



# LEGACY 3.0



**YEAR THREE**

**Camp John J. Barnhardt**

**Central North Carolina Council**

**New London, NC**



Registration Link:

[http://www.centralnccouncilbsa.com  
/event/1591139](http://www.centralnccouncilbsa.com/event/1591139)

**INFO PACKET:**

**Full Leaders Guide to come out August 10<sup>st</sup>**

# Welcome to Year Three of the Legacy!

Last year we had such an amazing event we decided that we wanted to do it again! This is an annual Venturing Weekend for Area 5 to be held at Camp John J. Barnhardt in New London, North Carolina this year. All councils are welcome to participate, and with this event we hope to:

1. Continue to promote Venturing and Sea Scouting.
2. Serve as an idea sharing and support community
3. Offer fellowship and fun through various activities

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# What you need to know:

Where? **Camp John J. Barnhardt** in  
**New London, North Carolina**

Address:

44184 Cannon Rd  
New London, NC 28127

When? September 25<sup>th</sup> – 27<sup>th</sup>, 2015

What should I bring? See Page 6

What will we do?



- Field Games
- FUN Fellowship
- AMAZING FOOD
- All Areas open (COPE, Aquatics, Shooting Sports, and MORE!!)

## What's the Cost?

The cost for Legacy remain the same as last year \$49. This price includes your food (2 Cracker Barrels, 2 Breakfast, Lunch and Dinner) T-shirt, Patch and all activities costs!

## Who should I contact with questions?

For questions concerning The Legacy, email Nancy Tipton at [ntipton71@gmail.com](mailto:ntipton71@gmail.com).

If you have any questions about Area 5, Please check our website <http://www.sr5venturing.org/> or our Facebook Page <https://www.facebook.com/pages/Area-5-Southern-Region-Venturing/1407329719564267>



*More Information to come at [sr5venturing.org!](http://www.sr5venturing.org/)*

# Events

## Walk-Up events:

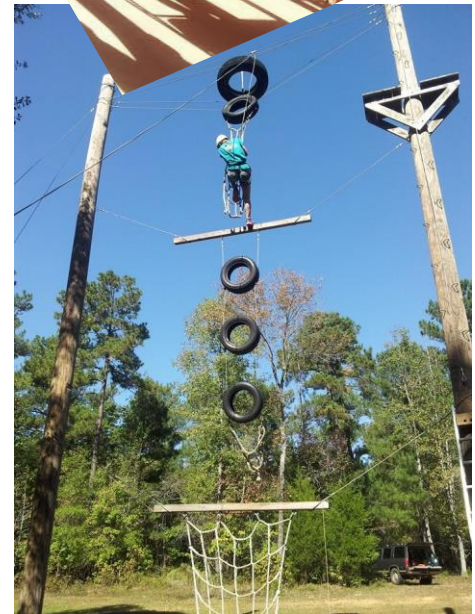
- National Guard Display
- Climbing Tower
- Tomahawk/ Knife Throwing
- Camping Store Kiosks
- Messenger of Peace Project
- Smartphone Scavenger Hunt
- And MORE!

## Sign-Up Events:

- High COPE (Limited Spots)
  - o We can only run 3 groups; 1 in the morning, 2 in the afternoon.

## Field Games:

- Box Hockey
- Human Foosball
- 4 Way Tug-O-War
- Giant Twister
- Basketball
- GaGa Ball
- Ultimate Frisbee
- And MORE!



# COMPETITIONS

There will be several competitions in the following categories:

Archery  
Basketball Shoot off  
Rifle shooting  
Pistol Shooting  
5K Run  
Canoe  
Smartphone Photo Challenge  
**AND MORE**

\*\*\* These events are tentative, a final listing of events will be post Friday night of Legacy.

## THE LEGACY CHALLENGE: PART III

This year's LEGACY CHALLENGE will put all your skills to the test. This may or may not be a test of just your scout skill but how you work as part of a group come prepared to face so challenges.



More information will be posted on the SR5 Website!

## Adult Trainings and Events

This year we will have specials trainings and events for the adults to participate in. All information about Adult Training and Events will be released on the SR5 Venturing Website by August 22<sup>nd</sup>. So stay tuned!

### Signup Events

This year we will only have one sign up event. Project COPE sign-ups will be Friday night. Each session will last 2 hours and we are able to run 4 different group at a time. There will be a bus that meets in front of the Lone Scout Building, so please be there at your assigned time.

### Aquatics Events

To participate in any of the aquatics activities the Venturer (or Advisor) must have passed the BSA Swim Test within the past twelve months. WE WILL NOT BE CONDUCTING SWIM TESTS AT THE EVENT. At check-in, the participant must present the necessary paperwork to show that they have passed the swim test to receive their wristband which will allow them to participate in aquatic activities. You

*More Information to come at [sr5venturing.org](http://sr5venturing.org)!*

must present your paperwork and collect your wristband, someone else cannot pick it up for you.

## What to Pack:

### Youth and Adults

- Sleeping Bag
- Sleeping Mat
- Pillow
- Clothes for the entire weekend (bring lots of layers, just in case!)
- Rain Gear
- Closed Shoes (NO CROCS/KEENS)
- Flashlight/Headlamp
- Water bottle
- Daypack
- Personal Hygiene Items
- Shower Shoes
- Swim Suit
- Towels
- **Tent**



**Accommodations:** Crews should plan to **Bring Your Own Tents!** There will be a limited number of campsites with tents/cots for crews without tents/gear. We will accommodate on a first to request basis. If those

accommodations are needed please contact Nancy Tipton at [ntipton71@gmail.com](mailto:ntipton71@gmail.com). **Camp Barnhardt is equipped with three hot water shower houses.** Also anyone with medical conditions that require special assistance (physical disabilities) should contact as well to make arrangements. The ability to walk to each activity will need to be taken into consideration by leaders with disabilities.

**Food Allergy Notice** If you have a Venture with any allergies or any dietary restrictions. Email Nancy Tipton restrictions no later than September 10th. This will allow us to adjust the menu or add additional options for your Venturer.

*More Information to come at [sr5venturing.org](http://sr5venturing.org)!*

## CHECK-IN / CHECK-OUT

### CAMP CHECK-IN PROCEDURE

Check-In Hours: Friday 5:00pm – 9:30pm at Lone Scout Building; any crew arriving after 10 pm will need to call Nancy Tipton 704-309-0369; someone will meet you at the parking lot  
Please bring the following with you.... This will speed the check-in process

1. All youth and adult medical forms
2. A copy of your roster
3. Camp fee payment receipt
4. Copy of online registration receipt

### PARKING:

You will be directed to the parking lot as you enter camp. Vehicles with a pass are permitted on camp roads only for the purpose of transporting gear trailers, and transporting event supplies. Great care must be taken when on these roads. Immediately following unloading, you must remove your vehicle to the parking lot outside the main gate of camp as quickly as possible. Vehicles will be allowed to return to the campsite only on Sunday. One pass per unit will be given at check in. Trailers may remain in camp.

### SPEED LIMIT:

The speed limit into camp is 15 mph. Inside camp is 10 mph. Use emergency flashers while driving in camp. Please ensure compliance with this requirement for the safety of our Scouts and everyone in camp. **NO ONE IS ALLOWED TO RIDE IN THE BED OF A PICKUP TRUCK.** This is against all Boy Scout of America National Health & Safety Policies and is also against common good judgment.

### CAMP CHECKOUT PROCEDURE

#### **A Scout is TRUSTWORTHY**

Vehicles with passes may be brought into the campsites Sunday for loading gear only. Vehicles are NOT for transporting Unit people around camp. Unit Leaders must inform Camp Staff when your Unit is leaving camp. We will not be inspecting your campsite. **Vehicles will not be allowed to move around on camp until after Chapel Service. The gate at the parking lot will be closed until the service ends.**

1. A Scout is CLEAN - If you packed it in, pack it out. Leave your campsite better than you found it.
2. Clean campsite of ALL trash
3. Do not throw food scraps into the woods. It will attract the WILD CRITTERS into your campsite. Put all food trash into plastic garbage bags.
4. Campsite latrines are cleaned and all trash picked up.
5. Remove all trash bags from your campsite and place them in the dumpsters. Dumpsters are located by the Staff Cabins, in the main Parking Lot, and behind the Dining Hall. **DO NOT LEAVE TRASH BAGS BY THE SIDE OF THE ROAD OR UNDER THE SHELTERS.**

*More Information to come at [sr5venturing.org](http://sr5venturing.org)!*

# **CAMP POLICIES AND PROCEDURES**

**CAMP RANGERS, EVENT STAFF and You:** Everyone at the event is expected to follow camp rules and regulations and any direction the CAMP STAFF give. If anyone is caught not obeying these guidelines, you will be asked to leave the event immediately and escorted off camp property. Advisors; please convey this to everyone in your unit who will be attending this event.

**Lost and Found:** Until camp closes, lost and found items will be kept in the Health Lodge. Any remaining item after camp is closed will be brought to the Central NC Council Office. Items not claimed within 30 days will be given to a charitable organization. All personal property and clothing should be clearly marked with your name and Crew number.

## **HEALTH AND SAFETY**

**Health Lodge:** The health lodge is staffed 24 hours a day by persons trained to handle minor accidents or illness. All injuries, regardless of the extent, must be reported to and treated at the Health Lodge. If needed, more serious cases will be treated at Stanly Regional Medical Center in Albemarle. If the parents of a Scout are not in camp during the weekend they must indicate, on the health form, where they can be contacted in the event of an emergency.

**Every person who attends camp must have a completed Health History medical form.**

**Fire and Emergency Alarms:** Camp Barnhardt has an emergency alarm system in the event of a serious emergency, such as severe weather or fire. Every campsite has a designated structure to report to in the case of a tornado or electrical storm. All scouts and leaders need to know where to go. Camp Emergency procedures will be posted in each campsite shelter and will be reviewed at the Unit Leader's Cracker Barrel Friday night.

**Shoes:** For safety reasons, all persons must wear shoes at all times. Open toe shoes are not permitted in camp. Sandals and Aqua Socks may be worn inside the showers. While walking to the showers, closed toe, hard sole shoes must be worn. There will be no exceptions.

**Mosquitoes:** Mosquitoes are a fact of life in North Carolina. We encourage everyone to use DEET based insect repellent with DEET percentages appropriate to your age.

**Weather:** Camp will take place rain or shine. Camp Barnhardt can experience different types of weather conditions this time of year. During these times, we may adjust some of the activities due to weather conditions. Watch the weather forecast before coming to camp and plan accordingly. In any event, be sure to stay hydrated.

*More Information to come at [sr5venturing.org](http://sr5venturing.org)!*

# **CAMP POLICIES AND PROCEDURES**

## **GENERAL CAMP INFORMATION**

**The Outdoor Code:** All Campers are asked to live by the Outdoor Code. Please don't cut down or damage, in any way, live trees. They will become infected. Make sure any open fires are in the properly designated fire area. Please be sure that your Scouts know and understand the importance of caring for Nature as well as camp property.

### **The Outdoor Code**

As an American,  
I will do my best to  
Be clean in my outdoor manners,  
Be careful with fire,  
Be considerate in the outdoors,  
and Be conservation-minded.

**A Scout is Clean:** You are expected to keep your campsite, latrine, shower facility, and washstand clean. If you need any special maintenance, please report it immediately to the Camp Office. We will see to it as soon as possible.

**Conduct and Discipline:** We solicit all Advisors cooperation in this area. At all times the conduct and discipline of the Scouts is first the responsibility of the unit leaders. The camp staff will not discipline any Scout unless it is a case of bodily injury or property damage, and then notify the appropriate leader. The camp staff is charged with the responsibility of providing program and support services to the camp and its participants; they are not authorized to supervise your Scouts. The camp administration reserves the right to remove any person from camp who is causing a major disruption.

**Telephone:** Cellular service is extremely limited at Camp. The Camp Office telephone is a business phone so calls must be restricted to those of an emergency nature. Incoming calls will be accepted on the business phone, and a message will be relayed to the Advisor. The business/emergency phone **CANNOT BE TIED UP FOR PERSONAL PHONE CALLS**. The telephone number at Camp Barnhardt is: 704.422.3025

**Showers:** Camp Barnhardt provides separate shower and latrine facilities for Adults and Youth male and females. **Adults should not enter the youth facility unless it is an emergency.** Adults need to respect the privacy of youth members in situations where the youth are changing clothes, using the latrine or taking showers, and intrude only to the extent that health and safety require. Adults also need to protect their own privacy in similar situations.

**Cameras/video recorders are not allowed in bathrooms.** This includes cell/smart phones. If you have a cell/smart phone with a camera or video recording capability, turn it off and put it away while in the restroom.

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# **CAMP POLICIES AND PROCEDURES**

**Firearms, Ammunition, Bows, Arrows and Weapons:** Personal rifles, firearms, ammunition, bows, arrows, and other weapons are NOT ALLOWED in camp. Only those supplied by the camp are permitted, and only in the designated area.

**Alcohol, Illegal Drugs, and/or Stimulants:** The use of alcohol, illegal drugs, and/or stimulants on Boy Scout property has long been prohibited. This policy will be strictly enforced for all those who use our camp facility. Violators will be asked to leave the camp immediately. We will enforce all local, state, and federal laws in these matters.

**Smoking or Use of Tobacco Products in Camp:** Camp Barnhardt is a Tobacco Free Camp. Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants.

**Fireworks:** Fireworks are prohibited at Camp NO EXCEPTIONS!!!

**Pets:** No pets, except service animals with medical requirement, will be allowed in camp. Service animals will need prior approval from the Council office BEFORE attending the event. No exceptions.

## **NO FLAME IN TENTS**

**The Boy Scouts of America national policy prohibits the use of open flames in tents.**

**This includes: Mosquito Coils, Catalytic Heaters, Fuel Lanterns, Stoves, Candles and**

**Smoking Materials Liquid and L.P. Fuel:** The use of liquid fuels (kerosene, gasoline, Coleman fuel, diesel, etc.) and liquid fuel equipment in camp is not recommended because of hazards involved in storage, handling, filling, and lighting of such equipment. Propane is the preferred fuel. Empty propane cylinders should be returned home. DO NOT bring liquid fuel cans to camp. If you are using liquid fuel equipment, fill the fuel tank in lantern and/or stove at home, this will give you enough fuel to last the weekend. Under NO circumstances is liquid fuel to be used to light a campfire. For safety reasons, boys must not be involved in the handling of or the lighting of stoves and/or lanterns.

**Off Limit Areas:** Please pay attention to the areas at camp that are marked OFF LIMITS for everyone. These areas can be dangerous with or without supervision. Orange plastic mess fencing or yellow caution tape will post these areas.

**Dining Hall Kitchen:** The kitchen area is off limits for all except Dining Hall personnel.

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