

Rowan District

Fall Camporee

November 14, 15 and 16, 2014



St. John's Retreat Property

Salisbury, NC

1. Location: St. John's Retreat Property Salisbury, NC
2. Date: November 14, 15, 16, 2014
3. Check In: Pavilion from 5:00 p.m. until 7:00 p.m. on Friday **November 14th**.
4. Camporee Rules:
 - All Scouts and Scouters will live in accordance to the Scout Oath and Scout Law.
 - All vehicles must be left in the parking area after unloading unless otherwise specified.
 - Two adults must be with each unit during the entire Camporee.
 - Possession of fireworks, alcoholic beverages, or drugs will result in immediate dismissal from camp property.
 - No radios, televisions, electronic games, lasers, etc. are allowed.
 - No scouts should leave the St. John's Retreat property without notifying a member of the Camporee Committee.
 - Scouts may not use gas lanterns or camp stoves without an adult in camp with them.
 - All campfire materials will be brought in or be from fallen wood. No live trees will be cut or marked in anyway.
 - No fires will be left unattended at any time.
 - Scouts may not carry sheath knives.
 - No latrines or garbage pits will be dug. All trash is to be carried out in bags provided by each troop.
 - There will be no swimming allowed.
 - All units are expected to attend all events as noted by the attached schedule of events. Failure to be prompt or attend could result in a reduction of inspection points.
 - Violation of any of the Camporee Rules can result in a reduction of unit points or disqualification from the Camporee competition.
5. SPL and Scoutmaster Meetings will be held at Pavilion Friday November 14th at 9:30 pm
6. Fees: \$10.00 per person. ALL CHECKS SHOULD BE MADE TO **Central NC BSA**
7. The attached Camporee Registration form and Emergency Contact Information must be completed and turned in with fees upon check-in. Pre-registration is encouraged.

HIGHLAND GAMES

Scottish clans meet at least yearly to celebrate their heritage with competition in traditional dancing, bag piping, drumming and feats of strength. Patrols will need to take a Clan name and build a Clan Banner. The Banner will need to be lashed; no nails, screws, duct tape or the like can be used. The banner will need to be constructed so it can be carried from event to event and be able to stand upright at each event including at the pot luck supper. The competitions will include tossing the caber, ax throw, golf, storming the castle, and Sheaf Toss. The Camporee is open to all registered Boy Scouts, Leaders and Webelos Scouts and Leaders.

The Caber Toss; A Caber is a long pole that is tossed end over end. The goal is to flip the pole so that it lands on one end and falls as close to a perpendicular line from the end line of the tossing box.

Ax Throw; Axes (tomahawks) will be thrown at a target.

Golf; Golf was invented in Scotland. Each Clan member will build a golf club out of natural materials before the Camporee. It must be handmade, not machine made. They can be carved or worked from wood or other natural materials. Each participant will hit a golf ball and be judged on distance and accuracy.

Storming the Castle; Each Clan needs to bring material to build a ladder using lashings and knots and be able to climb over a ten foot tall obstacle. The ladders must be constructed at the camporee.

Sheaf Toss; Each Clansman will toss a Sheaf (bag of hay) straight up over an adjustable cross bar with a pitch fork.

PLEASE NOTE:

WE WILL BE WORKING ON THE AMERICAN CULTURES MERIT BADGE. PLEASE GO TO MERITBADGE.ORG AND PRINT THE WORKBOOK FOR EACH PARTICIPANT TO BRING TO THE CAMPOREE. THERE IS A PRE-REQUISITE OF 4 AND 5. PLEASE BRING 4 WITH YOU. DO REQUIREMENT 5 AT YOUR SCOUT MEETING AND HAVE YOUR SCOUTMASTER SIGN UPON COMPLETION AND BRING IT WITH YOU TO THE CAMPOREE. WE MUST HAVE THIS TO SIGN THAT YOUR MERIT BADGE IS COMPLETE SO THAT YOU RECEIVE CREDIT AND CAN GET YOUR MERIT BADGE.

CAMPSITE INSPECTION CHECKLIST

<u>1. TROOP & PATROL CAMPSITE LAYOUT</u>	<u>POINTS</u>	<u>POINTS EARNED</u>
Showing consideration of wind, terrain, safety, site assignment, and other relevant factors:		
• Tents arranged by patrol.	2	_____
• Location of food storage, preparation, and cooking areas.	2	_____
• Location and storage of fuels	2	_____
• Location of chopping area	2	_____
<u>2. PATROL CRAFT</u> Posted in campsite		
• Patrol menu for all Camporee meals	2	_____
• Duty roster for each patrol member	2	_____
• Schedule of Camporee events/patrol itinerary	1	_____
• Patrol made cooking equipment	3	_____
<u>3. PATROL COOKING AND CLEANUP</u>		
• Food storage (ice chests, food chests, patrol boxes)	1	_____
• Potable (drinking) water storage	1	_____
• Cleanliness of patrol cooking, eating, and cleanup equipment	1	_____
• Patrol site clean and free of food scraps and trash	1	_____
• Trash bags for disposal of trash and garbage	1	_____
<u>4. PATROL FIRE FIGHTING EQUIPMENT</u>		
• 2 fire buckets with water in cooking area	2	_____
• Fire Extinguisher (if using gas stove or lantern)	2	_____
<u>5. TROOP AND PATROL FIRST AID METHODS</u>		
• First aid kit in plain view and accessible	1	_____
• Appropriate sized first aid kit	1	_____
• First aid kit properly stocked with correct items	1	_____
<u>6. PATROL CHOPPING AREA</u>		
• Roped off	1	_____
• Free of brush, trash and overhanging limbs	1	_____
• Chopping block properly secured and stationed	1	_____
• Tools properly displayed or stored	1	_____
• Wood pile neat	1	_____
<u>7. TROOP AND PATROL CONSERVATION</u>		
• No hacked or cuts on live trees	1	_____
• No pathways or leaves brushed away from camping areas	1	_____
• No trenching of tents or other areas	1	_____
TOTAL POSSIBLE POINTS	40	
TOTAL EARNED POINTS		_____

Camporee Schedule

Friday November 14th

5:00 PM– 7:00 PM Check in
7:00-9:00 PM Set up campsite, supper and socialize
9:30 PM– Senior Patrol Leader and Scoutmaster’s Cracker Barrel
10:30 Taps – Lights out and Quiet in Campsite

Saturday November 15th

7:00 – 9:00 AM Breakfast/Campsite Cleanup
9:00 AM– Assembly at Flag Pole/Roll Call and Announcements
9:15 AM – 9:50 AM Station 1
9:55 AM – 10:30 AM Station 2
10:35 AM – 11:10 AM Station 3
11:15 AM– 11:50 AM Station 4
12:00PM – 1:10 PM Lunch
1:15 PM – 1:50 PM Station 5
1:55 PM – 2:30 PM Station 6
2:35 PM – 3:10 PM Station 7
3:15 PM – 3:50 PM Station 8
4:00 PM – 5:00 PM Socialize, Check out the other Scouts gateways and meet new people
4:15 PM – 5:00PM Skit tryouts at Pavilion
5:00 PM – 7:45 PM Supper with your Clan and cleanup
8:00 PM– Campfire
10:30 PM Taps: Lights out and quiet in Camp

Sunday November 16th

7:00 – 9:00 AM Breakfast/Campsite Cleanup
9:00 AM – 9:15 AM Worship at Chapel
9:30 AM – Check Out

SCORING

First through third place awards will be presented at the campfire for each event and for the top three Clans. Bonus points are available. Each Clan with a banner that can be carried and free standing at each event will earn five additional points. Each Clan that has a “Clan Cheer” will earn two points per event for demonstrating the cheer at the event. An additional bonus of ten points will be given to each Clan that has all members wearing kilts. The kilts must be worn to all events. **PLEASE NOTE:** either pants or shorts must be worn under the kilts. An additional ten points will be given to each Clan whose leaders wear kilts throughout the day.

CABER TOSS

The caber must be tossed from inside a throwing box. The Caber should make one turn where the top as held becomes the bottom. If the top falls away from the throwing box and lands at a 12 o'clock position the tosser will be awarded ten points. If the top falls at a 1 or 11 o'clock position the score is nine points, at the 2 or 10 o'clock position the score is eight points, and at the 3 or 9 o'clock position the score is seven points. If the caber flips and lands on its bottom outside the throwing box but behind the 3 or 9 o'clock position the contestant will earn five points. If the caber does not flip or lands on its side first or falls in the throwing box, no points will be awarded. The Clan score will be an average of all tossers.

AXE THROW

Each Clansman will have three throws at a target. The axe must stick in the target. The point will be the value of the target circle. The Clan score will be an average of all throwers.

GOLF

Each contestant must make a golf club from natural materials, wood rope and such. The club can be made at a Troop meeting and brought to the Camporee. Each contestant will hit five plastic golf balls towards a Flag. Scores will be the longest drive and closest to the flag.

STORMING THE CASTLE

When storming castles ladders were used to scale the walls. Each clan must build a ten foot ladder on site using natural materials and at least three proper lashings. The ladder must be able to hold an adult climbing at least two thirds the way up. This is a timed event as well as being scored for proper lashing technique.

SHEAF TOSS

Each Clans man will have the opportunity to toss a sheaf (hay sewn into a burlap bag) over a bar using a pitch fork. The contestant will stand under the bar and must stay in the throwing box. If successful the bar will be raised and the contestant will have an opportunity to throw again up to three lifts.

Troop _____ (This Sheet Required at Check-In at the Pavilion)

Scoutmaster _____

SPL _____ ASPL _____

Patrol 1 Name: _____

Patrol Leader: _____

Assistant Patrol Leader: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol 2 Name: _____

Patrol Leader: _____

Assistant Patrol Leader: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol 3 Name: _____

Patrol Leader: _____

Assistant Patrol Leader: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____

Patrol Member: _____