

2019
EAST CAROLINA COUNCIL
SPRING CAMPOREE
LEADERS GUIDE



EAST CAROLINA SCOUT RESERVATION
CAMP BODDIE
419 CAMP BONNER BOY SCOUT ROAD
BLOUNTS CREEK, NC 27814

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Greetings Fellow Scouts & Scouters, from Dr. Henry Walton Jones Jr.:

Many years ago, I made my way through the ranks of scouting and reached the rank of Life Scout. Throughout my world travels, I've uncovered many mysteries and surprises in my quest to bring valuable items to museums all over the world. My friends and enemies alike know me as Indiana Jones™. Even to this day, thousands of people know my name and my story.

The East Carolina Council Camporee will pull from the many, many references that the Indiana Jones™ movies naturally provides for us. Although the name 'Raiders of the Lost Scout' infers we will lose scouts. I assure you that we will do our absolute best to make sure that the scouts don't get lost, and that they have a great time. In fact, it is my hope that many of them will find themselves in an effort to become a better Scout and a better person.

Do you have what it takes to travel down that road untravelled? Do you have what it takes to take on the wilderness and all that it throws at you? Do you have the knowledge to know right from wrong and good from bad? Do you have what it takes to be an adventurer in a complex maze of knowledge and skills?

If you said yes to any of those questions above, take some time to study, take some time to practice, and take some time to get to know yourselves and come out for a great time at the East Carolina Council Camporee! If you said no to any of those questions, you really need to register. It'll be a great time!

Please take some time to look through this Camporee book and find the events and locations for the events. Get a bearing on your compass for each event, and delve into my world. The world of the strange and exotic. The world of the old and unknown. The world of Dr. Henry Walton 'Indiana' Jones Jr.

I look forward to seeing you out there in the fields, in the deserts, in the air, caves, and crypts!

Yours in Scouting Spirit,

Camporee Chief
Dr. Henry Walton 'Indiana' Jones Jr., or, just Keith Hayes
Troop 392
Scoutmaster

Camporee Staff

| | |
|----------------------|------------------|
| Camporee Chief: | Keith Hayes |
| Camporee Vice Chief: | David Wiggins |
| Head Judge: | Mickie Whitehead |

Area Chiefs

| | |
|------------------|---------------------------|
| Camporee Chair: | David Webster |
| Pitt: | |
| Tar River: | Paul Turner |
| Wilson: | Tim Klock/Tri Nhan Nguyen |
| Caswell: | Mat Tribula |
| Neuse Basin: | |
| Croatian Trails: | |
| WORD: | |
| Blackbeard: | |
| Lewis Deans: | |
| Cub Scouts: | Freddie Small |

East Carolina Council Staff

| | |
|-------------------------------------|------------------|
| Scout Executive: | Doug Brown |
| Council President: | Bill Boddie |
| Council Commissioner: | TBD |
| Director of Field Service: | Richard Bogan |
| Council Program Director: | Matt Compton |
| Blackbeard District Executive: | Grady Mullis |
| Caswell District Executive: | Jonathan Brown |
| Croatian Trails District Executive: | Nathan Broce |
| Lewis-Deans District Executive: | Grady Mullis |
| Neuse Basin District Executive: | Nathan Broce |
| Pitt District Executive: | Jon Garn |
| Tar River District Executive: | Benjamin Horne |
| Wilson District Executive: | Jonathan Brown |
| White Oak River District: | Doug Band |
| Multicultural Outreach Director: | Kenyari Fields |
| Council Ranger: | Nelson Medford |
| Office Manager: | Teresa Rose |
| Registrar: | Judy Phillips |
| Accounting: | Sylvia Ward |
| Scout Shop: | Aimee Nethercutt |

General Information

1. All Scouts should adhere to the Scout Oath and Scout Law as the rules governing their behavior on camp property.
2. Make sure parents/guardians know the troop/crew/ship number, patrol name, and the name of unit leader(s) in attendance.
3. The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Camporee site. Parents will be notified to come and pick up their scout.
4. Smoking is only allowed in the main Parking lot at Camp Boddie. Smoking in the bathrooms, on trails, or in campsites is not allowed! Unit leaders and Area Chiefs please inform parents and other leaders.
5. **Only 1** motorized vehicle per troop will be permitted to enter the Camporee grounds on Friday to unload equipment only. They will then be parked in the designated parking areas, no exceptions. **No vehicles will remain in campsites. Only 1 Troop trailer, per unit, will be allowed to remain in campsites.** The Area Chief will ultimately be responsible for cars in their area. Special exceptions for medical reasons can be made with prior approval of the Area Chiefs.
6. No unit will be allowed to participate in the Camporee without 2 registered adult leaders in attendance. All adult leaders will camp with their troop/crew/ships are unable to attend because of adult leadership they should buddy-up with another unit from their area (district).
7. Venturing Crews, Explorer Posts, Sea Scout Ships, and STEM Scouts are encouraged to attend and participate in all Camporee Events. Crews are also encouraged to camp in the areas in order to promote Venturing.
8. All Scouts will remain on the Camporee grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
9. Scouts should use the "buddy system" when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress "clean & appropriate" in a Troop activity uniform. Shoes should be sneaker type, boots, or leather shoes. **For safety reasons NO SANDALS or open-toed shoes will be allowed.**
10. All patrols/troops/crews will do their own cooking/heating of water with charcoal, wood or Approved chemical fuels. It is mandated that if wood or charcoal fires are used, a burn container be brought to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.
11. Please set up campsite with **Leave No Trace** and **Tread Lightly**. Principles in mind.
12. Troops will furnish their own garbage bags and properly dispose of them. Be prepared to pack your trash out. A dumpster is available between the EcoLodge and the Dining Hall.
13. East Carolina Council accepts no responsibility for port-a-johns ordered by units. Port-a-johns will be provided by ECC for Cub Scouts and area staffs.
14. Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the troop site. Generators will not be permitted on the Camporee grounds for units without council executive approval.
15. East District should erect a flagpole on its site and properly display the National and Unit Flag. Flags should be lowered at dusk on Friday and Saturday.
16. For the convenience of the campers and guests the Council operates a trading post. Any remaining Camporee emblems will be sold beginning at 12:00 noon on Saturday.
17. Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Camporee will be covered.
18. Each Area Chief will handle all complaints in their area.
19. All persons/guests are required to register at the Camp Office located in Area HQ.
20. **The only trading post in operation at the Camporee are the Council sponsored trading post.** No unit is authorized to sell items of any kind.
21. Webelos Scouts may attend with an adult partner. Cub Scouts are invited to stay in the C.S. area with their adult partner.

GENERAL RULES & HOUSEKEEPING ITEMS

It saddens me to no end to have to place these items in the Camporee Book.

If you are involved in any of these below items, you are NOT following the Scout Law, nor following the Scout Oath. These are at the core of what you are supposed to be as a Scout. Please think before you act!

It only takes a few scouts (or parents) to tarnish the reputation of many!!

- 1) Camp Boddie (or any camp property) is your home away from home, Scouts. Treat it as such! Vandalizing and Destroying Camp property is a criminal offense. If you want to act like a criminal, you will be treated as such. Any Scout caught vandalizing or destroying camp property will be escorted to the camp headquarters. Your parents will be called. The police can be called and charges of vandalism can be filed against you. Your parents will be asked to take you home for the remainder of Camporee. In addition, since the buddy system is in effect, you would have had to act with a partner in doing your crime. Therefore, the patrols of each Scout caught vandalizing and destroying camp property will be disqualified from competition or winning any awards. The past 2 years, at Camp Boddie, there have been bathrooms vandalized or nearly destroyed. You will be watched!
- 2) Swimming in the Pamlico River (or anywhere at Camp Boddie during Camporee) is strictly forbidden by scouts, or parents. This includes wading in the river. Please respect this rule! Parents, please set the example. Young eyes are watching!
- 3) Absolutely no drugs or alcohol should be brought on the Camp, nor used/consumed at the Camp. This includes in your vehicle. If you're caught, appropriate actions will be taken. Also, as a general rule, there is to be no smoking or tobacco use in the campsites and around the kids. This includes dipping and vaping! Please use the designated smoking areas.
- 4) LEAVE NO TRACE!! Again, this is at the core of what we, as scouts, are supposed to be doing. If you see trash laying on the ground, please pick it up and place it in the nearest trash can. Accidents do happen and sometimes wrappers and other items get loose. It's understandable. However, we should be leaving Camp Boddie better than we found it.



Camporee Registration

LOCATION: We are at Camp Boddie this year. Districts will camp together as much as possible. There will be some overflow areas available. Cub Scouts will use Pamlico Sea Base and there will be a **maximum of 600 participants** in the Cub Area, once at capacity, will turn away registrants. Events will be held throughout the camp but not in the camping areas. Expo Area will be staged in the Activity Field again this year.

This Camporee will encompass a wide array of scouting skills. Some used every day. Others, are those that everyone needs to know--not only for Scouting, but in everyday use. Most events will be held indoors while some will be held outdoors. The theme this year is pretty easy to put on, considering the alignment Indiana Jones™ and Scouting have. I encourage everyone to dress a part from the movies. No matter the part, no matter the person, there's something you can wear! I encourage everyone to either dress the part, or dress in a Troop activity uniform, typically a Class B type. Please make every effort to read through this book, it's packed with important information.

No Vehicles will be permitted beyond the check in point and only Troop Trailers (one per unit) will be allowed in campsites.

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

REGISTRATION: Early Rate ENDS on April 29, 2019 at 12:01AM

To register, you must use Tentaroo. Registration fees are:

Boy Scout/Venturing/Exploring/Sea Scouts Registration: \$15.00 per Boy Scout, Venturer, Explorer, Sea Scout, Webelos (attending with their troop)

Registration is \$15 per scout and \$15 per adult/adult partner. **The First 500 registrants (250 Boy Scout Registrant/250 Cub Scout Registrant) will receive a special event CSP.**

Late Registrations will be \$20 per participant.

REGISTRATION IS BASED ON INDIVIDUALS, NOT UNITS. ONE INDIVIDUAL DOES NOT SERVE AS A PLACEHOLDER FOR THE ENTIRE UNIT. **All registrations done on-site will be \$25.00.**

ONLINE REGISTRATION CLOSSES THURSDAY MAY 2ND AT MIDNIGHT

Registration is available online at: <https://www.tentaroo.com/ecc/>



****Actual CSP will have correct date****

FEE REFUND POLICY: All refund requests must be made in writing and mailed to the East Carolina Council Office. Refunds are not given at camp. Requests received prior to April 20th at 5pm will receive all fees returned. Requests received after April 20th 5pm through Friday of the event will have a \$5 per registrant penalty applied on fees refunded. Any requests for refunds on 'no shows' will not be honored. Refund requests for Scouts or Parents that depart early from camp will not be honored.

MEDICAL FORMS: All Camporee participants are required to complete and submit an Annual Health and Medical form. Area Chiefs may ask units to see the Medical Forms and retain the right to remove a unit from camp if forms are not complete. This is the new A&B form on the newly released medical form. (A doctor's signature is not required for this event). The Medical form can be found on the East Carolina Council website under "BSA Forms".

CAMPOREE PATCH: Extra patches, if any, will be sold after noon on Saturday at the Council Camporee trading posts. All unregistered units or units adding Scouts are required to check in at the Camporee Headquarters. Units may add additional campers at the Camporee at the late registration rate by checkin in at the Camporee Headquarters. You will also receive your Camporee emblems at the Camporee Headquarters for late registrations.

ARRIVAL AT CAMPOREE: Your unit should plan to arrive at the Camporee on Friday. **All troops/crews should report directly to the HQ after parking your vehicles in the designated areas.** HQ will inform unit of campsite assignment at that time. After registering, it is suggested you go to your assigned site and set up camp. LDS units attending may leave on Saturday evening. Only 1 vehicle will be allowed into the campsite area to drop off equipment or trailer. **It is highly encouraged to have the Patrol pack it ALL in.**

WEBELOS CAMPING: To promote Boy Scouting, Troops are encouraged to invite Webelos Scouts to attend and camp with the Troop. Each Webelos Scout must have one adult as a supervisor. From the Guide to Safe Scouting: *A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult.* Joint Webelos den/troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips. Only adult parents may sleep with Webelos, not approved adults.

LEADERS MEETING: Area Chiefs meet at 8:30pm Friday night at HQ. Scoutmaster/SPL(or designee)meeting at 9:30pm at Camp HQ. Make sure that your unit is represented at the leader's meeting to get important information about Saturday's activities by both a Scout leader and the Senior Patrol Leader. Please limit participation to 4 people per unit.

FLAGS: Each Unit is requested to bring their Unit Flag to the Camporee and display them in their campsites. We ask that you also bring your unit flags and patrol flags to the Flag Ceremony on Saturday morning. Patrol flags should also be brought and carried when competing in the events. Please leave Troop flags in your campsites during the Campfire Area.

UNIFORMS: Scouts should wear their Class A Field Uniform to campfire and chapel. Scouting T-shirts/Class B/Activity Uniform, are to be worn for activities throughout Saturday. OA Members are requested to wear their sash at campfire.

WHAT TO BRING TO CAMP

- | | |
|---|--|
| Tent | Cooking Equipment |
| Sleeping Bag, Pillow, and Air Mattress or Pad | Flashlight w/extra batteries |
| Rain Gear | Field & Activity Uniform |
| Camp or other Scout T-Shirts | Sunscreen (Pump or lotion) |
| Hat or Cap | Camera |
| Insect Repellent (pump or lotion) | Approved pocket knife (with Totin' Chip) |
| Personal Hygiene items | Money for Trading Post |
| Boy Scout Handbook | Toiletries |

THINGS TO LEAVE AT HOME: Radios, Televisions, Electronic Games, Alcoholic Beverages & Tobacco Products, Sandals/Open Toed Shoes, Aerosol Cans, Fans & Extension Cords

TROOP ITEMS TO BRING TO CAMP

Troops will camp by patrol. Items to bring include:

- | | |
|---|-------------------------------------|
| Flags-Flagpoles | Boundary Poles/Gateway Materials |
| Sterilization/Sanitation Equipment (3 pot method) | Proper Food Storage for each patrol |
| Adequate Water Carriers | First Aid Kit/Patrol |
| Adequate Tents | Patrol Bulletin Boards |
| Fire Protection | Patrol Member Assignments |
| Required event Equipment | Medical Forms |
| Scout Staves (Hiking Sticks) | |

FIRES

On-Ground fires are **ONLY** permitted in the predefined, designated, established campfire ring. **NO EXCEPTIONS.** Any unit caught violating this rule will only be dismissed from camp by the Camp Ranger after he has confirmed that the unit has sodded the damaged area with Pinehurst No. 2 quality sod. Any unit wishing to have their own fire in their campsite must utilize a raised fire pit. The fire pit must have enough clearance so as to not damage the grass beneath it and stable enough as to not cause any potential danger to scouts. It is suggested that districts take this unique opportunity to spend time around the district fire ring and get to know each other and share in the bonds and brotherhood of Scouting. This includes dutch ovens and charcoal chimneys. **Don't be that guy.**

CAMPING

It is suggested to camp light--try a weekend that you truly pack it in on your back. This is a great time to introduce backpack and/or ultralight camping. Most of all, have **FUN! Campsite assignments will be given to area chiefs prior to Camporee.**



COMPETITION

***** POINT BREAKDOWN IS LOCATED ON THE LAST TWO PAGES OF THIS BOOKLET*****

*** At each event area there will be a designated area HQ. That area will be staffed and patrols will hand off their score card to the designated judges there. Upon completion of the area, Patrols will return to the gate and turn in the area score card. The staff will then transfer the scores for the area to the Patrol Score Card***

HOW TO COMPETE...

In each Event area, Patrol Leaders will decide which patrol members will compete at the different stations within the area. Patrols must maintain the buddy system method and must divide their patrol within the area to complete all the events in the area. An Event at each Area will allow the entire patrol to compete as a complete patrol. A participation score will be given for trying each event.

GUIDE TO EVENTS: EVENTS ARE NOT IN CAMP SITES--SEE CAMPOREE MAP

| <u>DISTRICT</u> | <u>LOCATION</u> | <u>EVENT</u> |
|-------------------------|-----------------|--------------|
| BLACKBEARD/LEWIS-DEANES | TBD | TBD |
| WHITE OAK RIVER | TBD | TBD |
| CASWELL | TBD | TBD |
| CROATAN TRAILS | TBD | TBD |
| WILSON | TBD | TBD |
| TAR RIVER | TBD | TBD |
| PITT | TBD | TBD |

Each event has their event areas marked on the map by their name/initials. One hour has been given to go through each area as well as fifteen minutes travel time to walk from event to event.

A Problem is your Chance to do your best!

- Duke Ellington

CAMPOREE EVENTS

BONUS EVENTS AVAILABLE AT CAMPOREE

30 Points: Willie Scott's Cooking Contest

Objectives: Willie Scott (Played by actress Kate Capshaw) had an unfortunate dinner at Pankot Palace. It all started out with a nice Snake Surprise, then moved on some delicious beetles, then a very hearty eyeball soup, then capped off with the world famous chilled monkey brains! Let's show Willie how us Scouts like to cook and make her a dish she'd truly enjoy! This is a really easy way to help your boys get a few extra points while they're all out competing.

Location: Fire Ring/Open area between swimming pool and Eco Lodge. Cooking may be done either in your campsite, or at this area.

Materials: You bring it, you cook with it, you plate it, and you present it. Only space will be provided. Food must be plated for presentation at Noon.

Competition: This will be the same format as most Summer Camp cook-offs. Totally arbitrary to the taste buds of the judges. Winning Souter will be announced at campfire. Dishes will be judged on originality, taste, presentation, and close to theme!

Scoring: (total of 25 possible) - Scoring is based on participation--25 points. Bragging rights and trophy for the winning scouter.

Note: Be sure to have your unit's identification on the dish (district and troop)

** Patrols may participate for an additional 25 points per patrol.

60 Points: Visit the Streets of Marrakesh

You will be awarded 100 points for visiting our expo area (Marrakesh). In order to receive your 100 points, you must present your passport to the vendor for them to mark your visit. You must visit no less than 4 of the exhibitors present to receive your 100 points. Please make every effort to visit ALL of the exhibitors. Your passport points will be added to your patrols score card. Partial points will not be awarded for this.

60 Points: Scout Law

50 Points may be awarded by any of the Area Chief(s), Camporee Chief, Vice Chief, Camporee Staff, Professional Staff, etc. for any patrol exhibiting Scout Spirit and living the Scout Law. If you stop to help another scout, if you're friendly, if you're courteous, etc. you could be awarded 50 total bonus points for exhibiting you living by the Scout Law. These points can be awarded at any time during Saturday's events by the above individuals.

| | | | |
|-------------|-------|----------|----------|
| TRUSTWORTHY | LOYAL | HELPFUL | FRIENDLY |
| COURTEOUS | KIND | OBEDIENT | CHEERFUL |
| THRIFTY | BRAVE | CLEAN | REVERENT |

CAMPOREE EVENTS

SPL ONLY EVENT - 450 Points: Can you Escape Lao Che?

Objective: We are testing the SPL's skills with a rifle. Can he escape the the tricky Lao Che? Earn a few extra points on the scorecard and give the SPL something to do while all of the patrols are out competing. At the rifle range, we'll have an SPL rifle shoot out. Best score of the day wins the event, but participation earns the entire troop points.

Materials: Rifle, ammo, and all relevant safety equipment, as well as instructors, all provided at the range.

Competition: In order to escape the warehouse, you have to be a good shot! The format is the same as most Summer Camp shootouts--best score wins. Winning SPL will be announced at the campfire. ONLY THE SPL, CREW PRESIDENT, or BOATSWAIN CAN COMPETE. Each Troop, Crew, or Ship will receive one SPL pass for this event at registration. Pass will be turned in for access to the rifle range. Five shots, three rounds each. Each group of 3 that fits under a quarter earns extra points.

Scoring: (total possible: 450) 200 points for participation. 50 points for each grouping under a quarter. Bragging rights and trophy for the winning SPL.



CAMPOREE EVENTS

PATROL EVENTS

WHY DID IT HAVE TO BE SNAKES? - 400 POINTS-Eastern NC Native Reptile & Amphibian Identification

Objectives: Indiana Jones™ does not like snakes, that's no secret! Since a scout is helpful, it may help Dr. Jones to know which snakes are non-venomous, which are venomous, and which reptiles are what. That way he can stay away from the ones he doesn't like, or even the ones that could kill him.

Materials: Patrols need to bring their knowledge of Eastern North Carolina Native Reptiles and Amphibians.

Competition: Patrols must be able to correctly identify, by sight, 10 of the following species of Reptile or Amphibians commonly found in Eastern North Carolina. Identification should be made using its common name, not scientific. Reference should be made as to the color, venomous/non-venomous, as well as any other distinguishing characteristics the animal may possess.

Snakes: (Reference: <https://herpsofnc.org/snakes/>)

| | | |
|---------------------------------|--------------------|---------------------|
| Rat Snake | Timber Rattlesnake | Eastern Ribbonsnake |
| Eastern Garter Snake | Copperhead | Pigmy Rattlesnake |
| Eastern Diamondback Rattlesnake | Corn Snake | Cottonmouth |
| | Eastern Milksnake | |

Lizards: (Reference: <http://herpsofnc.org/lizards/>)

| | | |
|-------------|------------------|----------------------|
| Green Anole | Five-Lined Skink | Eastern Fence Lizard |
|-------------|------------------|----------------------|

Frogs & Toads: (Reference: <http://herpsofnc.org/frogs-and-toads/>)

| | |
|-----------------|---------------|
| Green Tree Frog | Southern Toad |
|-----------------|---------------|

Turtles: (Reference: <http://herpsofnc.org/turtles/>)

| | | |
|------------------------|--------------------|------------|
| Common Snapping Turtle | Eastern Box Turtle | Loggerhead |
|------------------------|--------------------|------------|

Alligators: (Reference: <http://herpsofnc.org/alligators/>)

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|--------------------|
| American Alligator |
|--------------------|

Salamanders: (Reference: <http://herpsofnc.org/salamanders/>)

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|----------------------|
| Neuse River Waterdog |
|----------------------|

SCORING: (Total of 400 points possible)

Name 10 out of 20 species correctly: 400 points

Name 8 out of 20 species correctly: 350 points

Name 6 out of 20 species correctly: 300 points

Name 4 out of 20 species correctly: 200 points

All patrols who attempt will receive 100 points minimum



JUNGLE FIRST AID - 400 POINTS – RESCUE INDY™ FROM THE JUNGLE

Objective: The jungle can be a treacherous place. Throughout the movies, the cast of Indiana Jones™ placed themselves in hazardous situations constantly. Any misstep that could have taken place could have caused a great number of injuries. Since a Scout is Brave, there should be no problem in stepping up to the plate and displaying your knowledge of first aid in each of these situations.

Materials: Patrols should come prepared to show off their knowledge of first aid as well as their ability to build a simple stretcher. Any tourniquets, bandages, or other first aid materials that may be needed will be provided at the event. Patrols may bring their own First Aid supplies, if they desire—Be Prepared! Poles and a Tarp, as well as other materials that could be used to build a stretcher will be provided.

Competition: Patrols will have to provide a ‘victim’. The area staff member will decide which injuries this person has sustained. The staff member will select, at random, one of the possible injuries listed below. It will be the job of the patrol to correctly administer first aid to this person, based on the injuries sustained. Patrols will be judged on accuracy, knowledge, and speed in which first aid is performed. In addition to, and not necessarily following, Patrols must build a suitable stretcher to move their victim to receive better care. The ‘Hospital’ will be located 2 miles away (scaled to 40 feet). Note: Stretcher may be constructed after first aid, before first aid, or during first aid. Patrols are urged to utilize their strengths and work as a TEAM!

Possible injuries that could occur in the jungle could be: leg crushed by a boulder; snake or spider bite; heat stroke; knife cut; bee sting; heart attack; 2nd degree burned hand on a torch; sprained ankle/sprained wrist.

SCORING (Total of 400 points possible)

Event will be scored based upon the judges view of the knowledge of First Aid, the speed in which it was administered, and the accuracy of the feedback of information given to judges as it pertains to the stated injury. Also, score will be judged on the successful completion of stretcher construction and delivery of the victim to their destination.

Please note that the construction of the stretcher as well as the moving of the victim to their destination should happen within the allotted time limit.

Completion of all tasks within a 20 minute time limit: 400 points

Completion of all tasks within a 23 minute time limit: 300 points

Completion of all tasks within a 25 minute time limit: 200 points

Any Patrol that participates will receive 100 points.



SNAKE PIT RESCUE – 400 POINTS – CAN YOU TIE THESE KNOTS TO GET OUT OF THE SNAKE PIT BEFORE YOU GET BIT?

Objective: Indiana Jones™ does not like snakes. As a matter of fact, in every movie he's been in, his dislike of snakes is made well known. Since a Scout is Kind, it would be very kind of you to help Dr. Jones out of this slithery situation.

Materials: Rope materials will be supplied at the area event. Patrols may bring their own material if desired. One 6' section of rope and one Scout Stave (Walking Stick) is needed for this event.

Competition: Patrol will line up in a single file line, relay style, about 10 feet from the stave. The judge calls out the name of a knot, and the Scout first in line runs up to the stave, rope in hand, and ties it in the following manner.

Bowline: The stave through the fixed loop

Square Knot: Tied down tight against the stave

Sheet Bend: Joining the two ends of the rope together with the stave in the middle of the connection

Two Half Hitches: Slid tight against the stave

Taut-line hitch: Tied around the stave but not up against it

Timber Hitch: Tied around the stave

After the knot is judged by the judge, the Scout unties it, runs back, and gives the rope to the next Scout. When the first Scout who correctly tied the knot returns to their patrol, the next knot is called out. Each Patrol must wait for their patrol member to return after having their knot approved, before sending their next member up to tie the next knot.

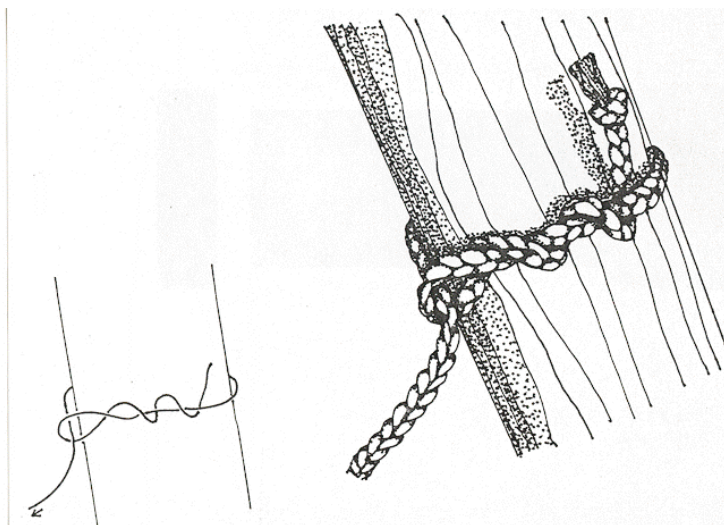
SCORING: (Total of 400 points Possible)

400 Points for 80% knot completion (percentage of scouts tying knots correctly)

300 Points for 60% knot completion

200 Points for 50% knot completion

100 Points for Participation



FIND SHORT ROUND! – 400 POINTS – HE’S DISAPPEARED AT PANKOT PALACE

Objective: Short Round is constantly getting into mischief—he can’t help it! This time, he’s really done it. There couldn’t be a worse place to be stranded in than Pankot Palace. Just think if Mola Ram gets ahold of him?! Your job as a Courteous Scout is to help Short Round find Dr. Jones and escape to safety!

Materials: Each Patrol must provide a compass for the event. All other materials will be provided at the station.

Competition: Each patrol will be given 7 waypoints with heading and distance. The patrol must take turns reading the map to find the correct waypoint, then walk to that waypoint. Each patrol member must take a turn and then rotate. A deadline of 20 minutes has been set for this event to find Short Round.

SCORING: (Total of 400 points Possible)

Each Patrol will be receiving 50 points for each correct waypoint that is found. Also, they will receive an additional 50 points if they find Short Round (the final Waypoint). 10 points will be deducted for every minute a patrol goes over 20 minutes.



DANGEROUS ESCAPE! – 400 POINTS – OBSTACLES ARE ALWAYS THERE!

Objective: Indiana Jones™ is always having to go through obstacles in life to achieve his goal, or to escape danger! Your job will be to successfully scale the obstacle course, carrying a prized possession to the finish line.

Materials: All materials are provided at event. 5-gallon bucket and number 10 cans (100 oz) with carrying handles will be used.

Construction: Obstacle Course will consist of tire drills (running through tires), low level balance beams, low lying crawl (under ropes), slaloms through cones, running, etc!

Competition: Each Scout in each Patrol will be given a number 10 can, with carrying handle, and one at a time, fill the can from the water source, complete the obstacle course, carrying the can, and dump the water in the can into the 5-gallon bucket at the finish line. The scout must then sprint back to his patrol at the starting line and the next scout in line must repeat. All scouts in the patrol must participate until the bucket is full. Depending on Patrol size, patrols may have one or more scouts that must go through the obstacle course.

Should a scout's can get tipped over and completely empty, the scout should complete the obstacle they are on, return to the starting line, refill their can, and start at the beginning.

Timer starts once the first scout has filled his can. Timer stops when the water in the bucket at the finish line is completely full.

SCORING: (Total of 400 points Possible)

Fill Bucket to the top within 10 minutes – 400 points
 Fill Bucket to the top within 12 minutes – 350 points
 Fill Bucket to the top within 15 minutes – 300 points
 Fill Bucket to the top within 17 minutes – 200 points
 Participating but not completing – 100 points

20 points deducted for each obstacle that is not successfully navigated – points will not be deducted for those that appear to have tried their hardest. For those that decide to quit, points will be deducted.



ESCAPE FROM CASTLE BRUNWALD – 400 POINTS – INDY AND HIS FATHER STARTED A FIRE THAT HELPED THEM TO ESCAPE—CAN YOU?

Objective: Dr. Jones and his father were desperately trying to escape Castle Brunwald from their captors. They were both tied to a chair in the Nazi occupied castle. Henry Jones (Indiana's father) grabbed Indiana's lucky charm lighter from his son's pocket and tried to burn the rope, but then, oops! He dropped it, and the rest is history!

Materials: Event area will provide to each patrol one number 10 can with a wire bale, 2 cups of water, and one level tablespoon of laundry soap powder. Additionally, patrols will be supplied with a means to suspend the can with wire bale with the bottom of the can approximately 9 inches from the base of the fire. Patrols will be required to bring their own tinder, kindling, and fuel, as well as ignition source. No lighters or matches may be used, no artificial accelerants shall be used.

Competition: The goal of this event is to build a fire to boil the water in the can suspended above the fire. Patrols will be given 5 minutes to gather material to make a fire lay.

- Fire lay must be made within the designated fire ring/pit.
- Time starts as soon as material is put into the ring.
- Time ends once the water/soap foam in the can boils over.

SCORING: (Total of 400 points Possible)

Patrols finishing within 15 minutes: 400 points

Patrols finishing within 18 minutes: 300 points

Patrols finishing within 20 minutes: 200 points

Patrols will receive 100 points for participating



OTHER EVENTS & ACTIVITIES

CAMPING/ORDER OF THE ARROW DISPLAY AREA (80 POINTS)

Camping, Summer Camp, and Order of the Arrow are vital components to the Scouting Outdoor Program. Patrols/Crews who visit the display will receive 80 points. Scouts who are not yet signed up for summer camp will have the opportunity to do so at this area.

CAMPOREE STAFF (150 POINTS)

Each patrol will receive 150 points if an adult leader volunteers to be on an Area Headquarters Staff, Judge, or Camporee Staff. For clarification, any unit providing volunteers for events (half day, full day, or all weekend), will be awarded the 150 points. People volunteering to make Camporee a better experience for the boys will be rewarded.

CAMP TRADING POST

The Camp Trading Post will be open throughout the evening on Friday and the Day on Saturday.

PRIOR TO CAMPOREE CERTIFICATIONS

These certifications are signed off by the Scoutmaster or DE. Remember, a Scout is Honest! (270 points)

CHURCH ATTENDANCE (70 POINTS)

Each unit will receive 70 points for having at least 1/3 of their unit attend a Church service together prior to Camporee. At least ¼ of the troop will score 35 points.

SCOUTING COMMUNITY INVOLVEMENT (70 POINTS)

Each unit that shows involvement in their community for a time period of at least one week any time prior to the council Camporee will receive 70 points. Examples include marching in a parade, adopting a school, collecting road trash, or other service projects. This must be submitted by using the hashtag #scoutsdotthingsthatmatter and posting an image to one of the Council Social Media sites or submitting to the Tarheel Scouter Newsletter. These service hours should also be logged into <https://servicehours.scouting.org>.

EXPLORATION MERIT BADGE (70 POINTS)

Just the look of this merit badge screams Indiana Jones™! Any units that have at least 1/3rd of their total scouts earn this merit badge before Camporee will earn an additional 70 points – 1/4th of the total scouts earning will earn 25 points. This is a fairly new merit badge and there are not many, if any, counselors. Units will need to arrange counselors and/or classes for this merit badge. The requirements are not very difficult and should be able to be incorporated into a normal troop camping trip/field trip.

SHORT-TERM CAMPING EXPERIENCE (60 POINTS)

Each patrol/crew/ship will receive up to 100 points for turning in a schedule of their previous and upcoming Short-term camping experiences. (Camporee does count as 1). The schedule should be for January 1, 2018 to December 31, 2018. Troops should submit to their area a one page schedule listing containing the month of the camping trip and location of the campout. (Ex. Goose Creek State Park, Washington, NC) **Up to 4 Campouts: 15 points/ Up to 8 Campouts: 40 points / Up to 10 Campouts: 60 points.**

CAMPSITE INSPECTION

CAMPSITE INSPECTION (600 TOTAL POINTS)

During the day on Saturday, SPL's and/or members from the Area Headquarters will be inspecting troop campsites. The inspection group will be checking to make sure that the troop campsite is properly set up. The following criteria will be used in judging the campsite.

- 1) **Gateway:** Each District must build a gateway as an entrance to their campsite. Gateway is to be constructed in a theme or design by each district. Each unit from the district attending camporee should be represented. **Up to 80 points** will be awarded for design, camporee theme, ingenuity, and creativity.
- 2) **Tents and sleeping arrangements:** The patrols/crew's sleeping arrangements should be neat, clean, and properly protected from the elements. If tents do not have floors, cots or ground cloths should be utilized. Do not ditch tents. **Maximum Points 80.**
- 3) **Adequate Food & Equipment:** There should be adequate and proper storage of all food and cooking utensils. Perishable food storage may be shared with another patrol/crew. All equipment is stored properly. **Maximum Points 50.**
- 4) **Proper Maintenance:** The area should be maintained in a neat and clean manner (including surrounding area) at all times. The driving of nails into trees is prohibited. Area should be returned to its natural state at the end of the Camporee. All garbage bags must be removed from the Camporee site. Trees should have no limbs under 10 feet (They are ripping up the mowers). **Maximum Points 90**
- 5) **Sterilizing:** All cooking and eating utensils must be washed after each meal with hot water, and then sterilized. The 3-pot method will be used. Sterilizing can be done with boiling water or an approved disinfectant. A central troop system may be used. **Maximum Points 100.**
- 6) **Troop Fire Fighting Station:** Each troop site must be equipped with firefighting equipment. Two (2) large buckets, one (1) with sand and one (1) with water. A dedicated shovel for fighting fires must be available. The area must be posted. **Maximum Points 50**
- 7) **First Aid Kit:** Each **patrol/crew** must have an adequate first aid kit. All patrol/crew members should know its location. **Maximum Points 50.**
- 8) **Bulletin Board:** The troop should have a bulletin board posting duty rosters, schedule, score sheet, other pertinent information and a plan for emergency action. The plan should include emergency names and phone numbers of persons to reach outside of the Camporee site. A lost Scout plan and troop assembly times should be included. A patrol/crew roster of all those in attendance should be posted. **Maximum Points 50.**
- 9) **Scout Spirit/Scout-like Conduct:** The troop should be displaying Scout Spirit/Scout Like Conduct throughout the events. A Patrol will be reduced to the next lowest ribbon for poor spirit.
- 10) **Flags:** Each district should designate a troop to host the flag ceremony and to display the United States flag during Camporee Saturday. **Maximum Points 50.**

TURN IN SCORE SHEET BY 5:30PM TO AREA HEADQUARTERS

CAMPOREE SCHEDULE**FRIDAY**

2:00 PM: CAMPOREE GATES OPEN/REGISTRATION BEGINS
 6:00-7:00 SUPPER TIME & CLEAN UP
 7:00-8:00PM FREE TIME FOR VISITING
 8:00-9:00PM TROOP CAMPFIRES
 8:30-9:15PM AREA CHIEFS MEET AT HEADQUARTERS (HODGES BUILDING)
 9:30PM: SCOUTMASTERS AND SPLs MEET AT HEADQUARTERS
 10:00PM: SCOUTS TO CAMPSITE
 10:15PM: TAPS

SATURDAY

7:00AM: REVEILLE/BREAKFAST/CLEANUP
 8:00AM: DISTRICT FLAG CEREMONY
 8:30 – 12PM MORNING EVENTS; CAMPSITE INSPECTIONS BEGIN
 12:00 – 1PM LUNCH/FREE TIME
 1:00 – 5:45PM AFTERNOON EVENTS; CAMPSITE INSPECTIONS CONTINUE
 5:30PM DEADLINE TO TURN IN SCORE CARDS TO HEADQUARTERS
 7:30PM DISTRICT FLAGS RETIRE
 6:00-7:45PM SUPPER/FREE TIME
 8:00PM TROOPS GATHER AT FLAG CEREMONY; DINING HALL
 8:15PM LOWERING OF THE FLAG, LIGHTING OF THE BONFIRE
 8:30PM CAMPOREE CAMPFIRE
 10:00PM SCOUTS TO CAMPSITE (At Completion of Campfire)
 10:30PM TAPS

SUNDAY

7:00AM REVEILLE
 8:15AM COUNCIL WORSHIP SERVICES -INTERDENOMINATIONAL COUNCIL SERVICE – CHAPEL
 9:30AM STRIKE CAMP/CHECK OUT AT AREA HQ (PICK UP RIBBONS AFTER FINAL INSPECTION)

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

NO STRIKING OF CAMP AND NO VEHICULAR OR PEDESTRIAN TRAFFIC DURING WORSHIP SERVICE. FRONT GATE WILL BE OPENED TO ALLOW IN VEHICLES AT 8:30AM.

2018 COUNCIL CAMPOREE REGISTRATION

ONLY ONLINE REGISTRATIONS WILL BE ACCEPTED
(NOTHING MAILED TO KINSTON)

REGISTRATION: Early Rate ENDS on April 29, 2019 at 12:01AM

To register, you must use Tentaroo. Registration fees are:

Boy Scout/Venturing/Exploring/Sea Scouts Registration: \$15.00 per Boy Scout, Venturer, Explorer, Sea Scout, Webelos (attending with their troop)

Registration is \$15 per scout and \$15 per adult/adult partner. **The First 500 registrants (250 Boy Scout Registrant/250 Cub Scout Registrant) will receive a special event CSP.**

Late Registrations will be \$20 per participant.

REGISTRATION IS BASED ON INDIVIDUALS, NOT UNITS. ONE INDIVIDUAL DOES NOT SERVE AS A PLACEHOLDER FOR THE ENTIRE UNIT. **All registrations done on-site will be \$25.00.**

ONLINE REGISTRATION CLOSSES THURSDAY MAY 2nd AT MIDNIGHT

<https://www.tentaroo.com/ecc/>

2019 Camporee Unit Roster

Troop/Crew/Ship: _____

District: _____

Sub Camp: _____

Adults

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Youth

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**2019 SPRING CAMPOREE
TROOP SCORE SHEET**

PATROL NAME:**TROOP/CREW/SHIP NUMBER:**

| Area/Event | Points Possible | Points Awarded | Area Staff/Judge Signature |
|--|-----------------|----------------|----------------------------|
| Snake, Reptile, Amphibian Identification | 400 | | |
| Jungle First Aid | 400 | | |
| Snake Pit Rescue/Knot Relay | 400 | | |
| Map & Compass | 400 | | |
| Obstacle Course | 400 | | |
| Fire Building | 400 | | |
| SPL Shooting Event | 450 | | |
| Scoutmaster Cooking Event | 30 | | |
| Patrol Exhibiting Scout Law | 60 | | |
| OA/Camping Area | 80 | | |
| Camporee Staff | 150 | | |
| Short Term Camping | 60 | | |
| Community Involvement | 70 | | |
| Exploration Merit Badge | 70 | | |
| Church Attendance | 70 | | |
| Expo Area | 60 | | |
| Campsite Inspection | 600 | | |
| Photo Scavenger Hunt (Bonus Up to 50 points) | | | |
| Total: | 4100 | | |
| Blue Ribbon – 3400+ points | | | |
| Red Ribbon – 2900+ points | | | |
| White Ribbon – 2400+ points | | | |
| Green Ribbon – 1900 points or less | | | |

*Scavenger hunt is not included in the 4100 total available points. These bonus points will be awarded by the Chief Judge.