

**Scouts BSA**  
**Abnaki District**  
**Fall Camporee**



**September 27-29, 2024**  
**Topsham Maine Fairgrounds**  
**Community Way, Topsham**

## **Abnaki District Fall Camporee Registration and Check-in Procedures**

The Camporee Fee will be \$25/participant (youth and adults).

Register online at:

[https://scoutingevent.com/218-2024\\_AB\\_Fall\\_Camporee](https://scoutingevent.com/218-2024_AB_Fall_Camporee) no later than close of business, Friday, September 20th, 2024.

The registration fee is for a full weekend of theme-based activities, a BBQ potluck cookout Saturday night and, of course, a patch!

Female scout troops must be accompanied by at least one registered female adult leader. All adults at the camporee must be registered adult leaders and current with YPT. There must be at least two adult leaders per troop.

Check-in will be accomplished at the Camporee Headquarters, next to the Green Craft Barn #2 ( map key 5 ) . Check-in will begin at 4:00 pm on Friday.

Each Troop should have the appropriate medical forms (BSA Part A and B only) for each person attending the camporee.

Only one vehicle per troop will be allowed at each campsite for the duration of the camporee. There is adequate parking nearby for all other vehicles.

# Scout Registration Roster

To be completed and turned in upon arrival at camporee site. Retain a copy for your campsite.

**Adult Leaders (Names) # of Adults** \_\_\_\_\_

_____	Position: _____
_____	Position: _____
_____	Position: _____
_____	Position: _____
_____	Position: _____
_____	Position: _____

**Youth Scout (Names) # of Scouts** \_\_\_\_\_

_____	Position: _____
_____	Position: _____
_____	Position: _____
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additional forms if needed.

# Topsham Fair Grounds Map



# ABNAKI DISTRICT FALL CAMPOREE NOTES

## PROGRAM

The theme for the 2024 Fall Camporee will be Woodsman's Day. Scouts will be participating in fun contests that utilize skills used in the woods by Woodsman a century ago. Units will be participating in activities such as, Tea Boil, Log Carry, Log Spitting, Log Throw and First-Aid Carries. All supplies will be provided by the host except flint and steel. Please bring flint and steel.

Though we will not be working on any specific merit badges, there may be activities completed that can be used for several merit badges, such as First Aid.

We will participate in a service project for Topsham Fairgrounds Association. If able, please bring work gloves, rakes, loppers and spades.



## EXPECTATIONS & RULES

Each unit should have their Troop flag at the camporee to help identify their unit and show scout spirit. We strongly encourage each unit to bring their flags to the opening and closing ceremonies. Each unit should have a Campsite Gateway to show off their lashing skills!

The Camporee does not provide an event Medical person for first aid situations. Emergency Medical Services is five minutes away. Scout specific medication and other medical issues should be handled within the Troop. Each Troop should also be outfitted with a campsite first-aid kit that is centrally located.



A decision on whether site campfires can be had will be made at the Cracker Barrel. In the event that they will be allowed, topsoil will need to be returned to its original condition. (2) #10 cans full of water must be by fire or other suitable water container. Firewood will be provided. No unattended fires.

Troops are encouraged to perform a skit, song, or story at the Saturday night campfire. The skit, song, or story must be considered appropriate.

BSA's Outdoor Ethics should be embraced in full during the Camporee. We clean

up after ourselves as well as police random litter as we come across it.

Live by the Scout Oath and the Scout Law. If we want to be able to continue to use the Topsham Fairgrounds we need to be respectful of the staff and the property. All garbage is carry in - carry out.

No pets allowed, with the exception of service animals.

No camper trailers or motor homes, etc.

Stay within the boundaries of the property.

One adult leader and two youth leaders will attend the Friday night Cracker Barrel. Additional program information will be provided.

Full field uniforms (Class A) will be worn during Cracker Barrel, assemblies, church services, and campfires.

Water faucets are available, but you will need water containers to fill.

All decisions relating to major problems will be made by the camp staff.

Your unit shall submit their idea for a campfire skit or song no later than lunch time on Saturday. Provide the skit or song information to the Camporee Headquarters.

# THE PURPOSE OF A CAMPOREE

THE PURPOSE OF A CAMPOREE IS TO HELP YOUNG PEOPLE TO GROW UP TO BE RESPONSIBLE, CARING, REVERENT, AND PATRIOTIC CITIZENS.

To fulfill the purpose of a camporee, there are several things that must occur:

- A camporee must be fun. Young people and adults must have a pleasurable time, or they will not be there.
- A camporee must have fellowship: Meeting new people, greeting old friends, renewing Scouting ideals.
- A camporee must be a learning experience. Learning must be fun and rewarding for all. The learning must be suited to the skill level (ages) of the participants.
- The learning should be aimed at meeting some advancement goals. Advancement leads to longer Scouting involvement and deeper commitment to the Scout Oath and Law.



**DIRECTIONS TO ABNAKI DISTRICT FALL CAMPOREE**  
**TOPSHAM FAIRGROUNDS**  
**COMMUNITY WAY**  
**TOPSHAM, MAINE SEPTEMBER 27-29, 2024**

**FROM PORTLAND (south):** Follow I-295 N to Exit 31 (ME-196). Turn right onto ME-196 E and travel for 2 miles. Turn right onto Community Way. Follow pavement to dirt and then park in field on left.

**FROM AUGUSTA (north):** Follow I-295 S to Exit 31A (ME-196 E). Continue on ME-196 E for 2.1 miles. Turn right onto Community Way. Follow pavement to dirt and then park in field on left.





# CAMPOREE SCHEDULE

## **FRIDAY:**

4:00 pm-8:00 pm Registration and Set Up Site  
9:00 pm-9:30 pm Cracker Barrel at Camporee HQ  
10:00 pm Taps and Lights Out. Please respect others.

## **SATURDAY:**

6:30 am Reveille and Breakfast  
8:00 am Opening Ceremony - Everyone Attends  
9:00 am-9:50 am Event Session 1  
10:00 am-10:50 am Event Session 2  
11:00 am-11:50 am Event Session 3  
12:00 pm-12:50 pm Lunch in Camp sites  
1:00 pm-1:50 pm Event Session 4  
2:00 pm-2:50 pm Event Session 5  
3:00 pm-3:50 pm Event Session 6  
4:00 pm-5:00 pm Free Time  
5:00 pm-6:30 pm Dinner  
6:45 pm Retire the Colors  
7:00 pm-8:30 pm Campfire  
9:00 pm In Site  
10:00 pm Taps and Lights Out. Please respect others.

## **SUNDAY:**

7:00 am Reveille and Breakfast  
8:30 am Scouts Own  
9:00 am Closing Ceremony - Everyone Attends  
9:30 am -11:00 am Check Out and Site Inspection

(Please report to Camporee HQ when you are ready to check out)

## **REMINDERS:**

### **GATEWAY ITEMS**

**PREPARE A SKIT FOR CAMPFIRE**

**BRING A BBQ SIDE DISH TO SHARE SATURDAY NIGHT**

**CLASS A UNIFORM FOR ALL ASSEMBLIES AND  
CAMPFIRE**

# Campsite Inspection

( Inspection may be done any time during the day )

Unit #

## CAMP CLEANLINESS

Campsite Clean (No Paper, No Trash) 10 pts.	Score: ____ Note: _____
Food off the Ground (in container, not open) 10 pts.	Score: ____ Note: _____
Garbage Container Closed & Clean 10 pts.	Score: ____ Note: _____
Dishwashing Area Designated & Clean 10 pts.	Score: ____ Note: _____

## SAFETY

Fire Extinguisher in a Central Location within Site 10 pts.	Score: ____ Note: _____
Fire Bucket Available Around the Fire Pit Area 10 pts.	Score: ____ Note: _____
Ax & Knife Yard Properly Set Up and Labeled 10 pts.	Score: ____ Note: _____
First Aid Kit visible, Ready to Use 10 pts.	Score: ____ Note: _____
Perishable Foods Properly Stored 10 pts.	Score: ____ Note: _____
Non-Scout-Like Behavior -25 pts.	Score: ____ Note: _____

## SCOUT CRAFT

Tents Set Up Properly (flies, stakes, ground cloths) 10 pts.	Score: ____ Note: _____
Personal Gear Stored Neatly 10 pts.	Score: ____ Note: _____
Adult Area Separate from Scout Area (if applicable) 5 pts.	Score: ____ Note: _____
Duty Roster Posted on Bulletin Board 10 pts.	Score: ____ Note: _____
Menu Posted on Bulletin Board 10 pts.	Score: ____ Note: _____
Pioneering Gadgets (5 pts per) Labeled 10 pts.	Score: ____ Note: _____
Patrol Method Evident in Camp (if applicable) 10 pts.	Score: ____ Note: _____
American & Unit Flags Displayed Correctly * 20 pts.	Score: ____ Note: _____
Gateway Built, Study and Appropriate 5 pts.	Score: ____ Note: _____

Max. Possible = 180 pts. Total

Inspected By:

Comments:

\* Hint: If U.S. Flag is displayed as part of your gateway, it should be on the right-hand side as you exit

the campsite. **GOOD LUCK**