

Central District Spring Centuree Leader's Guide

March 1 – March 3, 2024
At Camp Bonner

Central District Spring Centuree

March 1 – 3, 2024

Greetings Fellow Scouts & Scouters,

This year we are very excited to celebrate the 100-year anniversary of East Carolina Council. In honor of this accomplishment, the Central District Spring Centuree will give scouts the opportunity to travel back in time and experience life as a scout in the early 1900s. Weekend activities will focus on skills learned from the first edition of the BSA Handbook, as provide opportunities for youth to complete requirements from the Scouting Heritage merit badge. Get ready for celebration to remember!

If you would prefer that your scouts use this as an educational opportunity instead of a competition, please let us know on the pre-registration email and we will try to schedule those patrols in a fashion that accommodates that need.

We will use “buddy groups” for several of the events. Buddy groups may be 2 or 3 scouts depending on the patrol’s number of scouts and how the patrol chooses to prepare for the events.

The event rotations will be determined after registration.

This year’s event will take place at our council’s scout camp reservation, Camp Bonner.

I personally would like to extend my appreciation to the hardworking volunteers and professional staff that helped put this event together. I also thank each of you for everything that you do to make sure the spirit of Scouting is alive and well in Eastern North Carolina.

Yours in Scouting Spirit,
Andrew W. Wimsatt, Jr.

GENERAL INFORMATION

- A. All Scouts are encouraged to attend school until noon or officially excused by school officials on the opening day of the Centuree.
- B. Make sure parents/guardians know the troop/crew number, patrol name, and the name of the area the troop will be in.
- C. 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.
- D. Motorized vehicles will be permitted to enter the Centuree grounds on Friday to unload equipment only. They will then be parked in the designated areas. No vehicles will remain in campsites. Troop trailers will be allowed to remain in campsites. Windshield placards will be given out by the Area Chief as a parking permit. The Area Chief will ultimately be responsible for cars in their area.
- E. Walkie-talkies, handy-talks, or radios are not permitted.
- F. No unit will be allowed to participate in the Centuree without 2 adult leaders in attendance. All adult leaders will camp with their troop/crew. If troops/crews are unable to attend because of adult leadership they should buddy-up with another unit from their area (district.)
- G. Venturing Crews are encouraged to attend and participate in all Centuree Events. Crews are also encouraged to camp in the areas in order to promote Venturing.
- H. All Scouts will remain on the Centuree grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
 - I. All campsites must be attended at all times by a responsible adult.
 - J. 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 Class B uniform (must in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. For safety reasons NO SANDALS or open-toed shoes will be allowed.
- K. All patrols/troops/crews will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is suggested 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.
- L. Please set up campsite with Leave No Trace Principles in mind.
- M. Troops will furnish their own garbage bags and properly dispose of them in the large dumpsters. If dumpsters are not available or full, be prepared to pack your trash out.
- N. Troops/crews are required to erect their own "facilities" for unit use.** Port-a-Johns are for the use of Centuree guests. Some Porta-johns will be rented. Units may call [Jim's Liquid Waste 1-800-261-1016](tel:1-800-261-1016) to order their own porta-john for their campsite. East Carolina Council accepts no responsibility for port-a-johns ordered by units.
- O. 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.
- P. Each troop/crew 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.
- Q. For the convenience of the campers and guests the Council operates a trading post at Headquarters. Any remaining Centuree emblems will be sold beginning at 12:00 noon on Saturday.
- R. 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 to be covered.
- S. Each Area Chief will handle all complaints.
- T. All persons/guests are required to register at the Camp Office located in Area HQ.
- U. The only trading posts in operation at the Camporee are the Council sponsored trading posts. No unit or other organization is authorized to sell items of any kind.
- V. Webelos Scouts may attend with an adult partner.
- W. ONLY GENERAL USE & CUB AREAS WILL BE MOWED. UNITS ARE RESPONSIBLE FOR CUTTING THEIR OWN SITES, AND USING APPROVED PESTICIDES

CENTUREE REGISTRATION

PATROL SIZE: A Patrol is no bigger than 10 youth, and no smaller than 4 youth

REGISTRATION

Please use **Tentaroo** to register your troop.

The fee is \$20 per scout/scouter.

In addition to Tentaroo Registration, the staff is asking that you send an additional registration email to andrewimsatt01@gmail.com . **This will facilitate planning.** That email should include the following information:

Troop Number, City and District

Number of scouts attending

Number of adults attending

Number of patrols participating and the number of scouts in each patrol

Name and contact information for all of the adults planning on assisting with the events and areas

You will receive an email response which will need to be printed. A copy should be given to each patrol to redeem for 25 points at the Scout Spirit Station.

FEE REFUND POLICY: All refund requests must be in writing and mailed to the East Carolina Council Office.

- Refunds are not given at camp.
- Request received prior to Friday, February 2, 2024 – all fees will be returned.
- Request received after Friday, February 2, 2024 but prior to Friday, February 16, 2024 – will receive half of paid fees for refund.
- No refunds will be issued for cancellations after Friday, February 16, 2024.

MEDICAL FORMS: All Centuree participants are required to complete and submit an Annual Health and Medical form. Medical forms will be submitted upon check-in to each area headquarters and returned to the unit prior to departure. This is the new A & B form on the newly released medical form. (A doctor's signature is not required for this event.) The medical form can be found on the ECC website under "BSA Forms".

CENTUREE PATCH: Extra patches, if any, will be sold after noon on Saturday at the Event trading posts. All unregistered units or units adding Scouts are required to check in at the Centuree headquarters. Units may add additional campers at the Centuree at the late registration rate by checking in at the Centuree Headquarters. Campers registered "on-site" may not receive camporee patches because of limited availability.

ARRIVAL AT CENTUREE: Your unit should plan to arrive at the Centuree on Friday. All troops/ crews should check-in at one of the 2 gates where they will receive updates. They should then proceed directly to the assigned campsite and begin setup.

WEBELOS CAMPING: To promote Boy Scouting, Troops are encouraged to invite Webelos Scouts to attend and camp with the Troop. Each Webelos Scout must have one adult as a supervisor. From the Guide to Safe Scouting: A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult. Joint Webelos den/troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips. Only adult

parents may sleep with Webelos, not approved adults.

WEBELOS CROSSOVER CEREMONY: During the campfire on Saturday, we will be honoring any Webelos scouts that are eligible for their Arrow of Light crossover. A crossover ceremony will occur during this time. Youth that will be crossing over should be noted during the registration process. Units are responsible for bringing materials being awarded during the ceremony.

ORDER OF THE ARROW CALL-OUT: There will also be a call-out ceremony for the Order of the Arrow at the Saturday night campfire. Leaders that are going to have youth being called out will need to include this information when registering for the event.

LEADERS MEETING: There will be an event and educational staff meeting at 8 pm at the Headquarters Area. There will be an SPL and Scoutmaster Meeting at 7:30 pm at the Headquarters Area.

WHAT TO BRING TO CAMP

Tent	Cooking Equipment
Sleeping Bag, Pillow, and Air Mattress or Pad	Flashlight w/extra batteries
Rain Gear	Age-Appropriate Scout Uniform
Camp or other Scout T-Shirts	Sunscreen (Pump or Lotion)
Hat or Cap	Insect Repellant (Pump or Lotion)
Approved pocket knife	Personal hygiene items Money for Trading Post
Scout Handbook	Toiletries

NOTE: **Please do not pack or carry any aerosol cans**

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.	
Flags (Including Unit and Patrol Flags w/flagpoles)	Boundary poles/Gateway materials
Sterilization / Sanitation equipment	Proper Food storage for each patrol
Adequate Water carriers	First aid kit Troop and individuals
Adequate tents	Troop bulletin boards
Fire protection	Patrol member assignments
Required event equipment	BSA Medical forms
Posted Duty Roster	Posted Menus

Patrol Items for Competition

Paper and Pencils	Spare Poles
Pocket Knife	Caution Tape/Rope
Aluminum Foil	Food for Cook Off
Dutch Oven	Dishes for serving/cooking utensils

Centuree Schedule

Friday

3:00 pm	Camporee gates open/registration begins
6:00-7:00 pm	Supper time & clean up
7:00 pm	Event and Educational staff meeting
7:30 pm	Scoutmasters and SPLs meet at Area HQ
8:00 pm	Troop campfires
9:45 pm	All scouts should be in campsite
10:00pm	Taps

Saturday

6:30 am	Reveille/breakfast/cleanup
8:00 am	Flag Raising and Announcements
9:00 am	Morning events
12:00 pm	Lunch/free time
1:00 pm	Baden-Powell Round-Robin Field Games
3:00 pm	Field Games Conclude
3:30 pm	Beard's Cook Off Starts
4:30 pm	Judging for Beard's Cook Off
5:00 pm	Flag Ceremony
5:30 pm	Patrol Scoresheets are turned in to camp headquarters
6:00 pm	Dinner
7:00 pm	Campfire and Ribbon Presentation
8:30 pm	Scoutmaster and Patrol Leaders Meeting
9:30 pm	All scouts should be in campsite
10:00 pm	Taps

Sunday

6:30 am	Reveille/breakfast/cleanup
8:00 am	Worship Service
9:00 am	Strike Camp and Check-out

******A SCOUT IS REVERENT******

No striking of camp and no vehicular or pedestrian traffic during worship service.

Overview of Activities

Story of the Centuree

A crack in time has occurred over the camp, causing the modern age and the early 1900s to collide! Figures of Scouting's past have been displaced and are wandering through the camp. While looking for a way home, they sharing their experience and skills with those they encounter. What stories will they share? What can we learn from their time? Let's the adventure begin!

Saturday Morning Activities

The Rescue of William D. Boyce

Knowing where one is, is an important part of being a Scout and a lesson that William D. Boyce learned when visiting England. While visiting, Mr. Boyce, Scouts will learn the importance and practice of signaling. Each patrol that participates will be divided between 2 spots. One scout at one of these points will be given a message to signal to their partner. Upon receiving the message, the scout will have to decode and present the message to Mr. Boyce. Scouts will use Morse Code and Wig Wag flags, as well as Semaphore to complete this task.

*20 points will awarded for each method and message that is delivered without any mistakes. Points will be reduced based on inaccuracies in the delivery of the messages.**

Pack of Seton

Ernest T. Seton was known for encouraging conservation and introducing skills learned from Native Americans to Scouting. At this station, scouts will travel along a Nature Trail, while making imprints of 6 plants and animals. Upon collecting their imprints, the scouts will return to Mr. Seton and correctly identify their imprints to receive points.

"A Scout Is..."

Many of the first leaders of the BSA made contributions to the Sout Oath and Law. One of these authors was James E. West, the first scout executive. Scouts that visit Mr. West will play a game of charades. Each patrol will be divided into 2 teams and take turns drawing one of the 12 points of the Scout Law and acting them out. Scouts will receive points for each correctly identified point. Each round will last minute for guessing.

Round Them Up

Waite Phillips was a rancher and supporter of Scouting. This resulted in him creating the Philmont Scout Ranch. At this station, scouts will have to help Mr. Phillips by using lashings to build a 4x4 corral, using 4 H-Frames and collecting the mascots of Cub Scouts, which are hidden in a nearby haystack.

Saturday Afternoon Activities

Baden-Powell Round-Robin Field Games

Patrols will be given time to explore games that were played by the first scouts, who learned from Lord Baden-Powell. The following games will be available for youth to participate in:

Where's the Whistle?

In this game, youth will be blindfolded and stand at one end of the playing area, while the leader is standing at the other end of the field. On the call of go, the leader will sound off with a whistle, while youth navigate toward the sound. First youth to reach the leader wins points for his or her patrol.

Deer Hunt

In this game, the youth are given 30 seconds to hide, while the leader stands in the open. At the end of the count, youth will have to sneak up on the leader without being spotted. If they are spotted, then they are out of the game. The leader must remain in the open but can move around. This game continues until either a youth reaches the leader, or all youth are spotted. The last patrol member to be called out or reach the leader wins the game.

Spider Web

In this game, youth stand on one side of a rope-made spider web. They must then move through the holes in the web to get to the other side. However, once a hole has been used, it cannot be used again.

Camp Billiards

In this game, the play area will be set up as a large-scale billiards table with balls arranged as they would indoors. Youth will use walking sticks as pool cues. Patrols will take turns shooting the balls like in an indoor game until the game is over. The first team to clear all their balls wins.

Kim's Game

In this game, youth will be presented with a pile of objects. They will have to use their observation skills to memorize what is present. After a few moments, the leader will cover the objects and the youth will have to name as many as they can. The patrol that names the most wins.

Find the Path

Youth will stand at one end of a marked grid, while the leader is at the other end. Youth will have to navigate through the grid to reach the leader, safely. As they do this, the leader will identify spots in the grid that are not safe when they are stepped on. When this occurs, youth will return to the starting point and another member of the patrol will try to get through. To complete the game, all patrol members must make it to the other side safely. Youth may move side to side, forward, and backwards. They cannot move diagonally.

Beard's Cook-Off

Danial Carter Beard was known for his knowledge of scoutcraft skills during the creation of BSA. To honor his contributions, units will participate in a cook-off. This competition will have 2 elements, involving both youth and adult leaders.

Youth Cook-Off

Patrols will prepare a foil dinner for judging. All meal elements will be cooked in aluminum foil over a fire. **Judging will be done by 3 adult leaders. Best meal wins.**

Adult Leader Cook-Off

Participating Units leaders will prepare a desert in a Dutch oven cook-off. All elements can only be prepared using a Dutch oven over a campfire. **Judging will be conducted by 3 youth members. Best desert wins points for all patrols within the unit.**

Score Sheet
Central District Centuee
March 1 – 3, 2024

Patrol _____ Troop _____ Patrol Leader _____

Rescue of William D. Boyce

<u>Method</u>	<u>Points Earned (20 Points Per Method)</u>
Morse Code/ Wig Wag	
Semaphore	

Pack of Seton

<u>Imprint Collected</u>	<u>Points Earned (10 Points Per Imprint Correctly Identified)</u>
Imprint 1	
Imprint 2	
Imprint 3	
Imprint 4	
Imprint 5	
Imprint 6	

"A Scout Is..."

<u>Point of Scout Law</u>	<u>Points Earned (10 Points Per Criteria)</u>
Trustworthy	
Loyal	
Helpful	
Friendly	
Courteous	
Kind	
Obedient	
Cheerful	
Thrifty	
Brave	
Clean	
Revenant	

Round Them Up

<u>Criteria</u>	<u>Points Earned (10 Points Per Criteria)</u>
Dimensions	
H-Frames Constructed with Square Lashings	
All Mascots Found	

Baden-Powell Round-Robin Field Games

<u>Criteria</u>	<u>Points Earned (10 Points Per Criteria)</u>
Where's the Whistle	
Deer Hunt	
Spider Web	
Camp Billiards	
Kim's Game	
Find the Path	

Beard's Cook-Off

<u>Criteria</u>	<u>Points Earned</u> <u>(20 Points Per Criteria for Winning Patrols.</u> <u>5 Points will be awarded to each participating patrol.)</u>
Youth Cook-Off	
Adult Cook-Off	

Campsite Inspection

<u>Criteria</u>	<u>Points Earned (20 Points Per Criteria)</u>
Tents are grouped by patrol.	
Unit wood-cutting area established.	
Established cooking/preparation area.	
Participation Roster, Patrol Duty Rosters, and Menus posted.	
Unit and Patrol Flags Posted.	
Established waste area.	
Established campfire ring and proper tools for putting out fire (Shovel, Water, Sand)	

Scout Spirit

<u>Criteria</u>	<u>Points Earned (10 Points Per Criteria)</u>
Patrol Flags at Opening	
Patrol Flags at Closing	
Unit Flag at Opening	
Unit Flag at Closing	
Patrol Yell used during Opening Roll Call	
Patrol Yell used during Closing Roll Call	
Volunteering for Opening Color Guard	
Volunteering for Closing Color Guard	
Volunteering for Campfire Setup	
Volunteering for Putting Out Campfire	
Volunteering for Worship Service	
Volunteering for Campfire Skit or Song	

Demonstrating Scout Oath and Law	
All Patrol Members in Class A at Opening	
All Patrol Members in Class A at Closing	

Award Levels

Blue: 500

Red: 400 points

White: 300 points

Yellow: 200 points

Registration Form in addition to Tentaroo Registration

Please submit via email by Friday, October 13, 2023 to receive points to andrewwimsatt01@gmail.com

Troop/Crew/Pack Number: _____

District: _____

City: _____

Patrol #1 Name _____

Number of scouts _____

Patrol #2 Name _____

Number of scouts _____

Patrol #3 Name _____

Number of scouts _____

Patrol #4 Name _____

Number of scouts _____

Patrol #5 Name _____

Number of scouts _____

Patrol #6 Name _____

Number of scouts _____

Webelos camping _____

Adults Camping _____

Total # of Scouts _____

Total # of Adult's _____

Total # of Scouts & Adults _____

Primary Adult Leader: _____

phone: _____

Email: _____

Adult Leaders volunteering to assist with events/education/trading post

Leader #1 _____ Phone _____

Leader #2 _____ Phone _____

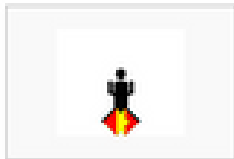
Leader #3 _____ Phone _____

Leader #4 _____ Phone _____

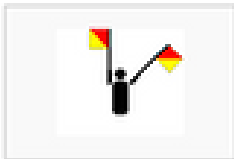
Leader #5 _____ Phone _____

Leader #6 _____ Phone _____

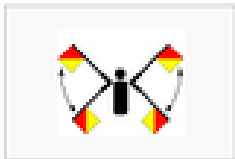
United States Semaphore Flag System



Rest / Space



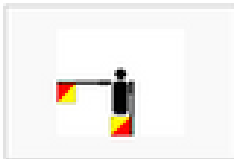
Numerals (#)



Error / Attention



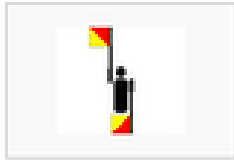
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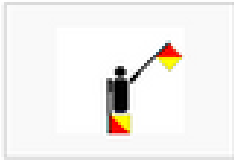
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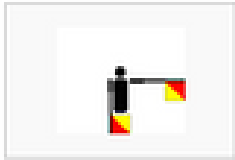
C or 3
Acknowledge / Correct



D or 4



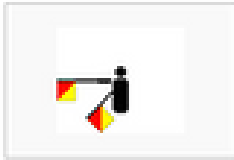
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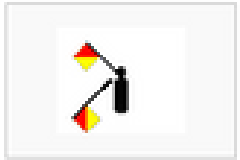
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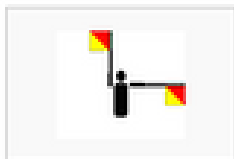
G or 7



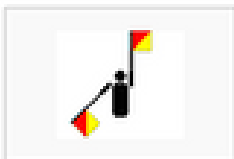
H or 8



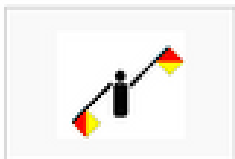
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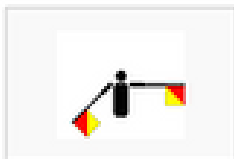
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Letters / Position sign



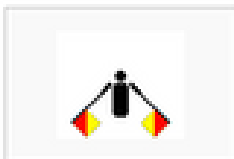
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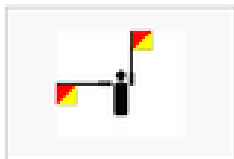
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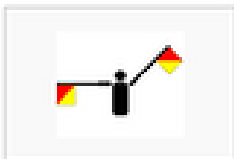
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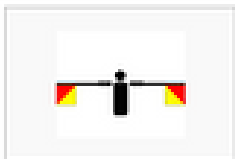
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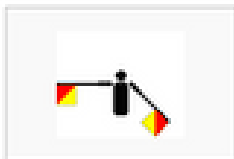
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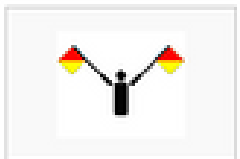
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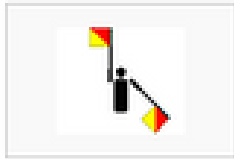
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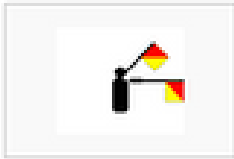
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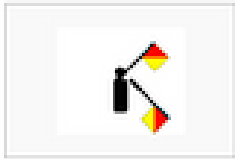
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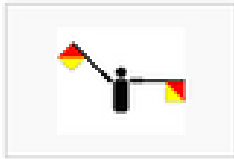
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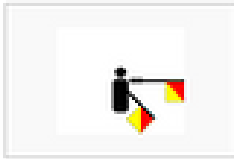
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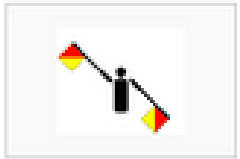
X



Y



Z



Cancel / Annul
Disregard previous signal

United States Morse Code

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