


2016

EAST CAROLINA COUNCIL

Camporee



THE HIGHLAND GAMES, THERE CAN BE ONLY ONE!

APRIL 29TH  MAY 1ST, 2016

Herbert C. Bonner Scout Reservation
Camp Bonner

978 Harvey Rd Washington, NC 27889

THIS IS A DRAFT COPY – SOME CONTENT MAY CHANGE

Greetings Fellow Scouts & Scouters,

Keep the heid! This is not a mistake, you are actually getting this a year in advance, you know so you can have time to plan and get ready for the events. Honestly I am really excited about this theme and think we can really have a blast with it.

For this event we will be calling the Patrols “Clans”. The word clan comes from a Gaelic word meaning “children”, which denotes “family”. This is precisely what our Scout troops are – families. Some clans express their unity by possession of common emblems or symbolic colors. Well known are the tartans, or plaid textile designs of Scottish clans. At our Highland Games, it is requested that your clan wear their tartan! The Clan tartan can denote an individual patrol (clan) or the entire troop unit. Your decision—your unit. This can be as simple as plaid epaulets, plaid armbands, Scottish hats, or the traditional kilt consisting of material wrapped around the waist. (Look at Braveheart movies to see how they wore the plaid material. Also check out several online sites that have readymade kilts). The clans always have their banner (patrol flag), and we are no exception to this rule! So come with your best clan banner ready to display at all events. We will have a patrol flag competition during the lunch break at the expo area. Just have the flags brought to the EXPO HQ and you can then pick them up after the lunch break.

More to follow in final copy!

Yours in Scouting Spirit,

2016 Council Camporee Chief

CAMPOREE STAFF

CAMPOREE CHIEF

Terry Best

HONORARY CHIEF

VICE CHIEF

Avery Moore

/

HEAD JUDGE

?

AREA CHIEFS

Gold Area (Pitt)

Mark Sprague

Green Area (Tar River)

Tim Dean

Orange Area (Wilson)

?

Red Area (Caswell)

?

Blue Area (NB/CT/WORD)

Chuck Wayman

White Area (Tri-C/BB)

Wes Ball

EAST CAROLINA COUNCIL STAFF

Ray Franks

Scout Executive

Richard Bogan

Director of Field Service

LaMarr Walker

Field Director

Matt Compton

Reservation Program Director

Matthew Lanouette

Central Service Area

Jon Garn

Central Service Area

Matt Connors

Northern Service Area

Brandon Kleimann

Northern Service Area

Nathan Broce

Southern Service Area

Terry Trogdon

Southern Service Area

Gwangi Shipp

Multicultural Director

Curt Hendrix

Eco Lodge Director

Nelson Medford

Council Ranger

Teresa Rose

Office Manager

Judy Phillips

Registrar

Sylvia Ward

Accounting

Julie Sanderson

Fundraising

Rebecca Lane

Scout Shop

Bob Cain

Camp Charles Caretaker

George Sullivan

Camp Bonner Caretaker

David Perry

Camp Sam Hatcher Caretaker

GENERAL INFORMATION

- A.** All Scouts are encouraged to attend school until noon or officially excused by school officials on the opening day of the Camporee.
- B.** Make sure parents/guardians know the troop/crew number, patrol name, and the name of the area the troop will be in.
- C.** The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Camporee site. Parents will be notified to come and pick up their Scout.
- D.** Motorized vehicles will be permitted to enter the Camporee grounds on Friday to unload equipment only. They will then be parked in the designated areas. **No vehicles will remain in campsites. Troop trailers will be allowed to remain in campsites.** Windshield placards will be given out by the Area Chief as a parking permit. The Area Chief will ultimately be responsible for cars in their area.
- E.** Walkie-talkies, handy-talks, or radios are not permitted.
- F.** No unit will be allowed to participate in the Camporee without 2 adult leaders in attendance. All adult leaders will camp with their troop/crew. If troops/crews are unable to attend because of adult leadership they should buddy-up with another unit from their area (district.)
- G.** Venturing Crews are encouraged to attend and participate in all Camporee Events. Crews are also encouraged to camp in the areas in order to promote Venturing.
- H.** 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.
- I.** All campsites must be attended at all times by a responsible adult.
- J.** Scouts should use the "buddy system" when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress "clean & appropriate in a Troop Class B uniform (must be in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. **For safety reasons NO SANDALS or open-toed shoes will be allowed.**
- K.** All patrols/troops/crews will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is suggested that if wood or charcoal fires are used, a burn container be brought

to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.

- L.** Please set up campsite with Leave No Trace Principles in mind. Each patrol Site will be 40' X 40'
- M.** Troops will furnish their own garbage bags and properly dispose of them in the large dumpsters. If dumpsters are not available or full, be prepared to pack your trash out.
- N.** Troops/crews are required to erect their own "facilities" for unit use. Port-a-Johns are for the use of Camporee guests. Unit Leaders are requested to "monitor" this situation closely. Units may call Jim's Liquid Waste 1-800-261-1016 to order their own port-a-john for their campsite. (A unit leader will need to be on location when the port-a-john arrives to ensure proper placement). 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.
- P.** 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.
- Q.** Each troop/crew should erect a flagpole on its site and properly display the National and Unit Flag. Flags should be lowered at dusk on Friday and Saturday.
- R.** For the convenience of the campers and guests the Council operates a trading post at Headquarters. Any remaining Camporee emblems will be sold beginning at 12:00 noon on Saturday.
- S.** Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Camporee to be covered.
- T.** Each Area Chief will handle all complaints.
- U.** All persons/guests are required to register at the Camp Office located in Area HQ.
- V. The only trading posts in operation at the Camporee are the Council sponsored trading posts.** No unit or other organization is authorized to sell items of any kind.
- W.** Webelos Scouts may attend with an adult partner. Cub Scouts are invited to stay in the C.S. Area with a 1:1 youth-adult ratio.
- X. ONLY GENERAL USE & CUB AREAS WILL BE MOWED. UNITS ARE RESPONSIBLE FOR CUTTING THEIR OWN SITES, AND USING APPROVED PESTICIDES**

CAMPOREE REGISTRATION

WHATS NEW FOR 2016? Well, just about everything. Read the book, the events are fun, competitive, and easy to do with some team spirit. Note we are asking the troops to be in activity uniforms for the events on Saturday. We are encouraging any and all to participate in dressing the part for the Highland games, let's see the kilt pride! We will have a special prize for the unit with the best dressed highlanders (quality + quantity)

No Vehicles will be permitted beyond the check in point and only Troop Trailers will be allowed in campsites.

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

REGISTRATION

To pre-register, your application must be postmarked no later than April 23rd, 2014. Registration fees are:

Boy Scout/Venturing/Exploring Registration: \$10.00 per Boy Scout, Venturer, Explorer

Webelos Registration: \$10.00 per person and \$10.00 per adult partner

Late Registration: \$12.00 per participant

EARLY REGISTRATION IS BASED ON INDIVIDUALS, NOT UNITS. ONE INDIVIDUAL DOES NOT SERVE AS A PLACE HOLDER FOR THE ENTIRE UNIT. All registrations on site will be \$12

Registration is available online at:

Mail in Registration Forms with fees and completed unit roster to:

East Carolina Council, BSA

Attn: 2012 Council Camporee

PO BOX 1698

Kinston, NC 28503

FEE REFUND POLICY: All refund requests must be in writing and mailed to the East Carolina Council Office. Refunds are not given at camp. Request received prior to April 22rd – all fees will be returned. Request received after April 22rd through Friday of the event will have a \$5 fee per registrant Refund request for "no shows" will not be honored. Refund request for Scouts or Parents who depart camp early will not be honored.

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

CAMPOREE PATCH: Extra patches, if any, will be sold after noon on Saturday at the Council 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 checking 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 Reception Center after parking your vehicles in the designated areas,**

general information and receive their Camporee Emblem. After registering, it is suggested you go to your assigned site and set up camp. LDS units attending may leave on Saturday Evening.

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's Meeting at 9:30pm in your sub-camp. 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.

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.

UNIFORMS

Scouts must arrive and depart in Class A uniforms and wear them to opening ceremony and campfire. Scouting t-shirts are to be worn for activities throughout Saturday. All 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	Age Appropriate Scout Uniform
Camp or other Scout T-Shirts	Sunscreen (Pump or Lotion)
Hat or Cap	Camera
Insect Repellant (Pump or Lotion)	Approved pocket knife
Personal hygiene items	Money for Trading Post
Boy Scout Handbook	
Toiletries	

NOTE: Please do not pack or carry any aerosol cans

THINGS TO LEAVE AT HOME

Radios, Televisions, Electronic Games, Alcoholic beverages & tobacco products, Sandals/Open toed shoes, Aerosol Cans, Fans & Extension cords.

TROOP ITEMS TO BRING TO CAMP

Troops will camp by patrol with Troop staff s also allowed a 40' x 40' area for each 10 people registered in as troop staff. Items to bring include.

Flags- Flagpoles	Boundary poles/Gateway materials
Sterilization / Sanitation equipment	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

CAMPOREE EVENTS

Troops and Crews

*** POINT BREAK DOWN 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 in the area. Patrols must maintain the buddy method and must divide their patrol within the area to complete the all 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:

EXPO Area: *Maide Lesig; Branding, Hammer Throw; Patrol Flag; Farmers Walk*

Red Area: Sheaf Toss

Orange Area: Flodh Gearradh

Green Area: Caber Toss

White Area: Cairn Relay Race

Gold Area: Long Bow

Blue Area: Battle Ax Throw

Council Event: Kilt Run

Each Area will have their event and display area adjacent to area HQ. One hour has been given to go through each area as well as fifteen minutes of travel time to walk from event to event.

CAMPOREE EVENTS

Troops and Crews

EXPO Area : NO POINTS JUST FUN(additional events may be added)

Maide Lesig

Description: 2 scouts sit down with their feet pressed against each other and they are holding a stick in between them and they both pull on the stick to trying to raise the other off the grounds. The first person to get the other one off the ground or past the kneecaps wins. tournament style. The patrol goes against each other to pick a champion. Later on in the day the champions from each patrol will go up against other patrols and by the end of the day there will be an undisputed champion.

Branding

Scouts will use branding irons, putting them in the fire to brand leather or wood. Small cost for supplies

PATROL FLAG COMPETITION RULES (MUST BE TURNED AT EXPO AREA BY NOON/PICKUP AT 1)

Only one (1) Patrol Flag per Patrol may enter the competition.

Each flag must be clearly marked with the unit number and patrol name.

Patrol flags should identify patrol members.

Flags must be made from leather, wood, cloth or other natural materials.

Paper flags will not qualify.

Flags may be any shape or size.

The flag must be attached to a pole.

Flags should display patrol award ribbons.

Flags should represent the Scouts' work, not the adults.

Patrol Flag judging will include, but not be limited too, Craftsmanship, Durability,

Portability, use of Scout skills, Artistic Design and Originality.

Hammer Throw

Without moving your feet throwing a 10 pound sledgehammer in and underhanded fashion. Distance counts. Record for Scout and Scouter will stay posted through the day. Contest will close at end of the day with the winners being who has the standing record. You can throw as many times as you would like but you have to get in the back of the line for each throw.

FARMERS WALK

You will pick up two weights (think heavy hay bales) and walk the obstacle course. Setting either weight down ends the race. Best time for Scout and Scouter will stay posted. . Contest will close at end of the day with the winners being who has the standing record. You can run the course as many times as you would like but you have to get in the back of the line for each race.

CAMPOREE EVENTS

Troops and Crews

Red Area - 400 Points: Sheaf Toss

Objectives: You take a burlap sack of hay and toss it over the post

Materials: A Pitchfork, a 10 pound burlap bag filled with hay, and a pole at a height of 8 feet will be provided.

Competition: Using a pitchfork the patrol will rotate member tossing the bag over the pole for a total of 20 tosses.

Scoring: (total possible: 400) 20 points will be deducted for every toss that fails to go over the 8 foot pole.



CAMPOREE EVENTS

Troops and Crews

Orange Area –400 Points: Flodh Gearradh

Objectives: FLODH GEARRADH (2 handed bucksaw) patrol will act as a team to use a 2 handed bucksaw to saw through a log 18 to 24 inches in diameter. Only 2 scouts will be allowed inside the cut circle at a time but patrol will be allowed to swap out scouts. Current scout must exit cut circle before new scout may enter. The cut circle will be arranged to allow for patrol to stabilize the log while being cut

Materials: log and saw will be provided. Patrol will need to bring their own safety goggles and gloves.

Competition: logs will be lined on the ground, Patrol will need to maneuver the log up onto the cutting blocks then saw the last 6 inches off of the log. Patrols are encouraged to keep this 6 inches and record their times and placements in the events of the day.

Scoring: (Total possible: 400) 400 points if cut is complete under 5 minutes. 300 points if under 10 minutes. 200 point deduction for having is “cut out” (saw exits log at an angle and doesn’t cut all the way through the log) (World record is under 5 seconds)



CAMPOREE EVENTS

Troops and Crews

Green Area – 400 Points: Turning of the Caber

Objectives: TURNING THE CABER A caber is a 16-20 foot long pole that is tossed end-over-end. The object is to balance the Caber vertically over your head, run forward and toss it so that it flips end over end and lands vertically in the 12 o'clock position. We will be doing a lighter version of the 90-120 pound logs the Scots use but the rules and the FUN will be the same.

Materials: A lighter version of the caber will be provided.

Competition: Each member of the patrol will be given an opportunity to practice a single throw, they can chose to opt to use that throw as their competitive throw or they can opt for a second throw. If they opt for the second throw the first throw is no longer valid.

Scoring: (total possible: 400) scoring will be total distance minus one foot for each clock click off 12:00. So if someone throws 18 feet and it lands at 2:00 position, score would be 16. Distance will be averaged for the patrol then multiplied by 20 for a total possible of 400 points max.



CAMPOREE EVENTS

Troops and Crews

White Area – 400 Points: Cairn Relay Race

Objectives: A Cairn is a 3-4 foot high trail marker constructed of medium sized stones. Each team will have to “move” (i.e. disassemble) their cairn from its original spot to a new designated spot and reassemble it. Speed and structural stability count! **Team Event.** Timed

Materials: Stones will be provided but patrols may opt to bring their own. Cairn must be a minimum of 3 feet in height. Patrols who bring their own Cairn must return their stones to their gateway at completion of event. Burlap bags for the race will be provided

Competition: A cairn is a trail marker consisted of stones. The cairn must be set on the starting line at the start of the race. At the mark, the Scouts will disassemble a cairn, then take turns hopping in a sack to move the stones to another location 15 feet away and reassemble. Stability counts! The Scout must remain in the bag when he is moving a stone. Entire patrol must rotate through carrying stones.

Scoring: (total possible: 400) Scouts will be given 15 minutes to complete event. 50 points will be deducted for every stone not moved. 10 points will be deducted for every inch under 3 feet for the total height of the Cairn 5 minutes after completion has ended.



CAMPOREE EVENTS

Troops and Crews

Gold Area –400 Points: Long Bow

Objectives: To score as high as possible as a patrol using the long bow.

Materials: Longbow and 20 arrows

Competition: Patrol will rotate scouts taking shot for a total of 20 arrows. Target will consist of 5 rings. From a distance of 20 feet the scouts will shoot at the target.

Scoring: (total possible: 400) Bullseye is worth 20 points, the next ring is worth 18 points, the next ring is worth 16 points, the next ring is worth 14 points the outer edge of the target is the fifth ring and worth 12 points. Missing the target is 0 points



CAMPOREE EVENTS

Troops and Crews

Blue Area –400 Points: Battle Ax Throw

Objectives: The Battle Axe was issued to the 78th Fraser's Highlanders, a military regiment from the Highlands of Scotland. The axes were light enough to be used with one hand and heavy enough to dent or puncture armor. The axes we will use are lighter and a bit safer to throw. Competitors will throw the axes from the correct distance towards the target attempting to stick all three throws in the bulls-eye.

Materials: Ax's, targets and Patrol Leaders EDGE script will be provided at site for competition. Competition: Measure about 13-14 feet from the target (about 5-6 paces). At this distance the Hawk should make about one revolution till it reaches the target. Each member of the patrol will be given 4 throws of the ax. The first throw will not count. The final three throws will be scored. All members of the patrol will take all 4 throws at the same time then move on to the next member of the patrol. Any horseplay will result in patrol DQ.

Scoring: (total possible: 400) Hit target with blade (25) points, stick in target (50) points, stick in bulls-eye (100) points. (Patrol member scores are averaged to get total score) Total is 300 for throws. The Patrol can receive 100 points maximum for Patrol Leader using the provided script and the EDGE method to train patrol members on safety and throwing technique. The Patrol must demonstrate positive attitude and good conduct during competition.



CAMPOREE EVENTS

Troops and Crews

Council Event

Kilt Run

Originated in the hills of northern England/Scotland. It is a non-traditional endurance test of running and cross-country skills over rough terrain. This race will be about 1 mile in distance and include several natural and manmade obstacles.

Kilts are a must for this one!

No Points but winners will be awarded at campfire!

Groups will run race in groups according to Rank

Group 1) Eagles

Group 2) 1st Class, Star, Life

Group 3) Scout, Tenderfoot, 2nd Class

Group 4) Cubscouts

Group 5) All winners and Scouters



Groups 1 -4 will be a single lap around track, Group 5 will be 2 laps around track.

Group 5 is open to all who would like to run regardless of rank or gender, or age (and you can run in this group if you already ran in another)

OTHER EVENTS & ACTIVITIES

CAMPING & JAMBOREE DISPLAY AREA (100 points)

Summer Camp and the Order of the Arrow are vital components to the Scouting Outdoor Program. Patrols/Crews who visit the display will receive 100 points. The Display will be located near the Trading Post. 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 or Judge all day Saturday. If an adult works two hours in the trading post the patrol will receive 150 points.

EXPOSITION DISPLAY AREA (100 POINTS)

Each patrol, as a patrol, must visit at least four exhibits at the Exposition Area for 25 points each.

CAMP BONNER TRADING POST

The Camp Bonner Trading Post located next to the White Area HQ will be open throughout the evening on Friday and the Day on Saturday.

PRIOR TO CAMPOREE CERTIFICATIONS

These certifications are signed of by the Scoutmaster. Remember a Scout is Honest!!! (400 points)

CHURCH ATTENDANCE (100 POINTS)

Each unit will receive 100 points for having at least 1/3 their unit attend a Church service together prior to camporee. At least ¼ of the troop will score 50 points.

SCOUTING WINDOW DISPLAY (100 POINTS)

Each patrol of a troop that places a display in a window of a store in their community for a time period of at least one week any time prior to the council camporee will receive 100 points. The display must include the unit's chartered organization, place and time of the meeting, and be attractive. Place a picture of the display on the patrol bulletin board. This will be awarded by Camp Chief and Vice Chief only and will come from the list provided by the District Executive.

GOOD TURN FOR AMERICA (100 points)

The patrol/crew must have provided a service to the community. This service should not have been dealing with any rank requirements. Proof of this service can be pictures, news article, or proof that the patrol/crew has logged into <https://servicehours.scouting.org> , and completed at least one "good turn". Ideally this would come from the Unit Commissioner.

SHORT-TERM CAMPING EXPERIENCE (100 points)

Each patrol/crew 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, 2014 to December 31, 2014. 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: 30 points \ Up to 8 Campouts: 60 points \ Up to 10 Campouts: 100 points

Campsite Inspection

CAMPSITE INSPECTION (600 total points)

During the day on Saturday, 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 unit must build a gateway as entrance to their campsite. Gateway is to include at least one cairn. **Up to 100 points** will be awarded for design, camporee theme, ingenuity, and creativity. Recognitions for the top three gateways in each Sub Camp will be given.
- (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. Again, do not ditch tents. **Maximum Points 100**
- (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 and cutting or damaging of live 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. **Maximum Points 100**
- (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 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.

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

Camporee Schedule

Friday

12:00pm Camporee gates open/registration begins
6:00-7:00pm 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 HQ**
9:30pm **Scoutmasters and SPLs meet at Area HQ**
10:00pm Tattoo-Scouts to campsite
10:15pm Taps

Saturday

7:00am Reveille/breakfast/cleanup
8:00 am District Flag Ceremony
8:30-12:00pm Morning events
Campsite inspections begin
12:00-1:00pm Lunch/free time
1:00-5:45pm Afternoon events
Campsite inspections continue
6:00pm Council Kilt Run
6:00pm Retreat
6:00-7:45pm Supper/free time
7:45pm **Troops gather at Trading Post**
7:50pm Lowering of the flag, lighting of the bonfire, gathering of the clans
8:00pm **Camporee Campfire**
10:00pm Tattoo - Scouts to campsite
10:15pm Taps

Sunday

7:00am Reveille
8:00am Council Worship Services-Each Area has their own
8:30am Breakfast & Cleanup
9:30am Strike Camp and 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.

Camporee Event Schedule

Time Slots	8:30am 9:30am	9:45am 10:45am	11:00am 12:00pm	12:00pm	1pm 2pm	2:15pm 3:15pm	3:30pm 4:30pm	4:45pm 5:45pm
Area Troops								
Blue-A (CT & NB)	Expo Area	Green	Red	Lunch	White	Orange	Gold	Blue
Blue- B (WORD)	Green	Red	White	Lunch	Orange	Gold	Blue	Expo Area
Green	Red	White	Orange	Lunch	Gold	Blue	Expo Area	Green
Red	White	Orange	Gold	Lunch	Blue	Expo Area	Green	Red
White	Orange	Gold	Blue	Lunch	Expo Area	Green	Red	White
Orange	Gold	Blue	Expo Area	Lunch	Green	Red	White	Orange
Gold	Blue	Expo Area	Green	Lunch	Red	White	Orange	Gold

Troop Score Sheet

Patrol Name: _____

Troop/Crew Number: _____

	Score	Signature
Red Area-Pioneering	400	_____
Green Area-	400	_____
Gold Area-	400	_____
White Area-	400	_____
Orange Area-	400	_____
Blue Area-	400	_____
Expo Area	100	_____
Camping Display	100	_____
Campsite Inspection	600	_____
Short Term Camping	100	_____
Camporee Staff	150	_____
Good Turn	100	_____
Window Display	100	_____
Unit Church Attendance	100	_____
TOTAL	3750	_____

Blue Ribbon 3200 + points
 Red Ribbon 2900 + points
 White Ribbon 2600 + points

Area Staff

Green Ribbon less than 1500 points

AFTER LAST EVENT RETURN TO AREA HEADQUARTERS

2016 Council Camporee Registration Form

___ Boy Scout Troop ___ Cub Scout Pack (Webelos Den) ___ Venturing Crew

Troop/Crew/Pack Number: _____ District: _____ City: _____

This registration form (or the online invoice) should arrive at the Council Service Center no later than April 22, 2016 to receive pre-registration credit. Registration form should be accompanied by all fees indicated in the fee schedule below and a completed unit roster of all youth and adults attending.

Troops are encouraged to register online for the 2016 Camporee. After completing the online registration process print the invoice and mail to the address above with payment.

Registration is available online at:

Pre-Registration Fees

[] Registration \$10.00 per participant

After April 22 2016

[] Late Registration \$12.00 per participant

Boy Scout Troops

_____	Patrol / Number of Scouts	_____
_____	Patrol / Number of Scouts	_____
_____	Patrol / Number of Scouts	_____
_____	Patrol / Number of Scouts	_____
_____	Patrol / Number of Scouts	_____
_____	Patrol / Number of Scouts	_____

Webelos

Number of Webelos I	_____
Number of Webelos II	_____
Number of Adults	_____

Total # of Scouts _____	Total # of Adult's _____	Total # of Scouts & Adults _____
Total Fees Submitted \$ _____		

We request to camp in the _____ Area.

Adult Leader: _____

Address: _____ City: _____ Zip: _____

Home Phone: _____ Work Phone: _____

Email: _____

Submit to: East Carolina Council – Attn: Council Camporee - PO Box 1698 - Kinston, NC 28503

Account # 067

2016 Camporee – Unit Roster

Troop/ Pack/Crew: _____ District: _____ Sub Camp: _____

Adults

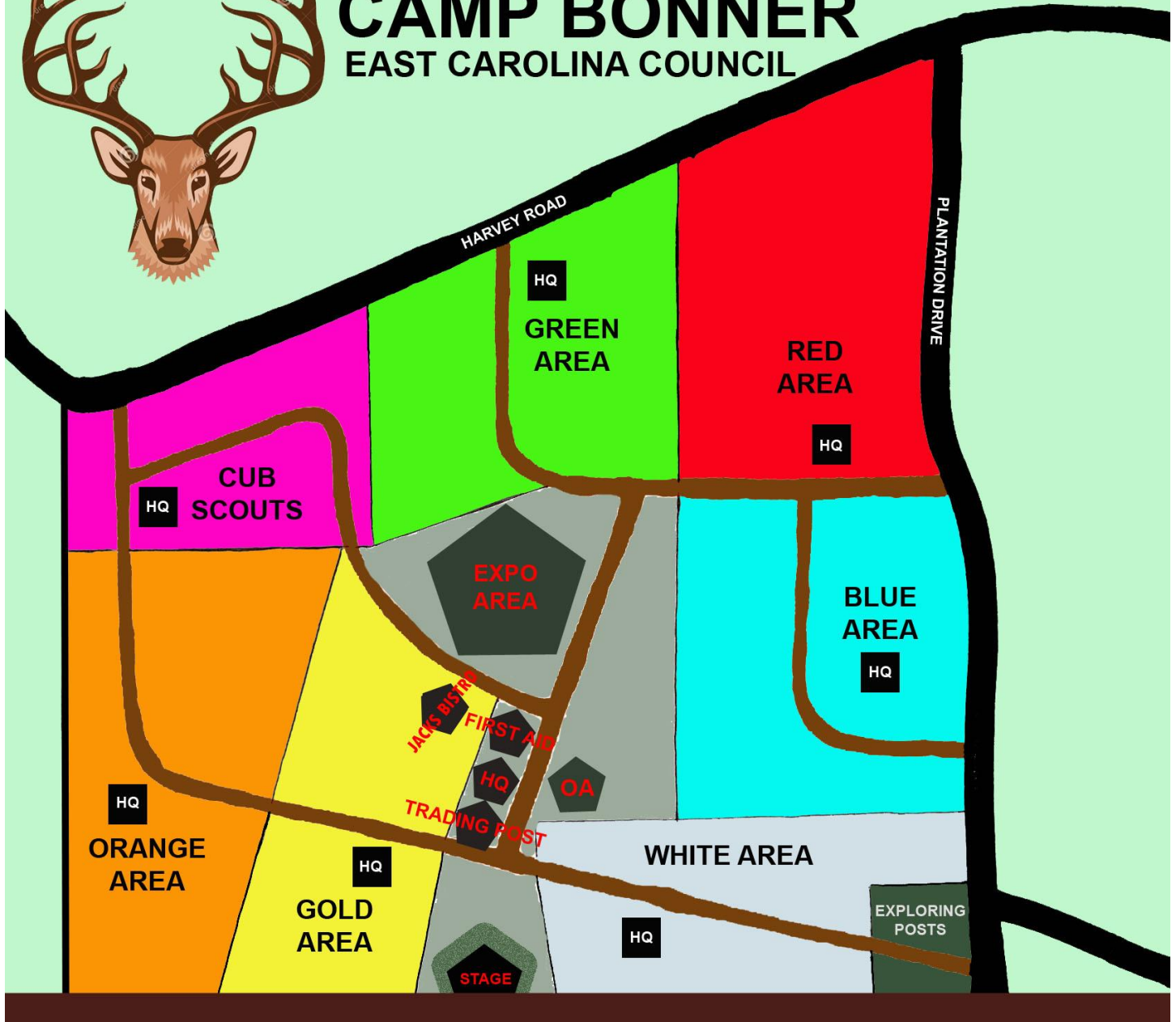
Youth

PATROL NAME:	PATROL NAME:
PATROL NAME:	PATROL NAME:

DUPLICATE AS NEEDED



HERBER C. BONNER SCOUT RESERVATION
CAMP BONNER
EAST CAROLINA COUNCIL



***Please note the addition of possible Cub Scout overflow, and also the Exposition Area.

Please make sure to keep your units in defined spaces, and free of ALL CAMP ROADS, including non-main emergency routes***

