Ronotohachi Fall Camporee



September 13th-15th, 2024

Gerald Lawhorn Scout Base

FRAA

Molena, GA

LEADERS GUIDE

Overview:

Theme: Pioneering/ wilderness survival

Location: Gerald Lawhorn Scout Base FRAA

Dates: September 13th - September 15th , 2024

Questions?

Contact: Wes Chandler Troup 4 ASM 678-544-8645

Weschandler03@gmail.com, or

Jonathan Hopkins, DE at Jonathan. Hopkins@scouting.org

Registration:

Register by use of DoubleKnot on the Flint River Council webpage:

Flint River Council - Ronotohachi Fall Camporee (scoutingevent.com)

Online registration must be complete 1 week prior to the camporee.

The cost will be \$20 per attendee, (both adult and scout). We prefer that you pay online for a quicker check-in process, however last minute fees can also be collected when Troops arrive at the Camporee.

The cost will be \$25 a person for all those not registered by the week prior to the event.

General Information:

Upon arrival at the camporee site, units will check in, register and pay any remaining fees at the camporee headquarters. Camping will be at:

Gerald Lawhorn scout base

1166 dripping rock rd. Molena, GA 30258

Elkins campsite across from parking area, field behind canoe house

Health and Safety:

Water will be available, and electricity in limited availability

We will be primitive camping, as per our tradition, so please prepare accordingly.

It will be each unit's responsibility to carry out all garbage.

Storage of all flammables (propane & liquid) will be in a safe, designated area per BSA guidelines. Flammables are to be used only under registered adult supervision.

Throwing rocks and sticks is forbidden due to injuries that can occur.

No alcoholic beverages or illegal drugs. No tobacco use or smoking within 50 yards downwind of any scout or scouting activity. This includes ecigarettes, personal vaporizers or electronic nicotine delivery systems that simulate tobacco smoking. (*Troop Leaders Guidebook V1 No 3009 and 'The Boy Scout Handbook' No. 34554*)

Closed toe shoes must be worn at all times.

Anyone leaving / returning must sign out / in at the camporee headquarters.

A unit must have two-deep adult leadership at all times. At least one adult 21 or older and one 18 or older is required.

Meals:

Troops are responsible for their own meals. No open fires. Fires only in portable fire pits are required. Coleman stoves and Dutch ovens are recommended as well.

Saturday Dinner needs to be cooked over an open fire built by scouts.

Uniforms:

Class A: We will wear Class A (or field Uniform) at Campfire and Vespers.

Class B: We will wear the Class B T-Shirt at all other activities.

Maintaining Order:

- 1. The Scout Oath and Law are the rules of the Camporee. Scouts unable to abide by these guidelines will be asked to leave the area.
- 2. Certain areas will be marked "Off Limits" for safety and/or program use. NO ONE is allowed in these areas. You will be asked to leave the Camporee if unable to comply with these requests.
- 3. Fellowship is important and encouraged between units; however, Scouts should not be in campsites other than their own without invitation.

Check Out Procedure:

When units are ready to depart on Sunday, a unit representative will report to the headquarters so a camp area inspection can be performed. The site must be clean before a unit is cleared for departure. "A scout leaves an area cleaner than he found it." One vehicle per unit will be allowed in the camping area to load equipment at a time.

Emergencies – health, weather, other:

Should any emergencies occur, please send a unit representative to the camporee headquarters for instructions.

PROGRAM

Friday

1800-2030	Check-in
Arrival until 2100	Set-up camp
2100 - 2145	Cracker Barrel (SPL and SM)
2300	Lights Out (all nights)

Saturday

6:00-8:00 Breakfast in campsites

8:30 Flag ceremony and morning announcements- at camp.

Event Times	
0900 1100	Build personal camp shelters
1100 1230	Lunch
1300 1600	finish shelters, tube river, catch dinner
1600 2030	Dinner (campfire only)
2100 2145 21:45 2300	Campfire Ceremony and Skits AAR (After Action Review) with SPLs and SMs Lights out
	Sunday
9:00 - Vespers	

9:15 - Campsite inspections and check out

THE PLAN

- 1. Getting back to the basics of scouting. Lashing, fire building, primitive cooking, primitive camping.
- 2. You're first task on Saturday will be to construct your own personal shelter that you will be willing to sleep in Saturday night. 1 scout can build a 1 man shelter or 2 scouts can build 2 man shelter ect. Some rope for lashing will be provided. Bring your own tarps and cutting utensils, extra rope. Ranger Chuck has given us an area to cut green spars up to a certain size as well as scavenged wood. No chainsaws allowed.
- 3. You may also construct a firewood chopping area for your campsite and an entryway. All troops will be judged on creativity and functionality of structures.
- 4. Saturday dinner will be cooked over an open fire in your campsite. Each troop will receive flint/steel and some dryer lint.
- 5. Scoutmasters as well as other leaders may rotate around at dark to judge dinner selection and shelters built by each troop.
- 6. On Saturday if all shelters have been built and firewood collected, we have been given access to the tubes and river rafts for our use to float from Elkins campsite around to the playground over and over as time allows. Also we can fish the river behind Elkins mindful of tubers.