

2014 GEORGIA-CAROLINA COUNCIL FALL CAMPOREE

LEADERS' GUIDE



ISSUED SEPTEMBER 24TH, 2014

INTRODUCTION

Welcome to the Georgia-Carolina Council's Fall Camporee at Robert E. Knox Scout Reservation on October 10-12, 2014. The excitement begins on Friday with the arrival of Boy Scouts, Webelos, and adult Scouters. On Saturday, there will be a Service Project in the morning and there will be fun activities and a number of competitive scouting skills events will open on in the afternoon. A Campfire Program complete with skits, songs, and fun highlight Saturday evening. Sunday morning we will have a Scout's Own Service and an Awards Presentation.

THEME

In the spirit of Scouting, the theme for the Camporee will be:

CAMP KNOX PREVIEW WEEKEND

CAMPOREE STAFF

Name	Position	Phone #	E-mail
Drew Weigl	Camporee Chair	806-239-5678	robert.d.weigl@gmail.com
Chris Bennett	Program Chair	706-951-2507	eaglescout81@comcast.net
Greg Sewell	Camp Ranger		
	Medic		
	Health Officer		
	Service Project Lead		
	OA Service Crew Lead		

SCHEDULE OF EVENTS

Friday, October 10 th		Saturday, October 11 th	Sunday, October 12 th
6:30 AM		Reveille	Reveille
7:00		Breakfast @ Campsites	Breakfast @ Campsites Begin breakdown
8:00			
8:30		Assembly @ Flagpole Class A Uniforms	Assembly @ Flagpole Class A Uniforms
8:45			Scouts' Own Service Class A Uniforms
9:00		Service Project	
10:00			Closing Camp Inspections
12:00 PM	Staff Set-Up	Lunch w/ Unit	
1:00		The Knox Games!	
6:00	Check-in/Registration Campsite Set-Up		
7:00		Dinner @ Campsites	
8:00		Campfire Program OA Call-Out Class A Uniforms	
9:00	Cracker Barrel SM/SPL Meeting	Bonus Event	
11:00	Lights Out	Lights Out	

CHECK IN

- Please check in Friday between 6 – 9 PM before setting up camp. Be prepared to show Medical Forms for your unit at this time. At check-in you will receive your campsite and parking assignment.
- Early Check Out: Notify Camporee Staff at check in if your unit is planning to leave before Sunday morning.
- All units are required to have a completed BSA Annual Health and Medical Record, Part A and B for each Scout and adult leader. Camporee staff will be holding the adult leaders responsible to comply and will not be collecting and holding these forms.
- Adult Leaders should have Youth Protection Training current within the last two years.
- If you are arriving late, please let the Camporee Chair know.

LOCATION/DIRECTIONS

Robert E. Knox Scout Reservation
1150 Fred R. Prater Parkway Lincolnton, GA 30817
(706) 359-5422

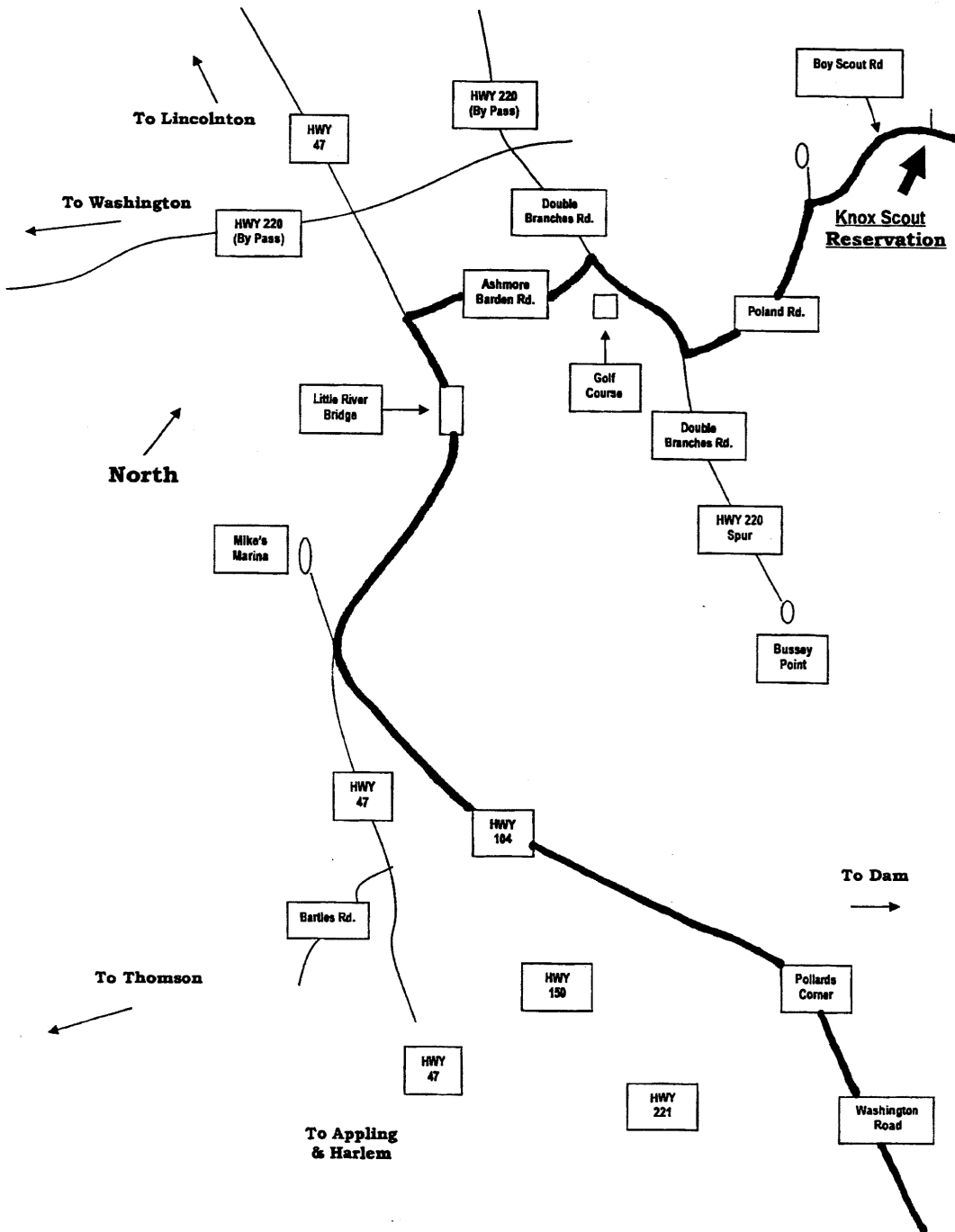
This location is a developed campground, it is a Georgia-Carolina Council owned facility, which has sports fields, a lake, and other amenities.

From Augusta

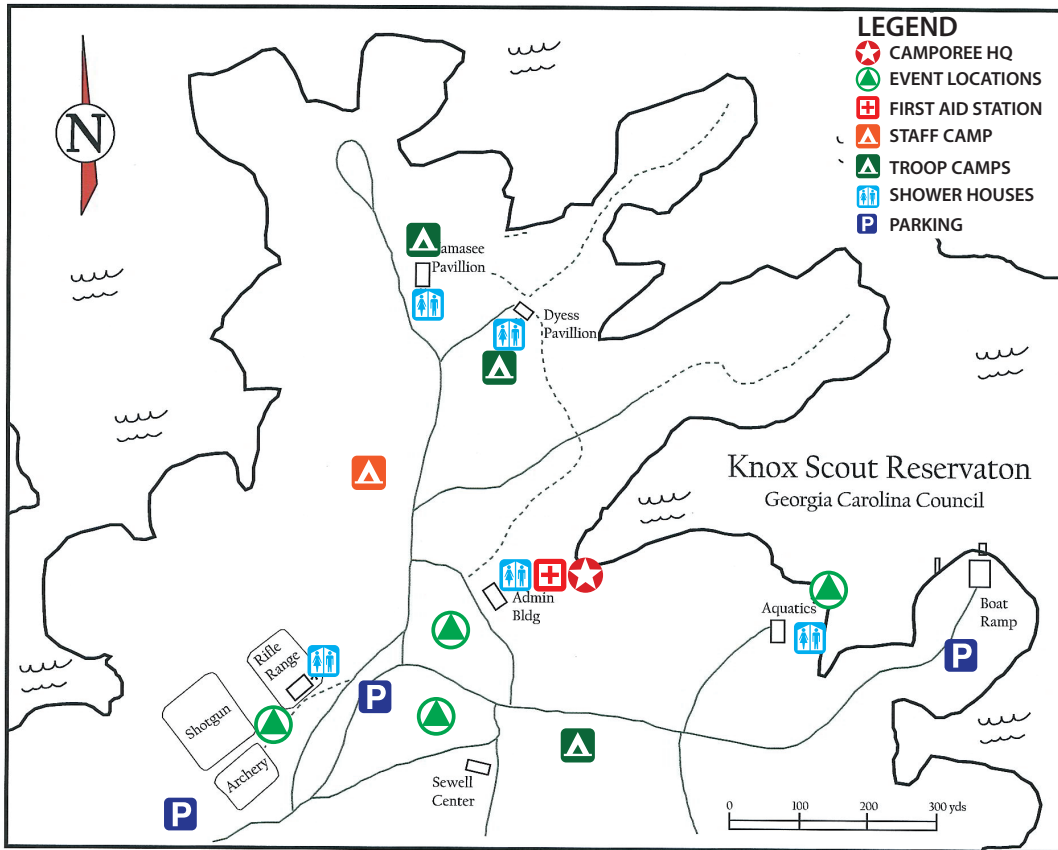
- Get onto Washington Road (104 West).
- Take Washington Road towards Lincolnton. Travel to Pollards Corner; flashing red lights / 4-way stop.
- Continue straight through intersection (104 West becomes West 47) for ~ 9 Miles.
- Watch for Signs to Bussey Point Recreation Area (brown sig) and Knox Scout Reservation (green sign) to the right.
- Turn right onto Ashmore-Barden Road.
- Take Ashmore-Barden Road to its end, ~ 2.9 miles. Turn right at stop sign onto Double Branches Road.
- Take Double Brances Road for ~1.3 miles (go past the Golf Course). Watch for Mulberry CME Church on the Right. Road will curve to the right. Look for green Knox Scout reservation sign on the right.
- Turn left onto Poland Road. Go ~ 0.7 miles.
- Turn right at Camp Entrance (Fred R. Prater Parkway)
- Stay on main paved road in camp. Follow signs to Admin Building.

From Aiken/Columbia

- Go west on I-20. Once in Georgia, take Exit 194. (Belair Road /Dyess Parkway / Highway 383)
- Turn right at the Top of the off ramp. Continue on Belair Road for ~ 4 Miles.
- Turn left onto Washington Road. Continue as you would from Augusta Directions.



EVENT MAP



Camporee HQ

This is the headquarters for the Camporee. This area is host to the SM/SPL Planning Meeting and First Aid Station. Inquire here with any questions or comments.

Event Locations

This is where "Knox Games" will take place.

Campsites

Will be assigned at the Check-In Area. Do not enter Staff Camp unless invited or if there is an emergency during the evening after all programs are over.

Parking

Upon arrival, the Camporee Staff will direct you to the designated Parking areas (see above map). Parking will be limited to the assigned parking areas. Speed limit in camp is 10 MPH for safety. Your troop may leave your troop trailer in your campsites. No vehicles are allowed in campsites.

TOUR & ACTIVITY PLANS

Tour & Activity Plans are not required for this event as it is in Council. For more information navigate here:

<http://www.scouting.org/scoutsource/HealthandSafety/TourPlanFAQ.aspx>

HEALTH AND SAFETY (MEDICAL RECORD)

For Camporee, all units are required to have as a minimum, a completed Annual Health and Medical Record forms (Part A and B) for all participants. These may be inspected at any time and the Unit Leader must have them available at all times. Policy on Use of the Annual Health and medical Record:

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>

ATTIRE

Class A uniforms are to be worn at all flag assemblies, campfire and awards ceremony, and Scouts' Own Service.

Please note that we are interested in neatness, completeness and uniformity of Scout uniforms and patrol cooperation! The afternoon skills competition will be in **Class B**. All patrol members are expected to be in uniform with each other.

Running cleats or special competitive clothing is not permitted.

No inappropriate costumes or clothes are permitted (examples: Swim suits, Female attire on males, etc...). Scouts must wear a shirt. No firearms, including toys, props, and replicas are permitted. Any such weapons will be confiscated.

Scoutmasters should inform all Scouts / Scouters scheduled for OA Call Out to be prepared in advance in Class A Uniform. Include warm (layered) clothing / jackets to be worn to the Saturday night campfire as the temperature may drop rapidly.

CAMP RULES

1. Have Fun
2. No running in camp except for competitions
3. All injuries must be reported to camp staff
4. Quiet Time 11:00 pm
5. Leave No Trace
6. Camporee Chair has final say
7. Demonstrate sportsmanship and Scout values
8. Have more fun!

PATROL SKILLS COMPETITION

Should Webelos attend with your unit, they are encouraged to participate in all of the events, regardless of their skill level.

Recommended size of a patrol is 5-9 Scouts. *Remember electronic / scoring devices are not allowed at any event.*

Patrols must compete individually. There is no passing of information from one patrol to another.

Scouts may not switch between patrols. *Please remember to adhere to the Scout Law when participating in all scouting events and activities.*

Adult patrols will not participate in the Camporee Competitive Events.

JUDGING

The decisions of the Camporee Staff are final. Any concerns must first be addressed between the Unit and Camporee Staff and, if unresolved, between the Unit and Camporee Chair/Program Chair.

ELECTRONIC DEVICES

Electronic or GPS devices, even if incorporated into watches, cell phones, iPods, or any other such electronics is not permitted on the competition field. If a Scout for health reasons requires an electronic device, it needs to be approved by the Camporee staff before, in advance of being at any competitive event. Loss or Damage of property is the sole responsibility of the person who brought it.

COMMUNICATION DEVICES

FRS Radios are permitted however, Scouts and Scouters are to refrain from using the same channel / sub-channel as Camporee Staff. Interference with Staff communications will not be tolerated and Staff will confiscate any radio being used inappropriately. Be aware that there may be no cell phone reception in the camp area. Lost or damaged equipment is not the responsibility of the Camporee Staff or BSA.

AFTERNOON COMPETITIVE EVENTS

All events will have a contingent of points dedicated to Scout Spirit. Scout Spirit will be graded on Patrol Yell, Patrol Tartan , leadership and teamwork. Take the initiative to show your spirit and give us that Patrol Yell as you approach the check-in tables for each event, it could add up for you!

All events are planned, run and managed. Arguing, negotiating, or otherwise disagreeing with the staff may result in loss of spirit points and disqualification. Please act in accordance with the Scout Oath and Law at all times.

Work within the event descriptions provided. This is not an exercise in figuring out how to work around the event as written. Patrols or Troops attempting to find and exploit loop holes in what they believe is or is not written, will be disqualified.

KNOX PREVIEW WEEKEND EVENTS:

The Camporee Staff reserves the right to cancel any event due to lack of participation, safety, or other concerns.

Tomahawk Throw (patrol average score)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided**

The Tomahawk Throw will be a challenge for all patrol members as a test of accuracy and skill. Your patrol will be judge based on the best scores on the target. The scores of the patrol will be averaged.

Archery (patrol average score)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided**

Archery will be a challenge for all patrol members as a test of accuracy and skill. Your patrol will be judge based on the best scores on the target. The scores of the patrol will be averaged.

Shotgun (patrol average score)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided**

Shotgun will be a challenge for all patrol members as a test of accuracy and skill. Your patrol will be judge based on the best scores on the target. The scores of the patrol will be averaged.

Rifle (patrol average score)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided**

Rifle will be a challenge for all patrol members as a test of accuracy and skill. Your patrol will be judge based on the best scores on the target. The scores of the patrol will be averaged.

Team Log Ski (timed event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided**

Each Patrol will send (3) 3-man ski teams on a ski run. Each team member will have their feet attached to a pair of skis forcing all 3 members to work as one unit. Each group must travel 25 feet, turn around a cone and return to the starting line. Once a ski team completely crosses the starting line, the next team may begin. An extra set of skis will be available to get the next team ready. The stopwatch will start on a given signal and will stop once any part of a ski of the final group crosses the finish line. Members of the patrol may participate twice in order to make up the 3 teams.

Burn the String (timed event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **Flint & Steel, Wood, Tinder.**

This event is the old fashion string burn. This is a flint and steel start only fire breathing dragon. The patrol must bring their own fire building materials and flint and steel with them. No accelerant will be allowed. The fire must be started from the bottom on the ground. No starting material such as paper, leaves, straw, lint, cotton, etc. can be placed at the top of the sticks or wood being used as fire fuel. There will be 2 strings stretched across 2 poles about 18 – 20 inches apart. The bottom string will be 12 inches high and is the line under which all fire building materials must be. The top string will be 6 inches higher and will be the burn string. Scouts may not add any materials once the fire has started. Scouts will be allowed to position themselves to form wind breaks as needed. Patrols will be given a maximum of 6 minutes to arrange their fire building materials. When the materials are in place the event coordinator will tell the fire starter(s) to get ready, give a signal to begin and start the stop watch. Time will stop when the top string breaks due to being burned through. This is a group time. Strings that are not burned through will be disqualified and no points will be awarded.

Tug-of-War (competitive event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided.**

Schedule of competition will be posted Saturday morning.

Knot Relay Race (timed event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided.**

You know how to tie a square knot, sheet bend, two half hitches, clove hitch, bowline, and tautline... but are you up for the knot relay race?

At the judge's signal, a member of your patrol will run to the knot log and tie a knot, then return to the start to tag the next person. For those patrols with less than six scouts, no one may repeat until all members have tied a knot. The time stops when the last person returns to the start line after all six knots are tied.

The judge will inspect the knots and tell how many are incorrect, but not which knots. The time will restart and the entire patrol will return to the log to find and correct the knots. Time stops when the entire patrol returns to the start and all knots are correct. Shorter time means a higher score.

Stilt Race – Cross the Moat (timed event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided.**

The scouts must cross a moat and come back on a pair of stilts. The stilts will be 1 foot off the ground and each scout must walk around a cone that is 30 feet away and come back. A total distance of 60 feet will be traveled. If a Knight stumbles or falls he must get back up on the stilts at the spot he steps off so he can continue. The top 2 times and the slowest time for each group will be added together to determine the group's overall time

Kayak Race (timed event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided.**

Kayak race is exactly like it sounds. Any scout who participates must wear a life vest be able to swim.

Waterfront (fun event)

- Number of Participants: **Whole Patrol**
- Equipment Needed: **will be provided.**

The waterfront will be open for your use to have fun and enjoy Camp. Take time out here to relax while you are waiting for your next event!

SCOUT SPIRIT

Scout Spirit is an important part of Scouting and Camporee. Scouts are expected to behave according to the Scout Law at all times. Behavior inconsistent with the Scout Law will not be tolerated.

Only themed instruments (bagpipes, drums) will be permitted at the event field and during assemblies. Any other instruments will be confiscated by the Camp Staff and returned Sunday morning. Limit 2 per troop. Feel free to use any instruments IN YOUR OWN CAMPS, but you must remember to be courteous to your neighbors.

Spirit will be rewarded throughout the day with the presentation of Spirit Items. (Do not lose these items)

The spirit items will be collected during the Campfire and will count for a percentage of total spirit, for the Troop Spirit Award. Spirit items will be awarded for:

- Cheering others and showing scout spirit at all times
- Volunteering and supporting Staff as needed. Demonstrating through action, any of the twelve points of the Scout Law
- Participating in all events and competitions
- Promoting the Camporee theme

HONOR TROOP COMPETITION

The Honor Troop competition shall be based on the following items:

- All Patrols Participation in the Days' Events
- Campsite Inspection
- Scout Spirit
- Participation in the Service Project

HONOR PATROL COMPETITION

The Honor Patrol competition shall be based on the following items:

- Patrol Participation in the Days' Events
- Campsite Inspection
- Scout Spirit
- Participation in the Service Project

SCOUT MASTER GUIDANCE

SCOUTMASTERS AND VENTURING ADVISORS ARE STRONGLY ENCOURAGED TO DISCUSS THESE REGULATIONS WITH THEIR UNITS PRIOR TO ATTENDING THE CAMPOREE!

- Be Prepared! The Camporee will go on to the best of the staff's ability no matter what the weather conditions. Unit Leaders and Scouts should be prepared for rain, snow, or shine. Some events or activities may be cancelled if the Camporee Staff determines it to be in the best health and safety interest of all involved
- All units are required to carry a first aid kit. There will be a First Aid station at headquarters should need arise. Emergency medical personnel may be available on site to administer any first aid needed. Major medical needs will be addressed using 9-1-1 or local emergency response as required.
- Scoutmasters, Assistant Scoutmasters (at least 2 adults from each unit) and SPLs are invited to the Crackerbarrel Friday night. Program details will be discussed there.
- Trailers are allowed at campsites. Please park all other vehicles in designated areas nearby.
- All BSA events require "Two Deep Leadership." All units are expected to adhere to this, and operate using the patrol method, under the leadership of their Senior Patrol Leader.
- Scouts and leaders alike are to use the "Buddy System" at all times. Do not leave and go anywhere by yourself and keep your buddy informed of your activities. Unit Leaders are responsible for their units at all times.
- All scouts in possession of a knife must have their Totin' Chip on their person. Otherwise, if you cannot produce your Totin' Chip card on request, your knife will be confiscated.
- Cutting or pruning live trees is not permitted.
- The following items are PROHIBITED and will be confiscated: sheath knives, fireworks, firearms.
- Confiscated items will be returned to the Scoutmaster or Unit Leader.
- Illegal drugs and alcoholic beverages are PROHIBITED. Users will be turned over to proper authorities.
- Electronic entertainment devices (TVs, radios, CD/MP3 players, Gameboys, etc) are strongly discouraged and should be left at home, or in the car. GPS are permitted for camp activities; cell phones needed for emergency purposes should be left with Scoutmasters.
- Campsite fires are permitted only in designated fire rings (still have yours from last time?). Remember and practice Leave No Trace, please: bury your ashes and remove any partially burned fuel. It shouldn't look like you had a fire there when we are done.
- No pets are allowed unless preauthorized by Camporee Staff.
- Destroying, trashing or defacing the property of other Scouts Diamond Lakes will result in the offending Scout's automatic dismissal.
- All Scouts and their units will be required to follow the "Leave No Trace" policies and the "Outdoor Code" of the BSA. If trash receptacles are full, don't leave your trash on the ground, take it home. Each unit must provide their own trash bags and remove all refuse from their campsite. Remember, "Pack It In, Pack It Out."
- Restrooms and restroom trash receptacles are not for campsite trash. Toilets must be kept clean. Please use proper etiquette and cleanliness with this property. A scout is, after all, courteous and clean.
- Adult leaders are encouraged to bring their own toilet paper. We recommend one roll per youth attending.
- All units may bring their own water for drinking and cooking (e.g., have water jugs in your campsite), though there are water spigots available at camp for refill.

SPL GUIDANCE

- Each activity will begin at the times indicated on the schedule; please ensure that your unit is on time.
- SPLs are invited to the SPL/SM Meeting Friday night. Program details will be discussed there.
- Class "A" uniforms are requested to be worn for assemblies, the campfire, and Scouts' Own. Class "B" is acceptable for other camp activities.
- All Units are strongly encouraged to participate in the Interfaith Service Scout's Own on Sunday morning. A scout is reverent.
- Practical jokes, whether in your Troop, Patrol or to another unit, are not in accordance with proper Scout spirit and will not be tolerated.
- Scouts are not to roam through other campsites. A scout may enter the camping area of another troop only by asking for and receiving permission.
- Scouts are not permitted in the staff camps, unless permission is requested and received.
- Scouts are expected to "Do my best" and participate in the activities at the prescribed times.
- Campsites are off limits during activity times.
- Scouts are expected to remain within the Camporee bounds at all times. Scouts must remain in their camping area between taps and reveille unless on authorized errands.
- There will be a limited number of slots available for skits & songs at the campfire. We strongly encourage units to participate, and to practice your presentation in advance; however, the Campfire Chair must approve all songs and skits in advance. Please let him know if your patrol is interested in participating. Slots will be awarded on a first come first serve basis, subject to approval from the Campfire Chair. Participating in the campfire will add bonus points to the Honor Troop and Honor Patrol competitions.

COUNCIL VOLUNTEER INFORMATION

Each troop will need to provide at least 1 adult to assist with the afternoon skills competitions.

Please contact the Camporee Chair if your volunteers have any preference for any particular event. We will try to accommodate your preferred event, but we cannot make any promises.

EVENT COST

ADULT SCOUTER - \$15.00 YOUTH SCOUT - \$15.00

ADDITIONAL YOUTH SCOUT - SAME FAMILY - \$10.00

STAFF - \$10.00

OA SERVICE CREW - \$10.00

Troop Campsite Inspection Score Sheet

Reproduce as required.

Unit Number: _____

Description	Max Points	Actual Score
Attend SPL Meeting	30	
Tents: Set up properly (flies, stakes, ground cloth, etc.)	20	
Campsite clean/organized (clean = 10, neat = 10, safe = 10)	30	
American and Troop flags displayed correctly	20	
Boundaries Set (campsite sectioned by patrols, adult, and common areas)	20	
Fire Ring established (ring = 5, water = 5)	20	
Ax Yard (safe area = 5, tools properly stored= 5)	20	
Fire bucket at each tent	20	
First Aid Kit (s) visible/accessible	20	
Total	200	

Inspector's comments:

Patrol Campsite Inspection Score Sheet

Reproduce as required.

Unit Number: _____ Patrol: _____

Description	Max Points	Actual Score
Duty Roster posted	20	
Tents: Set up properly (flies, stakes, ground cloth, etc.)	20	
Campsite clean/organized (clean = 10, neat = 10, safe = 10)	30	
Menu posted	20	
Improvements/Pioneer gadgets in use	10	
Water/Drink containers stored in a sanitary manner	20	
Food stored properly & protected & off-the-ground	30	
Cooking equipment/Utensils/Area (clean & organized)	30	
Patrol Box (clean & organized)	20	
Dishwashing equipment area- -organized & sanitary	20	
Hand washing area- -organized & sanitary	10	
Garbage container available, covered and/or off-the-ground and away from cooking area	20	
Total	250	

Inspector's comments:

2014 KNOX GAMES GEORGIA-CAROLINA FALL CAMPOREE REGISTRATION FORM

Dates: October 10-12

Location: Knox Scout Reservation

Troop Number: _____

Number of Scouts Attending: _____

Will Webelos be accompanying your unit? Y / N

Adult Leader Name: _____

Adult Leader E-mail: _____ Adult Leader Phone: _____

Senior Patrol Leader: _____

We request that patrols be between 4 and 8 scouts for the competitions.

Please indicate next to the youth's name if they are a Webelos scout.

Patrol Name:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Patrol Name:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Patrol Name:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Patrol Name:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.