



VIKING INVASION

When: April 3-5, 2020 / **Check in time:** 6-8pm

Contact: Sara Hinson: 980-253-5900

Game Submission to Email: VikingInvasionCamporee@gmail.com

Hosted by Troops 316 & Troop 171

In Collaboration and Volunteer efforts from:

Troops 111, Troop 151, Troop 46

Location: Cane Creek Park - 5213 Harkey Road, Waxhaw, NC 28173

Map: <https://binged.it/2n5jeb5>

***HEILL OG SÆL! BE HEALTHY & HAPPY!
OLD HICKORY DISTRICT IS HAVING ITS ANNUAL
CAMPOREE & ALL ARE INVITED TO CONQUER THE
VIKING INVASION!***

Registration:

\$18 per youth / \$5 per adult. Registration is online only and open until 5pm on March 20th. Late registration additional \$5 per participant after March 21st. Closed March 27th at 5pm.

What is a Camporee

A Camporee is an adventure for all Scouts working under the leadership of their own Patrol Leaders. It is a useful means of encouraging scout preparedness while participating in outdoor activities and camping. Camporee is designed to test how scouts and their patrols work together, using skills that they have learned based on rank requirements. Limited leader involvement is suggested to allow Scout led patrol methods to prevail through trial and error.

Pre-Training

The standard attained by a Patrol at a Camporee will depend entirely upon the Pre-Camporee Training received in the Troop. Scoutmasters play a big role preparing Patrols for participation in the Camporee. A study of the score sheets at the end of this pamphlet will be helpful. Special attention should be given to internal Patrol organization, division of duties, ect., as those are points in which Patrols are too often weak. The BSA Handbook for Patrol Leaders & Field Guide will be found most useful as a guide to Patrol Camping methods. Your Patrols should review rank required skills. Conduct of all participants should follow the Scout Oath and Scout Law.

Note to Patrols

The ideal patrol size is 5-8 members and should be those already established within your troop, being any level of scouting. We strongly discourage shifting scouts to create a "Super Patrol" for competition, however you may combine two or more patrols into one if not enough members are able to attend.

Instructions to Patrols

Each Patrol attending will draw a number on arrival and for the duration of the Camporee will be designated by that number only. Patrols should come prepared for Camporee bringing patrol flags, tents, filled duty roster, filled out Unit roster, ect. **Campsite Inspection of patrols** will be done by camp Staff during the events on Friday and Saturday with limited interference. Please see attached Campsite Scoring Sheet.

Grading and Scoring

There are 3 sections by which patrols will be independently scored:

1) Uniform Inspection 2) Campsite Inspection 3) Scores collected in the Camporee games hosted by the troops. All 3 sections will be added together to produce a patrol's total points. The grades would be as follows:

Grade "A" Patrol.....90% to 100% of total points - (Blue)
Grade "B" Patrol.....75% to 89% of total points - (Red)
Grade "C" Patrol.....60% to 74% of total points - (Yellow)

Best Prepared Patrol Award

Award given to the top Patrol who bolsters the highest combined tallied points in: (Uniform Inspection, Campsite Inspection and Camporee games hosted by the troops). Tie breaker will be determined by staff at the campfire skit, showing Scout Spirit!

Note to Troops

Camporee games hosted by Troops on Saturday morning are a fun way to test the patrol method. Troops should bring games and all supplies need to host, that can be scored like examples below. Scoring possibilities should be the same for each game 2-5 points. Games should be rooted in skills found in the BSA Handbook. Games must be Pre-Registered to avoid duplication.

Examples:

- 1) ***Tent Pitching.*** The patrol lines up with tent folded, poles, pegs, mallets in front.
At word "GO" Patrol sets up tent. Tent must be smooth, neat and tight. When erected the Patrol stands at alert in front of the tent. Points given by time, all pegs secure and wind breaker tied down.
 - a. Satisfactory job in 8 minutes, 5pts.
 - b. Satisfactory job in 11 min., 3 pts.
 - c. Good effort in over 15 min., 2pts

- 2) ***Height Judging.*** Each member of the Patrol, separately, shall make estimates of height of selected objects such as flagpole, tree, ect. Some method of Scout estimating must be used. Patrol will make estimates as individuals, and scoring will be based entirely on Patrol's percentage.
 - a. With in 12" of actual height, 5 pts
 - b. With in 24" of actual height, 3 pts,
 - c. Good effort 2 points

- 3) ***Knotting.*** Each Scout Patrol will give practical demonstration 3 of the following Tenderfoot knots: reef, sheetbend, clove hitch, bowline, round turn and two half hitches, sheepshank. Total Patrol tying time will be added and divided by number of Scouts in Patrol for score.
 - a. Average tying time 4 min. or less, 5 pts.
 - b. Between 4 -6 minutes, 3 pts.
 - c. Good effort, 2 pts.

- 4) ***Lay Out Square, Compass:*** Patrol starts at designated point and takes compass bearing with all Patrol members participating. Patrol proceeds 50 paces west, then 50 paces south, then 50 paces east, and finally 50 paces north, using a compass to set their course. Score will be on basis of how close the Patrol ends to the starting point. Patrol must not be able to see starting peg, from place last compass Bering is made.
 - a. With in 3ft of peg, 5pts
 - b. With in 6ft of peg, 3pts
 - c. Good effort, 2pts.

District Games

Saturday 1pm-4pm: Hosted by Troop 316 and Troop 171 on behalf of Old Hickory District open to all troops. Troops may be represented by one patrol per District game. If a troop has multiple patrols, it is acceptable to have representation in different games from separate patrols. In some cases, scores can be determined by bracketing system or individual win. Unless stated otherwise scoring will be as follows by points: (1st-8pts) (2nd-5pts) (3rd-3pts) (4th-2pts).

Games: *Land boat Race, Storm the Castle, Kubb, Human Tug-of-War, Pole-race.*

Gateway Contest

Troops will be issued score cards at check-in. Gait ways should be erected by Saturday 9am for troops to judge. All score cards should be handed in at the pavilion by 2pm Saturday to be considered in tallying.

- 1) Each unit should bring all material for construction of a gateway or other means of identifying an entrance, the recommended method of construction is lashings, tripods, etc.. BE CREATIVE!
- 2) Troops must erect gateways with limited leader assistance to avoid elimination. Consider originality, size (spanning an opening of at least 7ft high and 4ft wide), complexity, safety & Camporee theme. Flags flown at night should be properly illuminated.
- 3) The gateway is to be the primary entrance of the campsite and safety MUST be a prime factor in construction. A Camporee Inspector can ask that unsafe structures be disassembled.

	Possible Points	Earned points
Camporee Theme	0-5	
Flags Properly Displayed	0-5	
Creativity and Originality	0-5	
Safe and Sturdy Construction	0-5	
Assembly using Lashings	0-5	
Troop Identification	0-5	
Total Points Earned	(30)	

Additional Awards and Extra Points Opportunities

- 1) **Best Dressed Patrol Award:** Award earned by the Patrol who turns out in the sharpest looking and most complete uniforms for Inspections. See attached inspection sheet. (5 points)
- 2) **Best Viking Costume:** Award given to the best Viking Costume at Saturday night campfire, costume may be worn in lieu of uniform. (5 points)
- 3) **Fishing Contest:** Award given to the largest fish caught with a pole. (5 points)
- 4) **Cooking Competition Troop:** To the best entry in the cooking competition. Entry submitted by the troop and prepared in camp. (5 points)

Highest Scoring Troop Award

Award given to the Troop who achieves the highest combined score in:

- 1) District Games
- 2) Patrol's Campsite Inspection average
- 3) Patrol's Uniform Inspection average
- 4) Additional points available for: Gateway, Cooking, Additional awards.

Order of the Arrow

"For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well." Elections are held once a year by an OA representative for those who have met the OA requirements. Troops cannot conduct their own elections. If your Troop requires an election please contact Klova via email at Uniondistrictoa@gmail.com or text #980-328-8856, prior to Camporee, otherwise the Scouts will not be tapped out.

Foul Weather

Be prepared for any type of weather. Competition will be suspended in the event of hurricane, tornado, earthquake, volcanic eruption, or Indian attack but not Viking attack. Otherwise, BE PREPARED!

What NOT to Bring

No guns, bows and arrows, fireworks, sheath knives, or any form of weapon or firearm will be allowed at the Camporee. The exception would be a competition event where all equipment will be supplied by the Camporee staff. Pocket knives that meet BSA regulations are allowed if accompanied by a "Totin' Chip". No alcohol or illegal substances will be tolerated. To ensure fair competition, walkie-talkies will not be used by troops during the competition. Unauthorized items can and will be confiscated by the Camporee Staff. Depending on the nature of the item, it may be returned to an adult leader at the end of the Camporee.

**Violation of Camporee policies may result in expulsion from the Camporee.*

Adult Leadership

Each troop must always provide two deep registered leadership as per BSA regulations during the Camporee. NO EXCEPTIONS.



Scout Registration

Unit leaders are reminded that individuals participating in the Camporee must be registered with the Boy Scouts of America to be covered by insurance. Unit leaders are responsible for permission and medical forms for each participant.

Refunds

Central NC Council has a *NO REFUND* Policy. We make every effort to have enough patches, programs or whatever supplies each event requires. In order for that to happen we need to have accurate attendance numbers. Once you have registered for an event we are counting on your attendance and we will be purchasing the needed items for the event. Due to this fact we cannot refund event and activities fees for any reason.

Patches - Each paid participant will receive one Camporee patch as quantities allow.

At Camporee

Check-In

Friday 6:00 – 8:00PM Troops / Patrols should arrive together in full field uniform and prepared for an inspection that will count towards points. **Due to UCPS school day and Staff availability, EARLY CHECK-IN will not be allowed. Sites will already be assigned based on number registered and *not* first come first serve.**

Vehicles

Vehicles are not allowed in campsites. The only exception is one vehicle per troop which can deliver a troop trailer or equipment. All vehicles must be moved to the parking lot by 9pm. Any troop needing to have a motorized vehicle to transport a scout or leader with special needs should notify the Camporee committee at the time of advanced registration and will be issued a special pass.

Campsites

Campsites will be assigned based on registration and troop size. Troops with special needs should notify the Camporee committee at the time of registration. There is running water on site, however troops must bring their own water containers. Cooking and eating utensils ARE NOT TO BE WASHED AT THE WATER SOURCE! A well-organized campsite reflects good leadership and a clean camp makes the week-end healthier and safer for all. Remember to make as little impact as possible in establishing your camp. All trash is to be removed by troops upon leaving.

Fire Control: Fires in campsites are allowed but must be off the ground and contained in fire pans or grills. Do NOT use any existing fire rings as an alternative.

Latrines: Porta-Johns will be available on site. Please be considerate in using the Porta-Johns as they must last us all weekend.

First Aid: Each troop and/or patrol should have a first aid kit accessible, in plain view and clearly marked for all members to see. In case of emergencies, assistance will be available at Camporee Headquarters. Scoutmasters please advise at registration, check-in if any Scout has special medical (or other) needs.



Food: Patrols are required to bring adequate food for all members of their patrol. Protect your food from heat/cold and Camporee critters. Each patrol should post a duty roster and menu in their campsite.

Garbage/Trash: Scouts always leave a campsite better than they found it. At the end of Camporee, Patrols must carry their trash off site and dispose of it properly. Do not leave trash on the ground. Receipt of patches on Sunday is contingent on cleaning your campsite prior to your checkout inspection.

Senior Patrol Leader Meeting

Friday at 8:15pm. It is very important that each troop be represented at the SPL meeting. Each SPL or representative should come with pad and pencil and be ready to take notes. Most of the information for the events will be provided during this meeting. The Camporee staff will conduct this meeting to answer or clarify any questions or concerns. Scoutmasters may attend if desired, but the SPL is expected to represent their troop.

Canteen

Open Friday – Saturday your favorite camping treats are available to purchase thanks OA!

Religious Service

Sunday 8:30am All-faiths service every troop is welcome!

Awards Ceremony: Joyfully celebrated Sunday morning following the religious service.

Checkout

Sunday 10:00 – 11:00am. Scouts always leave a campsite better than they found it. The Troop SPL must secure a Camporee Staff member for final campsite inspection when the Troop is ready for final checkout. At this point the Troop will receive their check-out package.



Schedule of Events

Friday

4:00 - 5:00 PM	Staff check-in
6:00 - 8:00 PM	Patrol check-in and Uniform Inspection at shelter
8:15 PM	SPL meeting
9:00 PM	Movie
10:30 PM	Staff meeting
11:00 PM	Taps

Saturday

7:00 AM	Reveille
8:30 AM	Assemble at Flagpole
9:00 AM	All gait ways erected
9-12:00 PM	Camporee games
12- 1:00PM	Lunch
2:00 PM	Gait way Judging due by Troops
1- 4:00 PM	District Competitions
4:30 PM	Flag lowering
5:30- 6PM	Skit/Song auditions for campfire (at shelter)
6- 8:00 PM	Supper
7:00 PM	Cooking competition entries due (at shelter)
8:00 PM	Campfire/OA call out ceremony
10:00 PM	OA cracker barrel (all OA members, new and old)
11:00 PM	Taps

Sunday

7:00 AM	Reveille
8:30 AM	All-faiths service & award presentation
11:00 AM	Final campsite inspection/check-out
11:15 AM	Staff review



Camporee Cooking Competition Scoring Sheet

Troop _____

Rules

All Entrees must be prepared on site at your campsite.

All Entrees must be **prepared by youth scout members - not adult leaders.**

All Entrees must be what the troop is eating for supper the night of the cooking competition.

Judges' Criteria	Possible Points	Earned points
Camporee Theme Presentation	0-5	
Balanced Meal	0-5	
Originality	0-5	
Taste	0-10	
Complexity	0-5	
Total Points Earned	(30)	



2020 Camporee Campsite Scoring Sheet

Patrol #: _____ **Troop#** _____

Judges' Criteria	Possible Points	Earned points
Night Inspection (Two Hours after Check in)	Y/N	
Patrol Flag properly displayed	0-10	
Tents set up and closed	0-10	
First Aid Kit Visually Accessible	0-10	
Kitchen set up and tidy	0-10	
Trash Can accessible	0 -10	
Possible total Nighttime points (10 - 50)		
Daytime Inspection		
Kitchen Area Clean	0-10	
Menu Posted	0-10	
Duty Roster Posted	0-10	
Proper Food Storage	0-10	
Meal Quantity	0-10	
Fuel Stored Properly	0-10	
Fire Prevention/Control/Safety	0-10	
Safe and Secure Equipment Storage	0-10	
American Flag properly displayed (Illuminated after 6pm)	0 - 10	
Troop Flag Properly Displayed	0 - 10	
Possible total Daytime points: (10 - 100)		
Total (10 - 150) Points Earned		



Unit Roster

2020 Old Hickory District Camporee

This Roster is to be filled out completely and turned in during Camporee check-in

Troop# _____ Unit Leader _____

Adult Leaders

Name	Position	Phone (in camp)

Patrol Name: _____ Troop# _____ Camporee Issued # _____

Name	Age	Rank	Name	Age	Rank
1.			6.		
2.			7.		
3.			8.		
4.			9.		
5.			10.		

Patrol Name: _____ Troop# _____ Camporee Issued # _____

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