



September 13<sup>th</sup> – 15<sup>th</sup>

Van Hoy Campground

742 Jericho Rd, Harmony, NC

Presented by the Order of the Arrow

Nv Ya O Sa Ni Chapter

Gemstone District, Piedmont Council, BSA



**Contact Information**

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## **SCOUTING ENDGAME 2019 Fall Camporee**

### **Introduction**

It is the format of this Camporee to present Scouting skills and then test those skills in a competitive environment, all while having fun in the outdoors. This year's theme was selected to help facilitate learning and fellowshiping by incorporating a Superhero theme. Please plan to participate in this year's Camporee and share your Scouting Spirit in "SCOUTING ENDGAME". Come join the fun!

### **Real Heros**

At this year's Camporee we are privileged to have guests from the Iredell County Emergency Services facilitate instruction and demonstration. They will be conducting a practice drill and will walk the Scouts through the process of preparing, mobilizing, and executing emergency preparedness activities. If scouts need to finish their Emergency Preparedness Merit Badge, this Camporee will be an excellent opportunity to complete many requirements.

### **Location**

This year's Camporee will be held at Van Hoy Campground. Campsites will be assigned upon arrival.

### **Registration**

The cost per attendee will be \$10. Please let us know approximately how many Scouts in your unit will be participating so we can budget and plan for events.

### **\*Staff**

We ask that each Troop provides at least 2 Order of the Arrow members (or experienced Scouts or Scouters) to help staff the Camporee. Registration fee will be \$5 for each participating staff member, however, staff will eat and camp with their Troop. Staff must attend a staff meeting to help plan the events. Staff will meet during Boy Scout Roundtables, and during OA Chapter Meetings.

### **WEBLO Scouts**

Webelos will have their own camping area, unless they want to camp with the Troop. Webelos will participate Saturday afternoon in designated events run by the staff.

### **Venturing Units**

Venturing Units are invited to participate. Please contact us 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 there is available room. If special needs are required, please notify a staff member in advanced.

### **Medical Consent Forms**

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

### **Thor's Trading Post**

For those who are hungry, like Thor, 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, and drinks. All proceeds will go to the Gemstone Chapter Order of the Arrow.

## **Clothing/Uniforms**

Full Scout uniform is required during, morning and evening flag ceremonies, and Scout's Own Sunday morning. Scouts should wear modest appropriate activity uniforms any other time. Costuming is encouraged, but does not replace the uniform at flags and Scout's Own. Remember that no weapons, real, simulated, or otherwise will be permitted.

## **Awards**

### *Patrol Awards*

#### Event Ribbons

Blue, Red, and White Ribbons will be awarded to each Patrol who earn performance points during the Saturday afternoon Skills Events. Awards will be based on the accumulated points earned during all events participated in. Patrols that do not participate in an event will get a total of "0" for that event thus reducing their overall score and affecting the Troop's Grand Champion progress. (Blue = 100-85  
Red = 84-70 White > 70)

### *Unit Awards*

#### \*Super Hero Lair Award (Campsite Inspection)

Staff will inspect the campsites and rate the unit based on appearance, unit organization, etc. (see campsite inspection sheet). However, extra points will be given to those Troops that turn their traditional Campsite into a Superhero Lair. Staff will also take note of creativity to the Troop Menu. Troops will receive a ribbon based on Blue, Red, and White scale. Staff will select and recognize one Troop they feel has the most creative themed campsite.

#### Scouting Hero Award (Scout Spirit)

Awarded to a Troop the Staff feels showed the most Scout Spirit while embodying the Camporee Theme. The Staff will be monitoring how members of the Troop interact with others and take note of Troop member participation in events.

#### Golden Gauntlet (Grand Champion)

The ultimate prize presented at this year's Camporee will be received by a Unit who totals the most points earned in all areas of competition. This includes participation in Friday's Opening Events, Saturday evening campfires, and Saturday afternoon competitions. (*Items with a "\*" explain more detail*)

#### *Must participate in the following*

Troop Participation Points:

- Friday Night Dance Off / Lip Sync Battle (1 Point per team)
- Saturday Night Campfire program (1 Point per team)
- Youth Staff Member (1 Points per youth)

Calculation Points

- Patrol Events (Total Average)
- Campsite Inspection (Total Accumulate)

#### Shawrama Cuisine Challenge

Awards given to the Troops with most creative use of materials, and of course best taste and creativity.

#### \*Dance Off / Lip Sync Battle

Award given to the group that the Staff feels performed the best at Friday night's camp-wide dance-off.

# Gemstone District 2019 Fall Camporee Schedule of Events

## Friday

7:00 –	Campsite Setup
8:30 – 9:30	Opening Event Camp-Wide: Star Lord Dance Off / Lip Sync Battle
9:30 – 10:00	Registration & Scoutmaster - SPL Meeting & Staff Meeting
10:30	Taps / Lights Out

## Saturday

7:00 – 8:45	Breakfast at Campsite
8:45 – 9:00	Morning Assembly
9:00 – 12:00	Iredell County Emergency Services Presentation
12:00 – 1:30	Lunch at Campsite
1:30 – 4:30	Scouting End Games
3:00	<i>Campsite Inspections</i>
4:30 – 5:00	DC vs Marvel Tournaments & Scoutmaster - SPL Meeting
5:00 – 7:00	Dinner at Campsite & Shawrama Judging at Staff Headquarters
7:00 – 8:30	Evening Assembly & Flag Ceremony & Campfire
8:30 – 9:30	OA Member Fellowship & Cracker Barrel (Wear Sash)
10:30	Taps / Lights Out

## Sunday

7:00 – 9:00	Breakfast at Campsite
9:00 –	Morning Assembly
	Scouts Own
	Awards Ceremony

## Events Guide

*The following information gives details about the events 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.*

### **\*Camp-Wide Star Lord Dance Off / Lip Sync Battle (Friday Night)**

Friday night the Staff will host a camp-wide Star Lord Dance Off / Lip Sync Battle. Come prepared to perform your own custom dance routine against other Troops or sing along with your group's favorite song. Select your own music. Troops are encouraged to enter more than one routine. Groups can consist of anyone who wants to participate together, members of a patrol / Troop, high school group / team, parents, etc. Please remember to select songs with scout appropriate lyrics. Music will not be provided but speakers will be, so bring your own song on a device that can connect to a headphone jack. Be creative! Groups may enter multiple times (different Songs), and Troops may submit as many groups as they want. An Award will be given to the group that impresses the judges the most in the Challenge.

### **\*Campfire Program**

The Staff will plan and conduct Saturday night's Campfire program. Your Unit is encouraged to perform in the campfire program. Staff will be asking Units to perform skits, songs, or take part in other ways to make the Campfire memorable and fun.

### **Shawarma Challenge (Saturday)**

After a long day of fighting aliens and saving the planet, our Superhero Staff retire to an eating establishment to try a new cuisine. Our Superheros have been wanting to try Shawarma, a middle eastern dish. If you can muster the strength, prepare your version of Shawarma and bring a sample of your plate to the Superhero Café (AKA the Trading Post) for evaluation. For safety reasons (possible food allergies) please turn in your recipe with your sample to the staff Saturday afternoon. Each troop must provide their own ingredients. Awards will be given for various tastes and styles.

### ***Continuous Activities***

#### **Collect all of the Infinity Stones (Geocache)**

Travel throughout the Galaxy and collect all 6 Infinity Stones for your Gauntlet. Come to the Trading post to begin your "Snappy" adventure. Be the first to collect all 6 Stones before they are taken by someone else.

#### **Find Deadpool**

He may not be your choice of Superhero, but his ability to break the fourth wall is uncanny. This sly and sassy superhero is always trying to get in on the action and this Camporee is no exception. See if you can find Deadpool dropping in where he ought not be. If you find him, take a picture with him and show a staff member at the trading post for a prize. Hint – He may be on the move so don't expect him to be in the same place.

## \*Patrol Events

### Scouting End Games

Boy Scouts is coming to an end as we know it. Changes to the official program name and the introduction of all female units has brought an “End” to what was once known as Boy Scouts. In preparation for a potential end of this phase of Scouting, our Heros have issued a series of challenges for you to undertake. These challenges will test you physically and mentally. Completing these challenges shows that you will “Be Prepared” to face “Scouting Endgame”.

#### ***Afternoon Activity***

**Shield Throw (Frisbee Toss):** Captain America’s challenge involves speed, stamina, and quick reactions. In order to survive in the Endgame you have to make use of what is around you. What will determine your survival is how you use it. Captain America has tasked you with an ultimate frisbee tournament. Can you throw a shield like captain America?

**Stay on Target (Slingshot):** Iron man and War Machine have issued a challenge that requires accuracy and quick reactions. Show your accuracy with a slingshot by protecting innocents from the Chitauri.

**Mighty Marksman (Bow and Arrow):** Hawkeye has tasked you with archery. Test your skills here at the range. Unless you are a crack shot you may be out of luck. Can you match Hawkeyes precision?

**Storm Breaker Toss (Axe Throw):** Thor and Vision will test you mentally and physically. Vision asks that you prove yourself worthy of the hammer. Then you will show Thor what you can do with an axe.

**Time Stands Still (First Aid):** To survive in the endgame you have to be more than smart and strong. You have to be able to keep yourself at full health. Doctor Strange has tasked you with helping an injured teammate. Remember you are only as strong as your weakest link.

**Dash (Track and Field):** In the endgame you’re going to need to be fast in order to survive. Quicksilver tasks will require speed and stamina in a race. Can you rival quicksilvers speed or will you eat his dust.

**Strong Man Pull (Tug of War):** Hulk and Drax will test you in physical strength. They have tasked you with a tug of war contest to determine who is strong enough to survive endgame.

**Limitless (Knot Tying):** In endgame you will have to overcome weakness. Scarlet Witch has tasked you with tying knots with a disability.

**Evacuate (Camp Packing):** Gamora and Captain Marvel have tasked you with evacuating your campsite before it is destroyed by the Chitauri. If you fail you may not be ready for the endgame.

**Animal Instincts (Obstacle Course):** Black panther, Ant-Man, and the Wasp, have issued an navigation course. You must show your guiding skill by using a compass and map to locate an obstacle course. Once you have reached the course a blindfolded person must be guided through the course by a comrade. Then the blindfolded person must race through the course after being unblindfolded.

## 2019 Fall Camporee Campsite Inspection Sheet

Troop: \_\_\_\_\_

Inspected  
By: \_\_\_\_\_

Description	Points	
	Possible	Earned
<b>Appearance</b>		
Camp Area Clean and Orderly	10	_____
Tents in Formation (Leave No Trace)	10	_____
Personal Gear Not Visible	10	_____
<b>Equipment</b>		
Troop Identification (Flag)	5	_____
Duty Rosters	5	_____
Menus	5	_____
Patrol Identification	5	_____
Trash Bag	5	_____
<b>Fire Safety</b>		
Fire Pit / Gas Appliances Clear of Combustible Materials	5	_____
Water Bucket / Fire Extinguisher	5	_____
<b>Organization</b>		
Food Stored Properly	5	_____
Safety Aware (i.e. axe yard, tethers, etc.)	5	_____
First Aid Station	5	_____
<b>Emphasis on Theme</b>		
Written plan for Troop Mobilization (Emerg. Prep. Req. 7b)	10	_____
Theme is Evident in Decorations	5	_____
Menus Relate to Theme	5	_____
<b>Total Points</b>		<b>100</b>
<b>Bonus Points</b>		_____
<b>Total Including Bonus</b>		_____

RWB = 100-90    Blue = 89-80    Red = 79-70    White > 70

**Comments:**

# 2019 Gemstone District Fall Camporee

## Registration Form

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

SM \_\_\_\_\_

SPL \_\_\_\_\_

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

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

Staff @\$5.00 \_\_\_\_\_

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.

<b>Staff</b>	
1.	2.



**\*Dance-Off / Lip Sync  
Sign Up Sheet**

Troop: \_\_\_\_\_

Group Name: \_\_\_\_\_

Song Performing: \_\_\_\_\_

Names of individuals participating:

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**\*Campfire Program  
Sign Up Sheet**

Troop: \_\_\_\_\_

Skit / Song / Other Name: \_\_\_\_\_

Names of individuals participating:

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**Shawarma Challenge  
Sign Up Sheet**

Troop: \_\_\_\_\_

Name of Dish: \_\_\_\_\_

Cooks: \_\_\_\_\_

Ingredients: