

2022 Coweta District Fall Camporee

INVITATION

COWETA DISTRICT FALL CAMPOREE



September 30 – October 1, 2022

Camp Jim Stephens, Newnan GA

2022 Coweta District Fall Camporee

Welcome

August 15, 2022

Dear Scoutmaster -

The Coweta District Fall Camporee Committee and the Coweta OA Chapter of the Flint River Council cordially invite you to take part in the **2022 Coweta District Fall Camporee** to be held September 30 – October 2, 2022 just west of Newnan, GA in Coweta County.

The theme for this year's Camporee is **Native American Indian Lore**. Most of the activities and competitions will be centered on this theme. All Boy Scout participants will have the opportunity to earn the **Indian Lore merit badge**.

Indian lore is one of the most fascinating and fun activities in Scouting! Our 2022 Camporee will be RICH with opportunities to LEARN and COMPETE in several different events for prizes. Scouts will test their skills in Native American games, construct teepees, build a campsite totem pole, and prepare a Native American dish for the cooking competition. More on the competitions is enclosed.

The Camporee also offers a **unique opportunity for Arrow of Light (Webelos II) Cub Scouts to participate in a Boy Scout camping event**. Troops are encouraged to invite AOL Cub Scouts in their area to the Camporee to camp with them, participate in the events and observe Scout Troops in action. Cub Scouts will have the opportunity to participate in all events. Scouts unable to camp overnight are still encouraged to participate in Saturday's program.

It is our intention to offer a truly unique experience for all Scouts taking advantage of this opportunity. Come enjoy the Camporee and be prepared for an unforgettable time.

Upon registration, you will be provided the complete Scoutmaster / Troop Guide. In the spirit of fairness with regard to the competitions, **enclosed are details and rules for all of the COMPETITIONS** that will be happening at the Camporee.

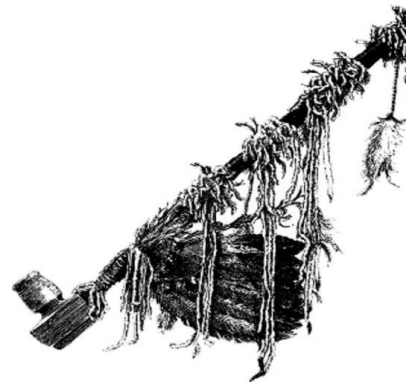
Contact Barrett Thompson with questions at 678-610-3190 or BarrettThompson@comcast.net.

We look forward to seeing you at the Camporee!

Yours in Scouting,

Barrett

Barrett Thompson
2022 Camporee Chair



Additional Contacts:

Camporee Co-Chair: Merideth Harper, (678) 877-5073, merideth.harper@yahoo.com

Indian Lore Merit Badge Counselor: Frank Harper, (770) 712-7771, fourlittleharpers@yahoo.com

2022 Coweta District Fall Camporee

TENTATIVE PROGRAM SCHEDULE

(OFFICIAL SCHEDULE WILL BE DISTRIBUTED AT THE CAMPOREE)

FRIDAY, SEPTEMBER 30, 2022 (Sunset: 7:23pm; Twi: 8:17pm)

5:00-7:00 PM	CHECK-IN - Parking and campsite assignments will be distributed. Please follow directions for unloading gear and parking. Unit Leader must register at Camporee HQ Check-in location.
8:00-8:30 PM	FALL CAMPOREE STAFF MEETING at HQ
8:30-9:00 PM	ACTIVITY VOLUNTEER MEETING at Camporee HQ -We need one adult volunteer per patrol to attend this meeting.
9:00-10:00 PM	SPL and SCOUTMASTER MEETING & Cracker Barrel at HQ
10:30 PM	TAPS - Fires and lights out. QUIET TIME until 6:30 AM

SATURDAY, OCTOBER 1, 2022 (Twi: 6:38am; Sunrise: 7:32am; Sunset: 7:22pm; Twi: 8:15pm)

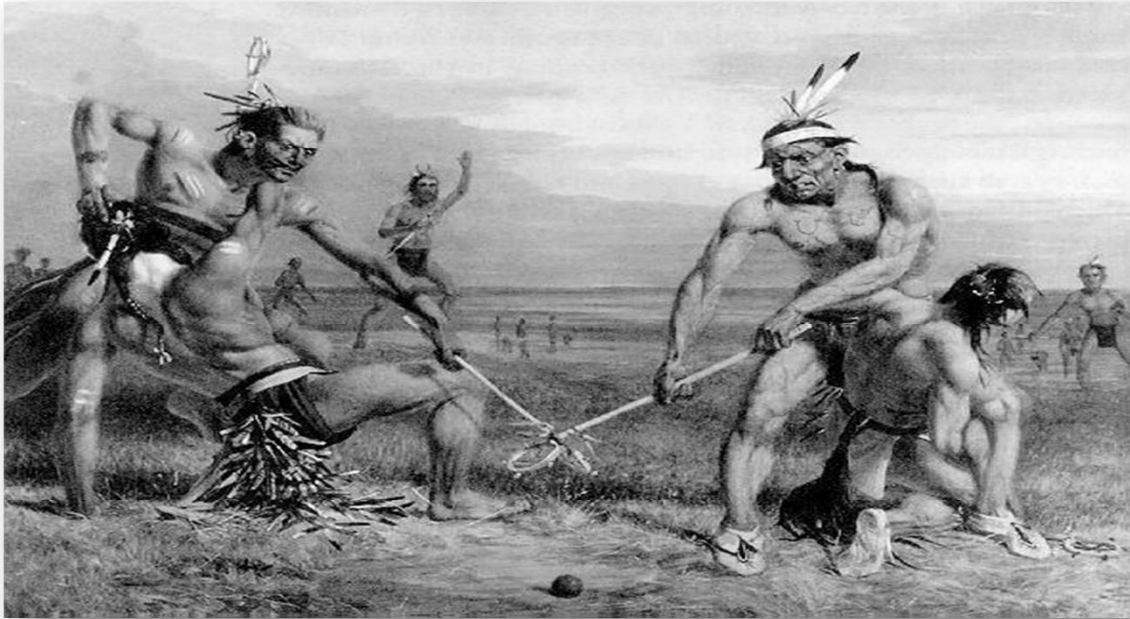
7:15 AM	REVEILLE. Prepare breakfast and clean-up at Troop Campsite
7:45 AM	VOLUNTEERS report to HQ and prepare for events
8:45 AM	OPENING CEREMONIES – CLASS A uniforms. Troops bring flags. Troop formations on either side of Parade Field. - Flag raising, prayer, welcome, announcements.
9:00–11:30 AM	ACTIVITY PERIOD - CLASS B uniform/Scout t-shirts
11:45-12:45 PM	LUNCH at Troop Campsite
1:00 PM	**DEADLINE FOR TOTEM POLE & TEEPEE SET-UP**
1:00	ACTIVITY PERIOD resumes
1:30 – 4:30 PM	GOLDEN AXE competition
4:30 PM	ACTIVITY PERIOD ENDS
4:45-6:15 PM	DINNER and FREE TIME at Troop Campsite.
5:30-6:00 PM	GOLDEN SPOON Judging at Camporee HQ
6:30 PM	FLAG LOWERING CEREMONY - CLASS A uniforms. Troops bring flags. Troop formations on either side of Parade Field.
8:30 PM	CAMPFIRE and SKITS
10:30 PM	TAPS - Fires and lights out. QUIET TIME until 6:30 AM

SUNDAY, OCTOBER 2, 2022 (Twi: 6:39am; Sunrise: 7:32am)

7:00 AM	REVEILLE. Prepare breakfast and clean-up at Troop Campsite
9:00 AM	FLAG RAISING CEMEMONY – CLASS A uniforms. Vespers
9:30 AM	AWARDS CEREMONY. Final announcements.
10:00 – 11AM	CHECK-OUT and DEPARTURES - Senior Patrol Leaders report to HQ prior to departure to pick up patches, etc.
11:00 AM	DEPARTURE for ALL UNITS and SCOUTS

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COMPETITIONS



EVENTS:

1. Golden Axe
2. Golden Spoon
3. Spirit Stick
4. Best Overall Unit (includes Golden Axe, Golden Spoon, Spirit Stick and events below):
 - a. Best Campsite Inspection
 - b. Best Skit or Song
 - c. Field Competitions

PROGRAM:

- Scouts will have the opportunity to attend all the activities.
 - Patrols/ Troops must attend each activity as well campfire to earn participation points for the Best Overall Unit or Spirit Award.
 - Scoring for ALL competitions:
 - First place: 6 points
 - Second place: 4 points
 - Third Place: 3 points
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Campsite Totem Pole Competition

Campsite Totem Poles will replace traditional campsite gateways at this years Camporee.

Each Troop may present a Totem Pole at their campsite. One structure entry per Unit only, please.

All entries are to be designed, constructed, and built by the Scouts. Work may be done prior to the Camporee but final assembly should be done at the campsite. Visit <http://www.wikihow.com/Make-a-Totem-Pole> for starters, or simply do a Google search.

Adult leaders may monitor for safety and discipline, but must not aid in the construction. The youth should conduct all instruction and leadership. Any hands-on adult involvement observed by Camporee Staff or Commissioners will be cause for disqualification.

Set-up deadline is 1:00 PM on Saturday. Judging will take place during the afternoon Activity Period.

REQUIREMENTS:

Totem Poles may be made of any materials the unit sees fit.

Totem Poles must have a distinctly Native American “look”. (No Minecraft totem poles please) 😊

Totem Poles must be free-standing, and at least 4 feet tall (not to exceed a height that presents a safety hazard to youth or adults).

JUDGING:

General scoring guidelines-

0 pts No Effort	1 pt Some Effort	2 pts Good	3 pts Very Good	4 pts Excellent	5 pts Perfect
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Categories to be judged –

Build – Maximum 30 pts

- Totem design is stable and stands on its own
 - Totem design interesting, unique, and/or functional?
 - Is the structure neatly constructed, physically and structurally sound?
 - Height – 4 feet = 2 pts; 5 feet = 3 pts; 6 feet = 4 pts; 8 – 12 ft (max) = 5 pts
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- Totem is hand-built by the Scouts. Were power tool used for assembly, anchoring, etc.? – No = 5 pts; Yes = 0 pts
- Structure is safe from wind/weather. Anchored & guy lines in place if needed.

Design – Maximum 30 pts

- Structure generally looks like a Native American totem pole
- Design is unique, creative and colorful
- Design illustrates relevance to the Troop (troop number, charter organization, troop colors, origin/home city, etc.)
- Design incorporates BSA logo and American Flag
- Unit Identification with Troop Flag, placards, or other embellishments
- Overall appearance is pleasing

Special Story – Maximum 40 points

Briefly write the story of your totem pole in 300 words or less. Laminate and attach to your totem. Using the symbols on your totem pole as illustrations, tell the story of the person, family, Scouting theme or event for whom you made the totem pole. Describe the meaning behind each symbol, and how it relates to the story you're telling. Keep the totem pole as a reminder of the little piece of history it represents.

Special Story Scoring -

0 pts No Effort	10 pts Some Effort	20 pts Good	30 pts Very Good	40 pts Excellent
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Teepee Construction Competition

Each Troop or AOL Den will build a TEEPEE on site (location TBD). One structure entry per Unit only, please.

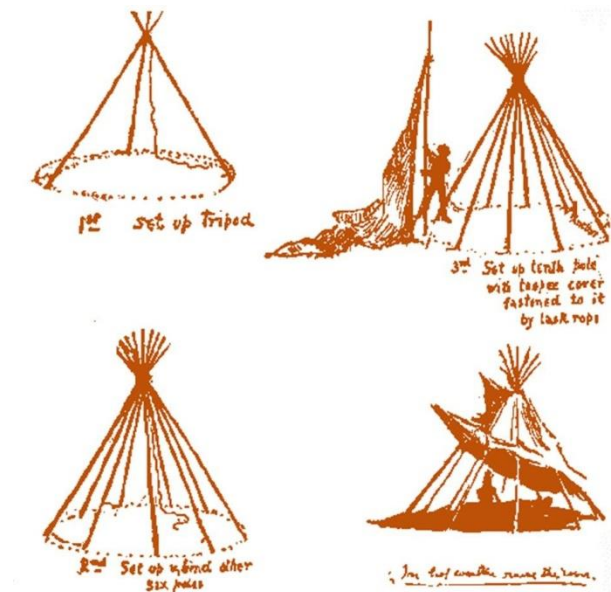
Bring your own building materials. TeePee may be a scale model or life-sized.

Judging via Scoutmaster's Choice - Teepees will be judged based on authenticity, creativity and overall appearance. This will be completely subjective, and **not** points based. Teepees will be judged on quality, authenticity, and honor.

All entries are to be designed, constructed, and built by the Scouts. Work may be done prior to the Camporee but final assembly should be done at the campsite.

Adult leaders may monitor for safety and discipline, but must not aid in the construction. The youth should conduct all instruction and leadership. Any hands-on adult involvement observed by Camporee Staff or Commissioners will be cause for disqualification.

Set-up deadline is 1:00 PM on Saturday. Judging will take place during the afternoon Activity Period. *Satisfies requirement 3(c) of the Indian Lore Merit Badge.*



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Wischixin Game

- Rules of the Game
- Clinic
- Team Formation
- Practice
- 1st, 2nd, and 3rd Place Teams will be awarded prizes



Archery

- Safety Instruction / Supervision by Certified BSA Archery Range Instructor(s)
- Practice / Open Shooting
- **BULLS EYE AWARD** – Each Scout hitting a “Bulls Eye” in Archery will receive an award.



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Tomahawk Throwing

Each Scout will be taught how to throw a tomahawk and given a chance to practice throwing it (practice throws may be limited by the time available). After the Scout has a chance to practice, he will throw three tomahawks for a score.

The target is a cross-sectional area of a log from 18" to 24" in diameter. The distance from the throw line to the target is approximately 15 feet. Scouts may stand further behind this line as needed to achieve proper "hawk" rotation for a solid stick. Stepping over the line will result in a penalty.

Scoring will be based on accuracy. A target will be painted in the center of the target, and each Scout will be awarded points for how close to the center of the target he gets and how many hawks he sticks.

Individual champions will be the Scouts who score the highest. The Patrol score will be the total sum of the score of each Scout, divided by the number of Scouts in the patrol. Patrol champions will also be awarded.

Safety Rules

1. Keep tomahawks secured in safe place when not in use.
2. The activity leader breaks the patrol up into pairs (using the buddy system). He then gives a demonstration of what they are to do and how to do it. He assigns each pair to a throwing station.
3. The leader directs throwing so that safety rules are observed.
4. The leader demonstrates how to throw a "hawk."
5. One Scout throws the "hawks" while the other Scout watches. The leader points out ways for the Scout to improve after each throw.
6. When instructed to do so by the leader, the Scout who threw the "hawks" retrieves the "hawks."
7. The Scout who does not throw stands at the throwing line while the Scout who threw retrieves the "hawk." The other Scout then takes his turn.
9. Only one set of "hawks" (three "hawks" in a set) is used per throwing space (target).
10. Anyone not observing the safety rules must wait outside the area for his patrol to finish



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Campsite Inspection

The staff will rate the campsites from 0-100 using the following criteria list. Troops may also receive a 5 point bonus for participating in Work Day. Camporee Staff will come to a group decision of sites rank 1 through 3 based on points earned.

CAMPSITE INSPECTION SCORE SHEET

AREAS JUDGED POINTS (1-10 pts. each)

- _____ Duty roster posted
- _____ Tents/Fly properly erected
- _____ Water bucket/ fire extinguishers in each campsite cook area
- _____ Flags properly displayed
- _____ Troop first aid kit available & visible
- _____ Food properly stored
- _____ Cooking areas clean and neat
- _____ Balanced menu(s) posted
- _____ Campsite improvements
(Camp gadgets can often be the tiebreaker!)
- _____ Ax Yard or Fuel Area property identified and stored
- _____ **(5 points extra for Work Day weekend 2.5 hours on site)**
- _____ Total Points

UNIT NUMBER _____ **CAMPSITE NUMBER** _____

SCOUTMASTER'S NAME: _____

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Scout Spirit Stick

Camporee staff will rate the unit with the most Scout Spirit over the weekend and the winner will be awarded the Spirit Stick. Every Troop member wearing a medallion or regalia throughout the activities will earn a bead for participating in each activity.

Best Overall Unit

The best overall unit will be determined by point totals for Golden Spoon, Spirit Stick, Best Campsite Inspection, Best Skit, and the Field Competitions.

Best Skit award

Best overall skit/song by a patrol/troop at the Saturday evening campfire.

***ALL SKITS & SONGS MUST BE APPROVED BY FRANK HARPER NO LATER THAN 6PM SATURDAY.**

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Golden Axe Competition

GOLDEN AXE COMPETITION GENERAL COMPETITION RULES & GUIDELINES

1. The intent of these rules is to make the competition as fair as possible for all units competing.
2. Failure to comply with all the rules set forth could result in disqualification.
3. All Scouts involved in the Golden Axe Competition will have to their Fireman's Chit and their Totin' Chip. At the beginning of the competition, the Scout Leader will vouch for completion of these requirements.
4. The Golden Axe Competition area will be made up of three yard areas:
 - Axe Yard
 - Knife Yard
 - Fire Yard
5. Each area will be approximately 10' X 10' square. The maximum troops competing at a time will be four.
6. Each troop shall be responsible for providing their own tools. At a minimum, each troop should have the following:
 - Axe - No Double Bladed Axes Allowed (3/4 sized axe)
 - 2 Pairs of Gloves
 - 2 Pairs of Safety Glasses
 - Knife or other appropriate tool for making tender. Pocket Knives must have locking blade.
 - Cooking gear

AXE YARD

1. Each Axe yard will need to have a striking stump to use when splitting wood.
 2. The striking stump should be approximately 16" wide and 12" - 24" tall.
 3. Striking stumps will be provided.
 4. Only one scout should be in the axe yard at a time.
 5. If more than one scout is in the axe yard penalty points may be issued.
 6. When splitting wood with an axe or hatchet, the following items must be worn:
 - (a) Gloves; and (b) Safety Glasses.
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7. When using the axe the head of the axe must not come above eye level.
8. If the head of the axe comes above eye level, penalty points may be issued.
9. The wood should be split into sections that will stand on their own.
10. Once the wood has been split into sections and can no longer stand on the end, the wood must be split by using the contact method. (See the Scout handbook)
11. All wood working procedures will be in place at all times.
12. Material may not be thrown between sections. Penalty of ten seconds per occurrence. Injuries result in immediate thrower disqualification and two minute penalty.

KNIFE YARD

1. Only one person will be allowed inside the Knife Yard at a time.
2. The scout inside the Knife Yard should make small pieces of tender from one of the split pieces of wood coming from the Axe Yard.
3. Scouts should observe the knife safety procedures from the Scout handbook.
4. Remember to always cut away from yourself.
5. Safety glasses will be required and gloves will be optional.

FIRE YARD

1. The Fire yard is simple... just build a fire.
 2. Extra Patrol members can be used to block wind, assist with building the fire or other support. Only a total of 6 scouts in the fire box at a time.
 3. Fire building safety guidelines from the current BSA Scout Handbook should be observed and used.
 4. Any scout blowing on the fire will wear safety glasses.
 5. Each Patrol will need to ensure their fire is built in the provided type of ground protection so the ground will not be charred.
 6. Any type of fire lay may be used.
 7. The fire lay shall be built so that it does not touch the strings, the stakes supporting the strings or anything other than being a free-standing fire lay.
 8. The fire lay may be built as close as possible to the strings but may not touch either of the strings.
 9. The fire shall be built from the ground up using only the wood coming from the axe and knife yards.
 10. Fire must be started at ground level.
 11. The strings in the Fire Yard are placed at 16" and 20" above the ground where the fire is built.
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12. Each Patrol will be given a small piece of lighter knot to assist in starting their fire.
13. Each Patrol will be issued 2 matches to start their fire.
14. Additional matches will be issued if the patrol needs them but penalty points will be issued.
15. Once the bottom string (16" string) is burned into two pieces, the patrol can start to prepare the food item(s).
16. Once the top string (20" string) is burned into two pieces, one scout can start to cook.

FOOD SAFETY

1. As with any food consumption, cleanliness is a must
2. All food shall be cooked in a pan using the proper utensils to stir, flip and remove the food from the pan
3. Each Patrol will be provided with pancake mix, water, and pat of butter for pan and ALL batter must be used.
4. Any food item that falls out of the pan shall not be used
5. The Patrol shall not attempt to retrieve a food item from the fire
6. Any Patrol that drops the food should ask for a new food item
7. The food must be cooked to the judge's satisfaction
8. The food must be eaten

SCORING AND PENALTIES

1. The Golden Axe Competition is a timed event
2. Penalties are given in the form of additions to the Patrols final time

PENALTIES INCLUDED ARE:

• AXE YARD VIOLATIONS

1. Any unsafe usage of any hand tools such as bringing the axe above eye level or not wearing the proper safety equipment in the axe yard.
 - a. First Warning: 1-minute penalty
 - b. Second Warning: Scout will be asked to leave the yard add 2-minute penalty to go along with Scout disqualification
2. More than one Scout in the axe yard at a time: 1-minute penalty per scout in the axe yard

• KNIFE YARD VIOLATIONS

1. Unsafe usage of the knife: 1-minute penalty per occurrence.

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- **FIRE YARD VIOLATIONS**

1. Each Additional Match Used: 5 second penalty per match
2. Safety violations resulting in burns to skin, clothing , or hair; or undue smoke inhalation will result in:
 - a. First warning: 1 minute penalty
 - b. Second warning: Scout will be asked to leave Fire Yard and incur an additional 1 minute penalty

- **FOOD SAFETY VIOLATIONS**

1. The Patrol will be disqualified for picking up any food item from the ground or out of the fire and attempting to put it back into the pan.

IMPORTANT NOTES:

Changes on the rules of the Golden Axe (circa 2018) are below. Additions are in red:

- General Rule #6: Removed the 4' x 8' tarp from the troop supplied equipment list. **The tarps will be supplied.**
 - General Rule #6: Removed the word 'mix'. **Pancake mix will be supplied.**
 - Removed item #2 under Fire Yard rules.
 - Added new #2 under Fire Yard rules: **Only a total of 6 scouts in the fire box at a time**
 - NEW for Golden Axe: **Staff will provide plastic pancake forming rings so the pancake will be formed to size.**
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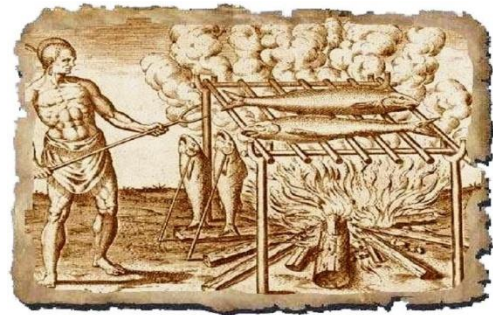
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GOLDEN SPOON Cooking Contest

THE CHALLENGE:

Cook a creative Native American dish!

!! PRIZE AND BRAGGING RIGHTS TO
THE WINNER !!



THE RULES: You may use any ingredients but are required to cook by a Scout cooking method. The entry must be prepared by Scouts at your campsite and can't be made before the Camporee.

A serving needs to be brought to Camporee HQ between 5:30—6:00 PM on Saturday for judging. The top three meals determined by the judges will be awarded.

The official entry form (on next page) listing ingredients (including quantities), preparation directions and cooking instructions must be submitted with the completed entry. Please print clearly.

JUDGING CRITERIA: Entries will be judged on the following criteria:

Presentation: Does it have eye appeal? Does it look like it would be good to eat? Does it relate to the Camporee theme?

Aroma: Does it smell good?

Taste: Is it pleasing to the palette?

Recipe: Are the ingredients and directions clearly stated? Could the entry be duplicated using the instructions?

Overall: Is it something unique or different? What is the overall impression of the judges?

Judging will be performed by the District Leadership Team. DECISION OF THE JUDGES IS FINAL!

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OFFICIAL ENTRY FORM

CAMPOREE COOKING CONTEST

Fill in completely and submit with your entry.
Please print clearly.

Patrol Name: _____ Unit #: _____

Entry Name: _____

Ingredients: _____

Directions: _____

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INDIAN LORE MERIT BADGE



Requirements for the Indian Lore merit badge (2017 Revision):

1. Identify the different American Indian cultural areas. Explain what makes them each unique.
 2. Give the history of one American Indian tribe, group, or nation that lives or has lived near you. Visit it, if possible. Tell about traditional dwellings, way of life, tribal government, religious beliefs, family and clan relationships, language, clothing styles, arts and crafts, food preparation, means of getting around, games, customs in warfare, where members of the group now live, and how they live.
 3. Do TWO of the following. Focus on a specific group or tribe.
 - a. Make an item of clothing worn by members of the tribe.
 - **PREREQUISITE** – Bring a solid color, long sleeve button up shirt..
 - **ACTIVITY** -- Camporee will provide basic craft supplies so participating youth can make an item of Native American clothing called a Ribbon Shirt. Should your Unit wish to work on this requirement prior to Camporee, please bring completed items to the Camporee so a Staff can sign off on this requirement for each Scout.
 - b. Make and decorate three items used by the tribe
 - c. **CAMPOREE ACTIVITY & COMPETITION** - Make an authentic model of a dwelling used by an Indian tribe, group, or nation.
 - **PREREQUISITE** -- Each Troop or AOL Den will build a **TEEPEE** on site. See details of the Teepee Competition elsewhere in this guide.
 4. Do ONE of the following:
 - a. Learn three games played by a group or tribe. Teach and lead one game with a Scout group.
 - **PREREQUISITE** – Learn at least one Native American game and come prepared to **TEACH** it to another Scout or group of Scouts during an **ACTIVITY PERIOD**.
 - **ACTIVITY** – Camporee Staff will teach the game of Wischixin. Scouts will participate in no-contact scrimmages. Winning teams will be chosen.
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- b. Learn and show how a tribe traditionally cooked or prepared food. Make three food items.
 - **COMPETITION** – Tastiest Native American themed dishes. See details of the Cooking Contest elsewhere in this guide
5. Do ONE of the following:
 - a. Learn an [Native American] story of up to 300 words (or several shorter stories adding up to no more than 300 words). Tell the story or stories at a Scout gathering or campfire.
 - **PREREQUISITE** – Research and prepare a Native American themed story/skit in advance of the Camporee
 - **ACTIVITY** – Present your story during the Saturday night campfire

NOTE: Don't forget to bring Blue Cards for your Scouts. Camporee will not provide them.



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Opportunities for Troops

Volunteers - Interested troops are invited to participate in one or more of the following:

1. Flag lowering ceremony Friday evening (flag ceremony, bugle or song, prayer)
2. Opening ceremony Saturday morning (bugle or song, prayer)
3. Flag lowering ceremony Saturday evening (flag ceremony, bugle or song, prayer)
4. Saturday night campfire program
5. We will need help at each activity for things like crowd control, checking-in Scouts, judging, etc. We are asking each unit to provide at least one adult volunteer per patrol to help with these kinds of things. We are striving to make this the most exciting Camporee ever and your help will make this possible. More on this at the Scoutmaster Cracker Barrel on Friday night.

First come, first served, so be the first to contact Barrett Thompson at BarrettThompson@comcast.net. Your participation is appreciated!

Merit Badges - All Troops intending to earn the **Indian Lore merit badge** should plan to participate in the **Saturday evening Campfire program to meet requirement 5(a)**:

Learn an Indian story of up to 300 words (or several shorter stories adding up to no more than 300 words). Tell the story or stories at a Scout gathering or campfire.

**** Please research and prepare your story/skit in advance of Camporee. You will be asked to sign-up for your skit at check-in.****

Please read carefully the PREREQUISITES for the Indian Lore Merit Badge in the preceding section of this guide. **If you fail to complete the PREREQUISITES for Requirements 3, 4, and 5, you may not be able to complete the merit badge during the Camporee.**



Special Requests:

If there are participants in your unit that require special accommodations, please notify Barrett Thompson **as soon as possible** so the necessary arrangements can be made.

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Camporee Guidelines and Important Information

- A. **GUIDELINES:** The rules and guiding principles for the 2022 Camporee shall be the Scout Oath and Scout Law. Safety guidelines shall meet or exceed those outlined in the BSA Guide to Safe Scouting.
- B. **REGISTRATION:** Register online at the Flint River Council website, <http://www.flintrivercouncil.org/>. Submit the completed registration form and all fees no later than Cracker Barrel on Friday, September 30th. Make checks payable to Flint River Council.
- C. **COSTS:** \$15 per scout and \$8 per adult. Due to limited budget and planning requirements there will be NO REFUNDS. You may transfer registration fees to another participant.
- D. **DRIVING DIRECTIONS:** The campground is located at 611 Boy Scout Road, Newnan, GA 30263
- **Highway 34 West** (Bullsboro Drive) toward Newnan
 - Turn RIGHT onto **Highway 34 Bypass** (Farmer Industrial Blvd.)
 - Continue, crossing Highways 29, 70, and Alt 27/16
 - Turn RIGHT onto **Highway 34 West** (Franklin Hwy.) toward Franklin
 - Go 4.7 miles, and turn RIGHT onto **Pierce Chapel Road**
 - Turn immediately LEFT onto **Sanders Davis Road**
 - Go about ½ mile, and turn RIGHT onto **Boy Scout Road**
 - Go 1.3 miles, Camp Jim Stephens is located on the right – past a yellow house and creek
- C. **MISC. CAMPOREE EVENT RULES:** Please follow these additional event rules:
- Absolutely no personal firearms, ammunition, archery equipment, fireworks, explosives, etc. may be brought to the Camporee.
 - No pets are allowed during this event.
 - No alcoholic beverages or illegal drugs are permitted.
 - No smoking in event or campsite areas. Adults are asked not to smoke in the presence of Scouts. Designated smoking area is located outside of the main gate to the Camporee site. Leave no trace and fire safety rules apply.
 - No Refunds
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- D. **CHECK-IN PROCEDURES:** Check-in on Friday will be from 5:00 PM to 7:00 PM. For Saturday arrivals, please check the Camporee Program Schedule and, if possible, arrive before the program day starts. At check-in, each unit should be prepared to present the following:
1. **Final Unit Roster:** Your Final Unit Roster will be used assigning Patrols for the event schedule.
 2. Complete **BSA Health and Medical Record Forms** and proof of insurance for each person listed on the roster. Arrange the forms by Patrol, then by alphabetical order (last name). Every participant (youth or adult) must have a medical record form on file in order to participate in the event.
 3. Registration Information and Fees Recorded. The registrar will have information on registrations and fees paid. If you are late to register, please bring your receipt/proof of payment, or a check (or cash) to cover fees.
- E. **CHECK-OUT PROCEDURES:** Follow the Outdoor Code in preparing your site for check-out. If you brought it to Camporee, you will need to haul it out...including trash. This is a remote site so there will be no general trash collection service provided by Camporee Staff. Prior to departure, your Unit Leader should go to the Camporee HQ Check-Out Area to pick up their camporee patches.
- All units **need to be COMPLETELY checked out by 11AM on Sunday.**
- SATURDAY CHECK-OUT:** For Troops needing to check out on Saturday, these troops should specify their anticipated check-out time on their Final Unit Roster. Note that requirement 5(a) of the **Indian Lore Merit Badge** (...tell a Native American story...) will be earned by Troops during the Saturday night campfire skits. Except for emergencies, no check-outs will be allowed after dark in the interest of the safety of all participants.
- F. **PARKING VEHICLES AND UNLOADING EQUIPMENT:** Please park vehicles at the edge of the tree line across the road from the parade field. Cars in the driveway area of the blockhouse will become blocked and should not expect to leave between 9AM – 4:30PM or possibly later on Saturday. While each Troop may have one trailer in their campsite, no vehicles will be allowed to remain in the campsite after loading/unloading.
- G. **FIRST AID:** Emergency medical services will be provided during the Camporee from the Camporee HQ area (exact location TBD. Look for signs.). They are available for all major first aid needs. Each Unit should also have a good first aid kit in their campsite to handle any minor first aid occurrences.
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- H. **CAMPSITES & WORK PARTY** : During Friday check-in, staff at the block house will direct units to a campsite area which should accommodate the unit's size. **Troops which have a permanent home site should use them.** Other campsite selection is on a first come, first serve for all other troops.

Unit campsite clean-up/work-day will occur on Saturday, September 17, 2022 at 8:00AM. Work will end at 12:00 noon or until finished. Units must work a minimum of 2.5 hours to qualify for extra credit on their campsite inspection.

- I. **ASSEMBLIES / VESPERS PROTOCOL:** When reporting to the parade field for events and vespers, please observe the following protocol

- Muster units at the parade field promptly in a semi-circle formation around the flagpole.
- Report to the parade field in formation, singing a song or patrol yell.
- Display unit and patrol colors while in formation.
- When roll call is taken, SPL or acting SPL of each unit respond accordingly. If you do not know proper protocol for answering "roll call," we will review at cracker barrel.
- SM – please encourage your Chaplain Aides to participate in the Vespers Service on Sunday. You will receive more information regarding Chaplain Aide participation before the Camporee or at the cracker barrel

- J. **UNIFORMS OF THE DAY:** Class A uniforms are required at the following events. If headgear is worn it must be scout related:

- Flag raising & lowering assemblies (except Saturday morning, see below)
- Saturday Campfire
- Sunday Vespers service

Class B uniforms should be worn during all other Camporee events and Saturday Flag Raising ONLY.

- K. **COOKING & FIRES:** Any changes to the Fire Restrictions will be announced when checking-in.

1. Wood fires in fire circles are allowed.
 - Units should plan to supply their own wood for campfires. Dead wood **may** be removed from the ground on the premises.
 - Make sure fire rings are of adequate size to completely contain your campsite fire.
 - Do not build a fire larger than what is reasonable needed for cooking at your campsite
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2. Safety:

- When using stoves or fires, follow BSA procedures for supervision of young people.
- Build campfires well away from tents, tarps or overhanging brush/trees.
- Keep wood and other fuel sources away from fire.
- Have a bucket filled with water or dirt, and a shovel in close proximity to your fire ring.
- Never leave a fire unattended.
- Thoroughly extinguish all fires.

L. **WATER:** Potable water will be provided via a water truck located at the main campsite sufficient for consumption and cooking/cleaning to cover your entire stay. Bring your own containers to transport water.

M. **TRASH:** This is a low impact event. Everything brought in must be packed out, including trash, garbage, etc. Do not put any of these into the campground's trash/garbage containers or leave trash at the site. NOTE: Trash may **NOT** be burned in lieu of carrying it out.

N. **PORTABLE TOILETS:** Portable toilets will be located near campsites and activity areas. Please remind your scouts to be courteous, keep the toilets clean, and observe posted restrictions for "Adult Leaders" and "Staff Only." Please advise staff when additional toilet paper or other service is required. Do not dig latrines.

O. HEALTH & SAFETY REMINDERS:

1. BSA policy prohibits passengers in beds of pickup trucks, whether or not pickup bed is covered.
2. Drivers please maintain safe speed and drive cautiously on camp property, watching out for adults and youth. The speed limit for camp is 5 miles per hour.
3. Follow manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
4. Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
5. NO FLAMES IN TENTS!
6. Units should take care of minor injuries if possible. A Red Cross certified individual will be on staff in case of emergency. If medical attention is needed, have authorization forms for medical care/treatment readily available.

P. **QUIET TIME:** All lights and fires are to be extinguished by 10:30 pm. As a courtesy to others, please do not disturb other peoples' peace and quiet at any time and observe QUIET TIME from 10:30 pm to 6:30 am. In order to enhance everyone's experience, generators are not permitted at any time.

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- Q. **MEALS:** Troops should plan on preparing their own meals while at camp.
- R. **BLUE CARDS:** Troops planning on participating in the Indian Lore Merit Badge activities must bring a sufficient supply of Blue Cards for each Scout in their unit.

