

## Western Shore



## District Spring Camporee 2025

March 28, 2025 5:00 pm  
March 30, 2025 9:00 am

Kings Landing Park  
3255 Kings Landing Rd  
Huntingtown, MD 20639

Hosted by  
Western Shore Chapter Order of the Arrow

### Contact Information:

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## **Registration Link:**

<https://www.scoutingevent.com/082-wsdSpringCamporee2025>

Cost: Youth - \$20.00/Adults \$10.00

**Registration closes on Tuesday March 25 2025 at 11:59 pm**

## **Camporee Schedule:**

### **Friday, March 28<sup>th</sup>:**

5:00 p.m. - 8:00 p.m. - Check-In/Registration/Set up Camp  
8:30 p.m. - 9:00 p.m. - SPL/Scoutmaster Leader meeting OA pavilion  
9:00 p.m. - 9:30 p.m. - OA Cracker Barrel – for SPL's, Scoutmaster's and  
Any/All 2025 OA dues paid members, wear your OA sash

10:00 p.m. - TAPS (Lights Out)

### **Saturday, March 29<sup>th</sup>:**

6:30 a.m. - Wake-up/Breakfast  
8:00 a.m. - 8:30 a.m. - Flag Up, Morning Roll Call & Announcements; OA  
Pavilion  
9:00 a.m.-12:00 p.m. - Morning Program  
12:00 - 1:30 - Lunch  
1:00 - 1:30 p.m. - Brotherhood Conversion Class - all participants must have  
paid their 2025 OA dues.  
1:30 - 4:30 afternoon program

4:30 p.m. - 7:00 p.m. - Dinner/Free Time-Skits will be collected during dinner  
5:00 p.m. - WEBELOS & Arrow of Light check in????  
7:00 p.m. - 7:15 p.m. – Scouts Own Service – OA Pavilion  
7:15 p.m. – 7:30 p.m. – Dutch Oven Cook Off due – OA Pavilion – “Dessert”  
7:30 p.m. - Get ready for campfire, practice skits.  
8:00 p.m. - 9:30 p.m. - Closing Campfire, Skits & O/A Callouts,  
Brotherhood Conversion immediately following closing campfire...Stay behind  
at campfire. all participants must have paid their 2025 OA dues.

10:00 p.m. - TAPS (Lights Out)

### **Sunday, March 30<sup>th</sup>:**

7:00 a.m. - Reveille and Breakfast  
8:30 a.m. - Closing Flags/Ceremony  
9:00 a.m. - Check Out

## Event Overview

### Check-In:

Scoutmasters must check in at the Leaders' meeting and provide a completed roster of their units, identifying both youth and adult participants. Each unit should have a copy of the BSA Health Form for all Scouts and Scouters at their campsite.

### Campfire and Fire Safety:

- **Ground Fires Are Not Permitted** – Only Leave No Trace fires are allowed. Fires must be in an elevated fire pit and completely contained above ground.
- Fires must be attended at all times.
- Charcoal grills and propane stoves, under proper supervision, are recommended for cooking.
- Firewood is **not** available at the Camporee site.
- **Do not dump ashes in the wood line!**

### Equipment:

Be prepared! Bring all necessary supplies.

### Food:

Patrols are expected to plan, pack, and prepare their own food. No food will be provided for units.

### Uniforms:

- **Field Uniform (Class A) and OA sashes** are required for the Opening, Campfire, Scout's Own, and Closing Ceremonies.
- **Activity Uniform (Class B)** is suggested for all other activities.
- Dress appropriately for the weather.

### Electronics:

Please put away cell phones. There will be **no charging stations available**.

### **Trash & Waste Disposal:**

- All trash must be placed in appropriate containers and removed at the event's conclusion.
- Cooking grease must be placed in a covered container and discarded with trash.
- Wastewater should be scattered well away from any inhabited campsite, preferably along a tree line.

### **Lost & Found:**

- Found items should be turned in at the OA pavilion.
- Items may be claimed at any time during the Camporee.
- Unclaimed items will be donated to a local thrift store.

### **Campsites & Vehicles:**

- Campsites will be assigned based on registration numbers.
- **No cars are allowed** at the campsite for unloading—only troop trailers and tow vehicles.
- A designated unloading system will be in place Friday evening.
- After unloading, vehicles must park in the designated lot near the pool.

## **Meetings & Announcements**

### **SPL/Scoutmaster Leader's Meeting:**

- SPLs and Scoutmasters must attend this meeting for important event updates.
- Any schedule changes will be communicated to the Senior Patrol Leader to relay to patrol leaders.
- Arrowmen will have an opportunity to volunteer as runners for the OA call-out ceremony.

### **Morning Announcements & Roll Call:**

- Troops must line up in front of the flagpole.
- Attendance will be taken, followed by the Flag Ceremony (Pledge of Allegiance, Scout Oath, and Scout Law).
- Points will be awarded for troop preparedness, tidiness, enthusiasm, and bringing the troop flag.
- Event updates and announcements will follow.

### **Closing Campfire:**

- The OA campfire will be near the campsites.
- Troops should respect nearby campers and use designated walkways.

- Announcements, skits, and OA callouts will take place.

## Special Events & Activities

### Cheerful Service Project – (Max Points: 40)

- Scouts will assist with cutting bamboo for Kings Landing Park.
- Troops are awarded points based on effort.
- **Required:** Gloves, cutting tools (machete, loppers, clippers), and **Totin' Chip**.
- Must follow BSA Guide to Safe Scouting for tool use.

### The King's Banner – (Max Points: 50)

- Patrols design and create a **medieval banner or flag** representing their "knightly order."
- **Each patrol that brings a flag earns 20 points.**
- **Best flag earns an additional 50 points.**
- Flags must be Scout-appropriate and completed **before** the event.

### Castle Building Challenge – (Max Points: 50)

- Patrols construct a **castle or fortress** using knots and lashings.
- Scoring is based on **sturdiness, creativity, and functionality.**
- **Best gateway earns 50 points.**

### Adult Participation – (Max Points: 10)

- Each troop must provide **two or more adult volunteers** for event stations.
- **5 points awarded per adult volunteer (max 10 points).**

### Dutch Oven Dessert Cook-Off – (Max Points: 50)

- The theme for the cook-off is **"Dessert."**
- A special ingredient will be given to patrols during the **SPL meeting on Friday night.**
- Patrols must prepare a dessert using this ingredient and submit a sample for judging at the OA pavilion after Scout's Own.

## Gate Access & Lock Rules

To ensure the safety of campers and the integrity of Kings Landing Park, follow these rules:

1. **Keep both entrance gates closed** during restricted hours. Do not leave one gate open.
2. **Do not dummy lock the gate.** Locks must be fully engaged to prevent theft.
3. **Gate lock is YELLOW.** The combination code will be emailed to Scoutmasters.
4. **Do not lock out other locks.** Maintain the daisy-chain system to ensure all locks remain functional.
- 5.

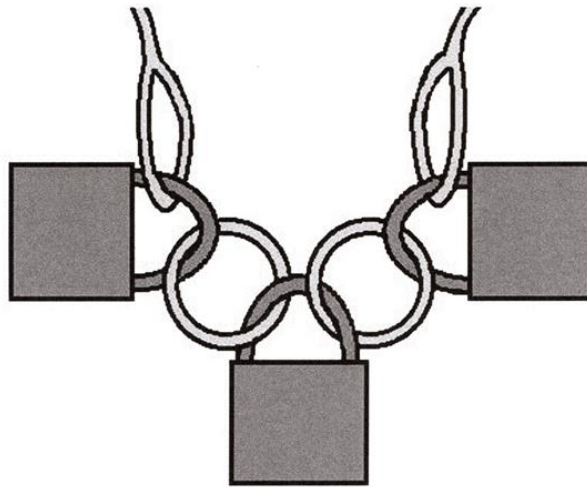
# How to DAISY CHAIN a lock

Make sure to relock the gate the way you found it to make sure all 3 locks work!

- 1 is for camping
- 1 is for staff
- 1 is for emergency personnel

It is IMPERATIVE that you don't lock anyone else out when you close the gate.

**The system goes: Chain, Lock, Ring, Lock, Ring, Lock, Chain**



Thanks for your help!

