



**October 27 – 29**

**Wilkesboro Fire Department Campground**

**700 Snyder Street, Wilkesboro, NC**

**Presented by the Order of the Arrow**

**Nv Ya O Sa Ni Chapter**

**Statesville, NC**

**Piedmont Council, BSA**

## **Introduction**

Every year Scouts from the Gemstone District gather together at Camporee to compete with each other, meet other Scouts within the district, and, most importantly, show their Scout Spirit. As always, the Camporee will include competitive games that relate to scouting skills and a theme for scouts to enjoy.

## **Staff**

Order of the Arrow members will plan and staff the events. Registration fee will be waived for each participating staff member.

For the entire weekend to run smoothly, many experienced Scouts are needed to staff the Camporee. Each Troop is highly recommended to provide at least 2 staff members. Staff members should be active members of the Order of the Arrow (at minimum dues paid Ordeal Member – newly elected candidates are not yet OA members). All Arrowmen who want to staff MUST attend the monthly OA meetings to help plan for the event. Points will be subtracted from troops providing less than 2 staff members, and bonus points will be awarded for every 3 additional staff members provided. If you have any concerns or if there is a problem sending enough staff for your troop, please contact the Order of the Arrow (Contact Information below).

## **Registration**

The cost per attendee will be \$10. Early registration will be before October 1st. Those who register early will be guaranteed a participation patch.

## **Location**

This year's Camporee will be held at Wilkesboro Fire Department Campground, located at 700 Snyder Street, Wilkesboro, NC – 1 mile east of downtown Wilkesboro and 2 miles east of Wilkes Community College. Troops will be camping in the Triassic Period Area. Campsites will be assigned upon arrival.

## **Webelos and Cub Scouts**

Webelos will camp in the Cretaceous Period Area, unless they want to camp in the campsite with the Troop. Webelos will participate Saturday afternoon in designated events run by the staff. They will also participate in campfire and awards ceremony with the Troops.

## **Venturing Units**

Venturing Units are invited to participate. Please contact the Order of the Arrow (Contact Information below) if your Venturing Unit is interested in attending.

## **Parking**

Parking will be allowed in designated areas only. Scouts and gear may be dropped off near campsite proximity. Only trailers will be allowed to remain in campsites overnight. If special needs are required, please notify a staff member in advanced.

## **Medical Consent Forms and Tour Permits**

Scoutmasters MUST bring medical consent forms (Parts A and B) for all participating Scouts. Scouts without medical forms will not be able to participate.

## **Order of the Arrow**

Members of the Order of the Arrow are invited to a cracker barrel after Saturday Campfire. A Ceremony will follow to recognize those brothers willing to reaffirm their dedication to the order.

## **Fishing**

Fishing is available to anyone 16 years old with a valid fishing license or anyone under 16 with an accompanying adult with a valid fishing license (See NC Fishing regulations concerning area fishing laws).

## **Trading Post**

For those who are hungry, the OA Trading Post will be open during non-mealtime hours and will sell basic necessities for the enjoyment of the camp competitors such as: assorted candy, snacks, drinks, and Camporee patches from previous years. All proceeds will go to the Nv Ya O Sa Ni Chapter Order of the Arrow.

## **Campfire**

The campfire skits will be performed mostly by the Troops with staff supervision. Performance auditions will be held throughout the day. However, only a limited number of skits or songs will be selected for the campfire, so bring your best! Skits or songs involving audience participation are encouraged. Points will be awarded for participating in the auditions. Extra points will be awarded if a Patrol is chosen to perform in the campfire or if a performance is given by two Patrols from different Troops (showing cooperation).

## **Clothing/Uniforms**

Full Scout uniform is required at check-in, morning and evening flag ceremonies, and Scout's Own Sunday morning. Scouts should wear activity uniforms any other time. Costuming is encouraged, but does not replace the uniform at check-in, flags and Scout's Own. Remember that no weapons, real, simulated, or otherwise will be permitted. Since this will be a friendly competition, leave your weapons at home.

## **Awards**

### *Unit Awards*

#### Elite Unit Award

Units will host (feed) a staff member at their Saturday's breakfast who will rate each unit based on a numeric scale. If a Unit meets a minimum required level they will receive a ribbon. In addition to meeting a minimum level, a gold star will be added to the ribbon for a set of points earned above the minimum required. The staff will rate the Unit based on campsite appearance, unit organization, scout uniform inspection, scout spirit (troop yell, etc), decorations for theme, and of course how good the meal was.

#### Jurassic Champion

The ultimate prize presented at this year's Camporee will be received by a Unit whose patrols average the highest accumulated scores in all events.

### *Patrol Awards*

#### Jurassic Survivor

The top 3 scoring Patrols in each event will receive an award. Scores will be based on scout spirit, teamwork, knowledge of skill, ability to apply that knowledge, and ability to follow direction.

#### Extinction Survivor

A Patrol who completes **ALL** events (even if they don't score well) will receive a special participation prize.

**Campsite / Uniform Inspection**

See Inspection Sheet as a separate document.

**Schedule and Event Equipment Guide**

See the Schedule and Equipment Guide provided as a separate document.

**Contact Information**

Chapter Chief: Shea Lighton Email: shealighton@gmail.com

Chapter Programs Vice-Chief: Caleb Lee-blackhawk@roadrunner.com

Chapter Activity Chairman - Quinten Colwell - qcolwell14@gmail.com

Chapter Advisor: Junior Sherrill - tonys116@twc.com

Chapter Co-Advisor: Fred Smith - fred@smithfamnet.net

**Note from Staff**

*Dear Competitors,*

*Although Camporee is supposed to be a competitive event, the true goals of this yearly gathering is to promote the Spirit of Scouting, develop a sense of camaraderie between troops, and to give scouts a platform to demonstrate their skills and knowledge.*

*We hope you will all have a positive experience with the Camporee this year, and will utilize this opportunity in the best way possible. We have spent the past year preparing and planning fun and competitive activities for you to enjoy, so we hope to see you at the 2017 District Camporee. Be Prepared to have a blast!*

*Yours in Scouting, The Camporee Staff*

*Nv Ya O Sa Ni Chapter, Eswau Huppeday Lodg, Order of the Arrow*

## Events Guide

*The following information gives details about the competitive games taking place at this year's Camporee. Events are subject to change based on interest and staffing resources.*

*In order to minimize un-scout-like behavior, all staff members have been notified to remove points from a patrol for each instance of: swearing, misbehavior, lying, cheating, and other violations of the Scout Law. Please note: Bribing Staff members will not be allowed at this event.*

### **Theme**

Scouts attend a prehistoric camp where ancient dinosaur DNA has been cloned to make real life dinosaurs. These magnificent giants stay within their electrified fences where campers can safely view them. However, the camp experiences a power outage which allows the dinosaurs to break free and roam the camp chasing campers. You must work together to stay safe and out think these born predators before you become their next meal.

### **Race for the DNA (Relay Race)**

The journey begins when Scouts participate in a race for the DNA. It has been discovered that dinosaur DNA can be extracted from ancient insects that have been trapped in petrified tree sap. Scientists have been working on extracting the insect's last meal – which is dinosaur blood. Once the DNA has been extracted it must be kept safe from others who are trying to steal it for their own cloning process.

Objective: Ensure the DNA makes it to its destination by passing it securely through the "Supply Chain". The shipment is received and must be transported to the cloning area. Take the canister (boiled egg in cup) to the next station, perform the task, and hand it off to the next runner. Do not drop the canister or you will have to return to the starting point. Complete the race and be the first to select a prize which will help your troop in the event competition.

Relay Race:

Obstacle 1: Prepare the canister - The canister is delicate and must not be damaged in transit. To prevent unnecessary jarring during shipping, the canister must be suspended from a rope. Tie a double half hitch around the canister for transporting and travel to the next location.

Obstacle 2: Bandage over the eyes - In your quest to securely transport the canister to the facility your friend has a mysterious fluid splashed in his eyes which has caused temporary blindness. Perform the necessary first aid on your friend by covering his eyes, then have him join you on the journey.

Obstacle 3: Escape through the maze - The final route of your journey will take you through the woods to the secret back door of the facility. You must jump over and duck under obstacles in your path. Be sure not to damage the canister.

Obstacle 4: Eat the egg - Your final task to complete is to ensure the canister was not damaged and the DNA is safe. Using yourself as a test subject, remove the outer 'shell' of the canister and consume the DNA to ensure it will not contaminate the lab.

### **Defend Yourself (Slingshot)**

Once all the DNA canisters are safe, the camp experiences a power outage caused by a thief breaking into the DNA repository. All exhibits are now offline and dinosaurs begin to hunt for campers. You must defend yourselves from these enormous predators. Each Troop will be given supplies to build a giant slingshot to launch a highly explosive substance made of two parts hydrogen and one part oxygen at the intruders. Each Troop will have 10 minutes to design their slingshot and 20 minutes to build it. Points will be awarded to the Troops which have the best aim, furthest distance, most creative, most durable, match design intended, etc.

### **1 – Excavating Fossils (Plant and Animal Identification)**

The Camp needs to be endorsed by a renowned Paleontologist who specializes in dinosaur anatomy. To find such a specialist they must be tested in their ability to name the various dinosaur species and identify plants and animals that the dinosaurs feed on.

### **2 – Electrified (First aid)**

Your patrol member tried climbing an electric fence. Suddenly the power turned on and thousands of volts of electricity went through your patrol member's body stopping his heart. Demonstrate the proper techniques for CPR.

### **3 – Burn-Baby-Burn (Fire Building)**

You are hungry and all you can find to eat are dinosaur eggs. Start a fire and prepare to cook.

### **4 – Find Your Way Out (Compass)**

You were separated from your group. Use a compass to find your way back to camp. There you can find safety and transportation home.

### **5 – Hiding from the Hunter (Blindfold Shelter Building)**

Night has come and it begins to rain. You must build a shelter to stay dry and hidden from predators. Your patrol leader has night vision and can give directions but cannot help.

### **6 – The Compound has Fallen (Blind Folded Obstacle Course)**

The dinosaurs have destroyed the compound. Your only way out is through a maze of fallen structures and electrified wires. Don't touch the wires or you will be electrocuted. Moving beams will loosen debris which could trap you. Carefully make your way through the maze to safety. Oh, didn't I tell you, it is pitch dark.

### **7 – Built a Ladder (Lashings)**

You are trapped and dinosaurs are right outside the door. There is a vent in the ceiling that leads to safety. You must build a ladder to escape.

### **8 – The Power Switch (Softball Throw)**

You can't reach the button that turns the power on after a shutdown to reboot the system. You must throw an object at the button to switch the power on.

### **9 – Defend Yourself (Slingshot)**

You are trying to protect your patrol from the Velociraptors. Little do you know they are tracking you. Can you defend yourself and your patrol before they attack?

### **10 – Oh Poop! (Finding a needle in a haystack)**

You dropped your sat phone / backpack into dinosaur scat - so go get it! What's stopping you?

### **11 – Climbing Out of the Pit (Horizontal Climbing Wall – not vertical)**

You are running from the T-Rex but come face to face with a 30 foot wall of concrete. Designed to keep the dinosaurs in, you now need to get out. Climb across the wall to safety.

### **12 – Auto Repairs (Change a Tire)**

Your jeep tire has gone flat during your dinosaur encounter. You must change your flat tire with a spare before the dinosaurs find you.

### **13 – Signal for Help (Signal device)**

All phones are inoperable. You must make an emergency signal for help.

### **14 – Shooting Flare (Water Rocket)**

To make sure the rescuers know your position you must make a flare that you can launch into the air. The higher it goes the better your chance for rescue.

### **15 – Sending the message (Morse Code)**

With the phones out of commission, you must find a way to communicate with the mainland. When the power comes back on you noticed there is a short-wave radio that works. You can hear what others are saying but you do not have speaking capabilities. You can use a code to let the rescuers know your distress.

### **16 – Lasso the dinosaur (Knot Tying)**

On your way to find safety you encounter a baby T-rex following you. Knowing that its mother is near, you need to lasso the young animal and secure it to a stationary object so it and mother will not follow your trail.

### **17 – “It’s a Trap” (Lashing Poles)**

You must cross a river to get to safety. Before you go for a swim, you must check the water for man eating fish. Tie poles together to lengthen your distance and put bait at the end to see if anything “snaps”.

### **18 – Save a Friend (Tying a Recue Bowline)**

A scout is unable to cross a wide ravine without help. Patrol members must throw him a rope which he will use to tie a rescue bowline around his waist. The patrol will then pull him to safety.

### **19 – Hunt the Hunter (Archery)**

The only way to keep your patrol safe is to hunt down the predator hunting them. You find a single bow and some arrows. Quickly take aim at the beast before your patrol becomes dinner.

### **20 – Making a Path (Stepping Stones)**

Your patrol is hiking through prehistoric poisonous plants. Together you must navigate around them making sure no one comes in contact with them. You must move single file carefully placing stepping mats in front of the line leader to create a barrier between the scouts and the plant. Work together to survive.

### **21 – Cross the Mini-Dinosaur Pit (Stilts)**

A scout has become trapped in an exhibit of hundreds of tiny flesh eating animals. All must work together to build an upright tripod and tie tethers to it to assist with his transportation across the pit.

### **Possible games available during free time.**

Frisbee Golf (A Frisbee Golf course is on site), Large Jenga, Large Chess, Gaga Ball

# GEMSTONE DISTRICT FALL CAMPOREE

WILKESBORO FIRE DEPARTMENT CAMPGROUND

Troop # \_\_\_\_\_

Scouts @\$10.00 \_\_\_\_\_

Adults @ \$10.00 \_\_\_\_\_

SPL \_\_\_\_\_

Total \$ \_\_\_\_\_

<b>Patrol</b>	
1.	5.
2.	6.
3.	7.
4.	8.

<b>Patrol</b>	
1.	5.
2.	6.
3.	7.
4.	8.

<b>Patrol</b>	
1.	5.
2.	6.
3.	7.
4.	8.

<b>Patrol</b>	
1.	5.
2.	6.
3.	7.
4.	8.

<b>Leaders</b>	
1.	5.
2.	6.
3.	7.
4.	8.

## Camporee Evaluation Form

Paperwork is the most exciting part of the camporee! Well, no...actually that's totally not true. But for the folks running the camporee, reading all the positive comments from scouters is plenty exciting, and heartwarming too. And for those few attendees who might be less than satisfied, a nice evaluation form is the perfect opportunity for them to express their dissatisfaction, so they can be recruited to help improve things next time!

### Evaluation Form:

Please rate the following on a scale of 1-5 (5 being the best)

Location (Park & Facilities) 1 2 3 4 5

Information Package (overall): 1 2 3 4 5

Did it help prepare you for this weekend? 1 2 3 4 5

Did you receive it in time? 1 2 3 4 5 (1: Way too late, 5: Right when I needed it.)

Was any information missing that should have been included?

Staff (Overall): 1 2 3 4 5

Ease of Registration 1 2 3 4 5

Was Staff Responsive? 1 2 3 4 5

Demonstrations & Activities (overall) 1 2 3 4 5

Fit with theme 1 2 3 4 5

Quality of personnel 1 2 3 4 5

Length of events (too long, too short) 1 2 3 4 5

Were they interesting? 1 2 3 4 5

Would you like to see this theme again? 1 2 3 4 5

Activity difficulty (Too Easy Just Right Impossible) 1 2 3 4 5

Event Locations (overall): 1 2 3 4 5

Logical, easy to find 1 2 3 4 5

Were needed supplies available? 1 2 3 4 5

Campfire (overall) 1 2 3 4 5

Length of skits / program 1 2 3 4 5

Would you like to help plan the next Camporee? Yes, count me in. Don't know, call me when it's time.

Time is money, but I might be able to help out in a limited capacity.

Name: \_\_\_\_\_ Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_ Unit: \_\_\_\_\_

Suggestions: (What did we do wrong? What did we get right? How can we improve for next year?)