

# **Pirates of Kibbie Lake Spring Camporee**

**May 17<sup>th</sup>, 18<sup>th</sup> & 19<sup>th</sup>, 2024**

**Camp Woodland**



**Hosted by Captain Spike**



## Welcome to Camp Woodland!

Located in Constantia, just north of Oneida Lake, Camp Woodland, our oldest Camp, is celebrating its 95<sup>th</sup> birthday this year. The Camp is the 1300-acre home of our Summer Cub Scout Camping Programs, which include two Cub Scout Day Camp sessions. Camp Woodland is also used year-round for Unit Camping, training courses, and council events.

***Camp Woodland is also the home of the William Hillcourt Scout Museum and Carson Buck Library.***

**Whether this is your first time at Camp or your 100th, we are excited you are here!**

Please email [Camp.Brendan.flaherty@scouting.org](mailto:Camp.Brendan.flaherty@scouting.org) with questions or for more information.

The focus of this camporee is patrol competition, with an emphasis on the Wild West. Each patrol will have a scorecard to complete. In addition to the scored events, we are arranging some extracurricular activities that will not count toward the patrol competition but will undoubtedly add to the experience.

- As always, the guiding rules for the Camp are the Scout Oath, Law, and the Outdoor Code.
- Everyone in Camp needs to register via Tentaroo (no 1-day unregistered visitors)
  - Due to the new National policy, ALL adults camping with a Troop must be fee-paying adults registered with the BSA.
- Campsites
  - On your packet envelope, each unit was assigned to a campsite.
  - All the sites will be located on the Beach of Bones or the Island of Skulls
  - Please be friendly and share the site with your fellow Scouts; this is an excellent opportunity for fellowship and especially for patch trading :)
- Regulations & Guidelines
  - All units should bring a copy of and abide by the Guide to Safe Scouting
  - Off-Limits Areas
    - Ranger's Area
    - Shooting Sports Ranges – Other than those, let through the gates with permission.
    - Water (no swimming or boating)
  - Buddy System
    - Scouts should always travel with a buddy.
    - If that buddy is an adult, there must be two profound leaders to maintain Youth Protection.
  - Vehicles

- **All Vehicles** will remain in the Parking lot.
- Troop Trailers will be parked along the Fence line.
- No Vehicles will be allowed inside the gates.
- Health and Health Officer
  - The Health Office is in Stickley and will always be either staffed or available by radio.
  - Injuries and health issues should be reported to the health officer.
- Emergencies
  - In a Camp emergency, the camp alarm will be set off.
  - Scout leaders must take attendance by name, see each attendee's face (adults, too), and send a runner to the Trading Post to report if all are accounted for or if something is wrong.
- Fires
  - Fires must be maintained in the burn barrels; ground fires are NOT permitted.
  - Use only downed wood, and do not cut trees.
  - Fuel is not to be used in fire buildings.
  - Fire Chit guidelines are to be followed.
- Water
  - The camp water is located outside the Garage door of the Ranger's Area.
- Food
  - Each Troop will be responsible for providing and cooking their meals.
  - Trash is to be placed in the Dumpster or hauled out.
- Trading Post
  - Will be open Friday 7:00 pm to 9:00 pm,
  - Saturday 10:00 am – 4:00 pm and 7:00 – 9:00 pm
  - Sunday 9:00 am – 11:00 am

# THE CHALLENGES!

## ➤ **MAKE THE HARD TACK** Station # 1

- Patrols must complete the Challenge in under 30 minutes, -1 point for each minute after that.
  - Patrols must build a cooking fire.
  - Cook a hard tack (pancake).
  - Flip the hardtack over a rope and catch it in their pan.
  - Eat the hardtack!
  - Patrols are responsible for providing all their **own** rations and cooking utensils.

## ➤ **SEA OF THIEVES** Station # 4

- Two patrol members will be lashed together by their legs and must navigate an obstacle course carrying a bucket of water.
- Scoring
  - A full bucket of water earns 20 points.
  - A half-full bucket of water earns 10 points
  - Less than half earn 5 points
  - An empty bucket of water loses 10 points

## ➤ **REPAIR THE MAST** at Station # 3

- The Patrol will use a bow saw to cut a splint for their broken mast and lash it to the mast, and then hoist the Pirate Flag
- Scoring
  - 10 points for cutting the splint in under 2 minutes.
  - 10 points for correctly lashing the splint to the broken mast
  - 10 points for hoisting the pirate flag up the mast in under 5 minutes.

## ➤ **RAID THE PANTRY** Station # 2

- Patrols will take one minute to toss as many coconuts as possible into a bucket.
- The patrol will score one point per coconut.

## ➤ **PIRATES DICE** Station # 5

- In this competition, the teams will roll the dice.
- If an odd number is rolled, Patrols will need to start a fire and burn a string; if an even number is rolled, Patrols will need to boil water in a paper cup.
  - 10 points for completing the task in under 10 minutes. ( -1 point for every minute after deducted)
  - An additional ten extra points if they do both challenges
  - – 5 points if they use matches.

➤ **SKULL & BONE** Station # 8

- Patrols will compete in Archery, Tomahawk, and rifle.
- The Top score earns 50 points, the second earns 35 points, the third earns 20 points, and the fourth earns 5 points.

➤ **GANGPLANK CROSSING** Station #6

- Patrols must use teamwork to create a gang plan from one ship to another.
- Patrols must get their entire team from one ship to another without falling into the Ocean.
  - First attempt 25 points
  - Second attempt 15 points
  - Third attempt 5 points

➤ **PIRATE SHIP RACES** Start Time 3:30 pm at Pirates Cove (King's Cabin)

- Patrols must build a Pirate Ship before arrival \* **A Klondike Sled converted into a Pirate Ship with wheels\***

- Each patrol will race their Pirate Ship, starting at Pirates Cove (King's Cabin) and racing to Kibbie Lake Harbor Docks (Stickley)
  - Fast time earns 50 points.
  - – 10 points after that for each Place.
  - 25 points will be awarded for the best design.
  - 25 points will be awarded for the best theme.
  - 25 points will be awarded for the most spirit.

➤ **TREASURE HUNT**

- Captain Barnacle Brendan and his Crimson Seadog
  - Has hidden his Pieces of Eight around the Camp to be part of our Treasure Hunt.
  - Please explore our beautiful Camp, looking for these treasures. (Please follow the buddy system.)
  - One point for each treasured piece found. If a Unit finds all Eight Pieces, they earn 50 bonus points.

➤ **DUTCH OVEN COOK-OFF STATION # 9**

- Teams will assemble at the Dutch Oven station and prepare their entries.
- Teams can be a combination of youth and adults
- Teams can compete in both divisions
- Please label your entry so the judges know who to give the awards to
- Entree Division
- Dessert Division
- Turn in by **4:30 pm** at Trading Post; late entries will not be allowed.

- **EXTRACURRICULAR** – (no points for competition)
  - Patch Trading – Please trade patches in the Bermuda
  - Pirate Matt's Gally of Treats.
  - Pirate Gaga Ball Tournament

## **CAMPOREE SCHEDULE**

### **FRIDAY, MAY 16<sup>TH</sup>**

- 6 pm - Check-in and set up.
- 8:00 pm – Opening/Welcome– Parade Field (behind Owens) (Field Dress Uniforms please)
- 8:30 pm Leader's Meeting Ownes
- 8:30 pm – Movie on Parade field
- 11 pm – Lights Out

### **SATURDAY, MAY 17<sup>TH</sup>**

- 7 am – Reveille
- 9 am – Opening – Parade Field (behind Owens)
- 9:30 am – Morning Events Begin
- 11:45 am – Morning Events end – Lunch
- 1:30 pm – Afternoon Event Begins
- 3:30 pm – Pirate Ship Races
- 4:30 pm – Dutch Oven Cook-off Judging
- 4:30 pm – Afternoon Events End – Dinner
- 7:00 pm – Retreat – Parade Field (field dress Uniforms, please)
- 7:30 pm – Scout's Own Service - Chapel
- 8:15 pm – Campfire – Closing Campfire/Awards presentation.
- 10:00 pm – Lights Out

### **SUNDAY, MAY 18<sup>TH</sup>**

- 7:00 am – Reveille
- 9:00 am – Closing Ceremony – Parade Field
- 10:00 am – Check out.

**We thank you for coming to the Longhouse Spring Camporee at Camp Woodland. We hope you enjoyed your time here and hope to see you at Camp this summer!**

**Inquiries and Information at Any Time: Longhouse Council 2803 Brewerton Road Syracuse, New York 13208  
(315) 463-0201**





# SCORE CARD



**Make the Hardtack**

25

25

**Sea of Thieves**

20

20

10

5

**Repair the Mast**

30

10

10

10

**Raid the Pantry**

20

**Pirate Dice**

20

10

10

-5

**Skull & Bones**

50

5

4

4

**Gangplank Crossing**

25

25

15

5

**Pirate Ship Race**

50

25

25

25

**Treasure Hunt**

8

50

**DUTCH OVEN COOK OFF**

50

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**Total** \_\_\_\_\_





The Cassidy Lean-To Site is accessible from "Jack's Trail". The trailhead is just west of Ullman Cabin.



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