

# 2017 Fall Camporee

October 6, 7, and 8, 2017

Hosted by Troop 1 Broadway,  
Virginia

**Location**

The Camporee location will be at the Fulks Run Ruritan Club park at 15962 Hopkins Gap Rd, Fulks Run, VA 22830.

**When**

Check-In will begin at 5PM on Friday October 6 and will end at 8PM. The 2017 Fall Camporee festivities will be over on October 8, at 10AM after Vespers, and a staff member checks to make sure that your troop's campsite looks as it did before Boy Scouts set foot on the property on Friday. (LEAVE NO TRACE)

**RSVP**

Please contact Paul Wesner to let Troop 1 know how many scouts and scouters we should expect at the Camporee. Please contact him through email ([tranquilson@gmail.com](mailto:tranquilson@gmail.com)) or cell phone (610)-401-8799.

**Check-In**

Each Troop will need to check-in at the first pavilion on the right as you enter the Camporee site. The cost for admissions will be \$10 per scout and scouter, and will be due at the check-in Pavilion on October 6 from 5PM to 8PM.

At check-in, an adult should have with them

- Troop registration form (attached)
- Each troop is responsible for their medical forms(part A+B). We do not need to see them, but do ask that the troop has them on hand in the case of an emergency.
- Registration fees

**Friday Night Meals**

Troop 1 would like to offer Turner Ham sandwiches, a drink, chips, an apple, and fruit bars for any troops who would like one less thing to worry about on Friday night for \$5. If your troop is interested, please place your order of how many meals your troop would like at the time you RSVP with Paul Wesner.

**Water and Johns**

Potable water and Porta-Johns will be available on site at the Camporee.

**Theme**

The theme for this year's Fall Camporee will be Medieval!!! Think of being transported back to a time when Kings ruled and Knights competed for the hand of the fair maiden! Dress up in your best Medieval themed costume and be ready to have lots of fun!

**Events**

There will be Stations that will test your troop's skill in completing events including, but not limited to: Archery, Catapult design/ performance, Pioneering, cooking (more information will come later), Costume competitions, ect. More details will be provided in a later packet.

## **Vehicles and Trailers**

Upon arrival, one vehicle and the troop trailer will be allowed into the campsite. And after unloading, the vehicle will need to proceed to the designated parking area Friday night. The troop trailer will be allowed to stay in the campsite for the remainder of the Camporee.

## **First Aid**

The First Aid tarp will be located near the Check-in Pavilion and will be staffed at all times.

## **Saturday Night Campfire**

The Camporee Campfire will be held Saturday night. Troop 1 encourages the participants to come with a skit, practiced and judged by our panel of, well, judges, the skit should have a medieval theme, or twist to it. Following skits trophies and other recognitions will awarded at the campfire.

## **Free Time Slots**

At the camporee location there is access to fishing, a baseball field, and potentially others. To give all the troops the same opportunity to access these attractions, show their skit to the judges, and be judged on their costume, we have decided to set up built in "free time" slots that each troop will sign up for during cracker Barrel. If your troop plans to fish during the free time, please bring your own fishing equipment and bait.

## **Royal Banquet**

Troops are expected to compete in the Royal Banquet cook off! Create your best Medieval themed Dish to bring to our judges to Meticulously graded.

## **Catapults**

Troops should build and design towering Catapults to compete in the Camporee events. The Catapults will be judged on Design and Performance in events that will test the catapult's ability to shoot a projectile at distance, shoot with accuracy, and move in an obstacle course, so bring your troops A-Game! Let's see what you got!

### Requirements

- Be sure that your Catapult is mobile
- The King would like his catapults to show up to battle in style (decorations)
- The height of the Catapult (in resting position) can not exceed 8ft.
- The length (very front to very back in resting position) can not exceed 8ft
- The width can not exceed 8ft
- Scouts must incorporate, at least, 3 Scouting knots and/or lashings to their Catapults
- The structure of the Catapult can be held together using any desired method, but the moving parts, firing mechanism, must be roped together
- NO TAPE!

### Requirements continued

- 2 pulleys may be used, no more
- Basket must be capable of firing a Basketball
- Each catapult will need to be human movable
- HAVE FUN!!!
- Your catapult can and will be disqualified if it violates the safety of others!!!

### Questions

With any questions, at all, regarding the camporee, please contact the Camporee Coordinator and Junior Assistant Scoutmaster Austin Wesner.

Email- [Legowhisper@gmail.com](mailto:Legowhisper@gmail.com)

Phone Number- (610)-401-3223

# Schedule

## **Friday October 6**

5:00 PM	Check-In Begins
8:00 PM	Check-In Ends
9:30 PM	Cracker Barrel
11:00 PM	Lights Out

## **Saturday October 7**

7:00 AM	Réveille
7:30-8:15 AM	Breakfast
8:30 AM	Morning Flags
9:00 AM	Morning Events Begin-more events to follow
12:00 PM	Lunch
1:00 PM	Meeting by the Flag Pole
1:15 PM	Afternoon Activities Begin-more events to follow
4:15 PM	Activities Close
5:00 PM	All Troops Meet on the Catapult Field for Catapult Results
5:30 PM	Dinner
6:30 PM	Cooking Contest Dishes Due
7:30 PM	Meet by Flag Pole for Campfire
11:00 PM	Lights Out

## **Sunday October 8**

7:00 AM	Réveille
7:30-8:15 AM	Breakfast
8:30 AM	Morning Flags/Vespers
10:00 AM	Check-Out

# 2017 MASSANUTTEN DISTRICT CAMPSITE INSPECTION CHECKLIST

Troop \_\_\_\_\_

## 1. GENERAL CAMPSITE Points (0-5 each)

- Troop and U.S. flags at camp entrance \_\_\_/5
- First Aid Kit available & visible \_\_\_/5
- NO vehicles in campsite \_\_\_/5
- Clean, neat, and orderly – free of litter \_\_\_/10

## 2. CAMPFIRE

- Fire area free of debris. (min. 10ft.) \_\_\_/5
- Fire area is safe distance from tents (min. 15 ft.) \_\_\_/5
- Only ONE fire pit per troop w/ fire buckets \_\_\_/5
- No unattended fires \_\_\_/5
- Tools stowed properly \_\_\_/5

## 3. COOKING / DINING AREAS

- Duty rosters and menus posted \_\_\_/5
- Propane/fuel stowed properly \_\_\_/5
- All foods stored properly \_\_\_/5
- Garbage properly stored \_\_\_/5
- Area clean, neat, and orderly – free of litter \_\_\_/10

## 4. TENT AREAS

- Tent set up properly and in an orderly manner \_\_\_/5
- Tents closed – gas stowed properly \_\_\_/5
- Area clean, neat, and orderly – free of litter \_\_\_/10

TOTAL SCORE \_\_\_/100

### Scoring Criteria

5 points – great job, everything in top shape

4 points – good job, minor improvements could be made

3 points – meets acceptable standards, good for first day in camp

2 points – improvement is needed to meet minimum standards

1 point – serious deficiencies which impact health & safety noted, immediate attention required

# 2017 Fall Camporee REGISTRATION FORM

To be presented at check-in upon arrival; October 6, 7, and 8, 5-8 p.m.

TROOP: \_\_\_\_\_

SCOUTMASTER:

\_\_\_\_\_

ASST. SCOUTMASTERS:

\_\_\_\_\_

SPL:

\_\_\_\_\_

1. \_\_\_\_\_ 11. \_\_\_\_\_

2. \_\_\_\_\_ 12. \_\_\_\_\_

3. \_\_\_\_\_ 13. \_\_\_\_\_

4. \_\_\_\_\_ 14. \_\_\_\_\_

5. \_\_\_\_\_ 15. \_\_\_\_\_

6. \_\_\_\_\_ 16. \_\_\_\_\_

7. \_\_\_\_\_ 17. \_\_\_\_\_

8. \_\_\_\_\_ 18. \_\_\_\_\_

9. \_\_\_\_\_ 19. \_\_\_\_\_

10. \_\_\_\_\_ 20. \_\_\_\_\_

Total Scouts & Leaders \_\_\_\_\_ x \$10= \_\_\_\_\_