

4) Wounded Pirate – Troop

Show your true strength and capability by going into battle against rival crews. Fighting these privateers is light work. Everything is looking great until, OH NO! A projectile found Captain (X)

and hit him/her and severely damaged his/her lower leg. You have to get them back to the infirmary immediately so they may be fitted for a peg leg. Using two thick wooden sticks and a lengthy, strong piece of fabric or cloth or tarp, you must carry your wounded pirate to treatment. The stretcher must withstand the weight of the injured captain and carry the Scout approximately 100 feet from the starting point. Make sure it's sturdy or else you'll have to go back to the starting point.

Rules: The following rules apply:

- Every member of the patrol must participate.
- Use the materials given to create a stretcher to carry one of your "wounded" patrol members.
- Carry the "wounded" patrol member 100 feet.

Equipment: Two 6-8 feet thick wooden poles, and one large tarp to create the stretcher. Timer

Scoring: Fastest time to complete building the stretcher and carry the person approximately 100 feet to the finish line. Times ranked and scored on 100-point scale.

KNOW YOUR KNOTS

5) Knot tying – Troop #

Far off on the horizon, the sky is beginning to change. The air begins to feel heavy, no time to hang the jib, all hands hoay. The crew must secure the rigging, sails and all gear. In this event the patrol must identify and properly tie knots. Time is of the essence with this threat looming, but proper knot tying is a skill that can't be hurried.

Rules: The following rules apply

- Every member of the patrol should participate, rotating with each knot.
- Use the rope provided to tie the knot and explain its use
- Patrol members may assist if asked.

Scoring: Start with 100 points, 10-point deduction for each wrong knot tied, 5-point deduction for improper explanation.

JEOPARDY

6) Jeopardy – Troop #

As a storm approaches, the captain calls for the crew to batten down the hatches. Now, as everyone sits on their duffels below deck, one of the seadogs creates a new game to pass the

time. Since these are perilous times, he names the game Jeopardy. You have already proven your skills in scoutcraft. Now you need to prove your knowledge of local pirate lore and Scout trivia. Scouts should be familiar with local Pirate lore and Scout trivia.

Rules: Standard rules for jeopardy. Correct answers are worth 5 points and incorrect answers are -10 points. 10 Scouting trivia questions are selected and 10 historical trivia questions (pertaining to scouting and pirates) are selected.

Equipment: At least 20 notecards with 50% Scouting trivia questions and 50% historical trivia (pirate or scouting) questions.

Scoring: Number of correct answers are worth 5 points and incorrect answers are -10 points to 20 questions

DIAMOND SHOALS

7) Stay on the shoals – Troop #

As you attempted entry into Beaufort Inlet, your schooner ran aground and was scuttled. Now it is dark and there is no moon to provide light. You must pass to a barrier island without stepping off the narrow shoal in the strong currents and risk being swept away. Luckily, your first mate is an old-salt from these parts and can guide the way. One scout will have to guide his whole patrol, which will all be blindfolded, through an area with cones and other small items such as gloves, ball pit balls, or hula hoops to signify the various dangers. Your task is to get out of the area without anyone stepping off the shoal in the fastest time possible. If a scout steps on an object, they get removed from the game, and 30 seconds gets added to their time.

Rules:

- All patrol members must participate. Will form a line with hands on the shoulders of the scout ahead of you. Only one scout can be unblindfolded, and they must provide directions to the entire patrol.
- If you touch one of the objects, the Scout is removed, and 30 seconds is added to your completion time.

Equipment: Blindfolds for the scouts, and around 20 various small items such as gloves, ball pit balls, cones, or hula hoops to signify the dangerous areas. Ropes to designate the area. Timer.

Scoring: Time to get your crew to dry land, divided by blindfolded crew members remaining. Times ranked and scored on 100-point scale.

LODGING

8) Queen Anne's Destruction– Troop #

Since the sinking of the ship, we have lost our only home. Luckily, we navigated the shoals back to a barrier island. Unfortunately, the crew is blinded by the dark on this cloud covered night. Upon reaching the beach, you have broken arms, but at least you have **OWL** sight and can guide your crew members. You need lodging for the night and have a tent. Guide your blinded (blindfolded) scouts in setting up the tent before nightfall comes.

Rules: The following rules apply:

- All but one scout in the patrol will be blindfolded.
- The scout who isn't blindfolded cannot touch the tent.
- All patrol members must participate.
- Scouts will put up a tent blindfolded.

Equipment: Blindfolds for the scouts and one 4-person tent. Timer

Scoring: This event is based on time to completion and ranked on 100-point scale.

PIPE AND BALL CONNECT

9) Transport the Gold nuggets – Troop #

You managed to save some gold from the shipwreck but must secure a secret location before leaving the barrier island. The crew nearly had all of the loot into the chest when the captain spots a freebooter in the crow's-nest of a rival crew just offshore and he is watching closely to see if any booty made it to shore. Three Spanish doubloons are all that remain to fill your coffers. They must be put in a chest with the other pirates poking around and looking for the missing gold. You use special PVC pipes in different shapes to put the gold into the treasure chest. Some of the pipes are defective; therefore, some will be removed each time you put the ball through them. Remove a certain number of pipes as the game goes on. Maximum of 3 rounds.

Rules: The following rules apply:

- All patrol members must participate. (Six at a time, rotate members for each round).
- Scouts will use the PVC pipes to transport the ball into the bucket.
- Judges will randomly remove some of the pipes.
- Dropping a ball or letting it touch your hands will add 15 seconds to your time, and ball must return to the beginning.

Equipment: Six 2" PVC pipes for the scouts to transport the ball with one bucket, and three ping pong or golf balls. Timer

Scoring: The quickest time to transport the gold into the treasure chest (bucket). Times ranked on 100-point scale.

ORIENTEERING

10) X Marks the spot – Troop 132

What would the golden age of piracy be without a little treasure hunt? A good deal of time has passed, and you return to the barrier island to retrieve your gold. Unfortunately, a nor'easter has recently changed the landscape of the island drastically. As your journey continues, you must successfully complete the orienteering course to find the buried treasure.

Rules: The following rules apply:

- All scouts must work together to determine appropriate heading and paces required. Measuring should be conducted in paces.
- All patrol members must participate.

Equipment: Compass. Timer

Scoring: Participation (50%) Time (50%) The quickest time to find buried treasure using all proper waypoints. Times ranked and scored on 50-point scale with participation score added.

LANDSKI

11) Ski down the dunes to celebrate finding the loot – Troop #

Life as a pirate can't be all danger on the high seas! As your journey continues you spend some time as a crew pioneering in the snow from a winter storm. Good thing you found some special team skis to walk across this thick snow that has just fallen. A patrol must get on the wooden ski and use teamwork to travel with it.

Rules: The following rules apply:

- All scouts must step on the wooden planks and hold the ropes to get across 50 meters.
- All patrol members must participate. Only one should speak, the others should be silent during this event.

Equipment: Two 6ft long 2x6 wooden planks, and six ropes tied to the plank one rope per scout. If there are more than 6 patrol members then the remaining members can opt out.

Scoring: The quickest time to travel towards the finish line; add 20 seconds for every time someone trips or puts their leg on the ground. (10 bonus points if patrol comes prepared [Brings their own skis]). Times ranked on 100-point scale.

FIRE STARTING

12). In from the cold – Troop #

The day is done, your crew is exhausted from the cross-country skiing and other hard work that comes from life in the 17th century. The last task is to start a fire, to keep you warm and to prepare your meal.

Rules: The following rules apply:

- All scouts must work together. No accelerant can be used to start fire, no products that create immediate flame (matches, lighter, etc.)
- **Fires must start on the ground and can't be elevated by any means to take away from the spirit of the game.** Patrols should provide their own materials for fire building including tinder, kindling and ignition source (striker, magnifying glass, battery & steel wool, etc.) Tinder and kindling must remain at ground level, not permitted to be raised. Should stay below a predetermined mark on stakes.

Equipment: Timer, tools necessary to start fire

Scoring: The quickest time to burn string at set distance above fire. Times ranked on 100-point scale.

CAMPFIRE:

Each patrol should be prepared to perform a song, skit or cheer on Saturday evening. All planned songs, skits or cheers should be Pirate themed so pull out those old favorites and rewrite them to match the theme. All skits must be submitted for approval prior to the campfire! Points will be awarded for troop spirit.

ALL DAY ALL THE TIME:

Proudly display your pirate costumes. All Scouts and leaders are encouraged to wear pirate inspired outfits and accessories. NO WEAPONS allowed. The Unit with the most participants who embrace the theme will be recognized.

GATEWAY & CAMPSITE COMPETITION

There will be a Troop award for Spirit Gateways. Your gate doesn't have to be big, but it should be festive! Campsite will also be assessed for safety and appropriateness, but otherwise not scored.

AWARDS

Each event will be scored by the unit sponsor and results reported to the Camporee Staff. Timed events will be reported in times. Other scores reported per event scoring guidelines. The top eight event scores per patrol will then be tabulated for overall troop participation.

Overall troop awards for spirit, campsite gateway, and participation (mentioned above). There will also be event awards for fire starting, orienteering, knot tying and Dutch Oven cookoff.

EMERGENCY ACTION PLAN

Camp Albemarle in the Pines 1201 Sam Hatcher Rd, Newport, NC 28570

EMERGENCY:

Medical, Fire, Sheriff: CALL 911. The physical address of the camp is noted above. Notify camp headquarters immediately after calling 911.

IMPORTANT PHONE NUMBERS:

Camporee Chair: Zachary Orman (252)646-6171 First Aid at camp: Sarah Wetherington (252)562-5229.

EMERGENCY SHELTER:

In cases of dangerous weather, the pavilion will be used as an emergency shelter. If you cannot get to that building, the following standard safety procedures should be followed:

LIGHTNING:

1. Adults should keep your car keys with you at all times
2. When lightning and thunder are less than 30 seconds apart, seek shelter in an enclosed vehicle or building.
3. Do NOT seek shelter under a lone tree.

TORNADO:

All campers will seek shelter in a ravine or other low area. Lie flat with your hands/arms shielding your head and face.

CAMPER SECURITY

Make sure all forms are filled out **prior** to arriving at camp. All fields on the unit registration form for each camper should be complete.

No youth camper can leave camp without the unit leader first bringing the camper to admin and meeting the person signing the camper out in the presence of an admin staffer.

Any **unauthorized person** in camp who may pose a possible threat should be reported to 911 and camporee staff should be notified right away.

Per BSA requirements, at least two registered adult leaders who are 21 years of age or older are required to attend with each unit, and to be present during the entire Camporee. Units bringing female youth must bring at least one registered adult female who is 21 years of age or older. All leaders must have a current Youth Protection Training certification.

IMPORTANT REMINDERS

The following are some important reminders for Camporee (in no particular order):

Fires	Any fires at the individual campsites must be off the ground so as not to burn / scorch the grass. Check the current burn bans in effect before having any fire.
Trash	All troop trash should be packed out by the unit when they depart
Troop gear	Large, bulky, and heavy unit gear should be consolidated into one vehicle or trailer that will be allowed to pull up next to the campsites. The walk from the main parking area to the camping sites is not far.
Event gear	Make sure to read the event that your unit is hosting and bring all applicable items and gear to host the event. Scorecards will be provided by Camporee

	staff. Contact Rahim Momin if you have any questions concerning items that you might need for your event.
Cracker Barrel	Please feel free to bring your own snack, food and drink to the Friday night Cracker Barrel that we will have at the Pavilion
Water	Potable water is available at Camporee.
Toilets	Portable toilets will be provided at Camporee
Bandana / Blindfold	As some of the events require individuals to be blindfolded, please bring a bandana or blindfold for the Camporee events
YPT Certificates	All adults must be current on YPT certification.