

2023 Southern District Camporee

Leaders Guide



Camporees serve several purposes in Scouting, including

- An opportunity for patrols to compete while applying leadership, creativity, and Scout skills.
- Provides opportunities for adult leaders to gauge the function of their patrols and youth leadership.
- Provides examples of engaging outdoor activities that can be shared and recreated.

Overall Goals and Expectations for Participants

- Have FUN!
- The events are organized for patrol-sized groups (5-8 Scouts) so please divide yourselves accordingly. Upon check-in, inform us of both the total number of personnel in your party, and the total number of patrols participating in the games.
- Not all events will be supervised the same or require the same amount of time; we do expect Scouts to be patient as they wait to start the next game.

Theme

- Halloween is the theme and fun is the goal, while continuing to hone those scout skills we need to brush up on.

Fees and Costs

- The fee for camporee is \$15 per scout and \$15 per adult.

- Fees can be paid on-line via Tentaroo.
- Fees cover expenses such as insurance, site fees, program supply costs, recognition costs, the leadership cracker barrel and a rare and valuable, collectable patch (may arrive later).
- The camporee will be held at Camp Sam Hatcher at 1201 Sam Hatcher Road, Newport, NC 28570.
- **A Troop trailer can carry the gear into camp. Please try to limit the number of cars at campsite.**
- There are very few trees suitable for hammock camping. All campers should plan on sleeping in a tent. You can bring a hammock, but you may not get to use it.
- Ground fires are permitted only in pre-existing fire rings.
- Units may provide camp stoves, back packing stoves, gas grills or other portable cooking capabilities.
- Above ground fires such as barrel halves or metal fire pits are acceptable; however, all ashes and debris must be taken out. (This is if county is not under a fire ban)
- Units will provide their own fuels and fire protection equipment. BSA fire safety standards will be enforced.

Registration

- **Please register on Tentaroo**

Arrival, Parking, and Equipment

- Upon arrival, units will be directed to their assigned campsite.
- The unit may drive vehicles down into the campsite to unload Scouts and equipment.
- One tow vehicle and trailer will be allowed to remain in the camping area.
- Max Speed on Gravel: 5 MPH

Check-In

Since units may have various scheduling constraints, units may check in on Friday evening or Saturday morning. Upon arrival at the camporee site, the unit must send an adult leader to the check-in tent at the entrance of the main camp area. To participate in camporee, units must have the following:

1. At least one youth leader.
2. At least two-deep adult leadership. All leaders with current Youth Protection training.

3. Current BSA medical forms for all participating youth and adults. Units will keep the forms.
4. Roster of participating youth and adults, including points of contact in case of emergency. Units keep one copy and provide one copy to the camporee registrar at check-in. See the Troop Roster Form.
5. At check-in, units will receive the following:
 - a. Directions to the campsite and parking areas
 - b. Invitation to Cracker-barrel leadership meeting
 - c. Campsite check-out checklist. A Scout is Clean and we want to be good stewards of the camping areas. Units will fill out the form as they prepare for departure.

Check-Out

- Since units may have diverse scheduling constraints, units may check out on Saturday evening or Sunday morning.
- When ready to depart, the unit must ensure that the campsite is properly cleaned up and all participants, equipment, and trash are taken out.
- Use the campsite check-out checklist as a guide.
- Ask the youth and the adults to complete the evaluation forms.

Code of Conduct

- Participation in this camporee requires adherence to a few rules:
- Youth Protection and Guide to Safe Scouting
- The Scout Oath and Scout Law
- Leave-No-Trace Ethics and the Wilderness Code
- Fire Safety, Tote-n-Chip, and Cyber Chip
- Follow applicable laws and restrictions. Use of open flames may be restricted based on local or state-wide weather restrictions.
- Use of tobacco products within view of Scouts is prohibited by BSA rules. Adults needing to partake should retire to their vehicles.
- Failure to comply with these rules may result in the individual or the unit being asked to leave the camporee event.

Leadership Meeting and Cracker Barrel

On Friday evening, all units Senior Patrol Leader and Scoutmaster should attend the leadership meeting. At this meeting, we will review the following:

- Schedules and activities
- Details of patrol competitions and games, including schedules and locations
- Details on campfire participation and unit contributions, skits, etc.
- Weather updates and safety review

Controlled Substances

Drug and alcohol laws will be strictly enforced according to the Boy Scouts of America standards and the laws of the State of North Carolina. Boy Scouts of America policy is to provide a tobacco-free environment for all Scouting participants. Therefore, tobacco is not allowed in the presence of youth or in buildings, Tobacco use by adults (21 and over) is permitted only in the designated smoking area. In accordance with longstanding policies of the BSA, no use or possession of illegal drugs, alcohol, or abuse of prescription drugs will be tolerated. Violations of the policy will result in immediate removal from camp property. In addition, use of illegal drugs will be reported to local law enforcement authorities.

Youth Protection Training Required for Adults

All registered Scouters listed on the unit adult roster who will remain at Camp Sam Hatcher more than 24 hours must have a current Youth Protection Training Certificate. Certification is valid for two years and must be current through the Scouter's entire time at camp. This requirement is to be verified by the Scoutmaster before camp.

Medical Information Form

Troops must have completed medical forms (Part A & B) along with copies of the front and back of insurance cards for all participants (youth and adults) attending the camporee.

Medications

Troops will be responsible taking care of any prescription medication required for youth participants

Emergencies and Medical Care

Troops should be prepared to handle all non-emergency medical needs within their camps. This includes first aid for minor cuts, small blisters, etc using your unit first aid kit.

If a non-emergency problem arises, such as illness that is beyond the scope of our Assistant Scoutmasters, we will contact the Scoutmaster and or Committee Chair. Unit leaders will/must

arrange for care, and transport the Scout to a medical facility. The parents or unit leaders must pay the costs of such care.

In the event of an injury or illness requiring immediate medical attention, the care of your Scout will be provided by local emergency medical personnel, who may require the use of ground ambulance service at their discretion. All expenses associated with this additional treatment and/or emergency transportation is the responsibility of the Scout's parents or guardians. The providers will directly bill the patient or other party; we will not make payments.

Weather Emergencies

Troops should go to buildings on the other side of Sam Hatcher, in the event of a severe weather or a weather emergency.

Uniforms

Field Scout uniforms are encouraged to be worn during arrival and departure and color ceremonies. Activity uniforms may be worn during patrol competitions, games, and other activities. Closed Toe shoes are recommended.

Electronic Communications

In order to provide a quality outdoor experience, the use of personal electronic devices, including cellular telephones, by Scout while at camp is discouraged. Each Troop is allowed to establish their own policy for personal electronic devices; however neither Host Troop, Camp Sam Hatcher, nor the East Carolina Council will be liable for any loss or damage to these devices. Personal electronic devices will not be required for any of the program competitions. NO ELECTRONIC DEVICES ARE ALLOWED IN THE BATHROOMS OR PORT-O-JOHNS.

Visitors for the day are welcome

It is encouraged to invite that new Webelos/Arrow of Light, family member, or a friend who may want to join your troop. Visitors must be invited by a unit and should stay with the unit members during their stay. All visitors must check in and check out at the camporee leader's campsite.

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.

Patrol items needed for competition:

Flint and Steel

Fire Wood

Wooden Skis (Bonus points given if brought)

Compass



Camporee Activities and General Schedule

We encourage maximum participation in this year's Fall Camporee! There will be times for challenges, times for fun and games, times for ceremonies, and time for just relaxing. Below is the general schedule showing the major activities. Final details will be provided at Friday's Leader Meeting and Saturday's Opening Ceremony (these are subject to change).

Friday, September 29, 2023

- 4:30-8:30pm: Arrival and Check-In, Camp Set-up
- 9:30-10:00pm: Leader Meeting & Cracker-Barrel (SM, first ASM, and SPL required) – Pavilion
- 11:00pm: Taps and Quiet time

Saturday, September 30, 2023

- 6:30am: Reveille
- 6:30-8:30am: Breakfast and cleanup. Arrival and Check-In available.
- 8:30-9:00am: Colors, Opening Ceremony, and Announcements
- 9:00am-12:00pm: Patrol Activities
- 12:00-1:30pm: Lunch and Break
- 1:30-4:00pm: Patrol Activities
- 4:00-5:30pm: Free time
- 5:30-7:30pm: Dinner and Open Invitation Cooking Competition
- 7:00pm: All entries for the cooking competition shall be turned in
- 8:00-8:30pm: Colors and Closing Ceremony
- 8:30-9:30pm: Campfire
- 11:00pm: Taps and Quiet Time

Sunday October 01, 2023

- 6:30am: Reveille
- 6:30-8:30am: Breakfast and Cleanup
- 8:30-8:45am: Colors, Announcements, Awards, and Closing Ceremony
- 9:00-11:59am: Clean up, Pack up, Check-out and depart

Patrol Events:

1) Fire Builder

The patrol and their “patient” are hungry and you need to provide them a “hearty” lunch. However, you left your backpack stoves back at campsite. You must light a fire and burn through the 3 inch heart on the string. (No artificial accelerants nor cement structures are allowed). Scoring- Timed event, Time will correspond to points

2) Ghost Rockets (STEM Challenge)

Each Patrol creates a ghost rocket with the materials provided. Scoring – Points based on how far the ghost flies.

3) Wings Wanted (STEM Challenge)

Scouts cut out paper bats (similar to paper planes) and fly them. Each scout gets two tosses. Scoring - Average distance thrown by the patrol will correspond to points.

4) Mini Pumpkin Toss

Scouts will toss mini pumpkin back and forth to their teammates. Each time a Scout catches the mini pumpkin, one will move back one foot. Scoring - Based on maximum distance achieved by a patrol member.

5) Frankenstein Bucket Challenge

Patrol of 5 scouts will transfer as much water as possible from one bucket to another in an allotted amount of time using buckets and blindfolds. Scoring- Points are earned by measuring the volume amount at the end of the challenge.

6) Crossing the Cemetary

Patrol of 5 scouts will use 1 pairs of Team Building Wooden Skis to cross the cemetery. Scoring- Timed Event, with a 30-second penalty for every time a Scout falls off. There is also a 1-minute Penalty for each Scout under the 5 person minimum in the Patrol. Bonus points for bringing your own wooden skis.

7) Scavenger Hunt

Each patrol will use their orienteering skills to locate “body parts” legs, arms, body, and do their best “Igor” impersonations to put the “monster” back together. Scoring – Timed event. Time will correspond to points.

8) Silent Auction

Items will be available to for bids. Each patrol will earn points if they attend. No bidding necessary.

Additional Events:

1. Cooking Competition

Competitors will provide a dish they think is a uniquely Halloween meal to be cooked in the Dutch Oven.

2. Campfire Skits

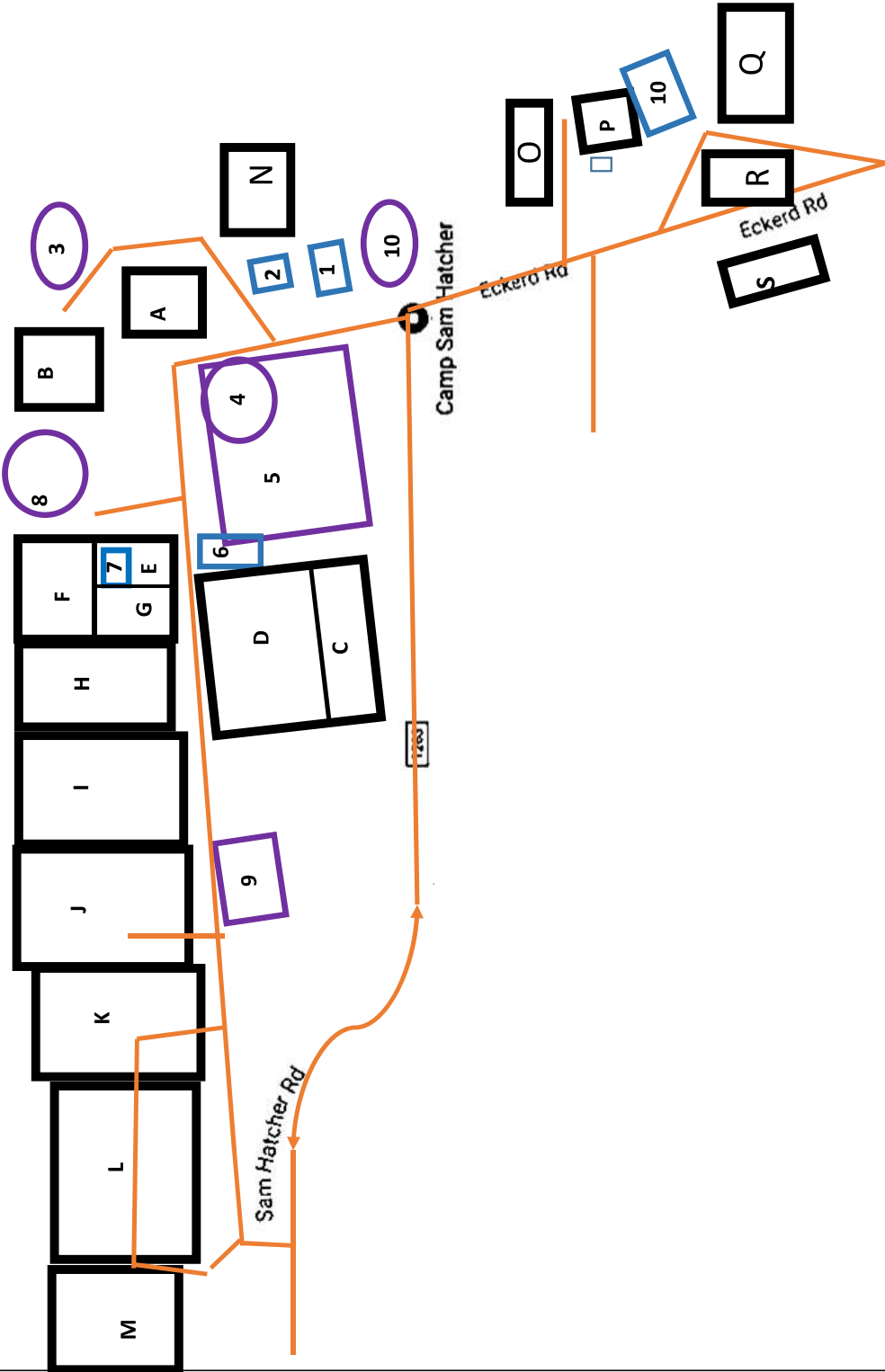
All troops are encouraged to prepare a skit to present at the campfire on Saturday night. Costumes are encouraged. The skit must be preapproved by the staff.

Attachment 1 – Troop / Patrol Roster

Troop / Patrol Name:	
#	Scout Name
1	
2	
3	
4	
5	
6	
7	
8	
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10	

Troop / Patrol Name:	
#	Scout Name
1	
2	
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Map of Camp Sam Hatcher



List of Sites

1. Bob Howard Lodge/Admin
2. McCain Building
3. Nature Trail
4. Stage
5. Activity Field
6. Pavilion
7. Restrooms
8. Pirate Ship
9. Back Parking Lot
10. Admin Building

Gales Creek