

Yamasee District Winter Camporee

December 26-29, 2014

Camp Daniel Marshall

IMPORTANT NOTE: We CANNOT support parking at the campsite. Your troop / webelos den will have to pack it in approximately 1/10th of a mile to the campsites. Parking of trailers at the Chapel will be allowed. You will NOT have to bring cooking gear with you, since we are providing all meals.

Adult volunteers are critical in making this event run smoothly. I am asking all of the units to provide at least one adult to judge an event or support teaching a merit badge. I would like to have their names and contact information as soon as possible so I can set up times to go over the details prior to the event.

As you all know, one of the methods of Scouting is to utilize fun, challenging activities to teach the boys principles that they can then apply to themselves, their families, their faith, social circles, school--in short, any place they find themselves--to strengthen, improve and make better all that is wholesome and worthwhile.

We teach them 'Leave No Trace', with the basic definition of 'Leave it better than you found it." If we do this in truth, then one might argue that we do actually leave traces behind us, but good ones--like the absence of garbage--that will benefit all who come after us, though they might not be aware of our efforts to make it so.

This camporee we have chosen to employ the scouts in some service time to benefit the council and the units who will use Camp Daniel Marshall, and have selected events more for the fun and potential team building aspects than to practice any particular scout skills. I hope that in so doing the boys will practice building and encouraging each other as well. I have heard it said that every person has the ability to make others happy: some can do it by entering a room, others by leaving it. As we work with them on learning service and Leave No Trace, let's help them think about ways in which they can apply that to their personal relationships. Lets help them leave positive traces that will lift others around them simply by their presence, even if the others are unaware of it. Lets help them leave each other better than they found each other, that we might truly report at the end of the day that we have done our best to do our duty to God, other people and ourselves. The results in their lives and their families can be significant!

Thank you for the service and sacrifice you give to the youth!

Yours in Scouting,

Rich Baker

Yamasee Camporee Chief (803) 270-0343 rebakersr@comcast.net

General

Our District Winter Camporee will be held during Christmas break from noon Friday December 26 to noon Monday December 29, 2014 at Camp Daniel Marshall on Lake Thurmond.2144 Daniel Marshall Camp Rd, Lincolnton, GA, 706-359-7292. Maps are attached for any new folks, leaders, parents or drivers.

Assuming that everyone knows the way to Pollard's Corner at the junction of Washington Rd, Hwy 47, 150 & 221, the directions from there are:

- 1. Head northwest on GA-47 W/Washington Rd toward Wildwood Park. Continue to follow GA-47 W
- 2. go 9.5 mi, turn right onto Ashmore Barden Rd
- 3. go 2.1 mi, take sharp right onto Bass Rd
- 4. after 0.8 mi, turn left onto Reese Price Rd
- 5. go 1.0 mi, turn right onto Double Branches Rd -- So far it is just like going to Knox
- 6. go 1.8 mi, (past Poland Rd where you would turn left to go to Knox), and turn left onto
- 1. Daniel Marshall Camp Rd
- 7. drive 2.8 mi to Daniel Marshall Camp Rd

Camp Daniel Marshall is adjacent to the Knox Scout Reservation and recently acquired by the Council. Potable water, latrines are on site, and there is even a Dining Hall, which we will serve all meals. Camping will be in designated sites each troop; fires are allowed in fire rings. A registration table will be setup when you arrive with more information.

This year's theme is "Top Shot." The aim of this Camporee is to focus on the shooting sport scout skills, eagle required merit badges as well as have alot of fun to include a crackerbarrell/movie every night in the Dining Hall.

Due to the size of the dining hall, the event will be limited to the first 125 boy scouts and 25 Webelo scouts that sign up.

Registration will ONLY be available online via the council webpage using our online registration portal. The fee for this event is as follows:

\$45 for Scout / Webelo camping Friday - Monday

\$35 for Leader camping Friday - Monday

\$15 for a Webelo scout or leader attending Saturday day activities without camping (lunch and dinner will be provided).

Meals will be provided in the dining hall for the campers starting at dinner on Friday though breakfast on Monday. Saturday lunch will be tentatively served at Knox Scout Reservation where the events will be held. NOTE: Bring your own lunch on Friday. Lunch will NOT be served on Friday.

Senior patrol leaders must register with the Camporee Staff a list of patrols that will be competing in Saturday afternoon events. Scouts are judged as they proceed through the day's events on speed, accuracy, and team work. To permit the smooth flow of patrols through events it is highly recommended that patrol size does not exceed eight (8) members; also, to reinforce the patrol method, it is strongly recommend that patrols participate in competitions with minimal or NO adult assistance.

Calling all Eagle scouts!!

We are in need of Eagle Advisors to the Webelos patrols. In this position, you will be there Senior Patrol Leader giving the Webelos den the necessary leadership to compete in the camporee events, sharing your knowledge and experience with those fledgling scouts. This is a first come first serve invitation. You will NOT be allowed to compete with your Boy Scout Patrol during the events. You must sign up with the Camporee Chief upon arrival at camp. Special recognition will be awarded at the Campfire for your willingness to help.

WE NEED VOLUNTEERS FOR MERIT BADGE INSTRUCTORS AND CAMPOREE EVENT JUDGES!!!

Each troop needs to provide at the minimum at least 1 adult volunteer per patrol registered Troop. These volunteers will help with different camporee events. Please provide any preferences at time of check in. The camporee committee will try and honor your preferred event, but cannot guarantee that it will be available if many others want the same one.

Note: Volunteers can also be Eagle Scouts or Venturers!

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 the 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.
- There will be a brief meeting on Friday afternoon at 12:30 pm for Scoutmasters, Assistant Scoutmasters (at least 2 adults from each unit) and SPLs to discuss the program. This meeting will be held outside the Dining Hall at the flag pole.
- Trailers will not be allowed at campsites. You will have to pack in your gear approximately 1/10th of a mile. Please park all vehicles in designated areas nearby. The staff strongly recommends bringing a small wagon to carry your gear / water jugs.
- 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
- n 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. There is enough dead wood laying on the ground for use in campfires.
- 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/MPs 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 or Camp Daniel Marshall 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." Part of your check out inspection will address this issue.
- 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.
- Flush toilets are available at the spigot and showers are available back at the main part of camp.
- A mens, womens and youth shower will be designated.
- All units may bring their own water jug for drinking and cooking (e.g., have water jugs in your campsite), though there are water spigots available at camp for refill. There is water available at the Chapel via a spigot on the North side of the ramp.

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 a short SPL/SM Meeting Friday night. Any new program details will be discussed there.
- Class "A" uniforms are requested to be worn for dinner, the campfire and Scout Service. Class "B" is acceptable for other camp activities.
- All Units are strongly encouraged to participate in the Interfaith Service 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 cabins, 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 which will be conducted by the Communications Merit Badge class. We strongly encourage units to participate, and to practice your presentation in advance; however, the Campfire Chief/designee 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 Chief/designee.

Merit Badge Sessions (Boy Scouts Only)

Please note, that your scouts are only required to sign up for one session of particular merit badge but will be attending a number of classes. There will be 4 classes for Sessions 1 and 2. You may be able to complete the merit badges in Sessions 1 and 2 if you are prepared. The Scouts Skills / Service Project class is to review scout rank skills as well as perform a service project for the camp. The service project will be done during the daylight hours while the scout skills will be conducted at night.

Session 1	Session 1 Location		Location	
Environmental	East Boys Dorm	Environmental	East Boys Dorm	
Science	Room	Science	Room	
Orienteering	nteering West Boys Dorm Pioneering		West Boys Dorm	
	Room		Room	
Citizenship in the	East Girls Dorm	Citizenship in the	East Girls Dorm	
World	Room	World	Room	
Citizenship in	West Girls Dorm	Citizenship in Nation	West Girls Dorm	
Nation	Room		Room	
Communications	Dining Hall	Cooking	Dining Hall	
Scout Skills /	Chapel	Scout Skills / Service	Chapel	
Service Project		Project	•	

Basic Training Morning PT and Run

We will be conducting Basic Training morning physical training in the cold on Saturday morning, starting with some stretching excercises followed by the skill measurements. All that dare to come out and do PT with the Camporee Chief will receive a special recognition at the Awards ceremony. We will be doing the Boy Scout handbook Tenderfoot Requirement 10:

Skill

- Push Ups
- Pull Ups
- Sit Ups
- Standing Long Jump
- 1/4 mile walk/run

Timer's will be on hand to measure the 1/4 mile time. The run will continue for those that dare for a 3K run out and back to camp. We will recognize the top runners in each age category will be recognized in the Awards Ceremony.

Winter Camp Schedule

Friday		Sunday	
1000 - 1200	Checkin	0700	Reville
1245	Opening Flag Ceremony	0745	Flag Ceremony
1300 - 1445	Merit Badge Session 1	0800 - 0900	Breakfast
1500 - 1645	Merit Badge Session 2	0900 - 0930	Scouts Own Service
1700 - 1715	Assembly at Flag Pole	1000 - 1145	Merit Badge Session 1
1730 - 1830	Dinner	1200 - 1245	Lunch
1900 - 2045	Merit Badge Session 1	1300 - 1445	Merit Badge Session 2
2100 - 2300	Crackerbarrell / Movie	1500 - 1645	Merit Badge Session 1
2330	Lights Out	1715	Assembly at Flag Pole
	100 m	1730 - 1830	Dinner
Saturday		1900 - 2030	Merit Badge Session 2
		2100 - 2300	Movie / Crackerbarrell
0600	Morning PT and run (DH)	2330	Lights Out
0700	Reville		
0745	Flag Ceremony		
0800 - 0845	Breakfast	Monday	
0900 - 1045	Merit Badge Session 2	•	
1100 - 1130	Transport to KSR	0730	Reville
1130 – 1230	Lunch at KSR	0800 - 0930	Breakfast and Dining Hall Cleanup
1300 - 1600	Camporee Events at KSR	0930	Awards at Dining Hall
1600 – 1700	Transport to CDM	1000 - 1200	Camp cleanup and exit
1700 - 1715	Assembly at Flag Pole		
1730 - 1830	Dinner		
1830 – 1930	Campfire		
2000 - 2300	Crackerbarrell / Movie		
2330	Lights Out		

Fun/Free Time Activities

Just to name a few:

- Board and Card games in Dining Hall
- Man Hunt / Capture the Flag in Ball Field at night
- Ultimate Frisbee in Ball Field during free time
- Hiking

Check In:

- Please check in Friday between 10 AM 12 PM before setting up camp. Lunch will NOT be served on Friday. The first merit badge session starts at 1300. You will be given a schedule for each youth for the merit badges he selected.
- At check-in you will receive your campsite assignment.
- Early Check Out: Notify the Camporee Staff at check in if your unit is planning to leave before Monday morning.
- All units are required to have a completed BSA Annual Health and Medical Record, Part
 A and C 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 and are encouraged to have a current Class III Medical Form.
- Every Troop is asked to bring a bundle of dry firewood for the campfire.

Schedule Notes

Friday

- Camporee staff, merit badge counselors and event coordinators needing time to set up
 their events may do so any time after 8 AM on Friday. Staff will be at camp to assist with
 location of your event.
- Opening ceremony starts at 1245
- Merit badges start promptly at 1300 hrs with the first class.
- At the beginning of Friday night's Crackerbarrell we will go over the outline of the
 Camporee format during the Q&A, distribute any materials needed for Saturday events,
 and collect such rosters and fees as are still outstanding. Snacks, hot and cold drinks will
 be served. If volunteers are still needed for Saturday events we'll address that here as
 well. The SPL and SM from each troop should plan to attend. We hope to have units precamporee volunteer for judging an event.

Saturday

- Morning PT and Run see previous pages
- One merit badge session in the morning
- Webelos arrive a KSR / Scouts transported to KSR for events around 11 AM Lunch at KSR (tentatively)
- Camporee starts at 1300 patrols must check in with the Camporee Staff at KSR Admin Building
- Communications merit badge class will be conducting the Campfire which may be held at the Fire Ring or in the Dining Hall depending on the weather.
- Ice Cream Social / Crackerbarrell and Movie

Sunday -

• The Communications merit badge class will conduct the Scouts Own Service as part of the requirements for the merit badge. Then more merit badge classes.

Monday -

 After breakfast we will stay at the Dining Hall to hand out camp cleanup assignments as well as announce the awards, pass out the patches and the official segment of the camporee will be over.

Check Out:

- Units that are planning to leave early must declare it when they sign in. If a need arises so
 that a Unit must leave early and did not declare it when they checked in, the Camporee
 Chief must be notified. Early Departure Units leaving Saturday evening must be checked
 out prior to the Campfire. We encourage you to stay for the Campfire fun.
- All units will help police the common areas and event fields of the campgrounds following the Sunday morning assembly. This project will only take about 30 minutes to complete if everyone pitches in.
- Prior to departing on Sunday (Saturday night for Early Departure units), your Senior
 Patrol Leader will sign up for a check out time. A Camp Staff member will do an initial
 walk through with your SPL and inform him of anything that needs to be corrected before
 your departure. Inspection criteria will be based on the principles of "LEAVE NO
 TRACE" camping: aim for sites to be in better condition than when you arrived

Camporee Competition Events

The competition will primarily consist of shooting sport events. There are substitute events for Webelos (covered later) which are not allowed to shot rifles and throw tomahawks at their age according to the safe guidelines to scouting. The Boy Scout patrols are encouraged to participate in those events for bonus points. Due to the time constraints, a schedule will be posted for each of the shooting sports events. There will be approximately 20 minutes of shooting followed by 10 minutes of transition to the next event. At each event there may be up to two patrols competing at the same time, however, they are not competing head to head. As in the past, ribbons will be awarded for the top three patrols in each event (1st, 2nd, & 3rd) as well as for all patrols in the total overall competition. Individual awards (top 3) will be given for rifle, archery, black powder, tomahawk and BB's.

Rifle

The Scouts will be allowed 5 practice shots prior to scoring round. After which a new target will be hung and 5 shots will be scored. The event averages the score between the top 4 shots in each patrol. Sorry Webelos but you will not be able to participate in this event.

Archery

The Scouts will be allowed a practice round of 5 arrows. After which a round of 5 arrows will be scored. The event averages the score between the top 4 archers in each patrol.

Black Powder

Black powder rifle shooting will NOT be a scored event. This is an opportunity for scouts to shoot black powder replica rifles from the 1800's (percussion cap and flintlock styles). The adults will also have the opportunity to shoot black powder pistol. Note: there will be no bullets used we will only shoot blanks. Sorry Webelos but you will not be able to participate in this event.

Catapult

This event involves accuracy and distance. A catapult will be available for your patrol to shoot softballs in the sports field to a 3-5 ring target approximately 50 ft away. Three practice shots will be allowed for each patrol. There will be 3 scoring shots in which the highest score will be used to determine your patrol score. If the ball comes to rest on the line of the target, the higher of the two scores will be used. If a patrol fails to hit the target, the distance from the resting ball to the target will be used to determine their ranking amongst the patrols. The closest distance will be recorded for each shot.

Tomahawk Throwing

This one is one that all scouts enjoy so it is back again. Sorry Webelos but you will not be able to participate in this event. The competitors throw their tomahawks at a bull's eye while

standing a minimum of 12 feet from the target. Hawks will be provided. Three practice throws per scout is allowed. Each scout in the patrol will be given 3 scoring throws. The event averages the score between the top 4 throwers in each patrol.

BB's

The Scouts will be allowed 5 practice shots prior to scoring round. After which a new target will be hung and 5 shots will be scored. The event averages the score between the top 4 shots in each patrol.

KSR Camporee Event Schedule

Each patrol will be assigned a number upon checkin at KSR Admin, Saturday afternoon during lunch.

		Patrol 1	Patrol 2	Patrol 3	Patrol 4	Patrol 5	Patrol 6
Events	Location	Start	Start	_Start	Start	Start	Start
Rifle*	Rifle Range	1300	1330	1400	1430	1500	1530
Archery	Archery Range	1330	1400	1430	1500	1530	1300
Black Powder*	Shotgun Range	1400	1430	1500	1530	1300	1330
Catapult	Sports Field	1430	1500	1530	1300	1330	1400
Tomahawk*	Shotgun Range	1500	1530	1300	1330	1400	1430
BB's	Archery Range	1530	1300	1330	1400	1430	1500

^{*}Webelos will not be allowed to participate in the Rifle, Black Powder or Tomahawk events. Substitute events are listed below. Boy Scout patrols are encouraged to participate in the following three events for bonus points.

Fire Building

Basic fire building skills are needed for this event. There will be two strings. The first string will the maximum height of your fire lay. There is plenty of down firewood at camp but it may not be dry!!! Be prepared to bring dry tinder--Vaseline/accelerant-doused tinder will NOT be allowed. Lint is acceptable. Lay it well!

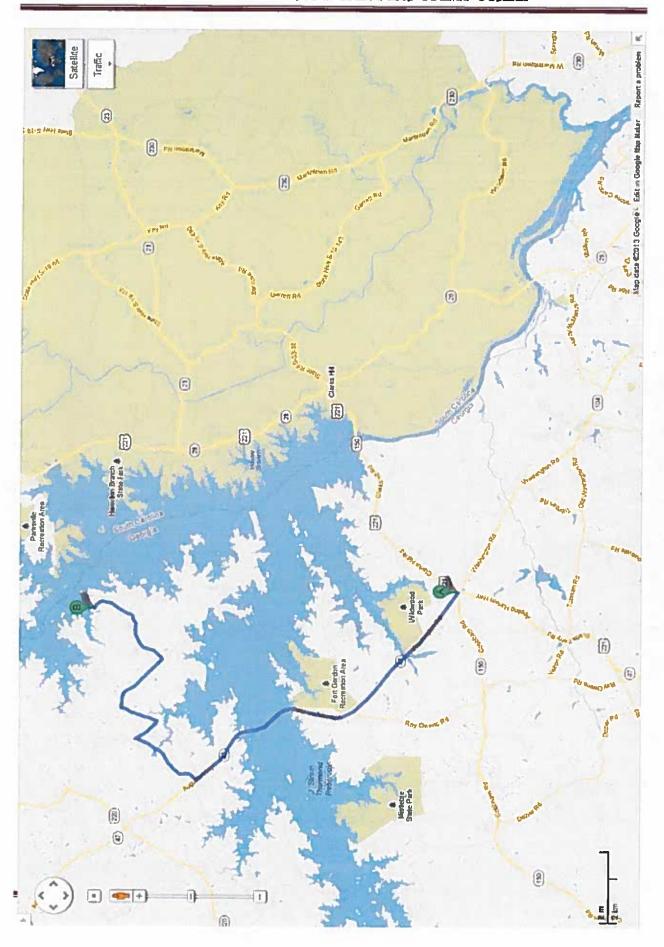
When you have your fire lay built, you will be given only two matches, flint/steel and material for a birds nest (steel wool and twine). Time will start when you strike your first spark (either match or flint/steel). Time will end when the second string is burnt through. Additional material can be added onto the fire at this time, but is limited to the same relative height of where the first string was located. The judge in the event has the final say as to the height of the additional material.

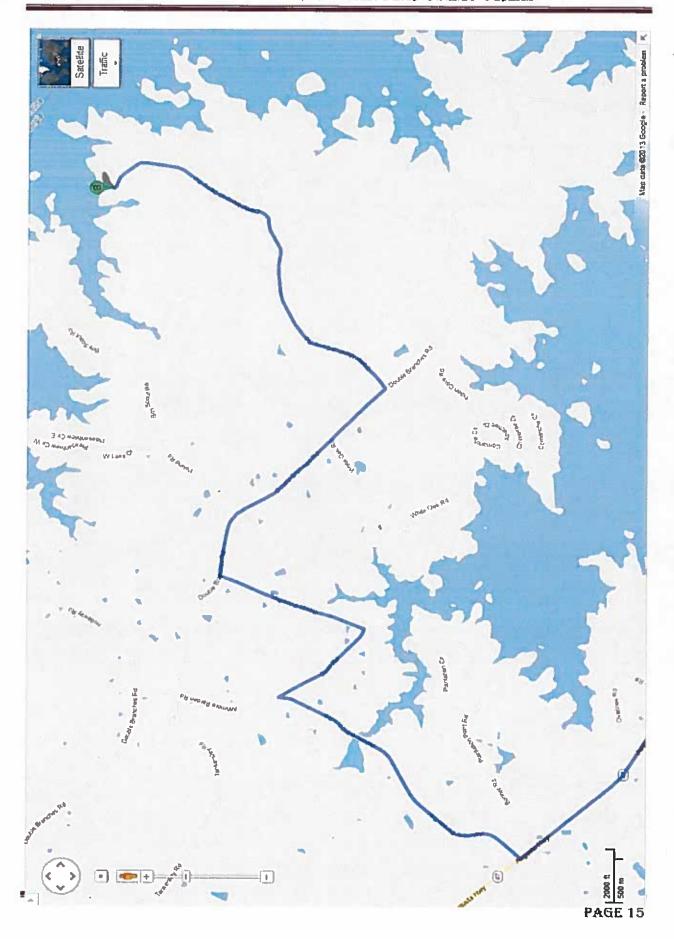
Knot Tying Relay

This will be a basic knot relay for the patrol to correctly tie six knots required for scout ranks (Tenderfoot requirements 4a and 4b and First Class requirements 7a, 7b, and 7c.): square knot, two half hitches, tautline hitch, clove hitch, timber hitch, and bowline. In addition, the scouts will have to tie the sheet bend which is a required knot for the Webelos rank. This knot relay may have a twist which will be two handed three legged relay. In other words, two scouts will be joined at the ankle and will have to use one hand each to tie the specified knot. If they do not know the knot or tie it incorrectly, they have to go back to the start and another two scouts have to tie it correctly.

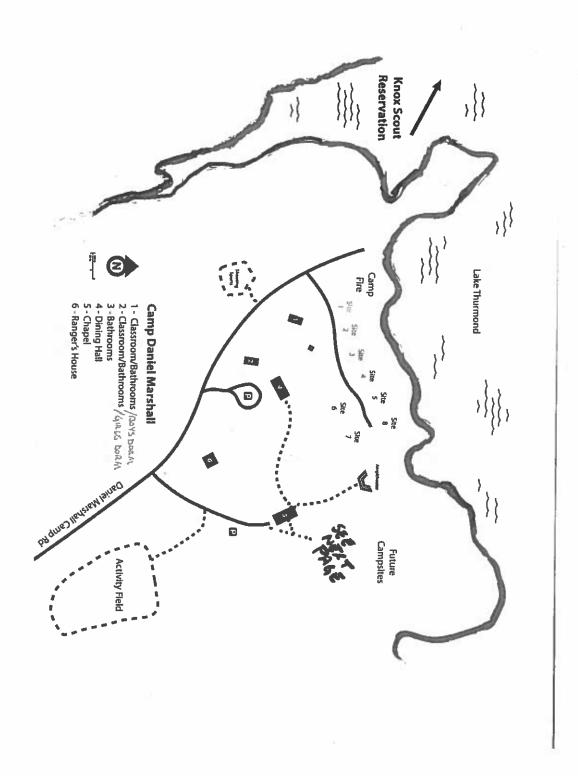
Bonus Event

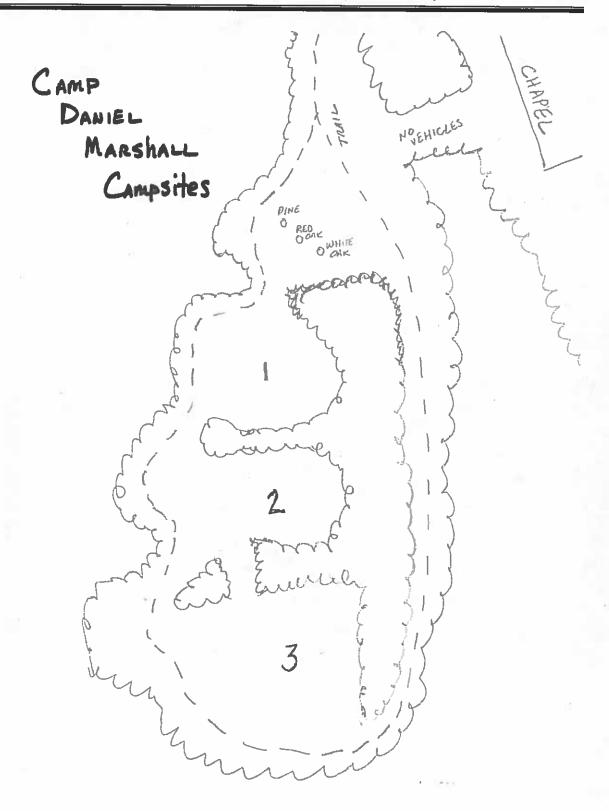
There will be a mystery event for this camporee at the whim of the Camporee Chief. Hints will be dropped by the Camporee Chief to those patrols illustrating patrol spirit.





Camp Daniel Marshall Map





Yamasee District Winter Camporee Committee

Camporee Chief - Rich Baker

Camporee Advisor - Jeff Schwab

Cook - Tracey Baker

Senior Administrative Assistant - Miran Tyrrell

Medical Officer - Jeanine Wilson