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**Eno River District
Spring Camporee
PRINCESS BRIDE**



**Camp Campbell, Virginia
April 26 to 28, 2024**

Dear Unit Leaders,

We, the Camporee staff, would like to welcome you and your unit to a weekend filled with fellowship and learning through adventure and fun.

The 2024 Spring Camporee theme of “**Princess Bride**” is sure to be one to remember!

Events have been chosen by youth staff. They include day events and afternoon camp wide cardboard boat regatta! Check Page 2 for the key list

Registration is \$15 per person if completed on time. Registration opens in March and closes April 24. Late registration fees of \$20 per person apply on or after April 26th. Registering early helps staff to better budget what can be spent on camporee. Units that register early will have priority on campsite selection.

Camporee Information and registration link: <https://enoriver.ocscouts.org/camporee>

Come dressed as your favorite Princess Bride or medieval character and be ready to have fun!

Please read this Event Guide and be familiar with it before you arrive. The first section covers Logistics. The event program guide and schedule are at the end. Camp maps, forms, and other information are also in this guide.



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CAMPOREE CONTACT INFORMATION

Youth Program Chief: Zayveon Davis

Youth Program Associate Chiefs: Justin Losey, Anders Offenber, Theo Offenber

Adult Advisor: Jojo Almario jojo.almario@gmail.com

Associate Advisors: Vic Weigman, Todd Taft, John Rose

Camporee Staff Contact: eno-river-camporee-staff@ocscouts.org

Camporee Website: <https://enoriver.ocscouts.org/camporee>

CAMPOREE ACTIVITIES AND EVENTS

This is a **Princess Bride** themed camporee. Themed attire, patrol flags, and campsite decorations are encouraged.

- **My name is Inigo Montoya**
 - 2 participants on unstable platforms act out the scene between Inigo Montoya and Dread Pirate Roberts by attempting to knock each other off of the unstable platforms. This event requires fencing with foam swords on an unstable platform.
 - **Location:** Small Activity Field
- **Navigating the fire swamp**
 - Participants must evade the many dangers of the fire swamp while attempting to orient themselves to find their way out
 - **Location:** Off the waterfront trail between 16 and 15
- **Fighting Fezzik**
 - Participants suit up in inflatable sumo suits and wrestle it out in an enactment of the dread pirate wrestling the giant Fezzik.
 - **Location:** Large Activity Field
- **Poison cup trivia**
 - Participating patrol chooses a spokesperson to sit across from the game master and the trivia questions about *The Princess Bride* will ensue. The patrol is under a time limit and if they fail to complete the trivia before the time limit expires, they will lose.
 - **Location:** Picnic tables off of the trail between 15 and 16



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- **Pew pew pew**
 - In an alternate universe, the grandfather decides that swords are too boring and changes the story. (Also, we have lasers and wanted to use them because lasers are awesome.)
 - **Location:** Blockhouse
- **Mostly Dead**
 - Can your first aid skills save someone who is mostly dead and prevent them from becoming all dead? Scoring is primarily based upon accuracy of the healing and timing is a secondary consideration
 - **Location:** Conex Boxes (near HQ)
- **Making the Machine**
 - Build a fire to reenact the preparation of The Machine that sucks the life out of its victims. This event is timed.
 - **Location:** Large Activity Field
- **Stoning the Dread Pirate**
 - Can you throw a stone as far as the giant Fezzik? Reenact the scene where he throws a stone at the Dread Pirate Roberts' head. Scoring is based upon distance and accuracy.
 - **Location:** Small Activity Field
- **Set Building**
 - Help construct our set by participating in a service project.
 - **Location:** Campsite 14 Clearing
- **Count Rugen's Knife Throw**
 - Can you hit your target?
 - **Location:** Campsite 5
- **Inconceivable Boat Race**
 - Chosen participants will hop into cardboard boats and race down a determined course. This is a campwide time trial and the winner will be announced at the awarding flags ceremony. (dread pirate roberts is catching up to the kidnapers in a race to the cliffs of insanity)
 - **Troops must construct boats using materials that they provide.** Boats may be constructed before the event starts.
 - **Construction rules:**
 - No Wood
 - No Plastic
 - No metal (other than staples)
 - No motors
 - Paint, glue varnish is ok



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- Regular paddles are OK
- 6 to 8 foot in length for 2 people and cargo
- **Race rules:**
 - Competitors must have passed the BSA swim test. Units must submit swim test forms to HQ during check-in.
 - Competitors must wear life jackets.
 - Camporee will supply life jackets and paddles
 - This is primarily a speed race, but special recognition may be given for appearance, fastest sinking, etc.
- **Location:** Waterfront (western end of trail that goes between sites 15 & 16)
- **Movie time** (optional night activity – no points awarded)
 - See *The Princess Bride*
 - **Location:** Outside blockhouse (HQ)

All events will be competitive (unless otherwise noted) and earn coins that can be traded in for camporee items in the Finds of Florin shop.

Note: Equipment is provided by event staff unless otherwise noted.

Campsite inspections by the Commissioner Staff on Saturday are a part of this competition.

The Campsite inspection check list is located in **Appendix H**. We have also included a sample Patrol Duty Roster in Appendix D. (You may use your own form.) Commissioners will check to ensure that a Duty Roster is posted. (*Standard PD-107*)

A unit **fire guard chart** posted in camp (No. 33691) will earn points. See Appendix G. (*Standard RP 751*)

Note: Bonus points are awarded to units that show that they are prepared for competition by registering and submitting required paperwork on time.

Patrol Method

The patrol is the team for most of the activities. Small units should place all of their members into one patrol. Although “patrol” is not a term used in Venturing and Sea Scouts, for the purposes of competition at this camporee, large crews and ships should subdivide into “patrols” of 4-8 people. Some events limit the number of players and will not be able to accommodate all patrol members as part of the team that is competing. If time permits, patrols may repeat events with a different group of players so that everyone has a chance to participate. Even if a patrol participates in an event more than once, only one entry per patrol will be entered into the competition and be eligible for gold coins.

Patrol Events Competition Awards:

1st, 2nd and 3rd place **overall winners** will be recognized.

Points for overall winners can be earned by:



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- Doing well in scored events
- Participating in all Camporee events. (A low score in a scored event gets more points than a skipped event.)
- Presenting a skit, song, cheer, etc. at the campfire. Presentation should be approved on time.
- Wearing themed attire.
- Showing patrol spirit at events and gatherings.

Unit Competition Awards:

The primary awards for units will be based upon campsite inspections. See Appendix H for details. The top unit will be recognized. Best themed gateway earns bonus points.

Camporee shops

Trading Post: Our local Chapters of the Order of the Arrow will run a shop where snacks and other items are available for purchase. Funds go to support functions of the Chapters and a campership if enough funds are raised. It is usually located in the admin area; any changes will be announced at cracker barrel. Cash Only please.

Finds of Florin shop: The things in this shop are earned by participation in the camporee. Everyone who does an event gets some currency to trade with, and the better you do at an event, the more currency you get. Participation in an event earns one coin per person; proficiency earns two coins per person per event, and excellence earns three coins per person per event.

The more currency you have to trade the better things you can get; the more coins you spend in the shop the better chance you have of becoming the best patrol in Camporee for 2024!

This is where **early registration pays off**: we cannot spend money we do not have. **Help us budget a quality event by registering as early as you can**; you can always add Scouts later. Many of the items can take 30 days to ship to the United States.

Saturday Night Campfire

Please remember to wear your Order of the Arrow sash

The main activities for Saturday night are the Flag Retreat and Patrol awards, a Camporee Talent Campfire, and the Order of the Arrow Call-Out.

All Scouts and Scouters should assemble at the **Flagpole** in the large activity field at 7:15PM.

Patrol awards will be distributed at this time, bringing your bragging rights to the campfire. Immediately after the Flag Retreat and Patrol awards in the activity field, the assembled crowd will proceed to the campfire area.

The Camporee Campfire will start with skits, songs, and other fun stuff. Each unit should be ready to do their favorite skit, song, or cheer. Not sure about what skit to do? The MacScouter's Big Book of Skits (<http://www.macscouter.com/Skits/index.asp>) is a great place to start. Units must have their skit or presentation approved (i.e. vetted) by the Campfire Coordinators. **Vetting of skits needs to be done by 3:00 PM at the Order of the Arrow trading post. Please, no last-minute changes or entries after skits have been vetted and approved.**



Once the Camporee Talent portion of the Campfire is over, the Campfire will be turned over to the Eluwak, Saponi, Temakwe, and Netopolis Chapters of the Order of the Arrow for the formal Call-Out Ceremony. Cub Packs may leave at this time or they are welcome to stay to observe this very solemn Scouting ceremony.

After the Order of the Arrow Call Out Ceremony, there will be a welcome reception for new Ordeal candidates. This will be in the Admin Building and will be open to the new Order of the Arrow candidates and all current members.

Sunday Morning – Interfaith Worship Service

We will have a Sunday morning flag raising ceremony and interfaith worship in the large activity field. Each unit should have a Chaplains Aide that is willing and ready to lead a portion of the service.

Chaplain Aides should report to the Activity field 30 minutes prior to the service to rehearse the service.

Cleanup and Departure

Once your site is clean, send two runners to headquarters for departure. A Commissioner will come to your site and give you 2 surveys, one for youth and one for adults. Many improvements to our camporees have come from these surveys. Upon completion of the survey and a brief inspection of the site, patches and ribbons will be given to the unit youth leader and the unit is free to go.

No one will be staffing HQ either before or during the Interfaith Worship Service on Sunday, so be prepared.

If a unit needs to leave on Saturday or early Sunday, let camporee administration know in advance what time you expect to leave so we can have your patches ready.

REGISTRATION AND FEES

Advance Registration:

Early registration allows staff to purchase more and better items for the barter shop; many items take 30 days to ship from outside of the United States.

Registration will go live in March using a link found on the district calendar or the event site <https://enoriver.ocscouts.org/camporee> Use this link to also find the latest event guide and updated event information as we get closer to the date. Updates may be released as the event approaches, so please be sure to verify that you have the latest version.

In addition to the benefit of a discounted fee, advance registration for this Camporee is **strongly recommended** in order to request a site and have a smoother and faster Friday night check-in. Please correctly indicate the number of people you will be bringing with you so that you can be assigned an appropriately sized campsite. Site requests will be honored on a first come basis. Units



which do not register in advance can still register at Friday night check-in and participate in the Camporee but will have to pay the full registration price and may have to camp in a site with limited space or an overflow area with no facilities. Patches are not guaranteed for units that do not register in advance. Units that do not register in advance will need to complete the entire registration process before they will be directed to a campsite. **For advance registration rates and benefits, the pre-registration must be completed online no later than April 24 2024.** Per council policy, refunds are not guaranteed for cancellations after this date.

Registration Fees:

The discounted fee for this Camporee is \$15 for all Scouts, guests, and adult leaders **IF** the unit is registered in advance; \$20 for all Scouts, guests, and adult leaders if the unit is **NOT** registered in advance. The Camporee fee will cover a Camporee patch for each paid participant and all Camporee operational costs. Additional costs for participants, over and above the Camporee fee, will be their food costs (as determined by their unit), camporee themed schwag, and snack goodies which will be for sale during the day Saturday at the Order of the Arrow Cantina.

Advance Registration is completed online from the Camporee information page. It can be accessed from the Occoneechee Council web calendar or directly at <https://enoriver.ocscouts.org/camporee>

Participation Guidelines

All participants must follow the Scout Oath, Law, Motto, Slogan, Outdoor Code, and the principles of Leave No Trace. The Camporee is open to all Scouts from the Eno River District. Units from other BSA districts and councils are also welcome to attend if space is available. However, we need to know in advance which units are planning to attend and how large a contingent they plan to bring.

We do not plan to require face masks or physical distancing at this event; however individuals and individual units may elect to do these things. **People who are sick and people who are highly likely to spread communicable diseases, including (but not limited to) COVID-19 must stay home.** This policy was approved by the youth and adult staff.

Forms Required at Check-In:

All forms must be completed prior to arriving at camp

Not completing forms prior to arrival delays check in. A Scout is courteous.

The Senior Patrol Leader (troops), President (crews), Boatswain (ships), or adult unit leader from each unit checking in on Friday night is responsible for completing and turning in the following forms to the Camporee Registration Staff:

- The **On-Site Registration Form**: located in appendix B. Emergency contact information for each camper is required.
- **Unit swim classification record**: located in appendix C
- The **unit's health forms** should be presented at check in. Part A and B are required for short term camps. The unit should keep the forms available and in a secure location. Staff, Adult



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volunteers, and youth not attending with a unit must present health forms to medical staff for review. (*Standard HS-503*)

- **Pre-event medical screening checklist.** See Appendix A. **This form MUST be completed, collected, and reviewed by units before they depart for camp. Units that do not follow the health screening rules on this form may be denied access to the camporee and required to return home without refund.** Questions should be directed to camporee staff prior to departure for camp. Multiple people within a unit may use the same form, as long as all of their answers are the same.

DIRECTIONS TO CAMP CAMPBELL AND FRIDAY NIGHT CHECK-IN

- Address: 498 Mill Creek Rd., Clarksville, Va
- Directions to Camp Campbell appear in Appendix E of this Guide. Note: Some GPS and electronic/computer mapping systems suggest traveling on Antioch Church Road to get to Mill Creek Road. Lake levels are often high during the camporee, and this route may be impassable due to flooding. The Epps Fork Road route does not have this problem and is recommended.
- All units, whether or not registered in advance, will go through a check-in process on Friday evening at Camp Campbell. Check-in will take place between 4:00 PM and 9:00 PM. Units will arrive in camp and be directed to park along the road beneath the power line to the HQ building.
- **All Scouts and leaders should arrive to camp at the same time, so that the entire unit can be checked in at one time. People may not hike or drive to campsites until they have completed check in with camporee administration. All vehicles proceeding beyond the check-in area will require a vehicle pass.**
- **Anyone arriving outside of the unit arrival must proceed through admin. No exceptions please.**
- The unit roster will be collected and the unit leader can display the medical health form book and then return it to a secure location within the unit. COVID screening will take place. Each participant will turn in the **pre-event medical screening checklist**.
- **Each unit will be allowed one vehicle and trailer in camp.** Camp Campbell has a one lane dirt road leading to the campsites and traffic would become too congested without this provision. Please consolidate personal and unit equipment into as few vehicles as possible when you pack your vehicles at your meeting place. Due to congestion, darkness, etc. it is often more difficult to do this once you arrive at camp.
- Units will be directed directly to the assigned campsite for the weekend by staff after check in and screening.
- NOTE: If you have a preferred campsite area, please note it on your pre-registration form and the Camporee staff will do its best to situate you in the preferred campsite. In the event that you are unable to make this selection when registering please email jojo.almario@gmail.com with your preferred site.
- Units which are not registered in advance will check in, have a campsite assigned to them



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based on availability and their numbers, and then be directed by Camporee staff to their assigned campsite. If a unit is spread out on arriving (that is, several vehicles for the unit which do not come all together), the designated leader of the unit should come first and complete check-in, and persons in late arriving vehicles will be directed to the assigned campsite for their unit.

- For units which ARE registered in advance, the Friday night check-in procedures will consist of comparing actual unit participation numbers to advanced registration numbers and settling up any differences, collecting from the unit leader the Unit Check-In Roster listing all youth participants. For units which ARE NOT registered in advance, the Friday night check-in procedures will be the same, except that all payment and settling up will be done as part of check-in, and campsites will need to be assigned for the unit, as space is available. The unit will not be allowed to advance into camp until registration is complete.
- A welcome packet will be given to the unit's youth leader with several forms, a campsite inspection sheet, and camporee schedules to distribute to each participant or patrol.
- A copy of the Interfaith Worship Service program will be included for the Chaplains aid to review for Sunday morning.
- **Standard HS-503 for Short-term camps.**
- Upon arrival, each contingent leader must have for each camper (both youth and adult) an up-to-date BSA Annual Health and Medical Record form with parts A and B completed.
- Staff members, adult volunteers, and youth not attending with a unit must present to the camp health officer or designee an up-to date BSA Annual Health and Medical Record form. Parts A and B are required for short-term camps.
- Health forms and permission forms must be kept in a secure location accessible to the unit leader and camp staff while the camper or adult leader is in attendance. For those not attending with a unit, health forms and permission forms must be on file in a secure location accessible to appropriate staff members while the camper, staff member or volunteer is in attendance.

Program Accessibility for persons with special needs

The camper or adult leader should convey special needs to the camporee staff in advance of camporee. If staff is given proper advance notification, we will endeavor to make events accessible within requested parameters. When notification is not able to be given, reasonable effort will be made using the materials on hand to adapt the event. Individuals must not participate in activities unless they are able to do so safely.

When arriving at camporee, report to admin for any accommodations and a vehicle pass if needed.

Safety Guidelines

This Scout Camporee will follow the rules of the Guide to Safe Scouting. **At least one unit leader should be IOLS & Hazardous Weather Trained.** Additionally, all adults should know and follow the guidelines in "[Guide to Safe Scouting](https://www.scouting.org/health-and-safety/gss/)" (<https://www.scouting.org/health-and-safety/gss/>) and all



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Scouts must follow the buddy system.

In the event of emergency, **3 blasts** of a car horn or designated device means lost Scout. Return to camp for roll call immediately.

4 blasts of a car horn or designated device mean inclement weather is approaching. Prepare to shelter in place unless otherwise notified by camporee staff. DO not return to your camp and do not begin to drop tents unless instructed to do so by Camporee staff. Your safety is more important than your gear.

2 blasts indicate all clear.

Camper Security

Make sure all forms are filled out **prior** to arriving at Camp. Please think of those waiting to be checked in after you. A Scout is courteous.

All fields on the unit registration form for each camper must be filled out and turned into admin. Standard *AO-804*

No youth camper can leave camp without the unit leader first bringing the camper to admin and meeting the person signing the camper out in the presence of an admin staffer. Standard *AO-804* **Arm Bands** will be used throughout the event, any person who is not wearing an armband should be reported to an adult camporee staff member right away. Standard *AO-804*

Any **unauthorized person** in camp who may pose a possible threat should be reported to 911 and camporee staff notified right away. Standard *AO-804*

Per BSA requirements, at least two registered adult leaders who are 21 years of age or older are required to attend with each unit, and to be present during the entire Camporee. Units bringing female youth must bring at least one registered adult female who is 21 years of age or older. At least one leader must have current hazardous weather training. All adults (age 18 and up) who are staying overnight must have current Youth Protection Training and must be registered BSA members in a position that is allowed to participate in overnight activities.

Medical/First Aid:

- The Camporee will arrange for a medical officer to be on-call at the camp to help with first aid emergencies. The station will be in the HQ building. However, please remember that Day Campers, Units and Unit leaders, NOT the medical officer and NOT the Camporee staff, will be primarily responsible for minor first aid for their participants.
- If any medical care needs arise which requires a visit to a hospital or medical care provider outside of the camp, unit leaders must notify and coordinate such care with Camporee HQ. DO not delay calling 911 if the emergency warrants, HQ must be notified **immediately** following 911.
- When you call 911 tell them the address is **498 Mill Creek Rd., Clarksville, Virginia**



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- An AED is stationed in the HQ building.
- If any accident or injury occurs within the camp, Scouts must notify both Camporee HQ and unit leaders, to make sure that the medical needs of any victim are promptly met. Any incident that requires assistance beyond basic Scout-rendered first aid must be reported. Near misses, which are defined as incidents that did not result in injury, illness, or damage, but had the potential to have done so should also be reported.
- In the event that external emergency services (e.g. ambulance) are called, someone should go to the camp front gate to meet and direct the emergency responders to the appropriate area. Camporee HQ will be at the Admin Building.
- Townsville, NC EMS-Fire services.
12729 NC Hwy 39 North
Henderson, NC, 27537
(252) 430-1445
- Clarksville Primary Care Center
61 Burlington Dr,
Clarksville, VA 23927
(434) 374-2773
- Maria Parham Health
566 Ruin Creek Road
Henderson, NC 27536
(252) 438-4143
- Campers' medical forms must be available to adults authorized to provide camp health care and to adults accompanying minors off-site where emergency health care may be needed.
- Health information is shared only on a need-to-know basis.

NCAP Standard AO-805 Emergency procedures

Lost or missing persons

Three blasts on the horn/device. All Scouts should report back to the unit camp site for head count. Unit leaders report roster either as all present or other to HQ right away. Two blasts on the horn/device is all clear. The all clear for any situation is two blasts.

Extreme weather conditions, including appropriate shelter

Four blasts on horn/device. Everyone shelters in place until camporee staff is notified of the nature and extent of the emergency. Events at Campbell are staged around camp. Staff will be notified and can then direct campers to either shelter in place or report to the appropriate location such as unit campsite or HQ building. Under no circumstances are campsites to be broken down in advance or during inclement weather.

For small groups, the Block House can be the shelter for extreme weather.



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Fire (both structure and wildfire)

In a **structure fire**, all campers report to the unit campsite and wait for camporee staff for further instructions. Do not break camp unless informed to do so. Move all fuel bottles to a cold fire ring, do not place them in a confined space such as a trailer or vehicle. Flammable liquids and hazardous materials shall not be stored in the Block House.

In a **wildfire, gather** in the main activity field in the unit location for flags. Unit leaders will conduct a head count and report all present to camporee staff. Those in camp, if conditions permit, move all fuel bottles to a cold fire ring, then report to the main activity field. Do not break camp.

If conditions do not permit movement around camp, the secondary locations will be the waterfront and the small activity field.

Camporee staff that has been contacted by HQ will have instructions on where to report if camp is infested by fire. Staff in each area will gather the roster count to relay to HQ to make sure each camper is accounted for.

Any camper that finds himself/herself separated from camp by fire is to stand on the nearest beach area.

Communicable diseases and infection outbreaks

Camporee staff will notify campers to report to the unit campsite. Use standard social distancing rules until notified by EMS or staff that the all clear has sounded.

Hazardous materials exposure

Contact EMS and notify the camp health officer immediately.

Dangerous encounters with wildlife

Those in the immediate area gather in a large group and present a large loud unit. Do not threaten or intimidate the wildlife by triggering the fight reflex by throwing objects, etc. Do your best to trigger the flight reflex instead.

Those outside the group not in imminent danger are to move quietly away and not draw attention to themselves.

Report contact immediately to HQ.

Intrusions (including active shooters)

The entrance gate to camp should always remain closed. It is recommended during large gatherings of Scouts; a member of the event security team be stationed at the gate during daylight hours and locked during hours of darkness. The beach areas along Kerr Lake should be monitored by the security team for unwanted guests.

Event wristbands, shirts etc. must be used the entire length of time of the event and on Camp Campbell property.



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In the event that an intruder who has not gotten a wristband from HQ is spotted, the nearest staff or adult leader should be notified right away. Get a description and last known location.

Staff may institute missing persons searches and have all Scouts return to camp sites. Use the buddy system. If not able to use the buddy system, report to the nearest adult leader/campsite where registered campers are present for instruction, report location to HQ for roster count.

In case of **an active shooter**, shelter in place, make your profile as small as possible, use ravines, fallen trees etc. to reduce your visibility.

If two long blasts on the horn/device are sounded, report to your unit campsite right away for a roster count. Once all units have been cleared either two more blasts will follow or instruction from HQ and staff will follow.

Natural and manmade hazards at the camp and program/campsites

The site will be marked with hazard tape prior to the event. If a new area is identified, mark it off and report it to HQ. HQ will have caution tape if needed. Do not enter any area that is cordoned off by caution tape.

Equipment that, due to the use and risks presented, is limited to authorized personnel using specified safety procedures, as identified in a written risk assessment

Use of chain saws during an event is not allowed. In the case of emergency, they may be used by BSA certified adults with proper safety equipment and knowledge of HQ. e.g. Fallen tree blocks egress from camp site.

Utilities Emergency Shut Off

The main shutoff to Campbell's electricity is on the front of the Block House. The water shutoff is in the utility room of the Block House. These are the only two utilities in camp.

Participation of Cub Scouts and Families:

All Cubs and their families are encouraged to attend our Council Cuboree at Camp Durant for age appropriate activities. Cub Scouts may attend the Camporee as day visitors, but **there will not be many activities designed for this age group**. There will be port a potties dedicated to those sites and a privy. Flush toilets are available in admin for adults only. Dens may come up and tour camp during the day on Saturday, but they **must check-in at HQ** first.

Camporee activities designed for Scout age youth in troops, crews, and ships. Where activities are age appropriate, Cub Scouts are welcome to participate in events if space is available. Event participation priority is given to patrols as they compete for awards. Campbell has a lot of shoreline that is great for fishing and it has short hiking trails through camp. Cub Scouts can visit the Trading Post and buy a patch, and other items. There will be no charge for dens visiting during the day. Day visitors will not receive a camporee patch unless they pay for it.



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The current Guide to Safe Scouting states that **Cub Scouts**, including Webelos and Arrow of Light Scouts can only participate in camporees as day visitors and **may not stay overnight**. (Reference: <https://www.scouting.org/health-and-safety/gss/gss03/#a>)

Registration and Participation of Adult Leaders, Parents and Siblings:

Most camporee activities are designed for individuals who are old enough to join a troop, crew, or ship and may not be suitable for younger children. BSA National has provided this guidance:

If a well-meaning leader brings along a child who does not meet these age guidelines, disservice is done to the unit because of distractions often caused by younger children. A disservice is also done to the child, who is not trained to participate in such an activity and who, as a nonmember of the group, may be ignored by the older campers or be at risk from activities that are not age appropriate.

Within the parameters of these guidelines, other adult leaders, parents and siblings of registered Scouts may register and attend, at the same registration fees set forth above. Parents, adult leaders, and siblings are allowed to participate in all Camporee activities as time and availability permit. Priority is always given to paid and registered Scouts who are participating in the event competitions. Siblings must be under the supervision of their parent(s) at all times during the Camporee. All **paid and registered** guests, adult leaders, parents, and siblings, will receive a Camporee patch and are eligible for Camporee awards. **All adults (age 18+) who stay overnight must comply with current BSA member registration and youth protection requirements.** (See the [Guide to Safe Scouting](#) for details.) **Individuals who are too young to be members of a troop, crew, or ship are permitted as day visitors only.**

GENERAL ADDITIONAL INFORMATION

Cooking & Campfires

Units are allowed to have campfires and pits for charcoal cooking within their campsites; however, they must be attended at all times while in use and properly put out or banked when not in use. Appropriate fire circles **MUST** be used. Propane stoves and lanterns are also permitted. Please remember and abide by the **BSA “NO FLAMES IN TENT”** policy.

At Camp Campbell, the Army Corps of Engineers states any tree under three inches may be cut down; other laws may apply to protected species. If larger trees are felled, a fine may be assessed by the Corps of Engineers.

Weather

Weather will be provided. Camporee will be held rain or shine. Be Prepared.

Uniforms:

All youth and adult members of BSA should be in proper uniform when appropriate. The BSA field uniform (“Class A”) should be worn for arrival, OA campfire, interfaith worship service, cracker barrels,



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flag raisings & retreats, awards ceremonies, and departure. The BSA activity uniform ("Class B") is appropriate for other times.

Costumes associated with the theme of the camporee may be worn in place of the activity uniform.

Waterfront:

We will have a BSA approved swim director to run the beach area.

Unit Leaders should complete the Unit Swim Classification Record in appendix C to turn in at registration. The camporee staff will **NOT** have time to administer any swim tests at the camporee. Therefore, swim tests must be completed prior to the camporee. Swim tests administered during summer camp last year will suffice for the camporee.

Fishing Conditions:

Fishing can take place anywhere on the lake shore unless otherwise indicated. The Camporee staff will have caution tape set up around areas where fishing will not be permitted (such as around competition areas). Please respect these boundaries. Scouts can fish as long as they bring a buddy with them. Standard State regulations pertaining to fishing licenses as required by Virginia will apply. All fishing is either catch-and-release, or catch-and-eat. Participants must bring their own fishing equipment as the camporee staff is not providing any fishing equipment or supplies. Please be sure to take all hooks, lines, etc. with you when you leave.

Community Facilities:

Camporee Campers will be camping in designated wilderness campsites. In each of these campsites, there may be some permanent facilities: some picnic tables, a fire ring, a latrine building, and a faucet with running water. Several units will be in each campsite, meaning that units will be in close quarters and will need to all share the permanent facilities in that campsite (no first-come, first serve). Please practice the Scout Law, and be considerate of your neighbors in the campsites! Unless otherwise notified, do not build any fires outside the designated fire rings. A starter roll of Toilet paper will be placed in each campsite privy by Camporee Staff.

Please keep port a johns clean and neat; intentionally vandalizing campsite facilities including the port a johns will be grounds for dismissal from the camporee. Please follow any signs indicating male/female or adult/youth. For the purposes of latrine facilities, we will follow BSA national youth protection rules which state that individuals aged 18 or older are classified as adults, even though some BSA programs like the Order of the Arrow, Venturing, and Sea Scouts use a different age for youth program eligibility.

No Scouts are to enter the Admin Building without the express consent and supervision of adult leadership. This includes the bathrooms; port a johns and pit toilets are available for Scouts to use outside.

Meals:

Units are responsible for their own meals. Meals for Scouts and unit leaders are not included in the



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Camporee fee.

Drones:

Drones (unmanned aircraft systems) should be used only with the permission from camporee administration. All applicable Federal Aviation Administration (FAA) rules and regulations must be followed. BSA Drone Safety guidelines should be followed. BSA guidelines are available at <https://www.scouting.org/health-and-safety/alerts/drone-safety/>

Trash & Recycling:

Please be prepared to pack all of your trash out of camp on Sunday. There are not convenient recycling collection sites in or near camp, so you will need to take recyclable material back to your hometown.

Camp Campbell / Camporee Service Projects:

This year, we would like to continue a tradition of conducting at least one service project with each camporee.

Units may bring picnic tables to leave at camp. The tables may be painted or inscribed by the Scouts.

Talent Release – Photos, Video, and Audio recording

All participants and visitors hereby assign and grant to the Occoneechee Council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of them at this event by the Occoneechee Council and the Boy Scouts of America, and they hereby release the Occoneechee Council and the Boy Scouts of America from any and all liability from such use and publication.

All participants and visitors hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Occoneechee Council and the Boy Scouts of America and they specifically waive any right to any compensation they may have for any of the foregoing.



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APPENDIX A - PRE-EVENT MEDICAL SCREENING CHECKLIST

Name:	Unit Type and #:
-------	------------------

This is a tool to assist leaders in identifying potentially communicable diseases in advance of event participation. The intent of this checklist is to review with each participant their current health status both before departure and upon arrival at the event.

Have you had any of the following symptoms in the last 24 hours?

- yes no Fever (101 degrees or higher)
- yes no Vomiting
- yes no Diarrhea

If you have had fever, vomiting, OR diarrhea in the past 24 hours – **You must stay home.**

Regardless of your vaccination status, have you experienced any of the symptoms in the list below in the past 48 hours? If you have two or more of these symptoms you should stay home unless the symptoms are due to a known non-contagious medical condition (for example a runny nose because of allergies.)

- yes no Cough
- yes no Shortness of breath or difficulty breathing
- yes no Fatigue
- yes no Muscle or body ache
- yes no Headache
- yes no New loss of taste or smell
- yes no Sore throat
- yes no Congestion or runny nose
- yes no Rash
- yes no Open Sore

COVID-19: Do not come if you answer yes to either of these questions.

- yes no In the past 10 days, have you or anyone in your household been in close contact with anyone known or suspected to have COVID-19?
- yes no In the past 10 days, have you tested positive for COVID-19?



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APPENDIX B – ON SITE REGISTRATION FORM

Circle Unit type: Pack Troop Crew Ship Post	Unit Number:	Circle Unit Youth Gender: Male Female Both	On-site Unit Leader Name:
Number of Youth Campers:	Number of Adult Campers:	Number of Day Visitors:	Leader Phone:

#	First Name	Last Name	Emergency Contact Name	Emergency Contact Phone	Adult	Camper	Patrol Name
1					Y N	Y N	
2					Y N	Y N	
3					Y N	Y N	
4					Y N	Y N	
5					Y N	Y N	
6					Y N	Y N	
7					Y N	Y N	
8					Y N	Y N	
9					Y N	Y N	
10					Y N	Y N	
11					Y N	Y N	
12					Y N	Y N	
13					Y N	Y N	
14					Y N	Y N	
15					Y N	Y N	
16					Y N	Y N	
17					Y N	Y N	
18					Y N	Y N	
19					Y N	Y N	
20					Y N	Y N	



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APPENDIX B – ON SITE REGISTRATION FORM (Continued)

Circle Unit type: Pack Troop Crew Ship Post	Unit Number:	Circle Unit Youth Gender: Male Female Both	On-site Unit Leader Name:
Number of Youth Campers:	Number of Adult Campers:	Number of Day Visitors:	Leader Phone:

#	First Name	Last Name	Emergency Contact Name	Emergency Contact Phone	Adult	Camper	Patrol Name
1					Y N	Y N	
2					Y N	Y N	
3					Y N	Y N	
4					Y N	Y N	
5					Y N	Y N	
6					Y N	Y N	
7					Y N	Y N	
8					Y N	Y N	
9					Y N	Y N	
10					Y N	Y N	
11					Y N	Y N	
12					Y N	Y N	
13					Y N	Y N	
14					Y N	Y N	
15					Y N	Y N	
16					Y N	Y N	
17					Y N	Y N	
18					Y N	Y N	
19					Y N	Y N	
20					Y N	Y N	



APPENDIX C – UNIT SWIM CLASSIFICATION RECORD

<https://filestore.scouting.org/filestore/outdoor%20program/aquatics/pdf/430-122.pdf>

Unit Swim Classification Record

Swim tests are will not be available at Camp Reeves. In order for a Scout to participate in aquatics activities, he must have a swim test prior to camporee. Although swim tests are conducted away from camp, the aquatics director shall at all times reserve the authority to review or retest all participants to assure the standards have been maintained.

Only swimmers will be allowed to participate in the waterfront activities that are in the watercraft.

This form must be in the aquatic director's possession before your Scouts will be allowed to participate in aquatics activities.

Unit Number: _____ Date of Swim Test: _____

	Full Name (please print)	Swim Classification		
		Non-swimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

Name of Person Conducting the Test

Print Name

Signature

Unit Leader

Print Name

Signature



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APPENDIX D- PATROL CAMPOUT DUTY ROSTER (SAMPLE)



PATROL CAMPOUT DUTY ROSTER

Patrol Name: _____ Date: _____

SETUP

FRIDAY

Patrol Box			
Water			
Fire Master			

SATURDAY

BREAKFAST

Cook (s)			
Clean up			
Fire Master			

LUNCH

Cook (s)			
Clean up			
Fire Master			

DINNER

Cook (s)			
Clean up			
Fire Master			

SUNDAY

BREAKFAST

Cook (s)			
Clean up			
Fire Master			

LUNCH

Cook (s)			
Clean up			
Fire Master			

OTHER DUTIES

1			
2			
3			
4			
5			
6			
7			



APPENDIX E – MAPS AND DIRECTIONS TO CAMP CAMPBELL

DIRECTIONS TO CAMP CAMPBELL, BSA

Camp Campbell is located north of Henderson (NC) on the shores of Kerr Lake just across the border in VA.

Directions from Downtown Raleigh (60 mi., 1.3 hrs.)

Travel north on US-1 past Wake Forest to Henderson and take the NC-39 exit. Go to top of the exit and turn left over bridge onto NC-39 N (Andrews Ave.) and continue in a northerly direction for about 13.8 miles to Townsville (NC).

Directions from Downtown Durham (54 mi., 1 hr.)

Travel north on I-85 to Henderson (~38 mi.) and take Exit 214. Go to top of the exit and turn left over the bridge onto NC-39 N (Andrews Ave.) and continue in a northerly direction for about 11.8 miles to Townsville (NC).

Directions from Townsville to Camp Campbell

The Townsville Post Office (a small red brick building) will be on the left, about 11.4 miles from I-85/NC-39 bridge. Continue north on NC-39 for 4.8 miles from the Post Office and take the right-hand fork onto *Rock Springs Church Road* (SR 1356). Look for sign marked "Occoneechee Boy Scout Camp Campbell" just before fork. The Rock Springs Baptist Church is in the vertex of this intersection.

Via Epps Fork Road

Continue on *Rock Springs Church Road*. When you see the NC/VA state border marker, the road name changes to *Epps Fork Road*. Drive 0.5 mile further to the intersection with *Mill Creek Road* (there will be trash dumpsters on the left). Turn left at the dumpsters onto *Mill Creek Road*. Travel 0.5 miles to the entrance gate to Camp Campbell on the right. (If you reach an area where the road crosses the water, you have gone a bit too far and missed the gate).

Via Antioch Church Road

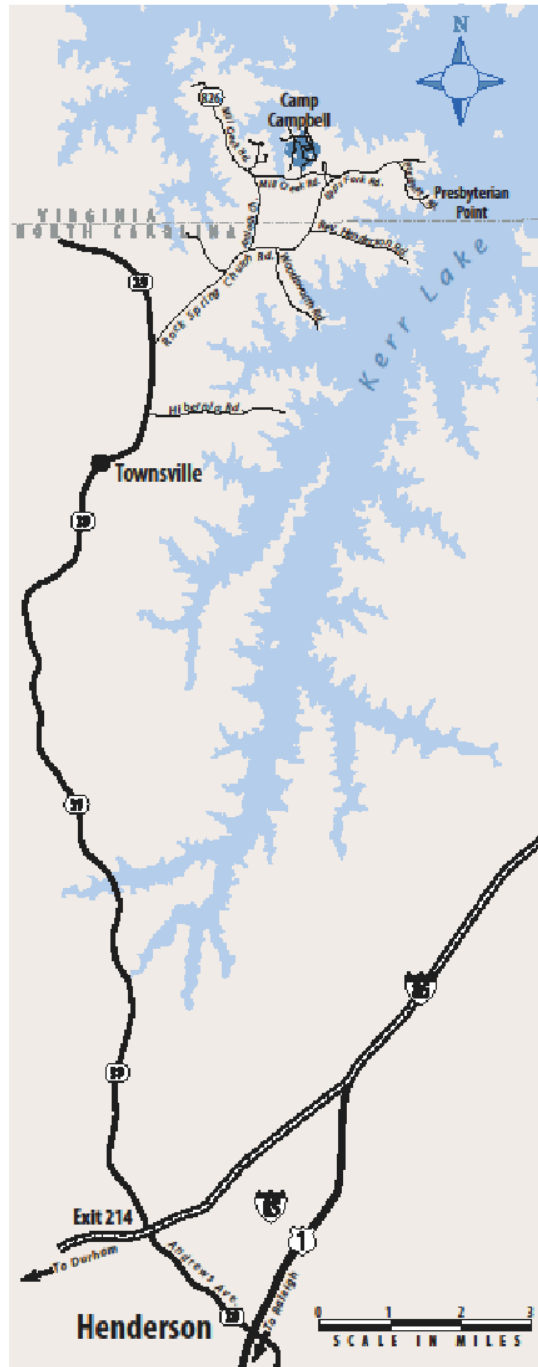
After turning onto *Rock Spring Church Road*, continue for 2.0 miles and turn left onto *Antioch Church Road*. Drive 1.1 miles over the VA line and turn right onto *Mill Creek Road*. The gate to Camp Campbell will be 0.7 mi. on the left.

Note: This route may not be a good choice if the Kerr Lake water levels are high since the bridge over Mill Creek Road will be likely be covered with water and impassable.

Inside Camp Campbell

Once inside the camp gate, follow the main gravel road about 0.3 mile to the first road to the left for Campsites 1 & 2. If you continue down the main road another 0.3 mile, you will reach the main fork in the road (there is a small shelter with power lines that looks like a bus stop shelter). The left fork will take you to Campsites 3–21 and 26. The right fork will take you to the Block House where the well and water source is maintained. The Craft Pavilion with adjacent activity field and Campsites 22–25 are found another 0.3 mile at the end of this road.

Note: If you unlock the gate, be sure to lock it behind you!



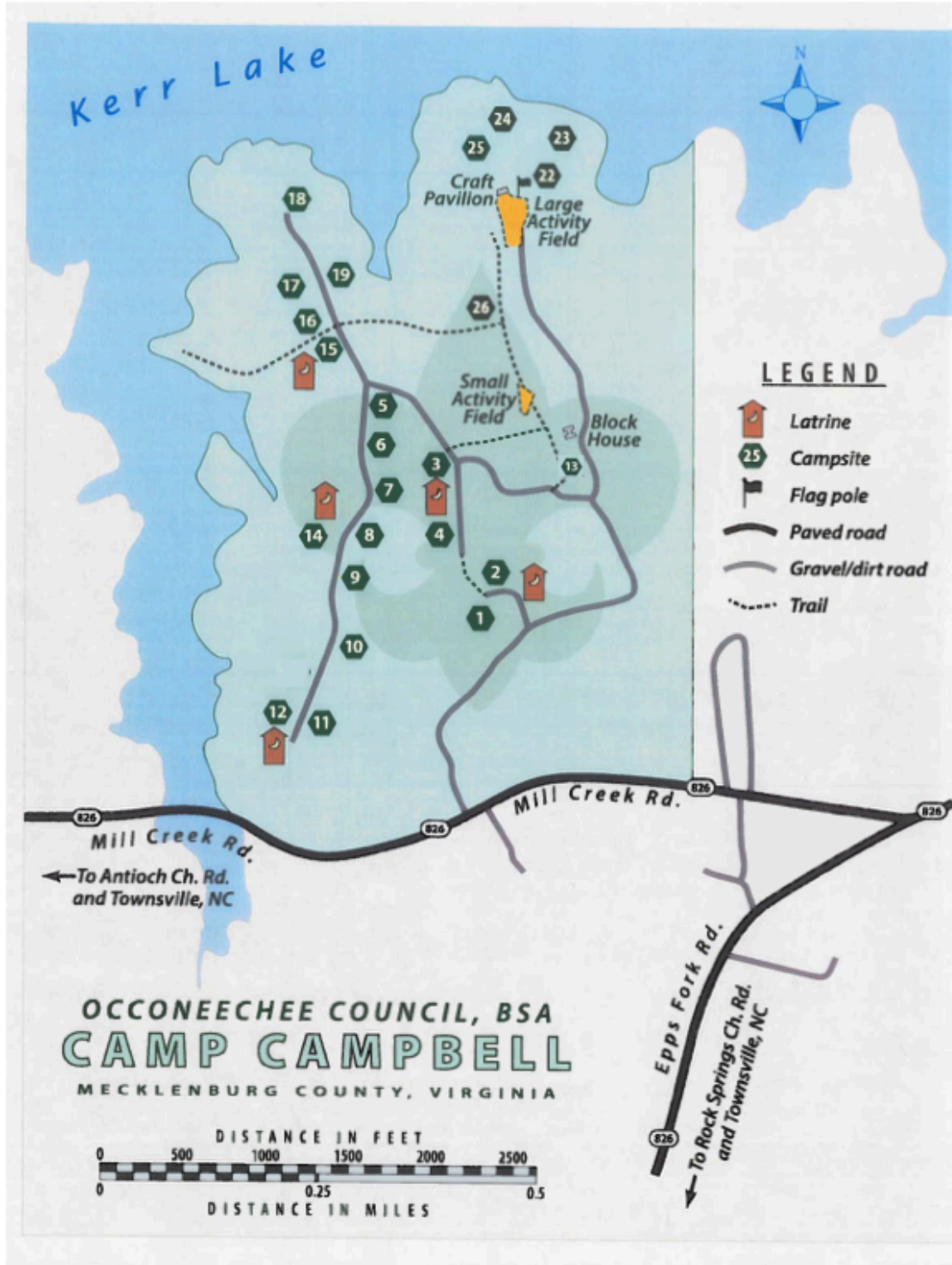


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APPENDIX F - MAP OF CAMP CAMPBELL





APPENDIX G – UNIT FIREGUARD CHART



SOUND ALARM

DROP TENTS (CANVAS ONLY) IF NECESSARY AND SAFE TO DO SO

IN CASE OF FIRE
REPORTING AND ASSEMBLY INSTRUCTIONS

At some camps local changes are made in these suggested procedures. All exceptions, however, should be made on the recommendation and with the approval of local fire authorities.

IN A UNIT CAMPSITE

1. Sound the alarm by yelling "Fire!" and then notify the first adult you see, then report to a camp officer or the camp fire warden.
2. Extinguish a fire only if it can be done quickly and easily.
3. If a fire is not quickly extinguished, get the fire warden and fire authorities in your unit. Move to your preassigned point immediately and await directions.
4. A turner reports to the camp office for instructions from the camp fire warden.
5. In the event of a tent fire, you can douse it with water or sand, or simply leave it and get professionals to fight the fire.

OUTSIDE UNIT CAMPSITE

1. If a fire is noticed in a tent, report immediately to the camp office as the alarm may be sounded and fire authorities notified.
2. Camp fire warden sounds the central alarm, and your unit follows steps 3 and 4 above.
3. **Remember:** Campers should not be directly involved in the fire fighting process except for fires that can be quickly and easily extinguished.

In case of a fire in our campsites, we will notify _____ Camp fire warden and follow the instructions of our unit fire warden.

UNIT FIREGUARD CHART

Fill out and post this chart on your campsite bulletin board.

Thoop _____ Thoop fire warden _____


Camp _____ Thoop campsite _____

Date: _____


FLAMMABILITY WARNING CAMPING SAFETY RULES

NO TENT MATERIAL IS FIREPROOF AND IT CAN BURN WHEN EXPOSED TO HEAT OR FIRE. FOLLOW THESE RULES:


- Only flashlights and battery-powered lanterns are permitted in tents. **NO FLAMES IN TENTS** is a rule which must be enforced.
- Chemical-heated stoves, heaters, lanterns, lighted candles, matches, or other flame sources should never be used in or near tents.
- Do not pitch tents near open fire.
- Do not use flammable chemicals near tents; charcoal lighter, spray cans or paint, or bug killer in tents.
- Be careful when using electricity and lighting in tents.
- Always extinguish cooking and campfires properly.
- Obey all fire laws, ordinances, and regulations.
- Keep campers informed on a daily basis of your camp's fire danger.




We will prevent fires by breaking matches in two after using.



Putting fires **COLD OUT** with water.



Feeling with fingers to test heat.



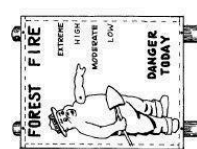

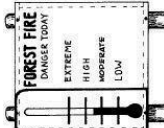

Clearing all burnable material 4 to 6 feet away from the fire or as required by local law.

In the case of Cub Scouts, they should immediately seek adult help, sound the alarm by yelling, "Fire!" and stay away from the fire. If adult help is not readily available, the Cub Scout should continue to sound the alarm, send a turner for help, and/or dial the camp office or 911.

Unit Campsite Fire Prevention Assignments

Day	Task	Patrol	Equipment Checked
First Day	Fire Warden	_____	_____
Second Day	Fire Warden	_____	_____
Third Day	Fire Warden	_____	_____
Fourth Day	Fire Warden	_____	_____
Fifth Day	Fire Warden	_____	_____
Sixth Day	Fire Warden	_____	_____
Seventh Day	Fire Warden	_____	_____

VARIOUS TYPES OF FIRE DANGER SIGNS IN CAMP



APPENDIX G – UNIT FIREGUARD CHART (continued)

HOW YOUR UNIT FIREGUARD PLAN WORKS

DUTIES

When you arrived at camp, you were oriented and trained in the use of the unit fireguard plan. It is your responsibility as a unit leader to train your Scouts in fire prevention, fire detection, reporting, and fire control. Only implement fire control techniques that can be done quickly and easily.

Study the procedures outlined on this chart and then train your staff and youth members. Post the chart in your unit's meeting place. Changes are made as needed and approved by the fire wardens. All exceptions, however, should be made on the written recommendation and with the approval of local fire authorities.

Organize to make the fireguard plan work by appointing capable fire wardens and deputies.

FIRE WARDENS AND DEPUTIES

As responsible Scouts appointed by their adult leader, the unit fire warden and his deputy are in charge of training, know where fire equipment is located, and are familiar with the unit fireguard chart. They instruct all unit fire wardens and Scouts in the operation of the camp fireguard plan. They conduct annual inspections of fire extinguishers and check to be sure all cooking fires, heating fires, and campfires are out at night or when no one is attending or monitoring the fire during the day. Unit fire wardens and deputies conduct fire drills at least once a week and follow the direction of the camp fire warden. They receive reports related to fire hazards daily from the duty fire warden.

Every boy in the unit should feel responsible for fire prevention, but the unit fire patrol for each day must be alert and ready to evacuate and account for everyone in case of fire emergency or drill.

If a small fire breaks out, the person discovering it should take immediate action, whether or not he is on the fire patrol for the day. Time is the most important element in the suppression of a fire. Some examples of fire control techniques are:

- Immediately send someone to seek assistance, send a runner for help, and/or dial the camp office or 911.
- Douse fire with water or sand.
- Smother fire with a lid.
- In the event of a tent fire (canvas only), simply kick out the end tent poles if it can be done safely.

Remember: Campers should not be involved in the fire fighting process except for fires that can be quickly and easily extinguished.

In making daily inspections of the unit campsite, the unit fire warden should follow the fire-prevention suggestions and use the fire-fighting equipment illustrations found throughout this chart as a guide. Campsite equipment will vary according to your camp. Results of the daily inspection should be posted on the chart in the space provided.

PATROL FIRE WARDEN

The patrol leader is responsible for training his patrol in the unit fireguard plan and leading the unit in practice evacuation and fire prevention.

He checks daily to be sure all members are preventing fires and are prepared in case a fire breaks out. He makes sure and double-checks that fires are built only on nonburnable soil in areas where they will not spread. He verifies to see that all fires are put COLD OUT and that open flames are not used. He shows patrol members how to drop tents (canopies) and how to drop awnings. In the event of a tent fire, the patrol leader should simply kick out the end tent poles if it can be done safely and let professionals fight the fire.



Control of Flammable/Combustible Liquids and Gases in Camp

Because serious accidents can happen in connection with the use of liquid fuel, propane, butane, etc., in lanterns and stoves, the use of flammable liquids is restricted. Succession is required for the use of chemical fuels. Local councils have the option of restricting the use of chemical-fueled stoves, lanterns, and heaters in campsites under their jurisdiction.

- **Knowledgeable adult supervision** must be provided when Scouts are involved in the storing, handling, and filling of stoves or lanterns or the lighting of chemical fuels.
- **Battery-operated lanterns and flashlights** should be used by Scouts in camping activities, particularly in and around all tents. No chemical-fueled lantern, stove, or heater is to be used inside a tent.
- **Kerosene, gasoline, or liquefied petroleum-fuel lanterns** may, when permitted, be used inside permanent buildings or for outdoor lighting. When used indoors, there must be adequate ventilation. Strict adherence to the safety standards and the instructions of the manufacturer in carrying out the direct supervision of a responsible and knowledgeable adult.
- **Empty and liquefied petroleum cylinders for portable stoves and lanterns** should be returned home or to base camp. They can explode when heated; therefore, they must never be put in fireplaces or with burnable trash.
- **The use of liquid fuels for starting any type of fire is prohibited.** This includes damp wood, charcoal, and cer-

emonial campfires. Solid-type stoves are just as effective, are easier to store and carry, and are much safer to use for this purpose.

- **Space heaters that use chemical fuels consume oxygen and must be used only in well-ventilated areas.** Smoking and recreation vehicles can cause fires and asphyxiation. The use of charcoal burners indoors can be lethal in causing carbon monoxide poisoning.

Bulk Storage and Practices

Storage of liquid fuel and other flammable is a camp maintenance activity. Fire fighting vehicles, used for training and control for this responsibility. Similar responsible handling and control are prescribed for the limited use of kerosene. Use kerosene only for outside night lights and stationary heating stoves (not portable). Both gasoline and kerosene should be kept in well-marked safety cans and stored in ventilated locked boxes located away from buildings and tents. Large quantities of gasoline should be stored in a properly installed fuel tank, with proper ventilation and fire extinguishers. Gasoline should be given to one adult (primarily the camp manager), who distributes these fuels. Propane or butane storage tanks and permanent caps should be installed by experienced and knowledgeable individuals and changed only by gas distributors. These installations must conform to local regulations and must be inspected regularly.

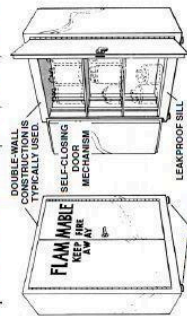


USE SAFETY CANS ONLY!



Year-Round Prevention Plan

4. Stow away firewood and loose equipment that might be used by trespassers.
 5. Clear away dead grass or trees, ferns, leaves, bushes, straw piles, and trash from buildings.
 6. Clean grease traps and dispose of the grease by burning it at a safe place or burying it in mineral earth.
 7. Be sure the camp is ready for winter use. Check fuel, fire extinguishers, and fire-fighting equipment. Inspect location of fire exits, fire extinguishers, and mobile fire-fighting equipment.
 8. Develop a fire prevention plan in accordance with OSHA standard 29 CFR 1910.130.
- Will your camp be there next season? This is a good question to ask at the close of each camping season as you pack away equipment and leave. In fairness to next year's campers, do everything that can be done to ensure the safety of camp equipment and camp timber.
- Fall, with its dry, dead leaves that often bank high around camp buildings is, in many sections of the country, the most dangerous time of the year for fires. Spring is another bad time.
- Here is a checklist of things to do at all times to be sure that your camp is fireproof year-round:
1. Destroy greasy rags.
 2. Dispose of all combustible refuse and trash safely.
 3. Be sure that doors and shutters are strong enough to keep out trespassers, vandals, or thieves.





APPENDIX H – CAMPSITE INSPECTION SHEET

Score each item from 0 to 5 points.

UNIT AND PATROL SITE

- 1. Evidence of campsite planning _____
- 2. Separate patrol areas with patrol names clearly indicated _____
- 3. Dining fly pitched properly _____
- 4. Tents (and hammocks) properly pitched _____
- 5. Proper display of U.S. and Unit flags and other optional flags (e.g. state flag) _____
- 6. Each Scout's personal equipment is properly stored _____

HEALTH AND SAFETY

- 1. All tools and equipment safely stowed _____
- 2. Liquid fuels properly stored _____
- 3. Tent lines flagged _____
- 4. First Aid kit clearly visible and marked _____
- 5. Campsite clean of litter and trash _____
- 6. Campsite neat and orderly in appearance _____
- 7. Vehicles & trailers properly secured with no unauthorized vehicles present _____
- 8. Axe yard roped off & proper distance from food prep & camping area _____
- 9. Fire safety equipment clearly visible and fireguard chart on display _____

CAMP KITCHENS

- 1. Fire rings used (if open fire). Fire rings properly cleared (if in use) _____
- 2. Firewood properly stored (if available) Fire is extinguished or actively watched _____
- 3. Kitchen area clean and orderly _____
- 4. Food properly stored _____
- 5. Duty roster and menus posted _____
- 6. Bulletin boards displayed (with event schedule, other unit information, etc.) _____

EXTRA POINTS

- 1. Unit gateway _____
- 2. Lashed together Camp gadgets, tripods, chairs, etc. _____
- 3. Campsite reflects Camporee theme (e.g. decorations) _____
- 4. Unit registered for camporee on time. (during early registration discount period) _____
- 5. Unit roster submitted on time (By Friday night cracker barrel) _____

TOTAL _____

Inspectors Initials _____



APPENDIX I - CAMPOREE PROGRAM PLAN

Friday Evening Camporee Activities – April 29th	
4 – 9 PM	Unit Check-In, Campsite Assignment, and Campsite Set Up
9:30 PM	Leader Meeting and Cracker Barrel for Unit Leaders and Senior Patrol Leaders – Admin Building.(HQ)
11:00 PM	Taps / Quiet Time
Saturday Daytime Camporee Activities – April 30th	
6:30 AM	Reveille
6:30 – 8 AM	Breakfast, Cleanup and Campsite Preparation (at your camp site).
8:30 AM	Saturday Morning Flag Raising and Assembly (Large activity field)
9 AM – 11:45 AM	Saturday Daytime Camporee Activities – Morning Sessions
12:00 - 1:00 PM	Lunch (at your campsite).
1 - 3:00 PM	Saturday Daytime Camporee Activities – Afternoon Sessions
1 - 3:00 PM	Vetting of Skits (Admin) Bring skit on time to earn extra patrol points!
3:00 - 4:00 PM	Finds of Florin shop is open at the waterfront.
3:15 – 4:30 PM	Inconceivable boat race at the Waterfront.
Saturday Evening Camporee Activities	
4:30 - 7:00 PM	Dinner prep, Dinner, and Cleanup (at your campsite)
7:15 PM	Flag Retreat at Flagpole and Awards Presentation All units should bring their unit flag and take it from Flag Retreat to Campfire (Campfire directly follows retreat.)
7:45 PM - 9:00 PM	Camporee Campfire at designated area, followed by Order of the Arrow Call out ALL SCOUTS SHOULD BE IN FIELD UNIFORM - OA BROTHERS BRING AND WEAR SASHES
9:15 PM - 10:45 PM	Movie (HQ – time may change based upon campfire duration)
11:00 PM	Taps / Quiet Time
Sunday Morning – May 1st	
7:00 AM	Reveille
7:00 – 8:30 AM	Breakfast, Cleanup and Campsite Preparation
9:00 AM	Flag raising followed immediately by Interfaith Worship Service at the Activity field (Chaplain aides report at 8)
9:30 AM – 11 AM	Cleanup Campsites, Report to admin for a campsite inspection and check-out.