

Sully District Fall Camporee Storm Forge Medieval Camporee



October 7-9, 2022
Camp William B Snyder
Haymarket, VA

Hosted by Troop 893

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ARRIVAL and CHECK-IN

CHECK- IN: Friday night Oct 7th starting at 6:00 p.m.:

- Register your unit at the entrance to the camporee field which is at the far end of the parking lot. Turn in your "Registration Roster".
- Your Troop will be advised of your assigned camping location.
- If you plan to arrive on Saturday morning to participate in Saturday's events/campfire only, then complete the roster and bring it with you on Saturday.
- Please remember to bring a check to pay balance of fees due, if any.

PARKING: Vehicles will be allowed to drive on the camporee field to drop off gear (1 Hour maximum time allowed).

- Troop trailers may be parked in the Troop's designated camping location.
- After dropping off gear/trailers, please park all vehicles in the main parking area.
- Parking on the camporee field is not allowed.

2022 CAMPOREE VOLUNTEERS

We need all units / adults to assist with program activities. Tasks we need help with (times are approximate):

- Headquarters First Aid Station
- Heraldry Inspection Judges (Saturday morning, 8:00 to 9:00 am)
- **Station Volunteers for both morning and afternoon sessions.**
- One Pot Medieval Stew Judges (Saturday evening, 6:15 to 6:45 pm)
- Bard/Jester Competition Judges (at campfire, 8:30 pm)
- Scouts Own Service (Sunday morning, 8:00 pm):

**Please e-mail your adult volunteer sign-ups as soon as possible to:
Kathy Taylor at kathy@centrevilledance.com**

Cub Scout Visitors

Webelos/AOL Scouts may visit the Camporee for the day/evening and participate in activity stations and the campfire. Webelos/AOL families may make their own camping arrangements with Camp Snyder (separate from the Camporee) if desired.

GENERAL INFORMATION, RULES and GUIDELINES

SAFETY: Leaders are responsible for the safety of the Scouts in their units at all times. Scouts are not allowed out of camp except during planned activities while under adult supervision of the unit.

FIRST AID: First aid will be handled by each respective Unit attending. Report any injuries to the Headquarters. First aid will also be available at the Headquarters area.

PROPER CLOTHING: It is the responsibility of the parents and unit leaders to ensure that the Scout's clothing and footwear is proper for the weather of the day. We recommend that no tennis shoes be worn. Hiking boots are recommended. **Depending on weather conditions, improperly dressed Scouts will be turned away.**

LATRINES: Port-o-potties will be available on the camporee field. Please keep them clean!

FIRES: Fires are only permitted in elevated fire bowls or at the amphitheater.

FIREWOOD: Chopped & ready wood at Snyder, and dead wood found on the ground can be burned. **Absolutely no cutting of live trees.**

WATER: We recommend that you bring water for Friday night. A refill service will be provided by bringing empty water containers to a central spot on the camporee field.

DISCIPLINE: Leaders are responsible for the behavior and discipline of their unit members. Units will be asked to leave if the situation warrants.

KNIVES: Only folding knives with blades less than 3" are allowed. Please keep them in your pocket, in a case or on your belt. Totin Chip / Whittlin Chip required!

ALCOHOL: Absolutely NO alcoholic beverages of any kind are allowed.

PETS: No pets or other animals are permitted.

LOST AND FOUND: Located at the Headquarters. Please have your Scouts label all personal gear with name and unit number.

TENTS: Tents are permitted on the ground in the camporee field.

OFF LIMITS: ALL Camp Snyder Program Theme areas are off limits. (e.g., Fort, Ship, etc.) except for the Climbing Wall and Archery Range.

CAMPFIRE PROGRAM: A Saturday night campfire will be held in the Amphitheater. Each unit should participate with skits and songs. Skits and songs must be approved by the Troop's senior adult leader.

CANCELLATION: If the weather is in question, please call David Weisz, Activities Committee Chairman at 703-395-4426. A message will be sent to the Sully Group e-mail if the event is cancelled.

2022 Fall Camporee “Storm Forge” Schedule

Friday, Oct 7, 2022

- | | |
|---------|--|
| 6 pm | Troops may begin arrival and check in procedures at HQ |
| 8 pm | Movie on the Camporee field. Bring your camp chairs! |
| 9:30 pm | SM/SPL meeting at HQ |

Saturday, Oct 8, 2022

- | | |
|-------------------|---|
| 8:00 am | Opening Ceremony, Check In & Patrol Heraldry Inspection |
| 9:00 - 12 noon | Camp Stations - morning session |
| 12 noon - 1:00 pm | Lunch |
| 1:00 - 4:00 pm | Camp Stations - afternoon session |
| 6:30 pm | Medieval One Pot Stew Judging |
| 8:00 pm | Bard/Jester Competition, Campfire and Awards @ Amphitheater |

Sunday, Oct 9, 2022

- | | |
|----------|--|
| 8:30 am | Scouts Own Service @ Camporee Headquarters |
| 9:00 am | Checkout Inspections and Departures begin |
| 10:00 am | All Troops have departed |

Camporee Station Descriptions:

1. Heraldry Competition (prepared before arrival)
Each Patrol must present at inspection, their shield/coat of arms and/or banner according to the guidelines, attached.
2. Storming the Castle - climbing wall
3. Toss the Sheaf Relay
4. Dragon Slaying - slingshot
5. Knight's Training - jousting skills
6. Catapult / Trebuchet - pioneering skills
7. Caber Toss
8. In Search of the Holy Grail - Orienteering
9. Kingdom Archery Competition
Will be set up on a schedule with each participating patrol being assigned a time to attend.
10. Axe Throwing
11. Fire Building/Communications Challenge
12. Bard/Jester Competition
Each patrol should prepare a presentation for the campfire program in the spirit of the medieval bard or jester to be evaluated by the camporee nobility.
13. Medieval One Pot Stew - see attached

Medieval One Pot Stew Cooking Competition

Rules: Stew must be cooked in one pot – Dutch oven (cooked in an elevated fire bowl) or pot on a camp stove. You must be willing to eat your stew for dinner.

Your recipe must have:

A protein: Beef, pork, or chicken, tofu (or other plant based product) or any combination

A starch: Potatoes, rice, beans, noodles, and/or any combination.

At least two fresh vegetables.

Extras – Add your own spices, sauce and other ingredients to make your recipe unique.

Extras – Serve with bread, rolls or dumplings. You may want to “Google” Biscuit MixDrop Dumplings for Stew.

Attention Adult Leaders Cook-off. We’re also opening the contest to adult leaders as well. They will have their own contest judged separately from the youth. Same rules and guidelines. One adult entry per Troop.

GUIDELINES:

1. Judging Criteria is to emphasize how easy the recipe should be and how great it tastes. Texture, appearance and presentation (presentations can be entertaining) all count as well.
2. Troops are to bring their entries in their designated thermos with accouterments wrapped in foil (to keep warm) to the Judging Pavilion by 6:30 PM for judging. Entries will not be accepted without a list of ingredients.
3. This should be a dinner for the patrol and not just made for the contest. Proper sanitation and food preparation must be followed.
4. Top 3 patrols will receive accolades at the campfire ceremony.

PATROL LEADER INFORMATION
2022 FALL CAMPOREE "STORM FORGE"
PATROL SCORE SHEET

Troop # _____

Patrol Name _____

Scorekeeper
Initials

Heraldry
Inspection: points of possible points _____

Storming the Castle
@ climbing wall: points of possible points _____

Toss the Sheaf Relay: points of possible points _____

Dragon Slaying: points of possible points _____

Knight's Training: points of possible points _____

Catapult/Trebuchet: points of possible points _____

Caber Toss: points of possible points _____

In Search of the
Holy Grail: points of possible points _____

Kingdom Archery: points of possible points _____

Fire Building/Communications Challenge:
 points of possible points _____

Total Station Pts: _____ points of _____ possible points

2022 SULLY DISTRICT FALL CAMPOREE "STORM FORGE"

Unit Registration Roster

(SUBMIT THIS ROSTER TO REGISTRATION UPON ARRIVAL)

Unit Information: Crew # _____ Troop # _____ Pack # _____

ADULT & YOUTH LEADERS and POSITION

Adult Unit Leader and cell phone #:

Youth Unit Leadership (SPL):

Patrol Names:

Registration and Fees:

TROOPS AND CREWS

<u>TROOPS AND CREWS</u>	<u># of Scouts and Adults</u>	<u>Fees</u>
On-line Registration for Campers:	_____	times \$20 = \$ _____
On-line Registration for Saturday day-time only:	_____	times \$10 = \$ _____
At-the-door Registration for Campers:	_____	times \$20 = \$ _____
At-the-door Registration for Sat. day-time only:	_____	times \$10 = \$ _____
Total Participants:	_____	Total Fees: \$ _____

Pre-paid on-line: (\$ _____)

Amount Due: \$ _____

Webelos/AOL CUB SCOUTS (day-time only)

On-line Registration (AOL Scouts):	_____	times \$10 = \$ _____
At-the-door Registration (AOL Scouts):	_____	times \$10 = \$ _____
Accompanying Adults:	_____	(no fee)

Total Participants: _____ Total Fees: \$ _____

Pre-paid on-line: (\$ _____)

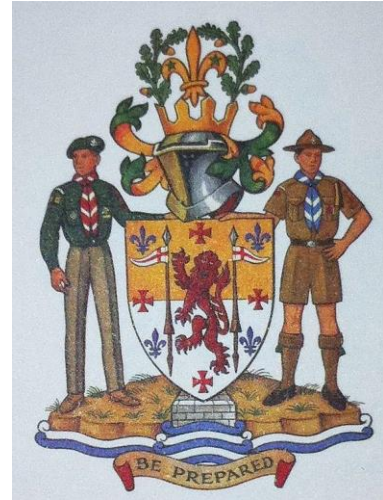
Amount Due: \$ _____

(make check payable to "BSA-NCAC Sully District Fall Camporee")

Heraldry Information - Sully District Fall Camporee 2022 - Storm Forge

Heraldry is a very old visual language that was originally used to identify warriors. Knights wore identifications first on the shield, and later on the surcoat over his armor. This was the origin of the phrase “coat of arms.” The same coat of arms was passed down from one generation to another with a small change in the design and colors. Heralds were given the responsibility of keeping the records.

Each Troop/Patrol will design their own coat of arms on a shield and or a banner (extra points for doing both). The shield should be made of tag board, card board, foam, or similar rigid material. The banner can be made of any material suitable for use as a banner. Use acrylic paint, colored markers, tape or similar materials to decorate the shield.



Include the following items on your shield and/or banner:

1. Patrol Name
2. Troop Number
3. Patrol/Troop Yell/Slogan
4. Patrol/Troop Emblem
5. Town
6. Symbols that represent your Patrol/Troop and Council/BSA
7. Use colors in the background and symbols to further represent your patrol/Troop



Bring shield and or banner to Camporee.

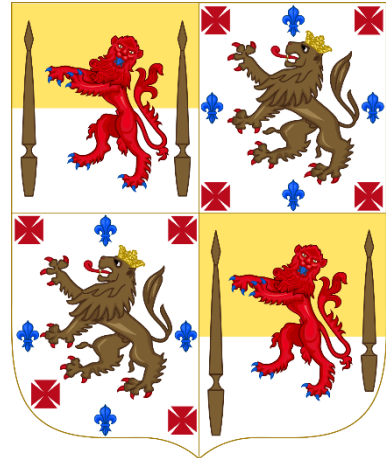
Scoring:

Shield and/or banner will be scored based on the following criteria (a single score will be provided if both are done):

Heraldry Scoring		
1	Inclusion of Patrol Name/Troop Number	10%
2	Inclusion of Patrol/Troop Yell/Slogan	10%
3	Inclusion of Patrol/Troop Emblem	10%
4	Inclusion of Town	10%
5	Use of colors	10%
6	Use of symbols	10%
7	Originality	20%
8	Both shield and banner completed	20%

Traditional Heraldic Colors and their meanings (you are not limited to using just these colors):

- Silver / White – Argent: Signifies truth, sincerity, peace, innocence and purity.
- Gold – Or: Signifies wisdom, generosity, glory, constancy and faith.
- Black – Sable: Signifies wisdom, grief, constancy and prudence.
- Green – Vert: Signifies abundance, joy, hope and loyalty in love.
- Blue – Azure: Signifies loyalty, chastity, truth, strength and faith.
- Red – Gules: Signifies magnanimity, military strength, warrior and martyr.
- Purple – Purpure: Signifies temperance, regal, justice, royal majesty, and sovereignty.
- Maroon / Blood Red – Sanguine / Murray: Signifies Fortitude or victorious.
- Orange – Tenne / Tawny: Signifies ambition.



Traditional Heraldic Symbols and meanings (you are not restricted to these symbols and should feel free to make up your own if desired):

ABYSS: The honor point of the shield, the very center.

ACORN: The symbol of plenty, also used in coats of arms as a pun on the name (Canting arms)

ANCHOR: The emblem of hope, usually painted with a rope attached.

ANNULET: A ring, the symbol of strength. The Roman symbol of Liberty.

ANT: Also known as the Emmet, patience and forethought.

ANTELOPE: The symbol of peace and harmony, the heraldic antelope is unlike its cousin in the zoo or safari park, featuring the body of a stag with the tail of the Unicorn and fearsome horns.

APE and MONKEY: Used to signify sagacity. The crest of Fitzgerald.

ARM: Very common in crests, denotes industry.

ARROW: The symbol of readiness, commonly used as a pun on the surname, as in Fletcher (arrow maker), usually seen in crests, but occurs regularly on the shield also.

AXE: The symbol of military service and duty. Very common in crests, less so on the shield.

BADGER: Also known as a brock, denotes intelligence. Rarely used.

BAR-SHOT: Two cannonballs connected by an iron bar. Symbol of military service.

BAT: The representation of watchfulness.

BEACON: From the Saxon word becnian, symbol of the call to arms.

BEAR: The emblem of family protection.

BEAVER: Industry and perseverance.

BEE: A more common symbol of industry. Denotes a self made man.

BELL: The emblem of warning. Also used in canting arms.

BEZANT: Symbolizes someone involved in banking, and equal dealing.

BILLET: An oblong square, said to represent building bricks.

BISHOPS MITRE: The emblem of service to the Church.

BOAR: Also termed a Sanglier, the emblem of the fiercely combative.

BOOK: Denotes learning and a willingness to listen. Often painted with a motto on the page.

BUCKLE: The emblem of fidelity and firmness. Common in Scottish arms.

BUGLE HORN: Another symbol of military service, not to be confused with the hunting horn.

BULL: Represents valor. Usually shown in a walking position.

BUTTERFLY: Symbol of peace. Canting arms device used in Butterfield arms.

CALDRONA: Boiling pot, denotes a willingness to do battle.

CALTRAP: A nasty device to disable cavalry horses. An emblem of warning.

CAMELEOPARD: Actually a giraffe, denotes somebody who distinguished themselves in Africa.

CANNON: Another common symbol of military service.

CAP: Also termed Cap of Maintenance, denotes service to King and country.

CASTLE: The emblem of safety. As in the arms of Gonzalez.

CAT: Not to be confused with the household kitty. This is a Scottish wildcat, represents vigilance and courage. There are still 400 in the Highlands of Scotland.

CLAYMORE: Denotes military fortitude. The Highland broadsword.

CLOUD: Symbol of faith and consistency.

COCK: The rooster is the emblem of vigilance, virility, and bravery.

COCKATRICE: A fantastic creature of heraldry said to symbolize sin.

CORMORANT: This sea bird denotes wisdom and watchfulness.

CRAB: An uncommon symbol of patience and cunning.

CRANE: Often shown holding a stone, which would drop if he fell asleep, thus waking him, this is an ancient representation of vigilance.

CRESCENT: Said to denote service in the Crusades.

CROSS: The symbol of Christianity, there are over 200 different types in heraldry.

DAGGER: Honor in battle, a common charge in crests.

DART: An arrow, the symbol of readiness, certain "artists" have depicted an actual dart.

DOLPHIN: The symbol of charity. In heraldry, the dolphin is green and red with scales and spikes on his back. He is most certainly not Flipper.

DOVE: The emblem of peace and chastity.

DRAGON: This fantastic heraldic monster symbolizes courage.

EAGLE: Emblematic of fortitude and magnanimity of mind.

ELEPHANT: Normally awarded to those who distinguished themselves in the Far East.

EYE: The eternal emblem of providence.

FALCON: Representing a man of action.

FISH: Another very common Christian symbol in heraldry.

FLEUR DE LYS: Said to represent the Christian Trinity in heraldry. The national emblem of France it is just as common in English, Spanish and Italian heraldry. In scouting, Lord Baden-Powell described it as: "Our badge we took from the 'North Point' used on maps for orienteering." The emblem's symbolism helps to remind Scouts to be as true and reliable as a compass in keeping to their Scouting ideals and showing others the way. The three tips of the center fleur-de-lis represent the three points of the Scout Promise.

FORK: An emblem of industry, normally a hay or dug fork.

FOX: Emblematic of intelligence and a refusal to be captured.

FRET: The true love knot of heraldry. Also said to be a symbol of persuasion.

FROG: The symbol of harmony and peace.

GARB: The symbol of plenty, a sheaf of wheat.

GAUNTLET: Said to signify military service.

GILLY FLOWER: An ancient emblem of generosity.

GLOBE: When shown fractured with clouds and rainbow is the symbol of hope.

GOAT: Emblematic of persistence and strength.

GRAPE: Denotes industry and plenty.

GRENADE: A bomb that constitutes a warning in heraldry.

GRIFFIN: The beautiful mythical mix of eagle and lion is the most well known of all the heraldic monsters. It is the emblem of valor and magnanimity.

HALBERT: A battle axe, the symbol of military service.

HAND: Emblematic of faith.

HARE: Denotes one who is intelligent in warfare.

HARP: The heraldic symbol of Ireland for centuries.

HAWK: The symbol of a man of action.

HAWTHORN TREE: Denotes bad luck to one's enemies.

HEART: Sometimes depicted in flames, the emblem of love and devotion.

HEDGEHOG: An ancient symbol of cunning and perseverance.

HORSE: Denotes one who is ready to do battle.

HORSE SHOE: The age-old symbol of good luck.

HOUND: Usually a Talbot, the emblem of leadership.

HYDRA: A fantastic monster with seven heads, a symbol of fortitude.

IMPERIAL EAGLE: An eagle with two heads. The symbol of fortitude and magnanimity of mind.

IVY: The symbol of eternal life.

JACKDAW: A member of the crow family, symbolic of death.

JOUSTING LANCE: Symbol of a knight in service.

KEY: An emblem of one in the service of the Church.

KNOT: A symbol of love and faith in its many forms.

LAMB: Normally painted with the staff and flag is the emblem of Christianity.

LANCE: Denotes one in active service as a knight.

LAUREL: Sometimes shown in a wreath, is the emblem of triumph.

LEOPARD: Emblematic of a valiant warrior.

LILY: The regular kind, is the symbol of purity.

LION: Regarded as the noblest of all the wild beasts, making it the symbol of strength and valor. The best known heraldic symbol.

LIZARD: An emblem of vigilance.

LYNX: The wildcat denotes vigilance.

MACE: Ornamental staff, the emblem of authority.

MOON: Emblematic of serenity.

MULLET: A star of 5,6,8, or 12 points associated with military service.

NAVAL-CROWN: Denotes one with service in the navy, composed of masts and rigging.

NIGHTINGALE: Emblematic of eloquence and truth.

OAK: Painted as the tree, or leaf, it is an emblem of virtue and strength.

OLIVE TREE: The best known symbol of peace and harmony.

OSTRICH: An emblem of knowledge and understanding.

OTTER: Denotes one who is intelligent and industrious.

OWL: No surprise, the symbol of prudence and wisdom.

OX: An emblem of persistence.

PARCHMENT: Depicted in a roll, an emblem of wisdom.

PEACOCK: A symbol of power and omniscience, used in ecclesiastical heraldry often.

PEAR: Used as a canting device as in the name Perry, a symbol of plenty.

PEGASUS: The emblem of fame.

PELICAN: The pelican is the symbol of charity.

PHOENIX: Known to all as the symbol of resurrection.

PILLOW: Emblematic of authority.

QUIVER: A case filled with arrows, symbolizes military readiness.

RABBIT: Termed a coney, the emblem of courage and wisdom.

RAINBOW: A symbol of hope and prosperity.

RAM: The male sheep is an emblem of strength and perseverance.

RAVEN: The symbol of Divine Providence.

ROSE: Denotes distinction. Also used to denote belonging to the House of York (white rose) or the House of Lancaster (red rose) and is the symbol of England.

SALAMANDER: Depicted in flames, an emblem of sacrifice.

SAVAGE: A wild man, usually painted with a club, or indeed a tree, over his shoulder. A common symbol of strength and valor.

SCEPTRE: A royal staff, emblematic of authority.

SCIMITAR: The curved sword of the Saracens denotes one who took part in the Crusades.

SCYTHE: The emblem of husbandry, not death.

SHAMROCK: Not widely used, the regular trefoil is more common, but is of course the symbol of the Christian trinity. And Ireland.

SHEAF: Termed a garb in heraldry, an emblem of peace and plenty.

SHIELD: Used as an emblem of defense.

SKELETON: The emblem of mortality. When depicted with a crown it is the symbol of Christian death.

SNAIL: Rarely encountered, the symbol of patience and reward.

SNAKE: A common heraldic charge, emblematic of wisdom & medicine.

SPEAR: In its many forms, symbolizes a knight in service.

SPUR: An emblem of readiness to do battle.

SQUIRREL: An early symbol of patience and perseverance.

STAG: A very common heraldic animal, often shown "at gaze." An emblem of one who will fight if provoked.

STONE: A symbol of solidity.

SUN: Often depicted with a face and termed "in its splendor" it is the emblem of glory.

SWAN: The royal bird is the symbol of harmony.

WORD: The age-old emblem of honor in battle.

TALBOT: A medieval type of hunting hound. Emblematic of leadership.

THISTLE: The heraldic badge of Scotland.

THUNDERBOLT: The emblem of Jupiter, sometimes termed Jupiter's Thunderbolt.

TIGER, HERALDIC: A different beast to the Bengal variety, a symbol of courage.

TOWER: The symbol of strength and protection.

TRIDENT: A three pronged fork, an emblem of solidity.

TUN: A barrel, emblematic of industry.

UNICORN: The head, neck, and body of a horse, the legs of a buck, and the tail of a lion all topped off with a twisted horn. A symbol of courage.

VINE LEAVES: A symbol of industry and plenty.

VULTURE: An uncommon emblem of rapacity.

WALL: A symbol of solidity, usually embattled.

WHALE: Emblematic of patience and understanding.

WHEAT: A symbol of plenty.

WHEEL: A symbol of industry, often used as a pun on the name. Used in the arms of Carter.

WING: Termed a Vol in heraldry it is an emblem of protection.

WYVERN: A cross between a dragon and a serpent and is a symbol of courage.

YEW TREE: An ancient English symbol of hope.

ZODIAC: An unusual emblem of the celestial sphere.

Resources for designing a shield and/or banner:

<https://drawshield.net/>

<https://www.english-heritage.org.uk/guide-to-heraldry>

<https://southlondonscouts.org.uk/welcome-our-members-area/people/young-leaders-scheme-14-18-year-olds/south-london-scouts-young/gain>