



NORTHERN DISTRICT 2022 FALL CAMPOREE

Tri-Nhan Nguyen

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Contents

Message from Camporee Chief	3
Camporee Staff	4
General Information	5
2022 Northern District Camporee Unit Roster	7
CAMPSITE INSPECTION	9
WHAT TO BRING TO CAMP?:	10
THINGS TO LEAVE AT HOME:	10
TROOP ITEMS TO BRING TO CAMP:	10
CAMPOREE EVENTS	11
Potential and Kinetic Energy (10 Points)	11
Potential and Kinetic Energy Score Sheet	13
Communication (10 Points)	14
Communication Score Sheet	15
Mechanical Advantages (10 Points)	16
Mechanical Advantage Sheet	17
Egg Drop (10 Points)	18
Egg Drop Sheet	19
Northern Fire (10 Points)	20
Northern Fire Score Sheet	21
Identification (10 Points)	22
Identification Score Sheet	22
CAMPOREE SCHEDULE	23
TROOP SCORE SHEET	24
PATROL SCORE SHEET	25
Appendices	26
Appendix N01	26

Message from Camporee Chief

Thank you for attending our 2022 Northern District Camporee. As you may know, Camp Charles turns 93 years old this Fall 2022. To celebrate our beloved camp, a special commemorative patch was designed to mark our Fall District Camporee. The patch consists of three parts; one larger "Camp Charles Native American". One rocker that denotes Camp Charles tenure "1929-2022", and one rocker that markers your participation with 2022 Northern District Camporee.



This year camporee is "STEM" based, whereas patrols will be challenged to demonstrate their knowledge of Science, Technology, Engineering, and Math as it relates to Scouting BSA. Patrol will have the opportunity to participate with six events to earn points towards Camporee ribbons. Building catapults to launch pumpkins with accuracy to land on targets; building communication systems to delivery morse coded messages; building a bear-bag system using pulleys to secure food away from wildlife; construct an enclosure to protect their cargo from Earth's gravitational force; build fire to achieve new heights; and identify various plants, animals, and hazardous chemicals are events to test scouts and their patrol.

We will also have a Dutch-oven cooking challenge and the main ingredient is the incredible edible egg. Be Prepared to have fun and enjoy Camp Charles.

Tri-Nhan Phu Nguyen

2022 Northern District Fall Camporee

Camporee Staff

Camporee Staff

Camporee Chief	Tri-Nhan Phu Nguyen
Lewis-Deanes Area Chief	To be Named
Tar River Area Chief	To be Named
Wilson Area Chief	To be Named
NCAP Advisor	

Northern District Information

Scout Executive	Dwayne Jones
Northern District Chair	Arnold Gordon-Bray
District Commissioner	Tri-Nhan Phu Nguyen
Northern District Executive	Vacant
District Program Chair	Vacant
Camp Charles Care-taker	Vacant
Office Manager	Teresa Rose
Registrar	Judy Phillips
Scout Shop	Jessica Weldon

General Information

- All Scouts are encouraged to attend school until noon or officially excused by school officials on the opening day of the Camporee.
- All Scouts should adhere to the Scout Oath and Scout Law as the rules governing their behavior on camp property.
- Make sure parents/guardians know the troop/crew/ship number, patrol name, and the name of unit leader(s) in attendance.
- The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Camporee site. Parents will be notified to come and pick up their scout.
- Smoking is only allowed in the main Parking lot at Camp Bonner North. Smoking in the bathrooms, on trails, or in campsites is not allowed! Unit leaders and Area Chiefs please inform parents and other leaders.
- **Only 1** motorized vehicle per troop will be permitted to enter the Camporee grounds on Friday to unload equipment only. They will then be parked in the designated parking areas, no exceptions. **No vehicles will remain in campsites. Only 1 Troop trailer, per unit, will be allowed to remain in campsites.** The Site Chief will ultimately be responsible for cars in their area. Special exceptions for medical reasons can be made with prior approval of the Site Chiefs.
- No unit will be allowed to participate in the Camporee without 2 registered adult leaders in attendance. All adult
- All patrols/troops/crews will do their own cooking/heating of water with charcoal, wood or
- Approved chemical fuels. It is mandated that if wood or charcoal fires are used, a burn container be brought to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.
- Please set up campsite with **Leave No Trace** and **Tread Lightly** principles in mind.
- Troops will furnish their own garbage bags and properly dispose of them. Be prepared to pack your trash out. Trash will be removed from campsites daily.
- East Carolina Council accepts no responsibility for port-a-johns ordered by units.
- Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the troop site. Generators will not be permitted on the Camporee grounds for units without council executive approval.
- East unit should erect a flagpole on its site and properly display the National and Unit Flag. Flags should be lowered at dusk on Friday and Saturday.
- For the convenience of the campers and guests the Council operates a trading post. Any remaining Camporee emblems will be sold beginning at 12:00 noon on Saturday.

leaders will camp with their troop/crew/ships. Units unable to attend because of adult leadership should buddy-up with another unit from their area (district).

- Venturing Crews, Explorer Posts, Sea Scout Ships, and STEM Scouts are encouraged to attend and participate in all Camporee Events. Crews are also encouraged to camp in the areas in order to promote Venturing.
- All Scouts will remain on the Camporee grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
- Scouts should use the “buddy system” when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress “clean & appropriate” in a Troop activity uniform. Shoes should be sneaker type, boots, or leather shoes. **For safety reasons NO SANDALS or open-toed shoes will be allowed.**

- Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Camporee will be covered.
- Each Site Chief will handle all complaints in their area.
- All persons are required to register at the Camp Office located in Area HQ.
- **The only trading post in operation at the Camporee are the Council sponsored trading post.** No unit is authorized to sell items of any kind.
- Webelos Scouts may attend with an adult partner.

2022 Northern District Camporee Unit Roster

Troop/Crew/Ship: _____

Adults

Youth

Patrol Name:	Patrol Name:
1)	1)
2)	2)
3)	3)
4)	4)
5)	5)
6)	6)
Patrol Name:	Patrol Name:
1)	1)

2)	2)
3)	3)
4)	4)
5)	5)
6)	6)
Patrol Name:	Patrol Name:
1)	1)
2)	2)
3)	3)
4)	4)
5)	5)
6)	6)

CAMPSITE INSPECTION

CAMPSITE INSPECTION (40 TOTAL POINTS)

During the day on Saturday, SPL's and/or members from the Camporee Staff will be inspecting unit campsites. The inspection group will be checking to make sure that the unit campsite is properly set up. The following criteria will be used in judging the campsite.

- 1) **Gateway:** Each unit may build a gateway as an entrance to their campsite. **Up to 10 points** will be awarded for design, consistency with camporee theme, ingenuity, and creativity.
- 2) **Tents and sleeping arrangements:** The patrols/crew's sleeping arrangements should be neat, clean, and properly protected from the elements. If tents do not have floors, cots or ground cloths should be utilized. Do not ditch tents. **Maximum Points 5.**
- 3) **Adequate Food & Equipment:** There should be adequate and proper storage of all food and cooking utensils. Perishable food storage may be shared with another patrol/crew. All equipment is stored properly. **Maximum Points 5.**
- 4) **Proper Maintenance:** The area should be maintained in a neat and clean manner (including surrounding area) at all times. The driving of nails into trees is prohibited. Area should be returned to its natural state at the end of the Camporee. All garbage bags must be removed from the Camporee site. Trees should have no limbs under 10 feet (They are ripping up the mowers). **Maximum Points 5**
- 5) **Sterilizing:** All cooking and eating utensils must be washed after each meal with hot water, and then sterilized. The 3-pot method will be used. Sterilizing can be done with boiling water or an approved disinfectant. A central troop system may be used. **Maximum Points 2.**
- 6) **Unit Fire Fighting Station:** Traditional method - Each unit site must be equipped with firefighting equipment. Two (2) large buckets, one (1) with sand and one (1) with water. A dedicated shovel for fighting fires must be available. The area must be posted. **Maximum Points 2**
- 7) **First Aid Kit:** Each **patrol/crew** must have an adequate first aid kit. All patrol/crew members should know its location. **Maximum Points 2.**
- 8) **Bulletin Board:** The unit should have a bulletin board posting duty rosters, schedule, score sheet, other pertinent information and a plan for emergency action. The plan should include emergency names and phone numbers of persons to reach outside of the Camporee site. A lost Scout plan and unit assembly times should be included. A patrol/crew roster of all those in attendance should be posted. **Maximum Points 2.**
- 9) **Scout Spirit/Scout-like Conduct:** The unit should be displaying Scout Spirit/Scout Like Conduct throughout the events. A Patrol will be reduced to the next lowest ribbon for poor spirit. **Maximum Points 2.**
- 10) **Flags:** Each area should designate a patrol to host the flag ceremony and to display the United States flag during Camporee Saturday. **Maximum Points 5.**

WHAT TO BRING TO CAMP?:

Mask

Tent
Sleeping Bag, Pillow, and Air Mattress or Pad
Rain Gear
Camp or other Scout T-Shirts
Hat or Cap
Insect Repellent (pump or lotion)
Personal Hygiene items
Boy Scout Handbook

Hand Sanitizer

Cooking Equipment
Flashlight w/extra batteries
Field & Activity Uniform
Sunscreen (Pump or lotion)
Camera
Approved pocket knife (with Totin' Chip)
Money for Trading Post
Toiletries

THINGS TO LEAVE AT HOME:

Radios, Televisions, Electronic Games, Alcoholic Beverages & Tobacco Products, Sandals/Open Toed Shoes, Aerosol Cans, Fans & Extension Cords

TROOP ITEMS TO BRING TO CAMP:

Troops will camp by patrol. Items to bring include:

Flags-Flagpoles

Sterilization/Sanitation Equipment (3 pot method)

Adequate Water Carriers

Adequate Tents

Fire Protection

Required event Equipment

Scout Staves (Hiking Sticks)

Boundary Poles/Gateway Materials

Proper Food Storage for each patrol

First Aid Kit/Patrol

Patrol Bulletin Boards

Patrol Member Assignments

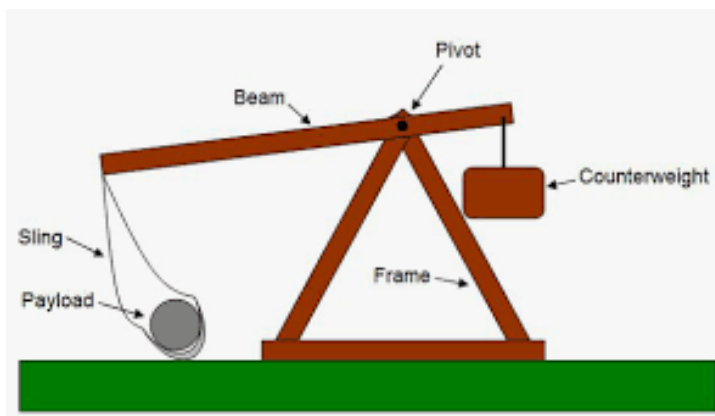
Medical Forms

CAMPOREE EVENTS

Potential and Kinetic Energy (10 Points)

Objective: Build/construct a functional Catapult/Trebuchet and launch small pumpkin to determined distance with accuracy as the main goal. Points are awarded for pumpkin landing on target. Patrols are to bring materials on camp (no pre-assembly before the morning of event day) and build their catapult at designate event area. Using scout lashing build their catapult with ropes, four pieces of 2x4x8 lumber (no required, but can be incorporated for stability), and bamboo. No nails, screws, nor hinges (no metal) are be used to secure their catapult. Metal on any kind will disqualified the catapult. This event has no time limits, beside competing two successful launching to achieve maximum scores before 4pm 10/29/2022.

Trebuchet Example



Materials: Each Patrol **MUST BRING** catapult building materials to the event area. Suggested materials; lots of rope (550 paracord), bamboo, and maximum of four 2x4x8 sticks. Any metal will disqualify patrol's catapult. Glue may be used as additional support. Two pumpkins per patrol will be provided.

Use YouTube video as a reference – do not use any metal pipes (substitute bamboo). Use lashing and scout knots for construction.

<https://www.youtube.com/watch?v=EbBI3epLXB8>

Competition: The goal of this event is to launch two pumpkins and landing target area. Patrols may have as many practices as possible (launches) before actual scoring. Practice pumpkins can be purchase from the trading post. Patrols must record their points before 4pm 10/29/2022.

Patrols will receive 5 points for building the catapult.

- All lashing, no metal – with the exception weights use as counterweights.
- Natural materials E.g., bamboos and allowable four 2x4x8 sticks (pre-cut before camporee).
- Any metal will disqualify patrol's catapult. (Glue may be used for support)

SCORING: (Total of 10 points possible)

- **5 pts to build catapult onsite and at event area.**
- **Center target bullseye (5pt)**
 - **Rings around the bullseye are scored as the following**
 - **4 points**
 - **3 points**
 - **2 points**
 - **1 point**
- **Best possible score from two “official” launches.**

Potential and Kinetic Energy Score Sheet

Troop #	Patrol Name	Patrol Leader Name

Two tries before 4PM 10/29/2022	Max Pts	Actual
Construct catapult.	5	
Points for accuracy.	5	
	OR	
Test may be taken for points. Test will be comprised of 9 questions.	9	
Multiple choice answer and some answer may be correct, only best answer scored. No easy "A". Subject: Potential and Kinetic Energy.		
Testing time: 10 minutes		
Total	Max 10	

Judge Name	Signature

Communication (10 Points)

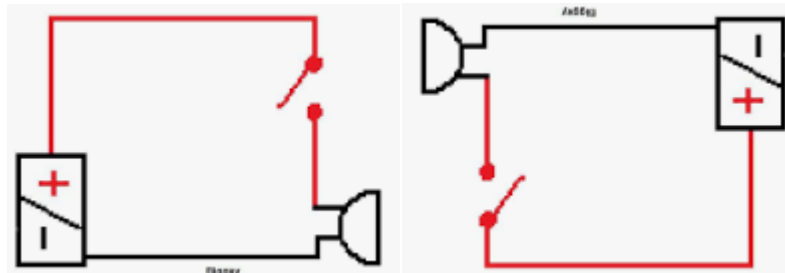
Objective: Build/construct a functioning Morse Code communication system. Knowledge of low voltage electrical, circuitry, and the Morse code is key to obtain maximum 10 points. After building patrol their communication system, patrol will send a Morse coded message to one end and receive a coded reply back. Participating patrol will be divided into two teams and each will be separate minimum 50 ft distance. This is a timed event. 20 minutes, no exceptions points will be tallied after 20 minutes.

Materials: Materials will be provided, if and only if patrol have not completed their own Morse communication system prior to camporee. The communication system consists of 4 conductors wire cabling (min length 50ft), two switches, two energy sources (batteries), and two lamps.

Competition: The goal of this event is to

Patrols will receive 4 points for building their Morse Code Communication System.

- Complete 2 pair of closed looped circuit with a switch and lamp on opposite ends.



- Send Morse coded message and receive a reply.
 - Sent message (3 points)
 - Received message (3 points)

SCORING: (Total of 10 points possible)

- 4 pts to build Morse Code Com System.
- 3 pts – Sent message
- 3 pts – Reply message
- Alternative scoring available

A	•—	N	—•	1	•— — — —
B	—•••	O	— — —	2	•• — — —
C	—••••	P	—• — —	3	••• — —
D	• —••	Q	—• —• —	4	•••• —
E	•	R	• —• —	5	•••••
F	•• —•	S	••• —	6	••••••
G	—• —	T	—•• —	7	•••••••
H	••••	U	••• —	8	••••••••
I	••	V	••••	9	•••••••••
J	• — — —	W	•• —•	0	— — — — —
K	• —• —	X	•••••		
L	•••••	Y	•• —••		
M	— —	Z	—•••		

Communication Score Sheet

Troop #	Patrol Name	Patrol Leader Name

Timed event 20 minutes to complete	Max Pts	Actual
Construct Morse Code Com Sys	4	
Successful message sent	3	
Successful message received		
	OR	
Test may be taken for points. Test will be comprised of 9 questions.	9	
Multiple choice answer and some answer may be correct, only best answer scored. No easy "A". Subject: Circuits and Morse code		
Testing time: 10 minutes.		
Total	Max 10	

Judge Name	Signature

Mechanical Advantages (10 Points)

Objective: Build/construct a functional pulley system to gain mechanical advantage over gravity. Patrol will use pulley to lift a bear bag above 10 feet. Bear bag weight will be weight of the smallest patrol member or a minimum of 125lbs. Patrol must gain mechanical advantages with using ropes and pulleys for one patrol members to lift bear bag to desire height.

Materials: Materials will be provided.

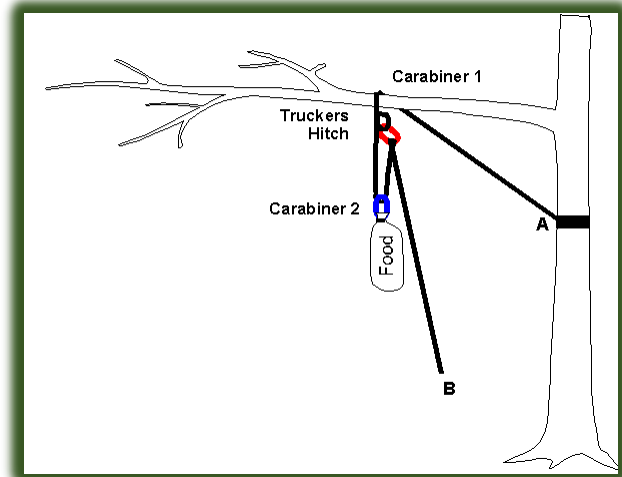
Competition: The goal of this event is to secure bear-bag away from hungry bear by using ropes and pulleys.

Patrols will receive 5pts for building their pulley system and 5pts lifting bear-bag to desire height.

SCORING: (Total of 10 points possible)

- 5 pts – Build a functioning pulley system
- 5 pts – Securing bear-bag at desire height
- Alternative scoring available

Using pulleys to gain mechanical advantage.



Mechanical Advantage Sheet

Troop #	Patrol Name	Patrol Leader Name

Timed event 20 minutes to complete	Max Pts	Actual
Construct a bear-bag pulley system	5	
Lift bag to desire height	5	
	OR	
Test may be taken for points. Test will be comprised of 9 questions.	9	
Multiple choice answer and some answer may be correct, only best answer scored. No easy "A". Subject: Mechanical Advantages		
Testing time: 10 minutes.		
Total	Max 10	

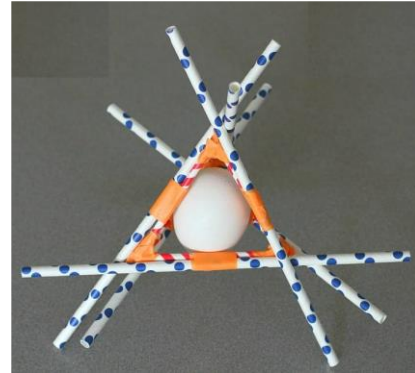
Judge Name	Signature

Egg Drop (10 Points)

Objective: Build/construct an enclosure to protect an egg from predetermined height. The enclosure will be made from soft-drink straws (max. 15 straws) and transparency tape. Drop egg from platform.

Use YouTube video for reference.

<https://www.youtube.com/watch?v=nsnyl8llfH4>



Materials: Patrol will provide all materials.

Competition: Patrol will bring their egg drop enclosure to event area. Judge will provide an egg to serve as the cargo. One egg will be provided per patrol. Patrol will drop their eggs twice to earn additional points.

SCORING: (Total of 10 points possible)

- 6 pts – Build an enclosure to protect an egg from a drop at predetermined height.
- Earn max of 4 additional points from 2 drops for the following conditions:
 - No crack earns 2 pts.
 - Visible crack, no yolks visible earns 1 pt
 - Yolks visible earn -3
- If first drop produces yolk, then patrol may opt to purchase a second egg from the Trading post.
 - The math: Enclosure=6, 1st drop yolk = -3, 2nd drop = 2pt (if no cracks), then pts=6-3+2 (5) versus pts=6-3 (3 pts) without 2nd drop.
- Alternative scoring available

Egg Drop Sheet

Troop #	Patrol Name	Patrol Leader Name

Timed event 20 minutes to complete	Max Pts	Actual
Construct/build an enclosure for egg drop event	6	
Result from first egg drop.	2	
Result from second egg drop.	2	
	OR	
Test may be taken for points. Test will be comprised of 9 questions.	9	
Multiple choice answer and some answer may be correct, only best answer scored. No easy "A". Subject: Physics and Newton Laws		
Testing time: 10 minutes.		
Total	Max 10	

Judge Name	Signature

Northern Fire (10 Points)

Objective: Fire building is a scout skill and is a requirement for the Scout Rank of Second Class (see requirement 2b). Each patrol must successfully build a fire to burn two marks. First mark is a string set at 18 inches, which will reward the patrol with 7 pts. The second mark is another string at an additional height of 6 inches beyond the first mark for total height of 2 feet, which will reward the patrol with 10 points. This a time event and result recorded after time is called.

Materials: Each Patrol **MUST BRING** fire building materials to the event area. The area will have stations prepared for each patrol to build a fire and to achieve the set objective. See Appendix N01 and your scout Handbook for guidance.

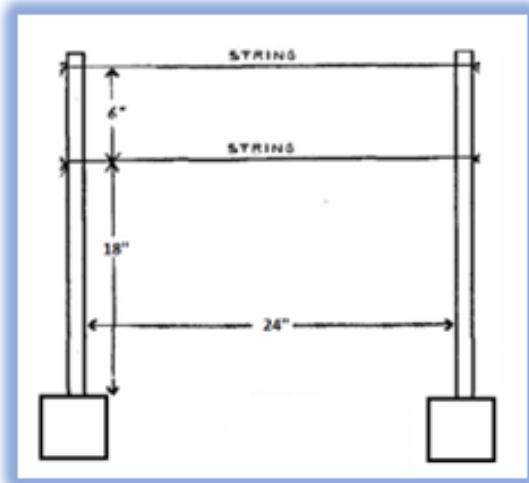
COVID Precautions: Gloves must be worn by all participants (will be provided). The exception is the Scout who is using the ignition source to light the fire.

Patrols will be required to bring their own tinder, kindling, and fuel, as well as ignition source. No lighters or matches may be used, no artificial accelerants shall be used.

Competition: The goal of this event is to build a fire meet and/or exceed the event objective. Each scout patrol builds a fire to reach new heights. See drawing below

Patrols will receive 4 points for participating.

- Fire lay must be made within the designated fire ring/pit.
- Time starts as soon as material is put into the ring.
- Max time is 30 minutes and event will end with points rewarded.
- **SCORING: (Total of 10 points possible)**
 - **4 points (Visible fire)**
 - **3 points (Burns 1st string)**
 - **3 points (Burns 2nd string)**



Northern Fire Score Sheet

Troop #	Patrol Name	Patrol Leader Name

Timed event 20 minutes to complete	Max Pts	Actual
Construct/build a visible fire.	4	
Burns first line.	3	
Burns second line.	3	
	OR	
Test may be taken for points. Test will be comprised of 9 questions.	9	
Multiple choice answer and some answer may be correct, only best answer scored. No easy "A". Subject: Fire and fire safety		
Testing time: 10 minutes.		
Total	Max 10	

Judge Name	Signature

TURN IN SCORE SHEET BY 5:30PM TO HEADQUARTERS

CAMPOREE SCHEDULE

FRIDAY

- 2:00 PM: CAMPOREE GATES OPEN/REGISTRATION BEGINS
- 6:00-7:00 SUPPER TIME & CLEAN UP
- 7:00-8:00PM FREE TIME FOR VISITING
- 8:30PM CAMPOREE STAFF MEET AT HEADQUARTERS
- 9:30PM: UNIT LEADERS AND SPLs MEET AT HEADQUARTERS
- 8:00-9:00PM AREA CAMPFIRE
- 10:00PM: SCOUTS TO CAMPSITE
- 10:15PM: TAPS

SATURDAY

- 7:00AM: REVEILLE/BREAKFAST/CLEANUP
- 8:00AM: SITE FLAG CEREMONY
- 8:30 – 12PM MORNING EVENTS; CAMPSITE INSPECTIONS BEGIN
- 12:00 – 1PM LUNCH/FREE TIME
- 1:00 – 4:45PM AFTERNOON EVENTS; CAMPSITE INSPECTIONS CONTINUE
- 5:00 PM SITE FLAGS RETIRE
- 5:30PM DEADLINE TO TURN IN SCORE CARDS TO HEADQUARTERS
- 5:30-7:45PM SUPPER/FREE TIME
- 8:00PM CAMPOREE CAMPFIRE
- 9:00PM SCOUTS TO CAMPSITE (At Completion of Campfire)
- 10:30PM TAPS

SUNDAY

- 7:00AM REVEILLE
- 8:15AM SITE WORSHIP SERVICES -INTERDENOMINATIONAL SERVICE
- 9:30AM STRIKE CAMP/CHECK OUT AT AREA HQ (PICK UP RIBBONS AFTER FINAL INSPECTION)

TROOP SCORE SHEET

2021 COUNCIL CAMPOREE

UNIT #: _____ DISTRICT NAME _____

Area/Event	Points Possible	Points Awarded	Staff/Judge Signature
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Prior to Camporee (Max 10 points)			
Church Attendance	5		
Recruit new youth	5		
During Camporee (Max 10 points)			
Scout Promotion	5		
Camporee Staff	5		
Campsite inspection (Max 40 points)			
Gateway	10		
Tents & Sleeping Arrangements	10		
Adequate Food & Equipment	5		
Proper Maintenance	5		
Sterilizing	2		
Unit Fire Fighting Station	2		
First Aid Kit	2		
Bulletin Board	2		
Flags	2		
Total:	60		

Both scores must deliver to the Camporee Chief, before 5:30PM, Saturday night!

PATROL SCORE SHEET

2022 NORTHERN DISTRICT FALL CAMPOREE

PATROL NAME: _____

TROOP/CREW/SHIP NUMBER: _____

Events	Points Possible	Points Awarded	Staff/Judge Signature
Energy: Potential and Kinetic Catapult/Trebuchet.	10		
Communication: Morse Code messaging.	10		
Mechanical Advantage: Lifting Bear-Bags.	10		
Egg Drop: Protection from Newton's Laws	10		
Fire Building: Reaching new heights.	10		
Identification : Plants, Animals, and Chemical.	10		
Points must be signed by a Camporee Staff.			
Total:	Max	60	

Both score sheets must deliver to the Camporee Chief, before 5:30PM, Saturday night!

Camporee Ribbon is based on 60 points scale.

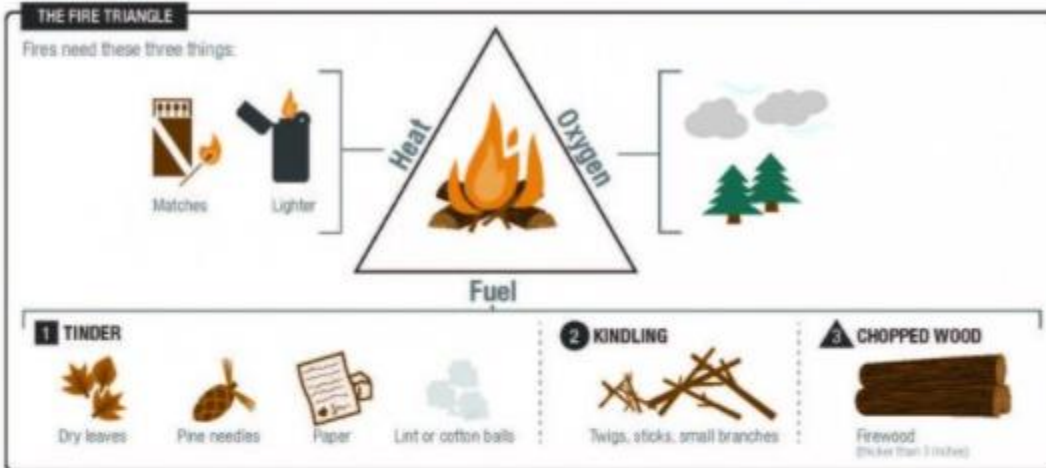
- Blue: Patrol must earn 55 points.
- Red: Patrol must earn 51 points.
- White: Patrol must earn 48 points.

Top Patrol will be determined by Troop and Patrol points.

Appendices

Appendix N01

How To Build A Campfire



STEP ONE

Make a loose pile of tinder. **1**

TIP: Don't pack too tightly. Air needs to get to all parts of the fire.

STEP TWO

Build a teepee with the kindling **2** around the tinder. Start with the small twigs first.

STEP THREE

Light the tinder from all sides.

TIP: You can blow gently on the fire to get it going. Fires need lots of oxygen.

STEP FOUR

As the fire grows, feed it with branches and eventually firewood **3**.

Enjoy!

STEP FIVE

Put out the fire by cutting one of the sides of the fire triangle. You can do this by covering it with sand or dirt, dousing it with water or letting wood burn out. **Make sure it's cold before you leave!**

Sand or dirt Water Let wood burn out