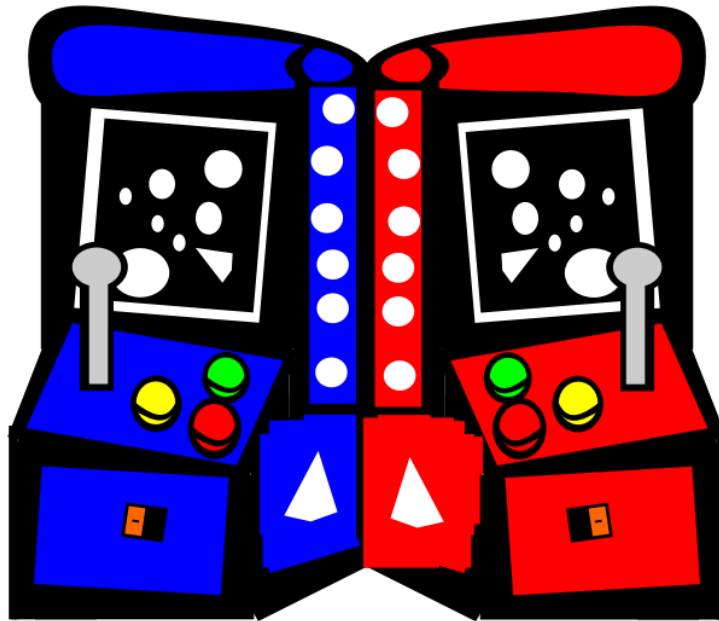


**Southern District
80's Video Games
November 4th – 6th, 2022
LEADERS GUIDE**

**We welcome the Scouts to the 2nd Annual
Southern District Webeloree!**



Southern District Webloree
November 4th – 6th, 2022

On behalf of the Scouts of the Tanugahi Chapter of the Order the Arrow we would like to welcome you to the 2021 WEBELOREE. We are proud that this Camporee has been entirely thought out, planned, and supervised by the Scouts of the Tanugahi Chapter with assistance from Coree and Arapahoe Chapters. We would like to thank you in advance for the assistance and support that you have given us to make this event a success. We hope you will find this WEBELOREE interesting and fun.

CAMPOREE LOCATION, TIME, AND COST

Where: Camp Sam Hatcher, Newport NC

When: November 4th – 6th 2022 (Check-in will begin at 5 PM on Friday).

Cost: \$15.00 per scout and \$10.00 per adult
Cost: \$7.00 for Troops, Crews, Ships Scouts/Scouters supporting event

SCOUT AND UNIT ELIGIBILITY

This event is open to any registered Webelos Scout in the Southern District.

REGISTRATION

Please register your Webelos Patrol and Adult Leaders no later than October 30th, 2022. All registrations must be completed through Tentaroo.

CHECK-IN AND CAMPSITE ASSIGNMENTS:

Campsites will be determined based upon unit size. Check in to the main building upon arrival to receive your unit location. Troops and their associated Webelos patrol will be located near one other.

You will need to turn in the roster of all participating Webelos and adult leaders. The roster is found in the back of this packet.

LEADERSHIP

TWO DEEP ADULT LEADERSHIP IS REQUIRED. All units must be under the supervision of a trained and registered Adult Leaders. There must always be at least two Adult Leaders supervising their unit at scheduled events/activities.

FIRST AID

Each unit is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries at the First Aid Station located in the main building.

WORSHIP SERVICES

A non-denominational worship service will be held immediately after colors on Sunday morning. Attendance is highly recommended, and it is the Unit Leader's responsibility to see that each Scout could attend. Class "A" uniform is required.

BATHROOMS

The permanent bathrooms have been fixed; therefore, they will be opened for use. The showers will NOT be available as they diminish the capacity of the septic system. There will also be 10 Port a Johns available for use; they will be placed throughout the camp. Please talk with your Scouts about proper bathroom behavior and cleaning up after themselves. We will be asking for some patrols to volunteer to clean up the restrooms during the following times: Saturday (morning, afternoon, and evening) and Sunday morning. Remember that a scout is CLEAN!

TRASH

Each unit must remove all refuse from their campsite. Remember, "Carry in - Carry Out".

FIRES

All fires must be off the ground and contained in a fire barrel. There will be NO exception to this rule.

WATER

There are water stations available at Sam Hatcher and please bring water containers to store water in and conserve water as much as possible.

Each unit is responsible for providing their own individual camping equipment.

Parking is only permitted in the designated parking areas. Each unit is strongly encouraged to carpool. There will be no vehicles in the event fields; you may have to carry your gear for approximately 100 to 150 yards.

Visitors are welcome and encouraged to attend the daytime activities and campfire. All visitors must check in with the WEBELOREE Staff for youth safety reasons.

GENERAL RULES AND REGULATIONS

1. The following items are prohibited: Sheath Knives, Fireworks, Firearms, Illegal Drugs, Alcoholic Beverages, Tobacco Products, Vaping Devices, and Bicycles.
2. Scouts are not to roam through the campsites at any time.
3. Cutting of live trees is not permitted.
4. Unit leaders are responsible for their units at all times.
5. All vehicles must be parked in the designated parking area. Staff vehicles are to be parked in the staff parking area unless being used to conduct staff duties.
6. Scouts will remain in their unit area between taps and reveille unless on authorized errands.
7. Buddy System will apply for the entire weekend.
8. Defacing, destroying or “trashing” property of others or the property of BSA or Sam Hatcher is strictly forbidden.
9. Scouts are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.
10. Rough housing and horseplay are strictly forbidden.
11. Scouts will keep the campground clean. Throw wrappers and garbage into designated trash receptacles.
12. No pets are allowed in the camp.
13. All fires must be built in off the ground containers

UNIT LEADERS ARE STRONGLY ENCOURAGED TO DISCUSS THESE REGULATIONS WITH THEIR UNITS PRIOR TO ATTENDING THE WEBELOREE.

CAMP USAGE POLICIES

1. **CHECK-IN & CHECK-OUT:** All individuals, groups and units must check in & out with the Camp Staff.
2. **ROSTERS:** All groups must submit a unit or organization roster to the Camp Staff of those in attendance.
3. **ADULT LEADERSHIP:** A responsible adult (21 yrs. or older and a signatory to this agreement) must always be present during group outings.
4. **VEHICLES IN CAMP:** All vehicles must be stored in the designated parking areas. Parking in the campsites or along service roads is prohibited. ATV's, three wheelers, and motorcycles are not permitted beyond the main parking area at any time. Special consideration for handicapped individuals should be arranged with the camp ranger/caretaker. No vehicles are permitted on the wilderness trails
5. **ALCOHOLIC BEVERAGES:** Alcoholic beverages and/or illegal drugs (or those under the influence of the same) are **ABSOLUTELY NOT ALLOWED** on the camp property at any time. Violators will be asked to leave, and local authorities notified.
6. **SMOKING:** Smoking is not permitted in any structure aboard the camp. All smoking materials must be properly extinguished and disposed of in Butt Kits or field-stripped and properly disposed of in trash receptacles.
7. **FIREARMS:** No Firearms may be carried or displayed on camp property.
8. **FIREWORKS:** Fireworks are not allowed on the camp property.
9. **WATER ACTIVITIES:** Units, groups or individuals utilizing water facilities and/or equipment must have a responsible adult in attendance. All State & Federal fishing laws and U.S. Coast Guard regulations must be followed. Be aware: adjacent waters are shallow, muddy and contain oyster beds and hazardous debris. No diving or jumping into water is permitted. **Shoes must be worn when in the water.**
10. **DITCHING:** The ditching of tents or the digging of holes for any reason is not permitted.
11. **FIREWOOD & CAMPFIRES:** Use only fallen dead wood for fires. The cutting of standing trees or shrubs without the consent of the Ranger is prohibited. Unit firefighting equipment must be easily accessible. **Campfires may be laid in designated areas only.**
12. **SANITATION:** always Keep campsites and all facilities clean and free of debris. Basic cleaning gear is provided. Trash must be removed and/or properly disposed of in the trashcans provided.
13. **COOKING:** Pressurized gas or liquid fueled appliances may not be used in the cabins or any other building at any time.
14. **DAMAGES:** Groups will be responsible for any damages which may occur during their use of camp facilities and/or equipment. The Camp Staff will inspect the facilities and/or equipment before the group departs.
15. **WILDLIFE:** Do not injure, collect, feed, molest or otherwise disturb the wildlife, including their nesting areas. *Remember, this camp is their home. We are the visitors.*
16. **OFF-LIMITS AREAS:** No member of any Group can enter OFF-LIMITS areas or facilities at any time.
17. **SAFETY:** Closed-toe shoes must always be worn about the camp.
18. **CHILDREN:** Children under 18 yrs. of age must always be under the direct supervision of a responsible adult.
19. **FIRE ANTS:** Fire Ants can be harmful or fatal and are an ever-present hazard in Coastal North Carolina. Please be aware of nests, particularly when standing or when children are about and in contact with the ground.

**SOUTHERN DISTRICT
WEBELOREE SCHEDULE**

November 4th – 6th 2022

FRIDAY, November 4th, 2022

5 P.M. Check-in and campsite setup (turn in food drive items)
9 P.M. Adult Leader Cracker Barrel (Pavilion)
10 P.M. Staff Turn-in/Lights Out

SATURDAY, November 5th, 2022

8:00 Opening Ceremony
8:15 – 12 P.M. Webelos Activities
12 -2 P.M. Lunch
2 P.M.-4:30 PM Webelos Activities
5:00 Evening Colors (Class “A” uniform)
5:00 – 7 PM Free time in camp site & dinner
7 – 8:30 PM Camp Fire and awards
Adult Leader Cracker Barrel (Pavilion) will take place directly after the campfire
10 PM Taps

SUNDAY, November 6th, 2022

7 AM Morning Colors, Worship Service, and Closing Ceremony
(Class “A” uniform)
8:00 AM Check Out

**ALL CAMPERS TO INCLUDE PATROLS AND ADULT LEADERS MUST BE OUT OF
CAMP NO LATER THAN 10:00 AM SUNDAY MORNING!! THERE ARE NO
EXCEPTIONS! PLEASE PLAN APPROPRIATELY!!**

Southern District
November 4th – 6th 2022
CAMPSITE INSPECTION FORM

UNIT _____

MAX POINTS

INSPECTION CATEGORY POINTS AWARDED

1. Patrol Flags displayed 10 _____
2. Cooking Utensils Cleaned and Stored 5 _____
3. Garbage Bag available 10 _____
4. No Litter in Campsite 10 _____
5. Natural camp cover except in Campfire area 10 _____
6. First Aid Kit in a central location and clearly marked 10 _____
7. Menu posted in central location 10 _____
8. WEBLOREE schedule posted 10 _____
9. Tents set up in patrol fashion 10 _____
10. Tents properly pitched 10 _____
11. Tents at least 10 feet from the fire circle 5 _____
12. Food properly stored 5 _____
13. Fire Circle clear 10-foot radius 10 _____
14. Water or sand and shovel on hand to extinguish fire 10 _____
15. Fire out or being monitored 10 _____
16. All wood cutting tools properly stored in an ax yard 10 _____
17. All personal & patrol equipment properly stored 5 _____
18. All participants medical forms 5 _____

Total Points 150

Southern District
November 4th – 6th, 2022
Registration Form

Must be turned in upon check in

Unit _____

ADULT LEADER _____

Phone Number _____

Number of Youth _____ X \$15= _____

Number of Adults _____ X \$10= _____

PATROL NAME _____

PATROL NAME _____

PATROL NAME _____

PATROL NAME _____

PATROL NAME _____

Pre-registration must be completed through Tentaroo at <https://ecc.tentaroo.com/>

Activity Pins at the 2022 Webeloree

1st Year Webelos program:

Into the Woods – Requirements 1, 2, 3, 6, & 7

Building a Better World – Requirements 1, 2, 3, & 6

First Responder – Requirements 1, 2, 3, 4, 5, and 8

Cast Iron Chef – Requirements –3 (will also be reviewing the different cooking methods)

Stronger, Faster, Higher – Requirements 1, 2, 5, & 6

Aware and Care 1,2,3,4b,4c

2nd Year Webelos program:

Scouting Adventure – Requirements 1a, 1b, 1c, 1d, 1e, 4, 5a, 5b, & 6

Castaway – Requirements 1b, 1c, 2a, 2b, 2c, 2d

AFTERNOON EVENTS

Teenage Mutant Ninja Turtle Knot Tying Relay

House Relay

Kim's Games video game style

Paperboy Obstacle Course

Duck Hunt (Slingshot)

Tug of War

Webelo's leader Chef Toad cookoff

Zelda Scavenger Hunt

CAMPSITE INSPECTIONS

Camp site inspections will be conducted at 2:00pm Saturday afternoon. Make sure that your campsite is cleaned after lunch as it can impact your inspection results. The inspection will follow the criteria established by the checklist provided in this guide.

AWARDS

Each patrol could earn a ribbon for their efforts during the Webeloree. This gives the Webelos a feeling of how awards will be earned and presented at Council Camporees once they become Scouts.

Patrols will earn points for every event, all points earned throughout the day will be added up in order to determine which color ribbon is earned by each patrol. The ribbons will either be a blue, red, or white ribbon.

There will also be bonus points awarded for participating in the Webeloree food drive, building a video Themed Gateway, building a pioneering camp gadget, and the Webelos leader cauldron cook off. In addition, each pack that participates in the Webeloree will receive an event ribbon for their pack flag. All awards will be presented at the campfire Saturday night.

Food Drive: Each pack that brings non-perishable food items to the Webeloree will receive an extra 100 bonus points for each patrol from their pack. Please turn in all donations upon check-in at the Sam hatcher shelter; all food will be donated to a local food pantry.

Pioneering Camp Gadget: Build a pioneering camp gadget within your pack campsite; each patrol within your pack will receive 100 points. The camp gadget must be completed prior to the campsite inspection on Saturday afternoon. All camp gadgets must be taken down before departure on Sunday morning.

Video Game Themed Gateway: Build a video game themed gateway for your pack's campsite and each patrol within your pack will receive 100 points. All gateways must be completed prior to the campsite inspection on Saturday afternoon. All gateways must be taken down prior to departure on Sunday morning.

Event Rules

Teenage Mutant Ninja Turtle Knot tying relay (timed event) (5 scouts)

The Scout runs up 25 yards and grabs a card that has one of the knots on it. If the Scout knows the knot, he will tie it and get the judge to confirm. If the Scout does not know how to tie the knot, he will then run back to tag the next Scout who will go to tie that knot. Once each knot is complete, the Scout who completed the knot will go back and tag the next Scout who will pull the next knot card. This process will continue until all the knots have been properly tied. Points are based upon the time that it takes the patrol to correctly tie all five knots. Complete the event in less than 4 minutes = 100 points; less than 5 minutes = 90 points; less than 6 minutes = 80 points; complete in more than six minutes = 70 points; participate; but, not finish all knots = 50 points

Paperboy Relay (timed event)

The first Scout will line up on the line then the scout prepares to race to each of the routes. The route in which they are racing to are about 25 meters away being in the formation of a mailbox the scouts will race to each of the route retrieving a newspaper and then returning. Once this is done, the scouts will race back to their patrol and put the newspaper in the bucket.

Points are based upon the total time that it takes all the Scouts in the patrol to complete the challenge. Complete the event in less than 3 minutes = 100 points; less than 5 minutes = 90 points; less than 6 minutes = 80 points; complete in more than 7 minutes = 60 points

Kim's Game video game style (Accuracy event)

The Scouts will gather around a table with their patrol in which they will have 30 seconds to look at the items on the table after which they will be covered up and in which the scouts will each take their turn guessing an item on the table they have 3 minutes to guess all the items. Points are based upon how many items they have guessed each item is worth 4 points each for each of the 25 items.

Legend of Zelda Obstacle Course

Scouts will start the event by linking up at the starting line in which they will take their steed and ready to race at which point they will have a cover placed over their face and at which one other scout will tell them how to maneuver the course as they race against time to get as many scouts as they can through the course before time is up.

Points will be awarded for how many scouts they get through depending on the size of their patrol in which they have 5 minutes to get as many through as they can. each pair is worth 25 points trying to get them all through to get max points (100)

Duck Hunt shoot (Sling Shots)

All Scouts from each patrol will take 4 shots at the target to take it down. Points will be awarded upon each time it was hit. Each hit is worth 25 points and then it gets divided by the number of scouts in the patrol.

Tug of War Tournament

This tournament will test each Caveman's strength and resolve and will be a testament to the teamwork displayed by each patrol. Points will be awarded as follows: First Place – 100 points, Second Place – 90 points, Third Place – 80 points, participation 60 points.

Chef Toad Cookout

During this event the Webelos leaders can cook their greatest Dutch oven recipe and submit it to the Official OA Tasting Crew for tasting. All dishes must be delivered to the HQ between 5:00 and 5:30pm. There will be a first, second, and third place award given to the top three dishes. These dishes will be judged based upon taste and presentation. Each unit that has a leader participate in the Chef Toad Cookout will be awarded an extra 100 points for each patrol from the leader's pack. This event is designed to help patrols and leaders understand how leaders can help contribute to their patrols score during Scouting Camporees.