

BOY SCOUTS OF AMERICA  
**2019 SPRING CAMPOREE**  
**For Cub Scouts and Boy Scouts**  
 OCCONEECHEE COUNCIL  
**BLACK RIVER DISTRICT**  
 (Revised as of January 28, 2019)

**Our staff anticipates and expects your spirited participation** in the District Boot Camp activities, competitions, exhibitions, adventure, and of course the FUN. It is our intent to provide the atmosphere and opportunity for the new Scouts in your unit to build their basic Scouting skills while at the same time providing a selection of exciting activities for the older Scouts.

Please read this entire leader’s guide. The most successful units at this event will have thoroughly read and attained a complete understanding of all the sections covered in this Leader’s Guide. We hope these changes will all be for the better and will enhance your unit’s experience at Camporee.

The Camporee committee recognizes that there are many troops in the district who do not have the resources to conduct a new Scout program within their own unit. With new Scouts typically bridging to troops in February and March, there is often limited time available to help prepare those Scouts on Troop outings because the Camporee typically takes up one of those outing dates. In order to help fill that void one of the goals of this year’s Camporee was to provide the opportunity for those newly bridged Scouts to start building their Scout skills, but to do it in a fun environment. Our program is designed similar to a university type program, where Scouts will register for specific classes / stations at specific time periods. Each station will provide the opportunity to gain knowledge in a specific skills area. Scouts that master the skills in that area will get completion stickers on their scorecard which they can take back to their unit for review and signoff. Older Scouts will have the opportunity to teach skills and those assisting with stations can earn a “Fast-Pass” coupon that will get them to the front of the line for one of the range events (Rifle Shooting, Shotgun, Archery, or Tomahawk Throwing).

This Leader’s Guide contains the following sections to help you prepare for the Black River District Spring Camporee.

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**Important Dates**

Register Before	1-March-2019
Camporee Starts	29-March-2019
Ends	31-March-2019



# I. General Information

This year, we are pleased to hold this year's Camporee at *Camp Durant*, home of our Council's summer camp just west of Carthage, NC.

*It should be noted there will be a Wood Badge course taking place at the same time as our District Camporee. Please ask all scouts to avoid the Sullivan center and the campsites in use by that course.*

**A scout is obedient.** We are privileged to be able to use the facilities provided by our council, but in doing so, we must make sure we follow the principles of Leave No Trace Scouting! They are addressed in the list of DOs and DON'Ts. Follow the rules as good scouts and citizens, and in the end these rules should have no adverse affect on our Spring Camporee.

The Camporee Staff have chosen to govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code - which we have all come to know as "Leave No Trace". We will also insist and work to ensure that all participants live within the Guidelines of Safe Scouting (<http://www.usscouts.org/safety/g2ss.pdf>). All violations shall and will be dealt with swiftly by the staff and may result in or require the removal of an individual unit from the Camporee. The Camporee Chairperson reserves the right to exercise his/her authority as he/she sees fit, and, as always, will uphold the Scout Law.

The following guide outlines activities we would like to offer. Without volunteers to staff and run the activities, they will not occur. Please make sure your unit is providing adults to help plan and run these stations so that all may benefit. The final list of activities will be updated based on unit signups by the February Camporee planning meeting (2/14/19).

The Camporee can only be as strong as the unit participation. This includes the camporee activities and events as well as our program of exhibitions and demonstrations. Please see the "Activities" section for further details.

Remember, Camporee staff consists of both adult and youth members; men and women who have put in extra time to ensure we all have fun. Each of them is required to respect each participant and requires the respect of those same participants. They will be in leadership roles the entire weekend and will benefit from your help, patience, and guidance when required. Regardless of the situations that may arise, we are doing our best and would appreciate your unit's respect and cooperation.

**DOs AND DON'Ts FOR SPRING CAMPOREE**

<b>DO</b>	<b>DO NOT</b>
<u>DO</u> - TAKE THE TIME TO PRE-REGISTER. IT IS ESSENTIAL FOR A SUCCESSFUL EVENT.	<u>DO NOT</u> - DIG ANY HOLES FOR ANY REASON, INCLUDING FOR GATEWAY BUILDING.
<u>DO</u> - USE THE EXISTING FIRE RINGS IN YOUR CAMPSITE IF YOU PLAN TO HAVE A FIRE OR DUTCH OVEN CHARCOAL FIRE.	<u>DO NOT</u> - BUILD FIRES ON THE GROUND.
<u>DO</u> - DISPOSE OF WASH WATER PROPERLY.	<u>DO NOT</u> - WASH DISHES AT OR NEAR THE BATHHOUSES (THE SINKS WILL CLOG). ALL WASHING MUST BE DONE IN YOUR CAMP AREA.
<u>DO</u> - WEAR YOUR CLASS B UNIFORM DURING THE CAMPOREE EVENTS. CLASS A SHOULD BE WORN FOR FLAG RAISING, LOWERING, AND SCOUTS OWN SERVICE.	<u>DO NOT</u> - LEAVE THE CAMPOREE SITE WITHOUT AN ADULT FROM YOUR UNIT. UNIT LEADERS ARE 100% RESPONSIBLE FOR YOUR SCOUTS AND USE OF THE BUDDY SYSTEM
<u>DO</u> - BRING ALL COOKING GEAR REQUIRED BY YOUR UNIT TO PREPARE YOUR MEALS.	<u>DO NOT</u> - PARK IN THE CAMPING AREAS. PARK CARS ALONG ROADS OR AT ADMIN BUILDING
<u>DO</u> - BRING GARBAGE SACKS AND EXPECT TO PLACE ALL YOUR OWN TRASH AT THE END OF THE CAMPOREE IN THE DUMPSTERS.	<u>DO NOT</u> - BLOCK THE ROADWAYS.
<u>DO</u> - EXERCISE AND FOLLOW THE SAFETY GUIDELINES FOUND IN THE GUIDE TO SAFE SCOUTING.	<u>DO NOT</u> - BRING OR PLAY ANY ELECTRICAL DEVICES, ELECTRONIC GAMES, RADIOS, OR ARTIFICIAL NOISE MAKERS PER STANDARD SCOUTING REGULATIONS.
<u>DO</u> - CLEAN UP YOUR BATHHOUSE AND CAMPSITE BEFORE CHECKING OUT.	<u>DO NOT</u> - PARTICPATE IN ANY CONTACT SPORTS
<u>DO</u> - ENJOY YOURSELF AND HAVE LOTS OF FUN!	<u>DO NOT</u> - BRING FIXED BLADE KNIVES OR FOLDING KNIVES WITH BLADES LONGER THAN 3", DRUGS, ALCOHOL, OR FIREARMS.

*PLEASE REMIND ALL SCOUTS TO ONLY PUT TOILET TISSUE IN THE TOILETS (NO TRASH).*

**To insure the safety of all participants, and in accordance with BSA Guidelines, each unit leader is responsible for having, in their possession, permission slips, medical releases, and medical histories of all participants from their unit.**

## **MEDICAL FACILITIES**

Each unit should have its own first aid kit. However, a first-aid station, manned by staff members, will be on site for minor first aid requirements. Each unit leader will be responsible for the safe transport of all participants in the event of a medical emergency. **First Health Moore Regional Hospital** is a close-by and fully equipped medical facility, should a medical emergency arise.

## **EQUIPMENT**

Each unit is required to provide all equipment required to participate in the Camporee. That includes all tents, stoves, cooking and eating items, and all materials that go into camp gadgets, the entrance gate, water, etc.

There are restroom facilities at each campsite. All scouters need to keep these facilities clean and to not dispose of any waste in the toilets. Water will be available at the bathhouses, but all units should remind their Scouts to NOT bring their dirty pots, pans, and plates to the bathhouse. Fill clean pots and bring them back into the campsite for cleaning. Under no circumstances should anyone bring anything to clean to the water supply.

An equipment list for the patrols that are overnight camping is provided as a guideline. Units should review equipment requirements with their youth. Those units participating in special events shall provide the necessary equipment called for in that event.

## **LOADING AND UNLOADING EQUIPMENT, PEOPLE, AND PARKING**

This process may be the most frustrating part of the Camporee for all the staff, youth, and adult leaders. It always is, so be prepared and be patient. If you have any participants in your unit that have a “special need” or mobility issue, please bring it to the attention of the adult Parking Advisor. Remember that the staff is made up of volunteers, youth and adult, and they will have complete authority in any matter in which a dispute arises. On rare occasions, unfortunately, we have adults who disregard the directions and instructions of our scout staff members while they try to carry out their assigned tasks of directing traffic and coordinate parking. In the event that a participant does not heed the direction or instruction of a youth or adult staff member, that person, and possibly their entire unit, may be subject to sanction by the Camporee Chairman. If a vehicle is left where it is not supposed to be, and the driver has been warned, it may be subject to towing. Vehicle parking will be available at the Administration area, and off the edge of the roads near your campsite..

Parking rules will be strictly enforced. Remember, unit campsites are for tent camping only!

**Please do not drive through the Camping areas during the program day.** All campers need to remain on the Camporee site.

## **UNITS WILL ENHANCE THE LOADING AND UNLOADING OF EQUIPMENT BY FOLLOWING SOME SIMPLE RULES:**

- Parking will be available NEAR your campsite, along the camp road. Do not block the roads.
- Plan your trip and vehicle loading and unloading prior to arriving
- Youth and Adults are required to carry their PERSONAL GEAR (in the confines of a pack or duffel bag) to and from their campsites. No motorized vehicles or other devices should be used to transport PERSONAL GEAR.
- Those vehicles carrying youth and personal gear can proceed to their campsite area after checking in to unload them, allow them sufficient time to assemble their gear, and proceed to their campsite.
- No riding in open vehicles such as pick-ups unless in a normal seat and using seatbelts.
- Loading vehicles to leave will be conducted in a like manner.

## **UNIFORMS**

The complete scout “Troop Uniform” is required for all assemblies, which include flag raising and lowering, our campfire, and the Scouts Own service. However, “Activity (Class B) Uniforms” should be worn during activities and contests. The shirts worn must be scouting-theme appropriate.

Those individuals participating in Order of the Arrow activities during the Camporee should bring the appropriate uniform items (like sashes).

## **DRUGS AND ALCOHOL**

Drugs are not permitted at any time. Standard rules from the Guide to Safe Scouting apply with respect to prescription medications. The presence of illegal drugs or alcohol may necessitate a call to local law enforcement.

## **KNIVES, FIREARMS**

New Scouts working on Tote-N-Chip requirements can bring an appropriate Scout knife if they plan to attend that activity as part of the camporee. Sheath knives or folding knives with large blades over 3 inches are not permitted. There are no bears to skin, no whales to remove blubber from, and these knives just create a situation that will surely result in disciplinary actions. All firearms required for the shooting activities will be provided by camp.

Larger knives that are used for food preparation should be left in the patrol cook site, properly cared for and put away. Always leave this size knife with the patrol cooking utensils. Each participant should be knowledgeable in the use of knives and axes and have in their possession a Tote-N-Chip Card, proof of their proper knowledge and use of such equipment.

## **ADVANCEMENT OPPORTUNITIES:**

Since the Camporee is geared towards the improvement of scout outdoor and camping skills, there are advancement opportunities for all involved. It is the unit’s responsibility to be prepared for the sign off, documentation, or recognition of these advancement opportunities. All sign-offs provided will be on a camporee scorecard that will be given to each participant. Each unit is responsible for translating those sign-offs into a Scout’s handbook.

**RECOMMENDED EQUIPMENT LIST**  
(FOR ALL UNITS AND INDIVIDUALS CAMPING OVERNIGHT)

<b>Patrol</b>	<b>Individual</b>
* Patrol Flag	Field and Activity Uniforms
Shovel	Pack/duffel bag
* Adequate # of tents	Sleeping bag/blankets, sleeping pad
	Eating utensils, cup, plate, bowl
* 2 fire buckets or class B/C fire extinguisher for each cooking site	Waterproof matches
Cook kit	Scout Handbook
Dishwashing supplies	Flashlight w/extra batteries & bulbs or 2 flashlights
* Duty roster in plastic	Extra clothes as needed
* Menu in plastic	Rain gear
* Dishpans	Toilet articles w/soap & toothbrush, towel, wash cloth –bringing extra toilet paper is a “good thing.”
* Trash bags	Jacket or sweater (highly recommended)
* Bleach or sanitary tablets	Pocket knife – with Tote-N-Chip Card
* Dining fly	Extra boots/shoes as required
* First Aid Kit	First Aid kit
* Sunscreen	Canteen/water Bottle
Patrol Box	
* Water container(s) filled (5 gal minimum) TBD	Camp chair for Campfire
* Food storage container	
Stoves	
*Hand Soap and or Hand Sanitizer	

<b>Unit</b>	
Lanterns (Optional, sites have lighting at shelters)	* Gateway materials
* US Flag, Troop Flag	
Dutch Oven Cooking Contest Equipment	

REMINDER: PORTABLE, INTERNAL COMBUSTION ENGINE TYPE, GENERATORS ARE NOT PERMITTED.

This list is provided as a guide. Patrols, individuals, and units should have equipment to meet their requirements.

*NOTE: Items marked with an asterisk (\*) will carry points for inspection which starts Saturday at noon.*

## II. Pre-Registration and Registration Process

### PRE-REGISTRATION IS ESSENTIAL FOR ALL UNITS.

It is important for the Camporee staff to have an accurate count of heads and units so that we can prepare sites, prepare the class schedules, ribbons, prizes, activities, etc... It is also essential in limiting the confusion and stress while checking in on Friday night. So, this requires planning on your part. We will do our best to provide a limited cost Camporee. Camp site assignment will be "Jamboree style" and will occur at check-in. All printed deadlines will be enforced. Help ensure your unit of speedy arrival, registration and site placement. And save your unit money!

We have made available early check out for those units requiring the opportunity to leave Saturday evening. We encourage you to remain until after the campfire ceremonies are completed.

**Please let the registration staff know of ANY intentions your unit may have for early departure, so we may better prepare for you.**

This should be done as soon as possible upon arrival, or better yet, upon pre-registration. Early checkout on Sunday is not available prior to Scout's Own services. Vehicle loading near sites will also be restricted to after dinner for Saturday evening and after Scout's Own on Sunday.

### FEES

The cost for each Boy Scout pre-registered youth or adult will be \$8.00, while the cost of each Cub Scout pre-registered youth or adult will be \$5.00. This fee is for those attending for the day or for overnight, (one night or two). It is essential that units pre-register on time so that the Camporee Staff can properly plan all the awards, site assignments, individual schedules, and logistics. It will also lessen by a large degree the stress and confusion associated with Friday night check-in.

Please see the Registration Form in this section for additional information summarizing these fees.

Fees should be paid by check, payable to Occoneechee Council, BSA. Fees are not refundable. Fees are to be sent when you register, NOT AT THE GATE. We encourage everyone to register online via the Black River District website. Look for the link from the homepage (to be added soon)

After registering, send your check in to the council office. The address is:

Occoneechee Council Office  
Attn: Katelyn Merritt  
3231 Atlantic Avenue  
Raleigh, NC 27604

In the note section of the check, please add "Black River Camporee" and your troop number to help the council know what the funds are for.

When you choose to register early, you make your check-in quicker, and more hassle free, you save money, and you help us plan better for the number of units that will be participating in the events.



The primary contact and focal person for concerns and questions is the Camporee Chairperson. For 2019, David Bernath is our Camporee Chair. If you have any questions, you can drop him an email at [dbernath@nc.rr.com](mailto:dbernath@nc.rr.com). Please include the words Black River Camporee in the Subject line.

When you arrive at the Camporee, you will need to check-in at the Administration building to confirm the total number signed-in for the camporee. This check-in is necessary for safety / evacuation requirements, head-counts, etc. Units must inform staff of its arrival immediately upon arrival on site. This will allow speedy unloading from parking areas, with direct access to campsite.

#### **OTHER REGISTRATION REQUIREMENTS**

- All units are required to check in with the registration staff upon arrival, even if you have pre-registered. All units participating in this Camporee will be required to provide the following information.
  - An updated roster of participants (youth and adult) if changes have been made to the original registration form.
  - A check for participant’s fees if you have not sent in your pre-registration.
- Each unit leader is responsible for and should have in their possession the proper permission slips and medical release forms for each youth participant attending.
- Evidence of two-deep leadership and use of the “buddy system” will be strictly enforced throughout the Camporee and campus events.
- All units must provide the proper Adult-to-Youth ratios according to the Guide to Safe Scouting.
- Units not having the above information may not be permitted to check-in.

## BLACK RIVER DISTRICT SPRING CAMPOREE 2019 REGISTRATION FORM

TROOP # \_\_\_\_\_ CREW # \_\_\_\_\_ PACK # \_\_\_\_\_ DISTRICT \_\_\_\_\_

**REGISTRATION DEADLINE – MARCH 1, 2019** (Add \$5 per individual if after deadline).

<b>Cub Scouts</b> # of Youth _____ X \$5 ea = _____ # of Adults _____ X \$5 ea = _____ <b>TOTAL = _____</b>	<b>Boy Scouts / Crew</b> # of Youth _____ X \$8 ea = _____ # of Adults _____ X \$8 ea = _____ <b>TOTAL = _____</b>
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CHECK IF PARTICIPATING IN "COOKING" COMPETITION [ ] Youth [ ] Adult  
 Number of youth teams participating in Cooking Contest: \_\_\_\_\_

Make checks payable to: Occoneechee Council, BSA

NAME, PHONE # & e-mail if available

Senior Patrol Leader: \_\_\_\_\_ Phone: \_\_\_\_\_ e-mail: \_\_\_\_\_  
 Assistant Senior Patrol Leader \_\_\_\_\_ Phone: \_\_\_\_\_ e-mail: \_\_\_\_\_

**UNIT ROSTER:**

**SCOUTS:** Please provide names of youths participating

- |          |          |
|----------|----------|
| 1 _____  | 16 _____ |
| 2 _____  | 17 _____ |
| 3 _____  | 18 _____ |
| 4 _____  | 19 _____ |
| 5 _____  | 20 _____ |
| 6 _____  | 21 _____ |
| 7 _____  | 22 _____ |
| 8 _____  | 23 _____ |
| 9 _____  | 24 _____ |
| 10 _____ | 25 _____ |
| 11 _____ | 26 _____ |
| 12 _____ | 27 _____ |
| 13 _____ | 28 _____ |
| 14 _____ | 29 _____ |
| 15 _____ | 30 _____ |

**ADULTS:** Please provide Name, Phone #, and contact info (email)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

**Register Online and Mail fees to: Occoneechee Council Office  
 Attn: Katelyn Merritt  
 3231 Atlantic Ave  
 Raleigh, NC 27604**

## II. Camporee Schedule

### SCHEDULE

#### FRIDAY – MARCH 29

PRIOR TO 4:00 PM	STAFF ARRIVAL AND SET UP
4:00 PM	UNIT REGISTRATION – CHECK IN BEGINS
8:30 – 9:30 PM	UNIT CRACKERBARRELS (SCOUTMASTER & SPL) – REGISTRATION CLOSES
9:30 – 10:30 PM	CAMPOREE STAFF MEETING
11:00 PM	TAPS - LIGHTS OUT (PARTICIPANTS AND STAFF)!

#### SATURDAY - MARCH 30

6:30 AM	REVEILLE
6:45 – 8:15 AM	BREAKFAST, CLEAN-UP
7:30 – 8:00 AM	CAMPOREE STAFF MEETING
8:00 AM	REGISTRATION OPENS FOR SATURDAY ARRIVALS (or late Friday)
8:30 AM	CAMP-WIDE ASSEMBLY - ALL STAFF - ALL UNITS FLAG CEREMONY, OPENING CEREMONY (GRAND LODGE FLAGPOLES)
9:00 AM	REGISTRATION CLOSES
9:00 – 9:50 AM	BOOT CAMP SESSION 1
9:30 AM	CAMPSITE INSPECTIONS BY CAMPOREE STAFF
10:00 – 10:50 AM	BOOT CAMP SESSION 2
11:00 – 11:50 AM	BOOT CAMP SESSION 3
12:00 – 1:30 PM	LUNCH – ALL SESSIONS CLOSED
1:00 – 1:30 PM	<b>ORDER OF ARROW CHAPTER MEETING</b>
1:30 – 2:20 PM	BOOT CAMP SESSION 4
2:30 – 3:20 PM	BOOT CAMP SESSION 5
3:30 - 4:20 PM	BOOT CAMP SESSION 6
4:30 - 5:00 PM	CHECK OUT FOR DAY REGISTRATION (or those units not staying the night)
5:00 PM	DINNER
6:30 PM	TURN-IN ENTRIES FOR DUTCH OVEN COOKING CONTEST
6:30 PM	STAFF SITE CHECK-OUT INSPECTIONS FOR EARLY DEPARTURES

Saturday March 30 Schedule (continued)

- 7:30 PM                   CAMP-WIDE ASSEMBLY - ALL STAFF - ALL UNITS  
FLAG CEREMONY (GRAND LODGE FLAGPOLES)  
STAFF-HOSTED CAMP-WIDE CAMPFIRE (CAMPFIRE ARENA) - BRING YOUR  
CHAIRS  
Includes OA TAP-OUT and AWARDS ANNOUNCEMENTS
- 10:00 PM                CHECK - OUT FOR EARLY DEPARTURES – please make sure that you 1<sup>st</sup> check  
out with registration and obtain your patches.
- ORDER OF THE ARROW ACTIVITY (please check with your local Chapter Chief)
- 10:00 PM                CAMPOREE STAFF MEETING (as needed)
- 11:00 PM                TAPS – Lights Out (Quiet)

**SUNDAY – MARCH 31**

- 7:00 AM                REVEILLE
- 7:15 AM                BREAKFAST (UNITS PREPARE BREAKFAST AT SITES)
- 8:30 AM                CAMP-WIDE ASSEMBLY - ALL STAFF - ALL UNITS  
OPENING FLAG CEREMONY (GRAND LODGE FLAGPOLES)
- 9:00 AM                SCOUT'S OWN (CHAPEL AREA)
- 9:30 AM                CLEAN UP, PACK UP, AND FINAL INSPECTIONS
- 10:30 AM              FINAL PARTICIPANT CHECK – OUT
- 11:00 AM              FINAL CAMPOREE STAFF MEETING - ALL STAFF
- 12:00 PM (or  
sooner)                STAFF DISASSEMBLE, CLEAN-UP, DISMISSAL

## **IV. Gateways**

### **GENERAL INFORMATION ON UNIT CAMPSITE AND GATEWAYS**

#### **UNIT CAMPSITE FORMAT**

Each unit will be assigned to a specific summer camp site, either an A or B side. Depending on registration counts, some smaller units will need to share a site. If your unit campsite is not large enough or has a problem, contact the Camporee Staff at the registration desk and ask for some assistance in finding a solution. Please do not just move to another area without consulting with the staff.

Vehicle will be allowed to park as close to the camping area as possible to unload. No parking is allowed inside the Campsites, so please move your vehicles back to the road after unloading. Trailers may be dropped at the campsite. Units that pre-register will be assigned campsites and notified of location with a detailed map, after registration has closed, approximately a week before the Camporee to the email of the registered leader. The more prepared you are to pre-register early (no penalty for increasing attendance or any other last minute changes) the more informed we can make you. Regardless of prior notification, entrance to Camporee and to your campsite must begin with checking in at the registration desk!

Our intended campsite format is designed to get the most out of the space available and yet still give each unit a clear, defined area that they can turn into its own community. That way your unit can construct a gateway, set up individual patrol sites, and still remain a part of the overall Camporee community. It would be advisable to have your unit bring material to mark off your area so that it can be clearly defined and identified by the inspectors, other troops, and your own unit members.

#### **GATEWAY CONSTRUCTION**

The gateway is an opportunity for your unit to identify its campsite. Its construction, size, and complexity are of your choosing. Gateways can be as elaborate as archways or bridges, and as simple as using unit flags and banners. The importance of the gateway is to provide a formal entrance to your unit campsite. This is not only fun and a source of unit pride and Scout spirit; it is useful in helping identify your unit's area to staff, visitors, and your own unit members. This formal identification of your unit's campsite by a gateway is not required but a visible entrance should be marked. Points will be given for those units showing effort and teamwork in putting together a gateway and there will be awards given for the best gateways.

#### **EACH UNIT SHOULD**

Be prepared and bring material for constructing a gateway or other means of identifying its entrance.

Remember to exercise the patrol method! Give scouts the opportunity to provide guidance and input into their unit's gateway. Also let them provide the manpower. Remember to consider the time constraints due to the schedule and the scouts' physical capabilities and limits.

## V. Inspections

### CAMPSITE INSPECTIONS

Unit and patrol site inspection will be conducted during the Camporee. Check sheets have been provided in the special events section for your review. Unit registration, arrival, conduct, along with patrol participation and campsite, are factors considered in the judging of this activity. This inspection is required for safety reasons and will be left with you to use as a training tool. There will be only one inspection, make sure you are ready. The inspection will take place during morning events. It is expected that your entire unit will be out participating in the events. This will allow the youth staff inspectors to do their job quickly, efficiently and thoroughly. Inspections will be made on a unit basis rather than by patrol. The Judges completed inspections forms **WILL BE INCLUDED IN YOUR UNIT'S TAKE HOME PACKET – BE SURE TO PICK IT UP BEFORE YOU LEAVE!** Awards for the best campsites will be announced at the Awards Ceremony. Interiors of individual tents will not be evaluated because it is “a Scout’s home away from home”. Keep them neat and safe please!

Do not hinder your scouts. Review the checklist, equipment list, and guidelines of this guide with your scouts.

# 2019 Spring Camporee Campsite Inspection Form

(JUDGES - please do not share this sheet with unit members during inspections).

Troop / Pack # \_\_\_\_\_

District \_\_\_\_\_

## I. Patrol Equipment

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Tent layout and spacing (uniform or random)	20	_____	
Cooking gear	20	_____	
First Aid Kit - Available	30	_____	
Kit posted or hung	10	_____	
	<b>80</b>		_____

## II. Campsite

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Camped in assigned site	20	_____	
Rain fly pitched	20	_____	
Tents properly pitched	20	_____	
Hand washing station	20	_____	
Clean, dry eating area	20	_____	
Patrol equipment stored	20	_____	
Personal equipment stored	20	_____	
Organized campsite layout	20	_____	
No digging	50	_____	
	<b>210</b>		_____

## III. Patrol Commissary

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Menu posted	20	_____	
Duty roster posted	20	_____	
Food prep/kitchen area clean, cooler inspected	20	_____	
All food stored properly	40	_____	
	<b>100</b>		_____

## IV. Health, Safety and Sanitation

	<u>Possible</u>	<u>Score</u>	<u>Subtotal</u>
Dishes washed properly	20	_____	
Proper disposal of waste water	20	_____	
Garbage disposed of properly	20	_____	
Clean campsite (-5 points for each piece of litter)	30	_____	
Cook fire on safe spot	20	_____	
Drinking water supply handy	20	_____	
Water/soil cooking fire control buckets	40	_____	
An ABC Fire Extinguisher (1 per patrol)	40	_____	
	<b>210</b>		_____
			OR Water Buckets (1 per tent) – Using your own water supply
Any scouts in camp during exhibitions without legitimate reason	- 40		Penalties _____

**Maximum possible score**

**600**

**Total**

Gateway present

+50

Bonus

Bonus is to be separate from totals and will be used as a tie-breaker in the scoring.

## **VI. Activities**

While the camporee has a boot camp theme that will assist newer Scouts with learning their Scoutcraft skills, there are activities for experienced Scouts as well. The following section outlines the available activities.

### **BOY SCOUTS - BOOT CAMP ACTIVITIES**

There will be a number of stations that are setup to help the newly bridged Scouts with their transition to Boy Scouts. The availability of the stations outlined below are subject to the number of adults and older Scouts that will be assisting with the teaching of the skills. **Current attendance estimates are low, indicating some stations may not be offered.**

#### **Station 1 – Knots & Ropes ♦**

##### **Trailblazer Shelter**

This station will allow Scouts to work on the following requirements:

Scout 4a – Demonstrate tying a square knot, two half hitches, and taut-line hitch

Scout 4b – Demonstrate whipping and fusing a rope

Tenderfoot 3a-c – Demonstrate a practical usage for a square knot, two half hitches, and a taut line hitch.

Second Class 2f – Demonstrate tying a sheet bend.

Second Class 2g – Demonstrate tying a bowline.

#### **Station 2 – Lashings**

##### **Trailblazer Shelter**

This station will allow Scouts to work on the following requirements:

First Class 3a – Discuss when you should and should not use lashings.

First Class 3b – Demonstrate tying a timber hitch and a clove hitch.

First Class 3c – Demonstrate tying the square, shear, and diagonal lashings.

First Class 3d – Use lashings to make a useful camp gadget or structure.

#### **Station 3 – Scout Discussions ♦**

##### **Scoutcraft Shelter**

This station will allow Scouts to work on the following requirements:

Scout 1a – Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. Explain meaning.

Scout 1b – Explain what Scout spirit is. Describe how you have shown Scout spirit in practice.

Scout 1c – Demonstrate the Boy Scout sign, salute, and handshake. Explain when they should be used.

Scout 1d – Describe the First Class badge and tell what each part stands for. Explain significance of badge.

Scout 1f – Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.

Scout 2a – Describe how the Scouts in the troop provide its leadership.

Scout 2b – Describe the four steps of Boy Scout advancement.

Scout 2c – Describe what Boy Scout ranks are and how they are earned.

Scout 2d – Describe what merit badges are and how they are earned.

Scout 3a – Explain the patrol method and types of patrols.

#### **Station 4 – Navigation / LNT ♦**

##### **Armstrong Shelter**

This station will allow Scouts to work on the following requirements:

Tenderfoot 5a – Explain the importance of the Buddy System as it relates to outing safety

Tenderfoot 5b – Describe what to do if you get lost on a hike or campout.

Tenderfoot 5c – Explain the rules of safe hiking, both on the highway and cross country, day and night.

Second Class 3a – Demonstrate how a compass works and how to orient a map. Identify 5 map symbols.

Second Class 3c – Describe hazards you might encounter on a hike and how to prevent them.

Second Class 3d – Demonstrate how to find directions during the day/night without a compass or GPS.

Scout 1e – Repeat from memory the Outdoor Code. Explain what the Outdoor Code means to you.



## **Station 5 – Knife & Axe Safety ♦**

### **Axe-yard next to Armstrong Shelter**

This station will allow Scouts to work on the following requirements:

Scout 5 – Pocketknife Safety.

Tenderfoot 3d – Proper care, sharpening, use of knife / saw / axe.

Second Class 2b – Prepare tinder / kindling / fuel for fire

## **Station 6 – Basic First Aid**

### **Health Lodge Shelter**

This station will allow Scouts to work on the following requirements:

Tenderfoot 4a – Simple cuts, scrapes, blisters

Tenderfoot 4c – How to prevent injuries on an outing

Tenderfoot 4d – Personal First Aid kit (have them bring OR can we get supplies and let them build one?)

## **Station 7 – Intermediate First Aid**

### **Health Lodge Shelter**

This station will allow Scouts to work on the following requirements:

Second Class 6a – Object in the eye, Animal Bite, Punctures, Burns, Shock, Heat / Cold

Second Class 6b – Hurry cases

Second Class 6c – How to prevent injuries on an outing

Second Class 6d – Emergencies, response at home

Second Class 6e – Vehicular accident

## **Station 8 – Advanced First Aid**

### **Bottom of hill below Health Lodge**

This station will allow Scouts to work on the following requirements:

First Class 7a – Demonstrate bandages for ankle, head, arm, collarbone

First Class 7b – Transport victims (solo & partner) – will use field setup

First Class 7c – Heart attack signs/ CPR steps

## **Station 9 – Flag Etiquette ♦**

### **Shelter behind Flag poles at Grand Lodge**

This station will allow Scouts to work on the following requirements:

Tenderfoot 7a – Demonstrate how to display, raise, lower, and fold the US flag.

Second Class 8a – Participate in a flag ceremony

Second Class 8b – Respect due to flag

## **Station 10 – Fire / Stove ♦**

### **Location TBD**

This station will allow Scouts to work on the following requirements:

Second Class 2a – Explain when it is appropriate to use a fire for cooking or other purposes.

Second Class 2c – At an approved outdoor location, build a fire. Light the fire. Extinguish the fire.

Second Class 2d – Explain when it is appropriate to use a lightweight stove and when to use a propane stove.

Setup a stove and light the stove. Describe the safety procedures for using these stoves.

## **Station 11 – Water Safety**

### **Waterfront area**

This station will allow Scouts to work on the following requirements:

Second Class 5a – Tell what precautions must be taken for a Safe Swim.

Second Class 5d – Rescue Swim hazards.

First Class 6b – Safety Afloat.

First Class 6c – Basic parts of Canoe / Kayak / Rowboat. Parts of Oar / Paddle.

First Class 6d – Proper body positioning in a boat.

## **Station 12 – Nature / Weather**

### **Nature trail near Handicraft area**

This station will allow Scouts to work on the following requirements:

Tenderfoot 4b – Describe common poisonous or hazardous plants. Identify in area and discuss treatment.

Second Class 4 – Identify or show evidence of at least 10 kinds of wild animals in your local area.

First Class 5a – Identify or show evidence of at least 10 native plants found in your local area.

First Class 5b – Identify 2 ways to obtain a weather forecast. Explain importance in event planning.

### **OTHER BOY SCOUT ACTIVITIES**

There will also be a number of activities targeted for the older Scouts that are attending Camporee.

## **Station 13 – Rifle Shooting ♦**

### **Rifle range**

This station will be available for open shooting during the activity periods.

## **Station 14 – Shotgun Shooting ♦**

### **Shotgun range**

This station will be available for open shooting during the activity periods.

## **Station 15 – Archery**

### **Archery range**

This station will be available for open shooting during the activity periods. (Currently TBD, need Rangemaster)

## **Station 16 – Climbing**

### **Climbing Wall**

This station will be available for open climbing during the activity periods. (Currently TBD on qualified personnel)

## **Station 17 – Axe Throwing**

### **Scoutcraft Area**

This station will be available for open throwing during the activity periods. (Currently TBD, need Rangemaster)

### **BOY SCOUT IRON CHEF COMPETITION (Judged event)**

Team of up to 4 scouts can enter one of two different categories, either a Main-Dish dinner, or the Dessert category. Meals must be prepared at camp.

### **SCOUTMASTER CHILI & COBBLER COOK OFF**

An opportunity for every Scoutmaster to show off his/her secret recipe. There aren't many rules on this one. Just provide ingredient list for those worried about food allergies.

### **Troop Notes:**

There are obviously more activities than can be done in a day. A scout will have to pick and choose which ones they want to participate in. For new scouts, a mix of advancement and fun is recommended.

## **CUB SCOUT ACTIVITIES**

All of the Scoutcraft stations above (numbers 1 to 12), while designed for new Scouts, are also open to Cub Scouts who wish to learn those skills. Several of the skills at these stations also meet the requirements for a variety of the Webelos and AOL Adventures.

### **Station 1**

Scouting Adventure - Requirements 5a, 5b  
Outdoor Adventurer – Requirement 5

### **Station 3**

Scouting Adventure – Requirements 1a, 1b, 1c, 1d, 1e, 2a, 2b, 2c,2d, 3a

### **Station 4**

Castaway – Requirement 2c  
Webelos Walkabout – Requirement 3  
Outdoor Adventure – Requirement 4

### **Station 5**

Whittlin' chip

### **Station 6**

First Responder – Requirements 4, 6

### **Station 7**

First Responder – Requirements 3, 4, 5

### **Station 9**

Building a Better World – Requirement 1

### **Station 10**

Cast Iron – Requirement 3

### **Station 12**

Webelos Walkabout – Requirement 5

In addition, Archery is also open for Cub Scouts. There will also be programs specifically targeted for the Cub Scouts that are attending the Camporee. These may include the following:

### **Station 17 – Climbing**

#### **Bouldering Wall**

This station will be available for open bouldering during the activity periods. (Still TBD awaiting qualified personnel to run the station)

### **Station 18 – BB Gun Shooting**

#### **Temporary Range using berm below Longleaf**

This station will be available for open shooting during the activity periods. (Also TBD)

### **Station 19 – Sling Shots / Marshmallow Gun ?**

#### **Temporary Range TBD**

This station will be available for firing during the activity periods. (Also TBD)

## **Station 20 – Arts & Crafts**

### **Handicraft Shelter**

Craft Activities

Neckerchief Slides, Popsicle Stick Harmonicas

## **Den Competitions**

### **Sports Field**

During the afternoon, we will offer competitions for the Cub Scouts, allowing them to work off all of that extra energy after lunch. The following activities will be taking place:

Gaga ball tournament

Tug-of-War

Team Skis Race

Obstacle Course

## VII. Exhibits

### AFTERNOON DEMONSTRATIONS, STATIC DISPLAYS, AND EXHIBITS

Our current plan is to have an active program for all Scouts (Cub Scouts and Boy Scouts alike) that will encompass the entire program day, therefore we will not have any static displays or exhibits.

## VIII. SPECIAL ACTIVITIES

### A. DUTCH OVEN COOK OFF – PROUDLY CALLED -“CAST IRON CHEF”

This event is always popular with the Scouts; the entertainment is great to see what they come up with. This is a great opportunity for a patrol of scouts (teams up to 4) to show off their cooking skills. Categories to compete in are for Main course and dessert. A cooking team can win in only one category. Good luck and good cooking!

“**Adult Cast Iron Chef Cook Off**”. Scouter’s 18 and older may enter; see Adult Rules for more information. This competition gives you a chance to show the variety and flavors that can be created in a Dutch Oven. Awards for the Adult Competition will be limited to bragging rights. Here’s an opportunity to get those boys who have aged out to come back and do something fun or for your leaders to show off their skills.

## **IX. Campfire**

### **CAMPFIRE PROGRAM**

Each unit is encouraged to participate in providing entertainment for the camp wide campfire. Don't forget the 4Ss and bring your Songs, Stunts, and Stories. Our Master of Ceremonies will provide the Showmanship!

Units are encouraged to let their patrols practice prior to Camporee, a great activity for troop meetings. Let's make this the best fellowship and fun, with great skits, songs, and run-ons. The campfire will be held at Durant's Campfire arena so there will be plenty of seats for all.

The campfire will close with an OA Tap-out ceremony, conducted by the chapter, to recognize those scouts elected for induction this year. Scouts will have two opportunities to be inducted into the lodge at their May and September events.

### **BEHAVIOR**

Campfires are for the enjoyment of all attending and should be run in observance of the Scout Oath and Law. This will be the rule again this year. All song/skit/stunt/run-on participation will be pre-screened by the staff. Any improper behavior will be promptly dealt with.

## **X. Associated Activities**

### **ORDER OF THE ARROW**

The Order of the Arrow may be conducting several events during the Camporee. These activities, as with most OA events, are run by the Ilau Machque chapter. Questions regarding these events not answered here should be directed to your chapter chief and advisors. Those attending Order of the Arrow activities should be uniformed appropriately.

### **CHAPTER MEETING**

Your chapter may be conducting a chapter meeting during the noon recess at Camporee. These meetings are for current members of the chapter. There will be business conducted at these meetings along with fellowship, time has been made in the schedule for lunch then a meeting, but be prepared to bring your lunch to the meeting if required. Again check with your respective chapter chief or advisor prior to the Camporee. The Chapter is required to provide their own meeting equipment, and an area will be provided for set up.

## XI. Location and Important Addresses

Camporee Location	Nearest Emergency Facility
<b>Camp Durant</b> 4637 Old Carthage Rd Carthage, NC 28327	<b>First Health Moore Regional Hospital</b> 155 Memorial Dr. Pinehurst, NC 28374

**Camp Durant** has provided us with an amazing location for our district camporee. However, there are some limitations. Please respect them. See the DOs and DON'Ts for this list. Some additional concerns are listed here.

- Stay away from the Woodbadge activities that will be in progress at camp. Do not enter the Grand Lodge or the Sullivan Center, or any campsite that is not your own.
- All dishwashing must be done in your camping area and the 3-pot & **Leave-No-Trace** methods are to be in use at all times. No food scraps whatsoever will be scattered on the ground with your wastewater. No pots and pans should be cleaned at the sinks.
- Screened brackish waste water, may be broadcasted in the appropriate fashion, outside of all the campsite area – in the natural areas.
- Each unit should plan to place all of their garbage and trash in the dumpsters at camp. It is the responsibility of each unit to collect, contain, and deposit their trash in the dumpsters when the camporee is over. Bring trash bags as the trash cans may not be set up at each site (as they are taken in during winter).

### **PLAN WELL, HAVE FUN, AND REMEMBER, “LEAVE-NO-TRACE” CAMPING IS THE RULE**

Even though Camp Durant is an established camp, it is important to remember the principals of “Leave no Trace”. We are very excited to be able to use the Camp and would be very pleased if we are able to use it in future years. Please remember - NO DIGGING. When planning your gate, keep this in mind. Recommended method of construction is lashings, tripods, etc.

There will be some garbage cans available in camp, but these should all be emptied with the trash taken to the nearest dumpster. The abuse of these facilities will not be permitted. Abuse will be defined as any misuse of the resource, any actions that cause the areas to become unsightly or unsanitary, any dishwashing disposal of waste (water or otherwise) in the campsites. Violations of proper use will draw a warning from staff members, but any continued violations will be dealt with by the Camporee Chairperson and may result in removal of individuals or entire units.

**XII. DRIVING DIRECTIONS TO CAMP DURANT:**  
(Located at: 4637 Old Carthage Rd., Carthage, NC 28327)

**From Wake County:**

1. Take US1 South from your location
2. Make a slight right onto US-15/501 S 10.6 mi
3. Make a slight right onto Monroe St., heading into Carthage 1.2 mi
4. At traffic Circle, take the 2<sup>nd</sup> exit onto NC-22N/NC-24W/NC-27W  
Courthouse Square/McReynolds St. 1.3 mi
5. Turn left onto Bethlehem Church Rd 7.0 mi
6. Continue onto Old Carthage Rd. at light 0.6 mi
7. Turn left onto Durant Rd. and enter through the gate.  
Continue straight up to the Administration building to check-in.

NOTE: If you wish to obtain more detailed directions from your location, use your favorite Maps program on your computer or phone (for example, Google Maps).



XIII. CAMPOREE MAP

