

2026

**SOUTHERN DISTRICTS
CAMPOREE
LEADERS HANDBOOK**



Pirates of the Piedmont

**Alvin Hogan Sr, Youth Outdoor Complex
6271 Bombay School Road, Denton, NC 27239**

November 6-8, 2026

Dear Leaders

Inside this guide you will find all the rules, registration materials, weekend information, and events for the Camporee. I would like to invite all Boy Scouts and Venture Units to join us at the **2026 Pirates of the Piedmont Camporee**. This weekend promises to be full of fun and challenging events that all can enjoy.

This book is given out to the units so all of you can “Be Prepared” for what is to come. We expect a huge turnout for this event, so please plan to register on time. Please make sure each Scout has seen or heard the rules for this campout and abides by them.

To register your troop for the camporee weekend, please register your unit at

<https://scoutingevent.com/070-ONSCCamporeeSouth>

Event Cost

- **Cost per Scout: \$20.00**
- **Early Bird Rate \$15.00 (paid before October 23rd, 2026)**
- **Cost per Leader: \$10.00**
- Registration fees cover facility and program cost as well as insurance.
- Registration closes Tuesday Nov. 3rd at 11:59pm

Yours in Scouting Spirit,

Jeff Willett

Important Camporee Contacts

Aaron Walters
Director of Program
(336) 380-1041
aaron.walters@scouting.org

James Doughton
District Associate
(336) 378-9166
James.Doughton@scouting.org

Jeff Willett
Uwharrie Camping Chair
(336) 328-6490
jwillett1@hotmail.com

David Burris
Medical Officer
(336) 225-8164
camerakidzdavid@gmail.com

General Rules and Information

These rules are the general framework around which this Camporee will be operated. The Scout Oath, Law, and Outdoor Code are the guides for ALL behavior at this Camporee. Troops or individuals who do not conform to this spirit may be asked to leave the Camporee.

1. A registration fee will be charged to cover the cost of Camporee supplies, patches, and prizes. All fees due must be paid in full by the deadline of **November 3**.
2. Scouts should arrive and depart in Full Class A uniform. The uniform is required to be worn for Flag, the Saturday Campfire, and Sunday Church Service.
3. Scouts should dress appropriately for Saturday activities and dress accordingly to the weather and activity.
4. Campsites will be assigned in advance based on unit registration.
5. Each Troop will be required to use the minimal space for its campsite. All troops are required to exercise “low-impact” camping techniques. Administrative and Program Staff will dismiss troops from campsites upon check out. **NO HAMMOCK CAMPING** is available unless you bring stands. There are no trees available for use - as this is an open field.
6. Trailers may be dropped along the road or at a camp site. **NO** vehicles are allowed to remain in camp area or on road after Taps. There is a designated parking area for all vehicles - Use It! For exceptions to this rule the scoutmaster **MUST** speak with the Administrators at check in. We will establish an area in the parking lot for people that need to leave early on Saturday morning for work or other activities.
7. Upon arriving the Scoutmaster of each troop will need to report to the Check-In location. A list of attendees will need to be presented on the form that is provided with this packet, along with medical forms. (Check in is at headquarters), See check in info sheet page listed in appendix.
8. Troops must plan on removing all trash from the Camporee area. Again, all trash must be hauled away by the Troops. There are no dumpsters available.
9. **All buildings except for bathrooms are off-limits during the camporee.** The Boy Scouts should not be in any building - other than the bathrooms in the campsite areas.

10. Safety and fire prevention are the responsibility of everyone at Camporee. Have all necessary fire buckets and fire fighting tools available. All fires should have a 5-foot radius safety zone cleared around the fire. **You will need to bring your own firewood and firepans.** All firewood must be removed from site upon leaving.
11. Taps will be at 11:00 p.m. each evening at Camporee. Reveille will be at 7:00 a.m. Quiet hours and dim lights are between those hours. Units should plan to arrive at Camporee in enough time to have their campsites established by Taps. Points may be deducted for failure to observe this rule.
12. Patrols flags may be carried to flag raising and lowering
13. Visitors (other than registered participants) are welcome at Camporee. Visitors to a campsite must have permission from the unit leader and the Committee.
14. No green (live) wood (for camp craft projects or other) may be cut from Camporee facility.
15. All campfire skits, songs, etc., must conform to Scouting standards, and must be submitted to the Administrative Chief by lunch on Saturday.
16. Unit leaders are responsible for the supervision of their units at all times. Remember two-deep leadership is always required. Please ensure safety and discipline among your unit.

CHECK-IN:

Units should not plan to arrive at the Camporee site before 4:00 p.m. on Friday. Please have the following information available at check-in:

- A unit roster of scouts and adults with addresses and phone numbers.
- Name and number of patrols participating.
- Health Forms Parts A&B for troop members and participating adults including staff.
- Health History Forms should remain with your Troop.
- Release form for each person attending

FIRST AID:

First Aid should be administered at the Troop level. Units should have adequate first-aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the Headquarters Building in a timely manner.

SUNDAY SERVICE:

There will be a nondenominational Religious Service on Sunday morning. All Scouts and Scouters are invited to attend. Please wear full uniform. In order to be eligible for the Best Overall Unit award, the units must be present at the Sunday Service.

EQUIPMENT:

TROOP

- Flag (Troop and American)
- Shelters
- First-Aid Kit
- And any other items that your troop would bring while camping

Personal (Campers)

- Full Class A uniform
- Class B Uniform and clothes appropriate for the weather
- Tent (or share)
- Toilet Articles (Towels, Toothbrush, Toothpaste, Soap, Shampoo, etc.)
- Sleeping Gear (appropriate for the weather)
- Compass
- Poncho
- Water Bottle (STAY HYDRATED)
- Boy Scout Handbook
- Bandana
- Watch
- Ten Essentials
- Hiking pole
- Extra batteries for flashlights
- And any other items that you would bring and need while camping

If there are any questions about Camporee, please feel free to contact the Camporee Staff:

(336) 328-6490 - for Jeff Willett

Please call between the hours of 3:30 p.m. and 9:00 p.m.

2026 Southern Districts Camporee Schedule

Friday

Nov. 6, 2026

4:00 - 9:00 p.m.	Check-in
9:00 – 10:00 p.m.	SPL / SM Meeting /Cracker-barrel (HQ Shelter)
11:00 p.m.	Taps - All Quiet in Camp

Saturday

Nov.7, 2026

6:48 am	Sunrise
7:00 am	Reveille, Breakfast, & Cleanup
8:00 am	Flag Raising (Flagpole)
8:00 am – 8:50 am	Station Rotation 1
9:00 am – 9:50 pm	Station Rotation 2
10:00 am – 10:50 pm	Station Rotation 3
11:00 am – 11:50 pm	Station Rotation 4
12:00 pm - 1:00 pm	Lunch
1:15 pm – 2:00 pm	Station Rotation 5
2:00 pm – 2:45 pm	Station Rotation 6
3:00 pm – 3:45 pm	Station Rotation 7
4:00 pm	Dinner & Cleanup
5:17 pm	Sunset
5:30 pm	Flag Lowering
8:00 pm	Campfire
9:00 pm	Cracker Barrell / Dutch Oven Competition
10:00 pm	SPL / SM Meeting (HQ Shelter)
11:00 pm	Taps - All Quiet in Camp

Sunday

Nov.8, 2026

7:00 a.m.	Reveille, Breakfast, & Cleanup
8:30 a.m.	Flag Raising Ceremony (Flagpole)
9:00 a.m.	Church Service (HQ)
10:00 a.m.	Campsite Inspection, Check-out
11:00 a.m.	All Troops packed up and going home

Camporee Events

PATROL COMPETITIONS

Leading up to the event, leaders should prepare their scouts by reviewing:

- 10 essentials
- Basic first aid
- Knots – two half hitches, bowline, sheet bend
- Round lashings
- Preparing for the weather.

“Pirates of the Piedmont” Activities

During all competitions Scouts will work as a Patrol. Individual scouts are welcome to participate, however only patrol scores will be considered for awards.

- Captain Barnacle Bill has hidden his treasure as Camp.
- Attend the morning briefing
- Each patrol will be provided with a map to aid in mission
- Gather clues throughout the day to uncover the pirate treasure
- Unlock the treasure box at end of the day based on clues gathered

Station 1: Gangplank Crossing

Our team of pirates need to board the ship without falling into the ocean. Create a gangplank across the old pier pilings to access the ship.

Competition: Scored Event

- First attempt 25 points
- Second attempt 15 points
- Third attempt 5 points

Required:

- Blue tarp for ocean
- 2 - 6 to 8 foot sections of 2 x 6 lumber
- 6 cinder blocks

Preparation:

1. Lay out blue tarp to represent ocean
2. Put out cinder blocks as pier pilings to use.
3. Pilings should be 3 groups of 2 blocks each
4. Lay out 2 lumber pieces

Notes:

- Gets scouts working together to complete a challenge.

Goal:

The Patrol will cross over the ocean using the 2x6 lumber to create gang planks connecting the islands.

No scout can step into the ocean, or the entire patrol must start over

Station 2: Avast the Blasted Mast

Avast. The Royal Navy has blasted our ship and now our mast is broken.
Repair the mast and hoist the colors

Competition: Scored/Timed Event

- 30 points for correctly lashing the splint to the broken mast
- 20 points for hoisting the pirate flag up the mast in under 5 minutes.

Required:

- Bow saw
- Pirate Flag
- 8 shorts length of rope for lashing (3 to 5 ft each)
- 2 scout staves (5 ft feet in length)
- Lengths of wood for cutting into splints
- Flagpole stand

Preparation:

- Have all material laid out
- Have a flagpole stand set out

Notes:

- Gets scouts working together to complete a challenge.

Goal:

The Patrol will use a bow saw to cut a splint for their broken mast and lash it to the mast and then hoist the Pirate Flag. Scouts should use round lashings.

Station 3: Pirates Dice

Our crew must practice tying knots with handicaps – such as nighttime, injury, or cold weather.

Competition: Timed

Score is average time for patrol.

(Total time for patrol) divided by (number of patrol members participating)

Required:

- Dice
- Oven Mitts
- Blindfold
- Sling
- 2 pieces of rope

Preparation:

- Have all materials laid out

Notes:

- Gets scouts working to tie knots correctly

Goal:

Time starts

Each scout in patrol rolls a die.

If scouts roll:

1 or 2 – scout puts on blindfold

3 or 4 – scout puts on 2 oven mitts

5 or 6 – scout puts on sling on arm

Then scout ties a square knot successfully. No Granny knots.

Scout takes off handicap and next scout in patrol starts by rolling die.

Station 4: Peg Leg

Our crew member was injured. Provide first aid and transport them to safety,

Competition: Timed

Score is average time for patrol.

(Total time for patrol) divided by (number of patrol members participating)

Required:

- Cravats
- Splint materials
- Bandages

Preparation:

- Have all materials laid out

Notes:

- Scouts provide first aid to a given scenario.
 - Broken Leg
 - Broken arm
 - Severe bleeding
 - Embedded Fishhook

Goal:

Station 5: Walk the Plank

Our crew must cross over the swamp on land skis. Hurry before you sink!

Competition: Timed

Score is average time for patrol.

(Total time for patrol) divided by (number of patrol members participating)

Required:

- Two 2"x4"x10' boards
- Lengths of ropes to tie on skis
- Cones for course
- Blindfold

Preparation:

- Have all materials laid out

Notes:

- Gets scouts working together to complete a challenge.

Goal:

Two 2"x4"x10' boards are laid on the ground parallel to each other with ropes tied to them for five people to hold on to. The patrol needs to work as a team to walk in a forward motion, lifting one ski at a time with the ropes for approximately 20 feet through a potential obstacle course. Then they reverse themselves on the skis and return to the starting point.

Special Twist to Add Fun and Difficulty

- All travelers must face backward when starting out leaving only the middle person facing forward to perform navigation verbally through the potential obstacle course. This simulates complications of moving multiple people at the same time during an earthquake with falling debris. After reaching 20 feet, everyone turns around 180 degrees. Those at the rear of the skis will be, like the front, leading the way with the center person acting a navigator.
- Solution: The navigator calls out a cadence, e.g., left, right, left, left, left, right, etc. Hint for success: make sure everyone knows that they should lift their [correct] foot at the same time.

Station 6: Climb the Rigging

Your crew enters the rigging of a captured ship. Your team must safely get all members through the rigging without setting off any alarms. Time is limited.

Once the escape has been completed, gather treasure clues in the area.

Competition: Timed /Scored

Score is average time for patrol.

(Total time for patrol) divided by (number of patrol members participating)

Required:

- Ropes
- Bells

Preparation:

1. Build maze with ropes
2. Hang bells on maze

Notes:

Gets scouts working together to complete a challenge.

Goal:

The Patrol Leader (PL) must direct the patrol through maze without setting off any bells.

Station 7: Man Overboard

One of the crew has fallen overboard. Tie ropes together and save the crew member.

Crew must use 3 different knots to join ropes together and throw rope to man overboard

- Bowline
- Sheet bend
- Square knot

Competition: Timed /Scored

Score is average time for patrol.

(Total time for patrol) divided by (number of patrol members participating)

Required:

- Ropes
- Cones

Preparation:

1. Lay out ropes
2. Set up cones / tarp for water and victim 20 feet away.

Notes:

Gets scouts working together to complete a challenge.

Goal:

Station Scoring

Activity	Point Breakdown	Max Points
Gangplank Crossing	• First attempt 25 points • Second attempt 15 points • Third attempt 5 points • Complete Event 10 Points	50
Avast the Blasted Mast	• 20 points for correctly lashing the splint to the broken mast • 20 points for hoisting the pirate flag up the mast in under 5 minutes. • 10 Points for Completing Event	50
Pirates Dice	• 5 Points for average time for patrol under 20 minutes • 10 Points for average time for patrol under 10 minutes • 20 Points for average time for patrol under 5 minutes • 10 Points for Completing Event	50
Peg Leg	• 5 Points for average time for patrol under 20 minutes • 10 Points for average time for patrol under 10 minutes • 20 Points for average time for patrol under 5 minutes • 10 Points for Completing Event	50
Walk The Plank	• 5 Points for average time for patrol under 20 minutes • 10 Points for average time for patrol under 10 minutes • 20 Points for average time for patrol under 5 minutes • 10 Points for Completing Event	50
Climb the Rigging	• 5 Points for average time for patrol under 20 minutes • 10 Points for average time for patrol under 10 minutes • 20 Points for average time for patrol under 5 minutes • 10 Points for Completing Event	50
Man Overboard	• 5 Points for average time for patrol under 20 minutes • 10 Points for average time for patrol under 10 minutes • 10 Points for tying all 3 knots correctly • 10 Points for Completing Event	50

Bonus Points Description	Max Points
Canned food drive – bring a minimum of 1 can for each scout/leader.	25
Each unit that provides a leader to help run an event will receive bonus points.	25
Performing a skit at the Saturday Night campfire. Pirate themed skits get even more points	25
Each unit that leads a Flag Ceremony will receive bonus points • Saturday Flag Raising • Saturday Flag Lowering • Sunday Flag Raising	25
Scout Spirit. Units will receive bonus points based on the scout spirit as shown throughout the weekend.	50

Awards and Certificates

Patrol awards for 1st, 2nd and 3rd place for overall points score

Risk Assessment:

For the purpose of this assessment scouts are children, leaders/troop leaders are Boy Scout affiliated adults and staff, or event personnel are adults not affiliated with the Boy Scouts.

Closest Hospital: Randolph Health 364 White Oak St, Asheboro, NC 27203

Poison Control: 800-222-1222

Weather Hazards

- Training will occur regardless of the weather. Scouts and leaders should be advised of the forecast and prepare themselves. Event staff should be prepared in the morning. In the event of severe weather, overhead covering should be setup for the stations. Training plans will be accommodated by the station leader to reduce the risk of injury from exposure and lightning. Weather checks should be maintained hourly to stay apprised of changes.

Personal Safety

- **Hydration:** Everyone should be reminded to stay hydrated. Given the time of year, it's easy to forget to drink water. The reminder should be repeated at each station throughout the day, and into the evening
- **Movement injuries:** Everyone should be reminded to be cautious in moving about the woods. Slips, trips and falls are common injuries and can be avoided by staying aware of the surroundings. In the event of scout injury, notify the boy scout leader immediately and stabilize if possible. Boy Scout leader will determine the next steps based on advice from trained personnel on scene.
- **Environmental injuries:** Weather will impact on the types of injuries to look for. Heat and cold injuries can be mitigated with hydration and appropriate clothing. Staff/troop leaders will pay attention to scouts and recommend those measures where necessary. In the event of heat injury, the patient will be moved to shade immediately and cooled as necessary. Cold injuries will be treated by getting the patient into a warm environment, such as a vehicle.
- **Buddy System:** No scout should be alone at any time. No adult should be alone outside the improved camp space, without a method of communication (radio) or a method of tracking (SAR Topo)
- **Individual medical needs.** Scouts should convey any medical concerns to their scout leaders, including allergies, or any routine medications that need to be administered at the appropriate time. Scouts/ Scout leaders should advise the staff if there are any considerations needed to execute the training, including any time limitations needed when scouts leave the improved camp area.

Wildlife

- Primary concerns are the indigenous venomous snake population. Care should be taken when operating near the water, brush piles, and downed logs. Snake bites should be reported immediately. Do not touch the snake. Scouts should notify their leadership.
- **Ticks:** Appropriate tick prevention should include long sleeves and pants, bug spray, and buddy checks upon completion of the evening
- **Stinging insects:** Use bug spray to ward off mosquitoes. Be observant of roof lines, doorways, and small spaces to avoid antagonizing wasps. In the event of a sting, notify the leadership immediately. Scouts with severe allergies, who carry an epi-pen, should notify their buddy and/or scout leader of its location.
- **Small animals:** Avoid wildlife wherever possible.

Patrol Information and Roster
PLEASE HAVE READY TO TURN IN UPON ARRIVAL

Unit # _____

Patrol Name: _____

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Patrol Name: _____

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Patrol Name: _____

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Camporee Evaluation

We hope you and your Scouts had a great time this weekend. We are asking each unit to fill out one of these evaluations and turn it in at checkout. Filling out this form should be troop wide affair and should not be based upon just one person's opinion

Please use this grading scale: 1 = poor to 5 = excellent

Troop # _____ District: _____

Did your unit enjoy the camporee? _____
What did you like best and least? Why?

Were the events well planned? _____
What was your favorite and least favorite? Why?

How would you rate the campfire? _____
What did you like best and least? Why?

How would you rate the overall camporee? _____
What would you change? Why?

What would you like to see done again? Why?

Feel free to write additional comments and suggestions on the back.

Thank you for your time and consideration