

**Patriot District Fall 2012 Camporee**  
**October 26 – 28, 2012**  
**Camp High Road**  
**United Methodist Church Retreat Facility**  
**21164 Steptoe Hill Rd Middleburg, VA 20117 USA**  
**(540) 687-6262**  
**<http://www.camphighroad.org/>**



As of 1 August, 2012

The Patriot District Fall Camporee will take place from Friday evening, October 26 till Sunday morning, October 28, 2012. We will camp at Camp High Road. **The address of the field we will camp in is 21164 Steptoe Hill Rd, Middleburg, VA 20117.** The cost is dependent upon the activity each participant chooses.

\*\*\* **Scoutmasters**, registration for the camporee will take place using online technology via the sign-up service: [www.Signupgenius.com](http://www.Signupgenius.com). Onsite registration cannot be accepted due to the extensive pre-purchasing logistics for the event. Payment for participants must be received prior to deadlines. **However, we ask that every Troop notify Joe Walker by Wednesday, 15 September 2012, if they will or will not attend. We need a response from every troop.** Joe can be contacted e-mail at [jostwal@verizon.net](mailto:jostwal@verizon.net) or by phone at (703) 978-8581. \*\*\*

### **Scoutmaster Notes**

1. The theme of the camporee is *On Target*.
2. This camporee is the first shooting sports focused camporee in the NCAC area since the late 1990's (we think 1997). Because of the intensive safety requirements for the events we are looking for at least 2-3 adults per troop to help run events.
3. This is a leave-no-trace environment! The camp DOES NOT have the trash collection capacity to remove our refuse. Troops must plan on all trash with them. Potable water and ports-johns will be provided.
4. We welcome the participation of Webelos Scouts. This is a perfect opportunity for troops to leverage the camporee as a recruitment tool. Packs have been notified that this opportunity exists, but that they must work with a Troop to gain access. Because of an administrative accounting oversight, Packs were previously quoted a cost of \$3 per Webelos Scout. The corrected cost is \$5 per Webelos Scout and includes only the cost of participation from 10am-3pm. This fee includes materials cost and insurance. We ask that only AOL Scouts are given the opportunity to stay overnight with troops. Only Webelos Scouts may pay for participating in the event on Saturday. Troop scouts must register and pay by no later than the 1 October 2012 deadline. AOL Scouts that stay overnight incur the cost of \$12 per Scout. Please notify Joe Walker ([jostwal@verizon.net](mailto:jostwal@verizon.net), 703-978-8581) with the number of Webelos your troop will host for the day event, and how many AOL Scouts your troop will host for overnight, no later than 15 October 2012.
5. Besides having a camporee, Patriot District is planning on providing shooting sports related certification training for adults. The cost is based on which course is selected.
6. Registration and complete event descriptions can be found at: <http://www.signupgenius.com/go/4090D49ACAA2CA13-patriot>
7. To volunteer as a camporee staff member (adults and senior Scouts) should visit: <http://www.signupgenius.com/go/4090D49ACAA2CA13-patriot2>

8. For any questions please contact Joe Walker ([jostwal@verizon.net](mailto:jostwal@verizon.net), 703 978 8581) or visit the camporee webpage at:

### **Camporee Concept**

The Patriot District Fall Camporee will be a competitive program! Scouts will compete in specific program areas such as shotgun or archery. Unlike many camps and camporees Scouts have gone to, the camporee is structured to immerse the Scout into a *SINGLE* activity for the entire day (and in some cases night). Rather than having Scouts run from event to event, Scouts must select a single program area (with some exceptions as identified in the program area descriptions). Because of the extensive live fire locations, this approach will also minimize inherent dangers in this shooting sports focused camporee. Additionally, the cost of the camporee for each Scout is contained to the actual activity each Scout chooses (e.x. a Scout participating in archery will not defray the cost of the higher resource requirement of shotgun shooting). Because not all Scouts are interested in shooting sports, we are also offering a series of merit badges and general field activities.

All events are based on a minimum and maximum number of Scouts than can safely participate. Our general survey perception is that slots will fill quickly. A spring survey showed that based on interest, half of the rifle and over 90% of the shotgun, archery, field activities (throwing knives, paintball obstacle course) slots, and some merit badges will fill very quickly. We advise units to register as early as possible.

The District Camporee Committee has been formed but is still in need of committee members and LOTS OF VOLUNTEERS! We are especially looking for adults to run the identified merit badges and adults with current NRA Range Safety Officer and Instructor certifications. If you want to help make this event the best possible for the Patriot District, your assistance is needed and welcome! We will NOT turn you away. Please contact the Camporee Director, Joe Walker at (703) 978-8581.

**Scout Leadership Opportunity.** We are looking for several Star or Life Scouts that enjoy public speaking (are working on their Communications MB). The Camporee Senior Patrol Leader, Campfire MC, and possibly Scouts Own Non-Denominational Service Chaplains Aid position is still open. Scouts should contact the Camporee Director via their Scoutmaster.

### **DISTRICT STAFF**

<u>Position</u>	<u>Name</u>
District Chairwoman	Catherine Gangsaas
Deputy District Chairman	Jack Campbell
District Commissioner	Joe Ryan
District Executive	Sean Tucker
Program Vice-Chair	Bill Snoden

### **CAMPOREE STAFF**

<u>Position</u>	<u>Name</u>
Camporee Co-director	Bill Dexter
Camporee Co- director	Bill Reed
Administration	Joe Casey
Logistics	Joe Casey
Communications	Rick Rineer
Budget	Bill Dexter
Commissioner	Lee Cass
Program Director	Joe Walker
Religious Services	
- Protestant	Gary Klinger
- Catholic	Mark Greer
- Jewish	Howard Kaye
Health and Safety	Catherine Gangsaas
OA Advisor	Darryl Mathis
Dodge-ball Coordinator	Lee Cass
Camporee Senior Patrol Leader	TBD

## **Time Schedule**

### Friday, 26 October 2012

12:00 pm	Staff Arrives
6:00 pm	Troop Registration and Setup
9:00 pm	SPL/SM Conference
9:30 pm	SPL/SM, Camporee Staff and OA members Cracker Barrel
11:00 pm	Taps

### Saturday, 27 October 2012

6:00 am	Reveille
6:30 am	Breakfast
7:30 am	Opening ceremony
8:00 am	Program Activities
3:00 pm	Dodge Ball
6:00 pm	Dinner
6:30 pm	Religious Services
	- Protestant
	- Catholic
	- Jewish
7:30 pm	Camporee campfire
11:00 pm	Taps

### Sunday, 1 May 2012

7:30 am	Reveille
8:30 am	Breakfast
9:30 am	Closing ceremony
11:00 am	Checkout
1:00 pm	Camp closed

## **Patriot District Spring Camporee Program Activities**

**IMPORTANT!** Activities are subject to cancellation based on troop registration numbers and ability to safely staff events. The sooner troops register, the sooner we can lock in qualified adults to run events. Final cancellation of events will occur 1 October 2012.

### **Branch 1: Walkabout program (maximum participants: 150)**

This is NOT a full day program. However, Scouts may choose to repeat events as often as they like within the bounds of giving others that have not yet participated to do so. Participants should plan on taking advantage of open range periods in competitive branch event areas and/or participate in unit meal/campfire program plans.

Participating patrols (3-4 Scouts per patrol) have free choice of participation in walkabout events on the main camporee event field, including:

Throwing Knife, Throwing Ax, Sling-shot, Blow Gun, Water-balloon Catapult, BB-Gun Fun Shoot, Fire-building, Paintball Obstacle Course, Orienteering (Bearing), Orienteering (Pace/Bearing), Dodge ball

### **Branch 2: Archery Competition (FITA Olympic modified) (maximum participants: 72) (12 lanes)**

This is a full day program. Participants will not have time to participate in other camporee branches. Participants must have earned the Archery MB or have participated in an Archery MB course in a 2012 BSA summer resident camp to participate in this branch. Units must provide a unit leader signed roster showing the name of the participant and a statement that participants have been verified to have earned the MB or participated in a 2012 BSA summer resident camp but did not qualify for the MB. This branch DOES NOT provide opportunity to complete the Archery MB.

Participating patrols (3-4 Scouts per patrol) compete in a modified Olympic-style single elimination archery competition. The top three individual competitors and the top scoring patrol are recognized with a special award patch.

Round one relays 1 through 3 receive their mandatory safety briefing from 0800-0830. Round 1 relays 4 through 6 receive their mandatory safety briefing from 0830-0900. In round one, participating patrols (3-4 Scouts per patrol) shoot 18 arrows/archer at a distance of 15 yards. The top 50% patrol scores advance to round two. Scores are based on the aggregate value of the top three scores within a patrol. The lowest score in a four man patrol is discarded. During round two, participating patrols (3-4 Scouts per patrol) shoot 18 arrows/archer at a distance of 15 yards. The top 50% individual scores proceed to the individual elimination round (round three). During round three, individual participants shoot 12 arrows/archer in seed elimination (1 vs 18, 2 vs 17, 3 vs 16, etc).

The winners of seed elimination matches proceed to the finalists round. During round four, winners of round three seed elimination shoot 12 arrows/archer to determine the winner of the competition.

Each arrow shot is allotted 40 seconds and is controlled by the attending range official via commands to notch the arrow (Time: 0). Competitors must release the shot within 40 seconds of the notch command. Competitors failing to release the arrow during the allotted 40 second period shall lose the ability to release the arrow and receive a score of zero for the shot. Misses, glances, or hit & fall count as zero points. All arrows must stick in the target to be counted at the end of each relay.

Round one is composed of six 20 minute relays (0830-1030) accommodating up to 72 participants. Round two is composed of three 20 minute relays (1100-1200) accommodating up to 36 participants.

LUNCH: 1200-1330 (Webelos visitors fun shoot)

Round three is composed of two 15 minute relays (1330-1415) accommodating 18 participants. Round four is composed of one 15 minute relay (1415-1445) accommodating 9 finalists. Scoring ties between finalists are broken with head-to-head single shot sudden death elimination. Each archer has one arrow (50 seconds) to achieve the highest score. Archers that are not present during their allotted relay are assigned a zero score for the relay.

1500-1700: Open archery range for walkabout free program participants. Branch 2, 3, 4, and 5 participants may not participate.

The top scoring patrol is determined by the aggregate of the average of the top three scores from round one, plus the average of the top three scores from round two. Scoring ties are broken by adding all individual scores of all patrol members in round three to the patrol score. If ties remain, all individual scores of all patrol members in round four are added to the patrol score. If ties persist, a head-to-head single shot sudden death elimination between one member of each patrol will determine the winner. Member selection is made by random hat selection.

### **Branch 3: Shotgun Competition (maximum participants: 32) (8 lanes)**

This is a full day program. Participants will not have time to participate in other camporee branches.

Participants must have earned the Shotgun or Rifle MB, or have participated in one these MB courses at a 2012 BSA summer resident camp to participate in this branch. Participants that make it to round two of this competition may be able to meet the shotgun merit badge requirement 2K that requires hitting 12/25 clays in two 25 group attempts. Units must provide a unit leader signed roster showing the name of the participant and a statement that participants have been verified to have earned one the



pre-requisite MBs or participated in one of the same during a 2012 BSA summer resident camp but did not qualify for the MB.

Participating patrols (3-4 Scouts per patrol) compete in a multi-round elimination skeet competition. The top three individual competitors and the top scoring patrol are recognized with a special award patch.

All participants will receive their mandatory safety briefing from 0815-0845. In round one, participating patrols (3-4 Scouts per patrol) shoot 25 shots/25 clays for each participant. The top 50% patrol scores advance to round two. Scores are based on the aggregate value of the top three scores within a patrol. During round two, participating patrols (3-4 Scouts per patrol) shoot 25 shots/25 clays for each participant. The top 50% individual scores proceed to the individual elimination round (round three). During round three, individual participants shoot 20 shots/20 clays for each participant. The top 50% individual scores proceed to the finalist round. During round four, participants will shoot 10 shot/10 clays to determine the winner of the competition.

Round one is composed of 5 shot relays (0900-1030) until each participant has completed 25 shots accommodating up to 32 participants.

Round two is composed of 5 shot relays (1030-1200) until each participant has completed 25 shots accommodating up to 16 participants.

LUNCH 1200-1300

Round three is composed of two 10 shot relays (1300-1400) until each participant has completed 20 shots accommodating 8 participants.

Round four is composed of one 10 shot relay (1400-1500) until each participant has completed 10 shots accomodating 4 participants. Scoring ties between finalists are broken with head-to-head single shot sudden death elimination. Each archer has one shot/one bird until one participant misses a bird.

Participants that are not present during their allotted relay are assigned a zero score for the relay.

1500-1600 Open shotgun range for walkabout free program participants with proof of Shotgun MB achievement (copy of blue card is required, the copy will be collected and destroyed to control 5 shot limit) (up to 5 shots/per participant). Branch 2, 3, 4, and 5 participants may not participate.

The top scoring patrol is determined by the aggregate of the average of the top three scores from round one, plus the average of the top three scores from round two. Scoring ties are broken by adding all individual scores of all patrol members in round three to the patrol score. If ties remain, all individual scores of all patrol members in round four are added to the patrol score. If ties persist, a head-to-head single shot sudden death

elimination between one member of each patrol will determine the winner. Member selection is made by random hat selection.

Participants are encouraged to bring their personally owned 20 gauge shotgun. However, no personal ammunition may be used. The camporee fee associated with this branch event includes the cost for camporee provided ammunition (2¾ length, 8 or 9 shot). All personally owned shotguns must be in an enclosed case when being transported from the locked unit vehicle to the branch event location. All shotguns that are outside of their cases when not at the branch location will be confiscated and returned to the owner on the day of departure. All participants intending to bring personal/unit owned shotguns must notify the Camporee Chairman with their intent to do so. The make, serial number, and legal owner of the shotgun must be provided. A tag will be issued upon arrival to the camporee site that can be attached to the outside of the shotgun case that clearly identifies that the shotgun is authorized to be at the camporee. Shotguns without an associated tag will be confiscated and returned to the owner on the day of departure.

The camporee will provide shotguns to those participants that do not have unit or personal shotguns available to them.

#### **Branch 4: Smallbore Rifle Competition (maximum participants: 72) (12 lanes)**

This is a full day program. Participants will not have time to participate in other camporee branches. Participants must have earned the Shotgun or Rifle MB, or have participated in one these MB courses during the 2012 BSA summer resident camp season to participate in this branch. This branch DOES NOT provide opportunity to complete the Rifle MB.

Participating patrols (3-4 Scouts per patrol) compete in a modified NRA Smallbore 3-Position Outdoor Conventional competition. The top three individual competitors and the top scoring patrol are recognized with a special award patch.

Round one relays 1 and 2 receive their mandatory safety briefing from 0800-0830. Round 1 relays 3 and 4 receive their mandatory safety briefing from 0830-0900. Round 1 relays 5 and 6 receive their mandatory safety briefing from 0900-0930.

All patrol scoring is based on the top-three aggregate scores in each position per patrol. Scoring ties are broken by head-to-head single shot sudden death elimination between one member of each patrol. Each member has one shot (60 seconds) to achieve the highest score. Member selection is made by random hat selection.

Round one is composed of shooting 10 prone shots at a distance of 50 yards in 15 minutes. All participants shoot in six sequential relays (0830-1030) until all participants have shot the prone position before moving to the kneeling position.

Round two is composed of shooting 10 kneeling shots at a distance of 50 yards in 20 minutes. All participants shoot in six sequential relays (1030-1330) until all participants



have shot the kneeling position before moving to the standing position. **All participants must ensure they eat lunch during this time slot when they are not on the line competing.**

Round three is composed of shooting 10 standing shots at a distance of 50 yards in 20 minutes. All participants shoot in six sequential relays (1330-1630) until all participants have shot the standing position.

1630-1730 Open smallbore range for walkabout free program participants with proof of Shotgun MB achievement (copy of blue card is required, the copy will be collected and destroyed to control 5 shot limit) (up to 5 shots/per participant). Branch 2, 3, 4, and 5 participants may not participate.

Scoring ties between finalists are broken with head-to-head single shot sudden death elimination. Each participant has one shot (60 seconds) to achieve the highest score. Participants that are not present during their allotted relay are assigned a zero score for the relay.

Participants are encouraged to bring their personally owned Sporter-class, rimfire, 22LR caliber, single-shot, bolt action, iron sight only (any type) rifle. Olympic-style competition rifles are not appropriate for the level of competition found at a Scout camporee and are not authorized for use! No personal ammunition may be used. The camporee fee associated with this branch event includes the cost for camporee provided ammunition. All personally owned rifles must be in an enclosed case when being transported from the locked unit vehicle to the branch event location. All rifles that are outside of their cases when not at the branch location will be confiscated and returned to the owner on the day of departure. All participants intending to bring personal/unit owned rifles must notify the Camporee Chairman with their intent to do so. The make, serial number, and legal owner of the rifle must be provided. A tag will be issued upon arrival to the camporee site that can be attached to the outside of the rifle case that clearly identifies that the rifle is authorized to be at the camporee. Rifle without an associated tag will be confiscated and returned to the owner on the day of departure.

The camporee will provide rifles to those participants that do not have unit or personal rifles available to them. The rifles will have been zero sighted.

**Branch 5: Black Powder Rifle (VENTURE CREWS ONLY!) (maximum participants: 12) (4 lanes)**

This is NOT full day program. Participants are encouraged to stay for the entire camporee experience but are not required to do so. The fee for this branch includes the camping cost for Friday night but not Saturday. Participants of this branch will still be charged the camping fee charge even if they arrive on Saturday morning. An additional charge of \$6 applies for the camping fee for Saturday night.

Participants compete in a 40 shot single elimination competition. The top three competitors are recognized with a special award patch.

All participants receive their mandatory safety briefing from 0800-0845.

In round one, all participants sequentially participate in three relays (0900-1000) until all have taken 10 shots at a distance of 25 yards in the standing position. All participants move to round two.

In round two, all participants sequentially participate in three relays (1000-1100) until all have taken 10 shots at a distance of 25 yards in the standing position. The top 50% of the aggregate score of rounds one and two move to round three. Ties are broken with a single shot sudden death elimination.

1100-1300 Lunch. Participants that do not plan on camping Saturday and are not prepared to cook their own meals, may eat with the Camporee staff at a cost of \$6/lunch. Onsite cash payment is required. Participants that camp Saturday are requested to plan for their own lunch/dinner.

Round three is composed of two relays (1300-1400) in which participants shoot 10 standing shots at a distance of 50 yards in 30 minutes. The top 50% aggregate of the individual scores move to the finalist round.

Round four is composed of one relay (1400-1430) in which participants' shoot 10 standing shots at a distance of 50 yards in 20 minutes. Scoring ties between finalists are broken with head-to-head single shot sudden death elimination. Each participant has one shot (120 seconds) to achieve the highest score.

Participants that are not present during their allotted relay are assigned a zero score for the relay.

Participants **MUST** bring their personally owned muzzle-loading rifles, and ammunition/supplies. The camporee fee associated with this branch event includes only the cost for the camp usage fee (including one night of camping and water), health & safety, target and patch costs. All personally owned rifles must be in an enclosed case when being transported from the locked unit vehicle to the branch event location. All rifles that are outside of their cases when not at the branch location will be confiscated and returned to the owner on the day of departure. All participants must notify the Camporee Chairman of the rifles make, serial number, and legal owner of the rifle. A tag will be issued upon arrival to the camporee site that can be attached to the outside of the rifle case that clearly identifies that the rifle is authorized to be at the camporee. Rifles without an associated tag will be confiscated and returned to the owner on the day of departure.

## **Branch 6: Sporter Air-Rifle (.177) Competition (maximum participants: 96) (16 lanes)**

This is a full day program. Participants will not have time to participate in other camporee branches. **This is the branch most appropriate for Scouts with little to no exposure to firearms – i.e. new Scouts that did not participate in a camp shooting MB or older Scouts that have not picked up a rifle in years!** There is no minimum or maximum age or rank for this branch! The experience in this branch is almost identical to the experience in branch 4, except it is with a .177 air rifle versus a 22 caliber rimfire rifle AND the participant has to shoot longer in more positions! The major differences are that participants shoot at 33 feet vs 50 yards and with lighter rifles. There is no requirement to have earned or participated in a shotgun or rifle merit badge class for this branch. The branch covers no portion of the rifle merit badge.

Participating patrols (3-4 Scouts per patrol) compete in a modified Winchester/NRA Sporter-Class 4-Position Air-Rifle competition. The top three individual competitors and the top scoring patrol are recognized with a special award patch.

Round one relays 1 and 2 receive their mandatory safety briefing from 0800-0830. Round 1 relays 3 and 4 receive their mandatory safety briefing from 0830-0900. Round 1 relays 5 and 6 receive their mandatory safety briefing from 0900-0930.

All patrol scoring is based on the top-three aggregate scores in each position per patrol. Scoring ties are broken by head-to-head single shot sudden death elimination between one member of each patrol. Each member has one shot (60 seconds) to achieve the highest score. Member selection is made by random hat selection.

Round one is composed of shooting 10 prone shots at a distance of 33 feet in 10 minutes. All participants shoot in six sequential relays (0830-1000) until all participants have shot the prone position before moving to the sitting position.

Round two is composed of shooting 10 sitting shots at a distance of 33 feet in 10 minutes. All participants shoot in six sequential relays (1000-1130) until all participants have shot the sitting position before moving to the kneeling position.

Lunch 1130-1300

Round three is composed of shooting 10 kneeling shots at a distance of 33 feet in 20 minutes. All participants shoot in six sequential relays (1300-1500) until all participants have shot the kneeling position before moving to the standing position.

Round four is composed of shooting 10 standing shots at a distance of 33 feet in 20 minutes. All participants shoot in six sequential relays (1500-1700) until all participants have shot the standing position.

Scoring ties between finalists are broken with head-to-head single shot sudden death elimination. Each participant has one shot (60 seconds) to achieve the highest score.

Participants that are not present during their allotted relay are assigned a zero score for the relay.

Participants are encouraged to bring their personally owned Sporter-class, .177 caliber, single-shot, iron sight-only air rifle. Olympic-style competition rifles are not appropriate for the level of competition found at a Scout camporee and are not authorized for use! No personal ammunition may be used. The camporee fee associated with this branch event includes the cost for camporee provided ammunition. All personally owned rifles must be in an enclosed case when being transported from the locked unit vehicle to the branch event location. All rifles that are outside of their cases when not at the branch location will be confiscated and returned to the owner on the day of departure. All participants intending to bring personal/unit owned rifles must notify the Camporee Chairman with their intent to do so. The make, serial number, and legal owner of the rifle must be provided. A tag will be issued upon arrival to the camporee site that can be attached to the outside of the rifle case that clearly identifies that the rifle is authorized to be at the camporee. Rifle without an associated tag will be confiscated and returned to the owner on the day of departure.

The camporee will provide rifles to those participants that do not have unit or personal rifles available to them. The rifles will have been zero sighted.

**Branch 7: Dry-land Biathlon (Air Rifle .177) (maximum participants: 64) (8 lanes)**

This is NOT a full day program. Participants should plan on taking advantage of Branch 1 activities or unit level tasks.

Participating patrols (3-4 Scouts per patrol) compete in a modified winter-biathlon experience. The cross country skiing is replaced with cross country running. Only Scouts that want a real challenge testing their physical stamina and shooting skills should sign up for this branch!

Participants in this branch complete 10 loops of a cross country course totaling about 2 kilometers. Upon completion of each loop, each participant take up to 5 prone-position shots in 3 minutes at a distance of 33 feet, before departing for the next loop. The objective of this event is to complete the course in the shortest amount of total run time. A 2, 3, and 5 second credit is provided for spinner target hit per round in the rifle event. Physical stamina, endurance and concentration are paramount in this event.

Participants are encouraged to bring their personally owned Sporter-class, .177 caliber, single-shot, iron sight-only air rifle. Olympic-style competition rifles are not appropriate for the level of competition found at a Scout camporee and are not authorized for use! No personal ammunition may be used. The camporee fee associated with this branch event includes the cost for camporee provided ammunition. All personally owned rifles must be in an enclosed case when being transported from the locked unit vehicle to the branch event location. All rifles that are outside of their cases when not at the branch location will be confiscated and returned to the owner on the day of departure. All participants intending to bring personal/unit owned rifles must notify the Camporee Chairman with

their intent to do so. The make, serial number, and legal owner of the rifle must be provided. A tag will be issued upon arrival to the camporee site that can be attached to the outside of the rifle case that clearly identifies that the rifle is authorized to be at the camporee. Rifle without an associated tag will be confiscated and returned to the owner on the day of departure.

The camporee will provide rifles to those participants that do not have unit or personal rifles available to them. The rifles will have been zero sighted.

**For older Scouts interested in a non-shooting sports alternative.**

**Branch 8: High Ropes Course (13 YEARS OR OLDER ONLY!) (maximum participants: 20)**

**This course requires a 6ft jump from a platform to a 1.5 inch rope at a height of 35ft and the strength to climb that rope to the next platform challenge. Although it is not guaranteed yet, the camp expects to have completed installation of an 800ft zip line in time for the camporee. The high rope complex is existed by riding the zip line. THIS EVENT IS NOT FOR THE FAINT HEART, ONLY OLDER SCOUTS THAT ARE FIT AND HAVE PREVIOUSLY PARTICIPATED IN A HIGH ROPES OR ZIP LINE EVENTS SHOULD CONSIDER THIS BRANCH OPTION!** This is NOT a full day program. Participants should plan on taking advantage of Branch 1 activities or unit level tasks upon completion of the high ropes course.

The high ropes course is run by Camp Highroad certified ropes instructors. There is a limit of 20 participants. If there is enough early interest AND PAYMENT there is a possibility to obtain 20 more slots. The slots will be composed of 2 groups of 10 participants, each using a 2 hour block. We are currently slotted for the morning.

**For participants that would like the camporee experience, but have limited interest in shooting sports.**

**Branch 9: Cooking Merit Badge (minimum participants: 10; maximum participants: 25)**

This branch offers the complete Cooking Merit Badge. This is a full day program. Participants work with the staff support coordinator and Order of the Arrow volunteers to prepare camporee meals for camporee staff and themselves. Participants will camp in the youth staff (Order of the Arrow) area (Locust Grove) and eat with staff and guests. Participants must be prepared to cook all three Saturday meals, as well as the Sunday morning meal. Departing before the completion of the Sunday breakfast (including clean-up) will prevent completion of merit badge. Participants SHOULD NOT be charged unit food costs, as the branch fee includes food costs as well the cost for MB materials. The MB will be issued at the Camporee for participants fully participating in all meal preparations. Participants must be made aware that they will rise very early in the morning and have a long late day. This merit badge is for 1<sup>st</sup> Class Scouts or higher only.

**Branch 10: Wilderness Survival Merit Badge (minimum participants: 5; maximum participants: 25)**

This branch offers the complete Wilderness Survival Merit Badge. This is a full and night day program. Participants make use of applicable Branch 1 (fire, orienteering, lashing) stations, then depart for a 3 mile hike to the remote Vesper Hill. Enroute participants meet requirements of the merit badge, establish an orienteering course, and spend the night at Vesper Hill. Participants will only be allowed/must bring with them a personally provided basic survival kit: one 5x7ft tarp, one sleeping bag, one pocket knife, 100ft of rope, 32 ounces of water. Each participant will be issued two basic survival rations. Tents and food of any type will not be permitted. The branch will be led by Order of the Arrow Ordeal survivors (adult and youth). The MB will be issued at the Camporee for participants. The merit badge is recommended for Star Scouts or higher only. If Scouts below Star Scout wish to participate, a uniformed Unit Leader must accompany the Scout. Unit leaders will have the same gear restrictions and incur an \$8 survival rations fee. Participants will return to the main camporee field by 9 a.m. Sunday morning. This MB is not appropriate for Scouts with medical conditions that require administration of complex medications or special dietary needs.

**Branch 11: Orienteering Merit Badge (minimum participants: 6; maximum participants: 25)**

This branch offers the complete merit badge. This is a full day program. Participants will spend the entire day setting-up and completing multiple orienteering courses. EACH participant must bring their own quality orienteering compass! Any basic compass bought at a Scout store will work. Compasses bought at large box discount stores usually do not work for this activity. Participants must also bring work gloves as they will be constructing control markers. Additionally, participants must have a personal first aid kit and two 32oz water bottles with them. Scouts must wear stout clothing for this branch. Participants will have meals with their unit. The MB will be issued at the Camporee for participants. The merit badge is recommended for 1<sup>st</sup> Class Scouts or higher. 2<sup>nd</sup> Class and below Scouts may participate in this branch, but require a unit adult in attendance (1 adult/4 Scouts).

**Branch 12: Fire Safety Merit Badge (no minimum; maximum participants: 10)**

**This branch offers the complete merit badge, but requires two pre-camporee task completions. Participants in this branch will be responsible for the Camporee Campfire on Saturday evening.**

This is a full day program. In addition to the Fire Safety MB requirements, participants will meet the requirements for the Fireman and Totin chits. Participants must bring work gloves and clothing appropriate for collecting and preparing firewood. Additionally, participants will be handling fossil fuel, which if spilled on clothing or shoes will require a change of clothing. This branch is available to any Scout rank. The MB will be issued at the Camporee for participants that can show that pre-Camporee prerequisites requirements 6a and 11 have been completed. Partial blue cards for those not meeting 6a and 11 will be issued. All participants will receive the Fireman and Totin chits.



**Branch 13: Photography Merit Badge (no minimum; maximum participants: 30)**

This is a full day program. All participants must bring their own digital camera with removable storage. Participants will serve as camporee photographers documenting Scout participation and will learn how to create digital photo albums. All participants will receive a CD copy of the Camporee photo documentary. Additional copies of the photo documentary CD will be available purchase (\$3/disk).

**Special unit level opportunity**

**Branch 14: Salesmanship & Entrepreneur Merit Badges (up to two units, minimum participants: 5; maximum participants: 10)**

**This is a special opportunity for up to two units to achieve two MB simultaneously and benefit their unit by fundraising. CAUTION: All risk and responsibility resides with the unit.**

Units (participants) that would like to operate a 'camp store' by selling Scout appropriate food items must meet all requirements of the MBs by working with the Camporee coordinator to develop plans, approve the list/prices for items, and 'close out the books.' All profits from sales belong to the unit(s). The first units that contact the Camporee coordinator with workable business plans will win the contract. This branch requires significant before and after Camporee coordination. As a result, the MBs are not awarded at the camporee unless the units have made plans to complete accounting and balancing the books at the camporee with the Camporee coordinator. MB/blue cards will be mailed upon completion of the documentation requirement. Participating units are responsible for their own infrastructure / logistics support to run their camp store.

**ADULT ONLY BRANCHES**

**Branch 15: NRA RSO Course (Adult only) (minimum participants: 6; maximum participants: 16) (Cost: \$TBD)**

**CAUTION - This course requires that participants pass a final exam with a 90% or better score. The course requires the full attention of the participant. Participants MUST NOT take this course if they have responsibilities in unit base camps. The final exam requirement is an NRA requirement and cannot be waived.**

This 9 hour course leads to the certification necessary to support unit shooting sports programs as well as supporting District Camporees and Council events. This camporee could not happen without the volunteers running rifle, shotgun, and archery stations. Most of these volunteers come from outside Patriot district! For this course to occur, it is vital that interested adults register and make payment as early as possible. The cost associated with this course is a pass through cost for course materials, instructor fees, and lunch.

**Branch 16: BB Range Officer (Adult Only) (minimum participants: 5; maximum participants: 20)**

This 4 hour course leads to the certification necessary to support BB firing ranges at all Scouting levels including as a Cub Scout Day Camp BB Range Officer. This camporee could not happen without the volunteers running rifle, shotgun, and archery stations.

Most of these volunteers come from outside Patriot district! For this course to occur, it is vital that interested adults register and make payment as early as possible. Cost \$15

**Branch 17: Archery Range Officer (Adult Only) (minimum participants: 5; maximum participants: 20)**

This 4 hour course leads to the certification necessary to support archery firing ranges at all Scouting levels including as a Cub Scout Day Camp BB Range Officer. This camporee could not happen without the volunteers running rifle, shotgun, and archery stations. Most of these volunteers come from outside Patriot district! For this course to occur, it is vital that interested adults register and make payment as early as possible. Cost \$15

**Additional Camporee Event Opportunities**

**Cooking Competition (Scouts-only)**

Scouts may compete in a competition cook-off in one of three categories: Main Meal, Dessert, Most Unique Meal. A group of (1 to 3) Scouts may enter the contest at will. Intentions to enter the contest must be announced to the Camporee coordinator by 1200, noon, on 27 October 2012. Each entry must be prepared in one 12 or one 14 inch Dutch Oven and must be sufficient in volume to serve 6-8 Scouts. No other cooking or mixing vessels are allowed. Each Scout/Team must report to Locust Grove (Chris Wallace) between 1630 and 1700, with all materials to prepare and cook the meal. The meal must be complete no later than 1800. All materials must be in a raw uncooked state and prepared from scratch (no pre-cooking of any type is allowed). Additionally, once food is in the dutch oven, it may not be removed from the dutch oven for any reason until it is declared finished and read for judging by the cook. A panel of three judges will determine the winner in each category based on a 'best taste and most visually pleasing assessment.' The winning Scout/Team entry will receive a single special award patch. Up to two entries per unit are allowed.

**Camporee Campfire Skit/Songs/Instrumental performances**

All units are highly encouraged to participate in this opportunity. A campfire is only fun if we have interesting skits/songs/instrumental performance to enjoy. Each unit may enter up to two skits/songs for the camporee campfire. The skit/song must be declared to the Camporee Coordinator no later than 1500, 27 October 2012, for review/approval.

**Most Participating Unit Flag Banner**

A special participation flag banner will be awarded to the troop(s) that participate in the greatest number of camporee events. The participation criteria are based on the number of events rather than the number of Scouts. If a tie for the greatest amount of participation exists, all units that tie will receive the flag banner. All camp branches, merit badge opportunities, cooking competition, camporee camp fire skit/song (up to two per unit), high ropes participation, adult only courses, and Webelos hosting count as individual events. Units may only receive one credit for hosting Webelos units for the (1000-1500) open period. Webelos leaders that check-in at the camporee will register their webelos for the unit that receives credit.