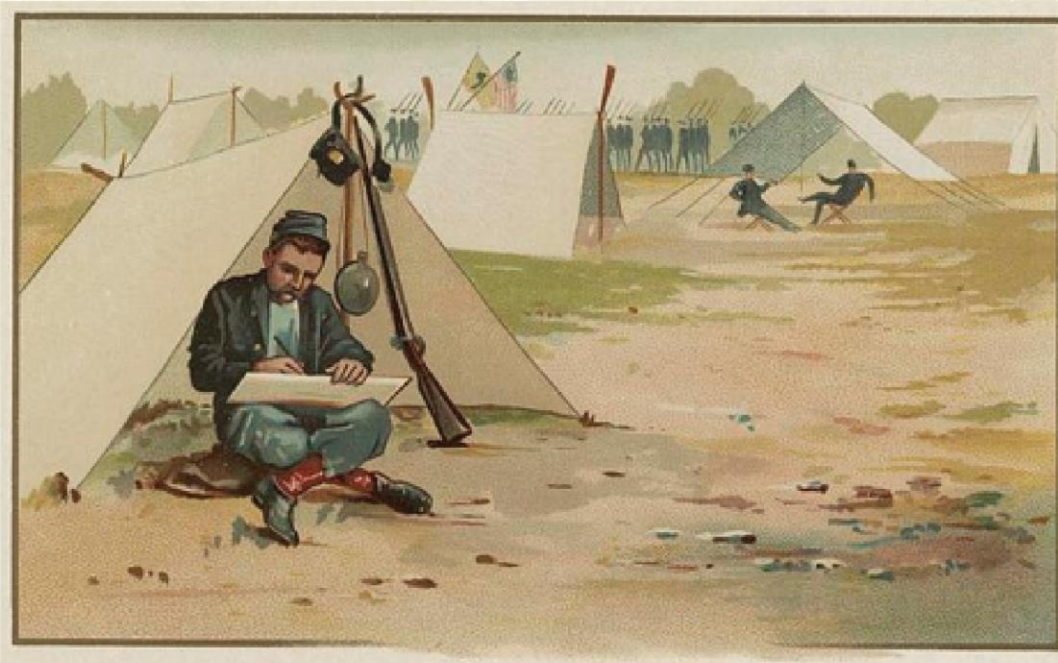


Spring Camporee

March 27-29



The Battle of Zekiah Swamp



Presented by:
Western Shore Chapter
Order of the Arrow

Welcome to the Leader's Guide for the 2020 Spring Camporee hosted by the OA. Completed registrations for the Spring Camporee on or before March 1st will be guaranteed their patches at Spring Camporee. Registrations after March 1st be guaranteed a patch for Spring Camporee, but will receive them as soon as they come in. ***If you plan on having a fire in your campsite, you must bring an ELEVATED fire ring for a LEAVE NO TRACE fire. DO NOT DIG A HOLE!!***

*****This event is a Camporee, not a Cuboree. Cubs Scouts are not able to participate Friday or Saturday. Webelos and Arrow of Lights are able to camp/eat dinner and take part in the campfire and ghost walk Saturday night with a Troop/Crew/Ship and can arrive at 5:00 pm on Saturday. Cost is \$5.00 per person. The Troop/Crew/Ship is responsible for registering ALL Webelos/Arrow of Lights and their adults. All Webelos/Arrow of Lights and their Adults must be registered by March 25th, 2020 11:59 pm. A list of camper names must be submitted to the OA Adviser – oa.wscadviser@gmail.com (301-520-7939) by March 25th.***

If you need help connecting with a Troop/Crew/Ship, contact Winnie Niemi at oa.wscadviser.com (301-520-7939).

The Spring Camporee is a competition. All Troops/Crews/Ships will be judged based on a point system that runs on active participation and skill at events. A detailed schedule as well as a point scoring sheet will be available at the Scoutmaster/Senior Patrol Leader meeting Friday night.

The Troops/Crews/Ships with the highest point amount at the end of the campout will take home the Spring Camporee Trophy along with bragging rights! Troop 430 must bring the trophy back or the whole campout will be bamboozled. If Troop 430 does not bring the trophy, their starting score will be -500 for not following directions.

Spring Camporee will be held on March 27th – March 29th, 2020 at

Dr. Mudd's House

3725 Dr Samuel Mudd Road,
Waldorf, MD 20601

Cost: Youth – \$15.00/Adults – \$10.00

Registration closes on Wednesday March 25th at 11:59 pm

Below you will find information regarding the different activities that will be offered at the event, as well as a relative timeline of the weekend.

Key Points:

- Webelos and Arrow of Lights are welcome and encouraged to camp with a Troop/Crew/Ship Saturday evening, arriving at the earliest, 5:00 pm. Cost for AOL/Webelos Adults and Youth is \$5.00 (this cost covers campsite and a patch). Dinner cost must be arranged with the Troop/Crew/Ship you are camping with prior to arrival. If you need help connecting with a Troop/Crew/Ship, contact Winnie Niemi at oa.wscadviser.com
- Campsites will be clearly marked. Troops, Crews, and Ships will be close to each other. Please be respectful of those around you. **A Scout is courteous.**
- This schedule is tentative and is subject to change. The final schedule will be emailed out prior to the start of the camporee.
- Water at the Dr. Mudd's House will be scarce so **be sure that all your water jugs and Scout's water bottles are filled before you arrive for the weekend.**
- Check-in will begin at 5:00 pm Friday March 27th.
- Brotherhood class and ceremony will be available to any ordeal member who has been a member of the OA for at least 6 months and OA dues are paid (\$14). Please sign up for the brotherhood class upon check-in.
- Iron Chef Meals must be turned in between 6:00 and 6:30 pm Saturday in order to be considered for the competition.
- Bathrooms for the camporee will be porta-johns. There will be bathrooms designated for adult males, adult females, youth males, and youth females. **Each patrol is asked to bring at least two rolls of toilet paper for these facilities.**
- The Friday night civil war campfire will be provided by Dr. Mudd's staff and is for informational purposes, feel free to come and go as you like.
- Each Troop/Crew/Ship should submit the names of 2 Adults to help with supervision of stations.
- **Camp Sites** – Extra Points will be awarded to the camp site which closely resembles a Civil War Camp, based on cleanliness, uniformity, and general order (tents in straight, orderly line, placed close together and dining fly effectively set up for kitchen activities). Points will be deducted for any Soldiers acquiring dysentery or requires an amputation from the camp medic.
- **Scoutmaster Challenge will be revealed at the Friday night SM/SPL meeting.**

Spring Camporee Youth Lead:
Ryan Niemi

Spring Camporee Adult Lead:
Winnie Niemi/301-520-7939
oa.wscadviser@gmail.com

Weekend Schedule

Time	Event	Location
Friday		
5:00 pm	Check In	
8:30-10:00	Civil War Campfire	
8:30-9:00	Scoutmaster/SPL Meeting	
9:00-9:30	Cracker Barrel SM, SPL, ALL OA members wearing a sash	
10:00	Taps	
Saturday		
6:30 am	Reveille	
7:00-8:00	Breakfast	
8:00-8:30	Colors/Learn basic drill	
9:00-11:30	Morning Program	
11:30-1:00	Lunch	
12:30-1:00	Brotherhood Class	
1:00-3:15	Tournaments	
3:30-5:00	Battle of Zekiah Swamp	
5:00 pm	Webelos & Arrow of Light Check In	
5:00-7:00	Dinner	
6:00-6:30	Iron Chef Presentation	
7:00-7:30	Scouts Own	
8:00-9:30	Campfire/ Troop/Crew/Ship Skits/Callout	
10:00-11:00	Ghost Walk	
10:00-10:15	Brotherhood Walk	
10:30-11:30	Brotherhood Ceremony	
11:30	Taps	
Sunday		
6:30	Reveille	
7:00-7:30	Breakfast	
7:30-8:00	Flags	
8:30-10:00	Departure	

Program Description:

- **Camp Life** – Staff display a traditional Civil War era campsite. Presenter speaks about what camp was like and can answer questions about the period.
- **Military Life** – Staff display a traditional Civil War era military tent. Presenter speaks about the daily life in a military camp and can answer questions from those attending.
- **Artillery/Weapons Demo** – Staff displays a traditional Civil War era rifle and the artillery commonly used in the time period.
- **Communication** – Staff will discuss traditional communication methods as well as explain radio during free time. Presenter will have a disassembled traditional Morse Code transmitter and explain the mechanics, as well as history, of the Morse Code devices. A game called Fox Hunting, radios track down a transmitter, will also be available here during free time.
- **Metal Detecting** – Scouts will be given an opportunity to use metal detectors and find civil war era artifacts such as bullets or cannonballs at the Mudd House.
- **Archery** – Scouts and Scouters use a bow and arrow to hit a target from a set distance. Points will be awarded to each Troop/Crew/Ship based on how accurately each Troop/Crew/Ship shoots, as well as the amount of safety displayed by each Troop/Crew/Ship.
- **Tomahawk** – Scouts and Scouters use a Tomahawk to hit a target from a set distance. Points will be awarded to each Troop/Crew/Ship based on how accurately each Troop/Crew/Ship throws, as well as the amount of safety displayed by each Troop/Crew/Ship.

Frisbee:

A Frisbee tournament will be held and points will be awarded to the overall winner and whichever team scores the most points in a single game.

Lodge ball:

A Lodge ball tournament will be held and points will be awarded to the overall winner and whichever team has the most players left on the field.

Gaga ball:

A gaga ball pit will be setup in the Troop/Crew/Ship field and will be open during free time for any who wish to play. Points will be given to the Troop/Crew/Ship whose Scout is last standing in the pit during each official game.

Best Musket Award:

Scouts and Scouters design their own civil war era musket to show off. Points will be awarded for style, creativity, and historic realism. **Creations must NOT be able to fire. Template is attached.**

Human Foosball:

Players have to work together, moving side by side, trying to kick the soccer ball in to the goal to score points.

Scoutmaster Challenge:

TBA

Operation Slingshot:

Scouts and Scouters must bring a homemade rubber band shooter. No limitations on construct, however all creations must be checked in Friday night and not used until the judging Saturday. Points will be awarded for creativity, style, power, accuracy, and overall performance. Rubber band shooters that are not turned in Friday night and brought to program area will be confiscated on sight and returned on Sunday morning at check out.

Brotherhood Class:

The brotherhood class will be held on Saturday around lunchtime. OA members interested in attaining brotherhood must come to the class and provide their name and Troop/Crew/Ship number to the OA staff providing the class.

Iron Chef:

The Iron Chef theme will be "Roadkill." Despite the name of the challenge, bringing a legitimate roadkill animal as an entry will not secure *any* Troop/Crew/Ship a win in the competition. The idea of the Roadkill challenge is to create a civil war era meal. There are no limitations on ingredients and the special ingredient will be provided after Saturday flags. Points will be awarded based on looks and taste, and bonus points will be awarded for creative naming.

****All dishes must be submitted by 6:30 to the exhibit hall in order to be judged. ****

Ghost Walk:

The Gettysburg Paranormal Investigators will be coming to the Mudd House and will provide those who are interested with a ghost walk of the campground. According to the staff, these ghost hunters have recorded activity multiple times at the Mudd House and are willing to share whatever they find, as well as ghost incidents they have already recorded. Each Troop/Crew/Ship will get points for having at each member that attends the ghost walk.

Map of Dr. Mudd's House



1. HISTORIC HOUSE
2. EXIBIT HALL
3. CIVIL WAR EXIBIT
4. MULTI PURPOSE BARN