



BOY SCOUTS OF AMERICA®
CAPE FEAR COUNCIL

**CAPE FEAR COUNCIL
FALL CAMPOREE
2023
Viking Ventures**



**CAMP BOWERS
WHITE OAK, NC
OCTOBER 27-29, 2023**



Scouters of the Cape Fear Council,

Your Troop is invited to attend the 2023 Cape Fear Council Pioneering Camporee. “VIKING VENTURES” The District wanted to offer a Camporee that focused on knots and lashings. This camporee will require Scouts to focus on these skills. It is strongly recommended that Scouts practice these skills prior to the camporee. For added fun we are adopting a Viking theme! It is encouraged to Make your clan's flag, swords, shields and helmets to bring. NO REAL WEAPONS! (Unit leader Please check what your scouts are bringing)

The camporee is scheduled for October 27, 2023 through October 29, 2023 at Camp Bowers 13165 NC-53 White Oak, NC 28399. This camporee will be both a patrol competition and a Troop campsite competition. We will need assistance from Leaders to staff the stations planned for the event. The stations are detailed in the following pages.

Please go to the council website to register for the Camporee. Also, please feel free to contact me at 910-297-5752 or troyrudeseal@gmail.com if you have any questions or to sign up for a station or to volunteer for the weekend or for setup the weekend prior. I am looking forward to seeing everyone at the Pioneering Camporee.

Yours in Scouting,
Troy Rudeseal
ASM Troops 200, 210/1210

2023 Fall Camporee Rules

The Scout Law, Oath, and Outdoor Code are of primary importance during the camporee.

Once registered, no one is allowed to leave the camporee without the permission of their unit leader, who will notify the camporee staff.

No cutting of live trees will be permitted. There will be a limited amount of firewood available, please bring your own.

Fires will be allowed in designated fire pits

All Participants will need to follow all Council and current CDC Covid-19 Protocols. Masks optional. Hand washing station will be available through out the Camporee.

All vehicles will be parked in the designated areas. Vehicles will be allowed at the camp site to unload on Friday evening and to load on Sunday. All vehicles should be in the parking lot by lights out on Friday. If vehicles are not in the designated parking areas, points will be deducted from the judging of the troop's campsites.

The games will go on rain or shine so, bring the appropriate attire.

The games are designed for patrols of 5-8 scouts, but can be completed by groups of smaller or larger sizes.

Games will be judged on time and accuracy. Results will be recorded by adults/Youth leaders at each game site.

Troops will be asked to perform a skit, song, or cheer during the campfire, please have it ready at registration.

Scout Activities

The activities of the Fall Camporee consist of stations that each patrol will rotate through during the course of the day, and a campsite competition. The patrols move from station to station in an assigned sequence with a loud start. The stations may require the use of a Scout skill, may be educational, or just fun. Each activity should be approximately 20 minutes with time allotted for travel among the stations.



Each patrol needs to carry supplies for the stations. A preliminary description of the stations and how they may be scored is listed on the following pages. Patrols will be judged on completing the objective, patrol involvement, and cleanup for each activity. Station guides are permitted to modify the objective and scoring as long as the station keeps the same theme. Patrols should be prepared for possible changes.

AWARDS

Awards will be presented during Campfire ceremonies to patrols based upon their performance at the stations, best costume/theme and to the troops based upon the result of the campsite judging.

TOURNAMENT SUPPLIES

Supplies for all Tournament Events will be provided. Patrols/Troops will need to provide the All supplies to be used as a part of your Pioneering Campsite. These may include:

- Patrol flags
- Extra rope or twine for Camp Gadgets
- Material to build Camp Gadgets
- Poles of various lengths for camp gadgets
- Stakes
- poles (recommended size: 8 feet long, 2 inches diameter)
- lashing ropes (recommended size: 10-15 feet long, 1/4 or 3/8 inch diameter) • 3 Stakes
- Stake Hammer
- Small Pulley or eye bolt
- Work Gloves



SCHEDULE of EVENTS

Friday, October 27, 2023

5:00 pm: Check in begins. Check in at the Bowers Admin building to turn in med forms and get campsite assignments.

7:00 pm: Camp Gadgets

8:30 pm: Senior Patrol Leaders and Scoutmasters meeting at the Registration tent.

10:00 pm Lights out

Saturday, October 28, 2023

6:30 am: Reveille

7:30 am Breakfast in camp

Camp Gadgets (All Day Event)

8:00 am: Opening ceremony at flag pole (Wear viking gear)

9:00 am: Morning Tournament events begin

- Flagpole Raising
- Magic Runestone transporter
- Save the Longship
- Catapult Challenge

Noon-1:30 pm: Bag Lunch/ complete camp gadgets if needed

Saturday, October 28, 2023 (Afternoon)

1:30 pm: Afternoon Tournament activities

- Six Knot Relay
- Friction Bridge
- Ladder Lashing
- Rescue Rope -Throw Be Prepared Event

5:00 pm: Return to campsites to cook supper

6:30 pm: Free Time

7:30 pm: Campfire- Troop Songs & Skits and Awards

10:00 pm Lights out

Sunday, October 29, 2023

6:30 am: Reveille and Breakfast

7:30 am Breakfast in camp provided by each troop

8:00 am Interfaith worship service

9:00 am Break camp

SAFETY NOTICE

Scouts and adults need to wear some form of work gloves when working with ropes, spars, and timbers to prevent rope burns, wood splinters and rope fiber splinters! Rope fiber splinters are very tiny and not visible when embedded in the skin. You may not feel them enter your skin and they will not cause short term pain. However, after approximately 18-24 hours there will be pain and discomfort and the affected area becomes sensitive to the touch. You may see redness or swelling. **PLEASE WEAR WORK GLOVES!**



PIONEERING CAMPOREE EVENTS

The Pioneering Camporee events will be the Tournament of Events and the Pioneering Campsite. The Tournament of Events consists of 7 stations that will test scouts abilities in knots and lashings in timed events. Scoring will be based on time to complete, as well as quality of knots and lashings. The Pioneering Campsite consists of projects your troop constructs in their campsites. Adult Leaders may participate in Campsite projects. Scoring will be based on the quality of the lashings.

TOURNAMENT OF EVENTS

FLAG POLE BANNER RAISING 70 POINTS

Patrols will work as a team to construct and raise a flagpole to fly their Viking Banner.

*Lashings/Knots used: Round lashing, clove hitch, taut-line hitch, two- half hitches.

*Allowed supplies: 3 poles, 4 lashing ropes, 2-3 lashing ropes to hoist flag, 3 guide ropes, 1 small pulley or eye bolt, patrol flag, 3 stakes, hammer.

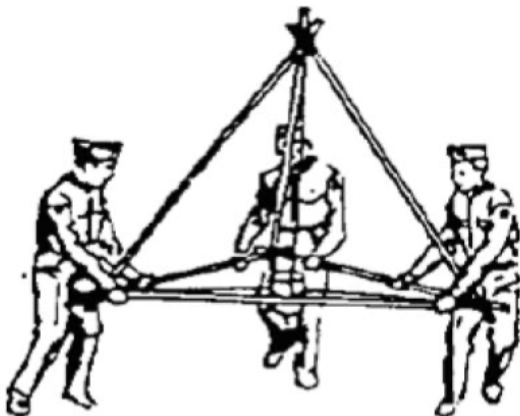


MAGIC RUNESTONE TRANSPORTER 70 POINTS

Patrols will construct a transporter to safely transport Magic Runestone (Bell), then attempt to transport it through a series of obstacles without detonating it. (Ringing the bell) Waypoints are checkpoints. If bell rings 3 times, return to last checkpoint. At least 3 Scouts are carrying/touching tripod at all times.

*Lashings/Knots used: Tripod lashing, square lashing, clove hitch,

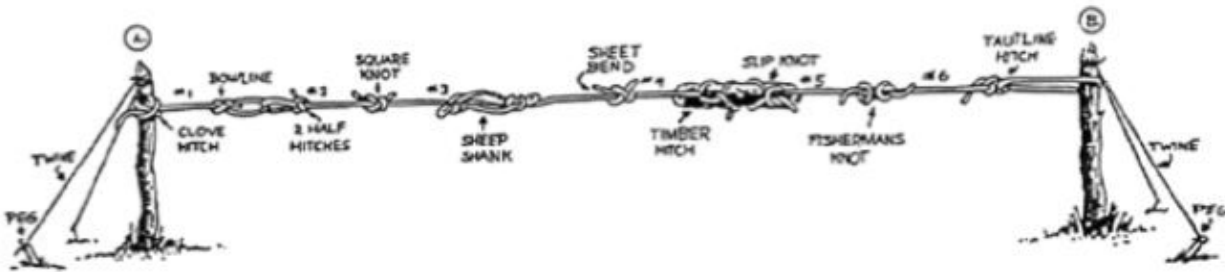
*Allowed supplies: 6 poles, 7 lashing ropes, Runestone "Bell"





SAVE THE LONGSHIP 70 POINTS

Patrols will tie a series of knots between two stakes to lift a log “Longship model” off the ground “Water”



*Lashings/Knots used: clove hitch, bowline, two-half hitches, square knot, sheet bend, timber hitch, slip knot, fisherman’s knot, taut-line hitch, sheep shank.

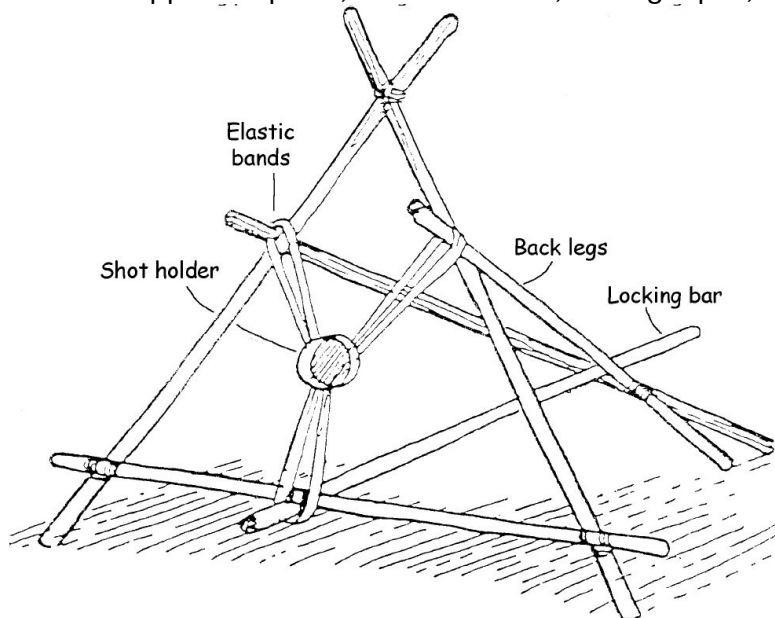
*Allowed supplies: 8 lashing ropes

* Supplied by Camporee: Stakes, log

* CATAPULT CHALLENGE 80 POINTS

Patrols will construct a Catapult and see how far they can launch Water balloons. Can they hit the Invading Ships?? *Lashings/Knots used: Square lashing, clove hitch, two-half hitches

*Allowed supplies: 6 poles, 3 elastic bands, lashing ropes, throwing Tin, Water Balloons



KNOT CHALLENGE 70 POINTS

In relay fashion, Patrols will compete to successfully tie the list of knots as fast as they can.

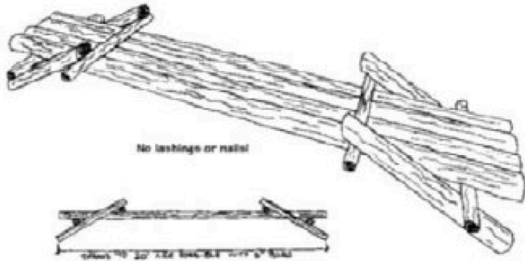
*Lashings/Knots used: Clove Hitch, Sheet Bend, Square Knot, Bowline, Two-half Hitches, Timber Hitch, Taut-Line Hitch, Figure Eight

*Allowed supplies: 6 lashing ropes



FRICITION BRIDGE 60 POINTS

Cross the bridge and evade the enemy. Set-up and Rules: This event will involve the use of Pioneering Skills. Participants will be challenged to assemble a bridge using materials that will be provided. The bridge will be assembled so that it is approximately 4 inches above the ground across its span without the use of nails or lashings. The bridge must be assembled so that it supports the weight of four (4) Scouts for a minimum of 30 seconds. The assembly will be timed for scoring purposes.

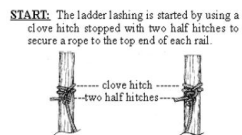
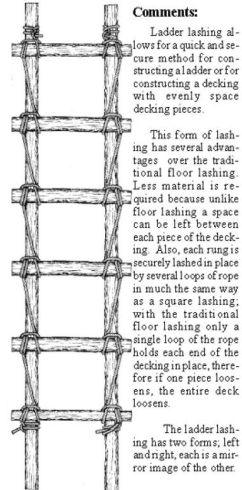


Solution: The Bridge must be made by interlocking the logs so that friction locks it together. Logs placed on the ground like a log cabin will not score, see diagram. Catapult Competition:

LADDER LASHING 80 POINTS

Patrols will construct a ladder to climb and ring a bell. *Lashings/Knots used: *Allowed supplies: 2 poles, 3 lashing ropes *Supplied by Camporee: Rungs

LADDER LASHING:



Comments:
Ladder lashing allows for a quick and secure method for constructing a ladder or decking with evenly spaced decking pieces.
This form of lashing has several advantages over the traditional floor lashing. Less material is required because unlike floor lashing a space can be left between each piece of the decking. Also, each rung is securely lashed in place by several loops of rope in much the same way as a square lashing; with the traditional floor lashing only a single loop of the rope holds each end of the decking in place, therefore if one piece loosens, the entire deck loosens.
The ladder lashing has two forms; left and right, each is a mirror image of the other.

START: The ladder lashing is started by using a clove hitch stopped with two half hitches to secure a rope to the top end of each rail.

STEP 1: Lay an overhand loop over each side rail so that the running end of each loop is to the outside.

STEP 2: Place a rung across the rails so that the standing part of each overhand loop is over the end of the rung and the running part of each overhand loop is under the rung.

STEP 3: Pull the running part side of each overhand loop behind and to the outside of each rail.

STEP 4: Then pull the loop over the end of the rung.

STEP 5: Work each rope until it is tightened around the rung and the rung is in its desired position.

STEP 6: Form an overhand loop in each running part.

STEP 7: Place an overhand loop over each end of the rung to form a half hitch around each end of the rung.

STEP 8: Work the half hitch tight.

STEP 9: Repeat steps 1 through 8 for each additional rung.

END: Finish the lashing by tying a clove hitch around each rail so that the clove hitch is directly under the bottom rung.

Be Prepared bonus event

RESCUE ROPE THROW:

each member is given 6-foot length of rope. 'Victim' is 25-30 feet away. Throwers need to tie their lengths together making it long enough to reach victim. Rope lengths must be joined using square knot. Victim must tie bowline around themselves. Victim cannot move to reach rope. If throw misses, the rope must be coiled again and thrown again.



PIONEERING CAMPSITE

For the Pioneering Campsite, your troop will attempt to construct as many of the projects listed below. You may not be able to construct them all, so be sure to use your time and abilities wisely.

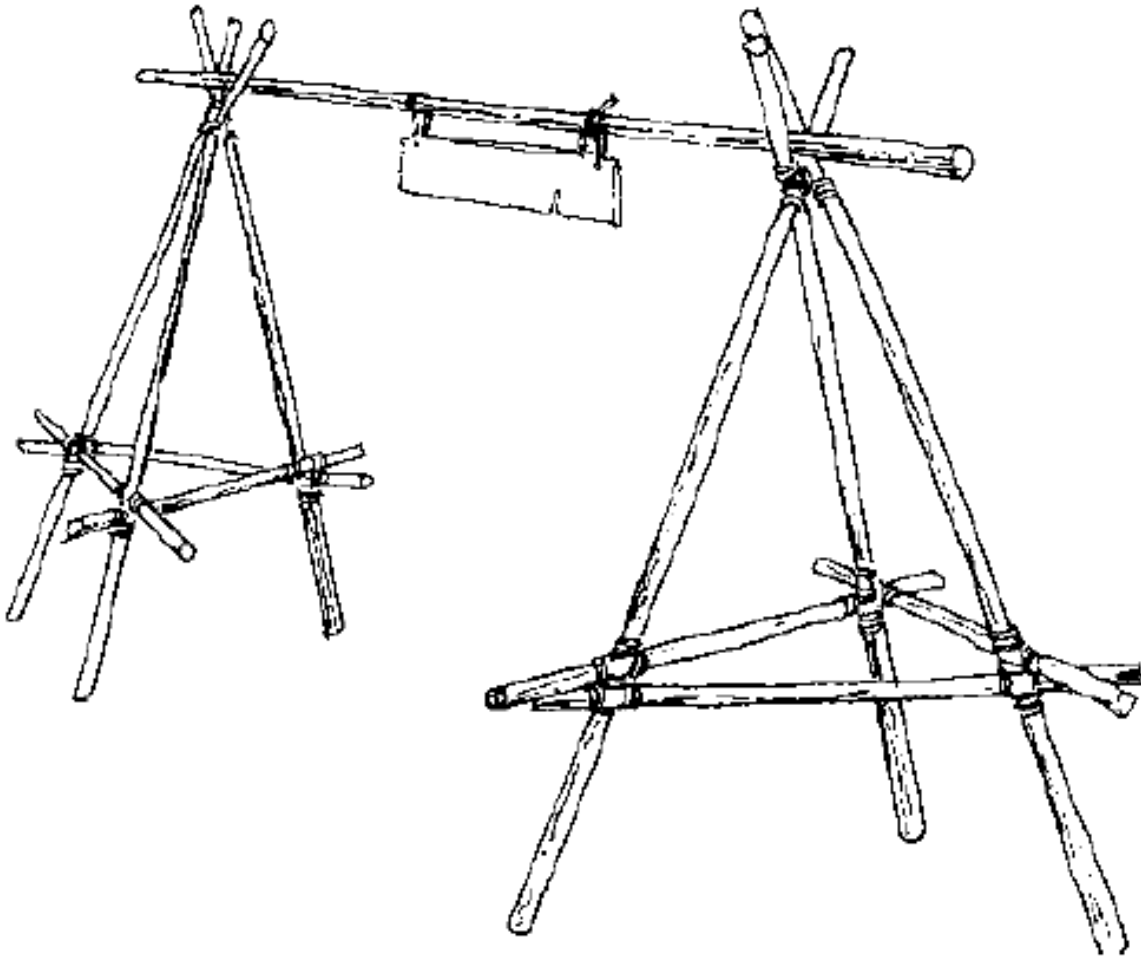
General Rules:

* You may plan your projects prior to the weekend, including securing wood, but ALL projects must be constructed at Camp Bowers at the Pioneering Camporee.

* You may begin your projects upon arrival Friday evening, but not before!

* To reduce expenses, bailing twine may be substituted for rope for these projects.

Gateway

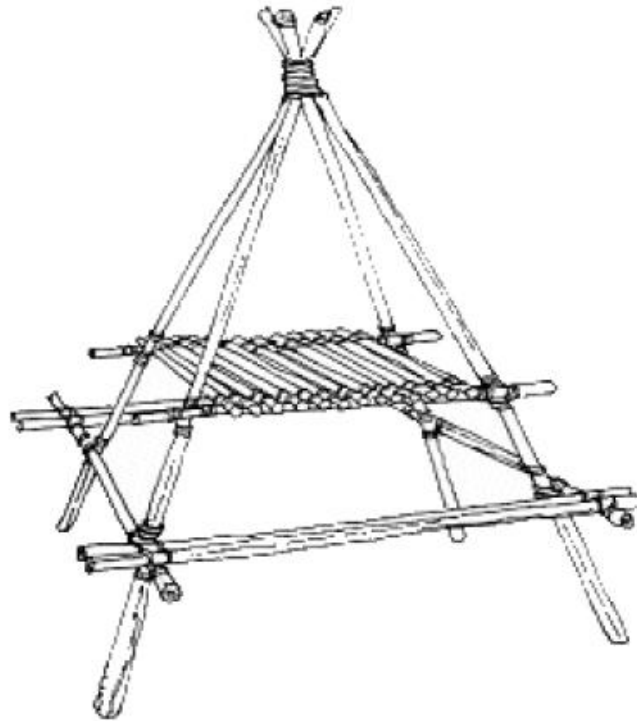


150 points

50 point bonus for a moving door 20 point bonus for a doorbell



Picnic Table
130 points

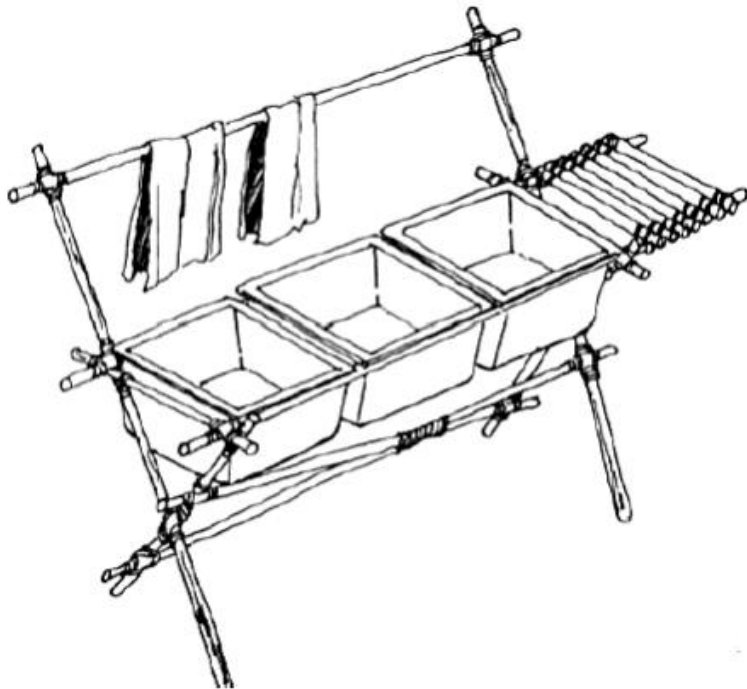


Lantern Tripod.
10 points



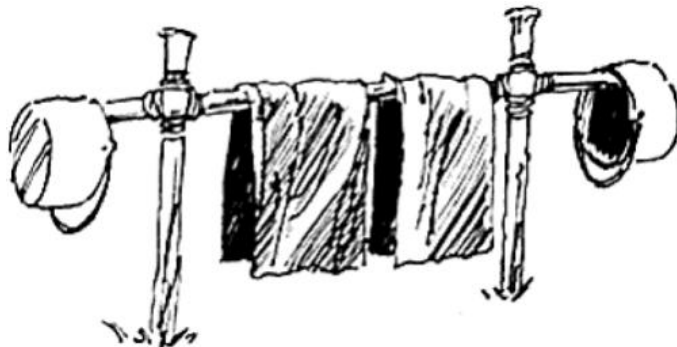
Dish Washing Station

60 points



Drying Rack

30 points



Double Fire Bucket Holder

Tool Rack

Simple Flagpole

Solution: Prior to the Camporee, break the patrol up into smaller groups of 2 Scouts, of those Scouts work on specific camp gadgets and learn how to construct them.

Troop's Choice -Create a useful camp gadget that uses at least four lashings 50 points
Reminder that scouts are not allowed to work at heights or on ladders (Guide to Safe Scouting). Any gateways incorporating towers or other features that may require a scout to climb the structure must be constructed on the ground. Scouts are not to climb a finished gateway or tower.



**TROOP REGISTRATION
Fall Camporee 202**

Troop
Number _____

Unit
Leader _____

Phone
Number _____

Other Adults

_____	_____
_____	_____
_____	_____
_____	_____

Senior Patrol Leader _____

Patrol _____	Patrol _____
Scouts _____	Scouts _____
PL _____	PL _____

_____	_____
_____	_____
_____	_____

Number of Adults _____ @ \$10 each = _____

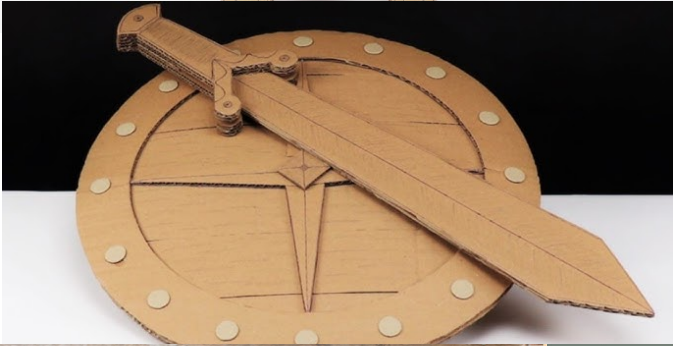
Number of Scouts _____ @ \$10 each = _____

Number of Extra Patches _____ @ \$5 each = _____

Total Cost = _____

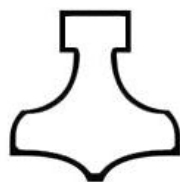
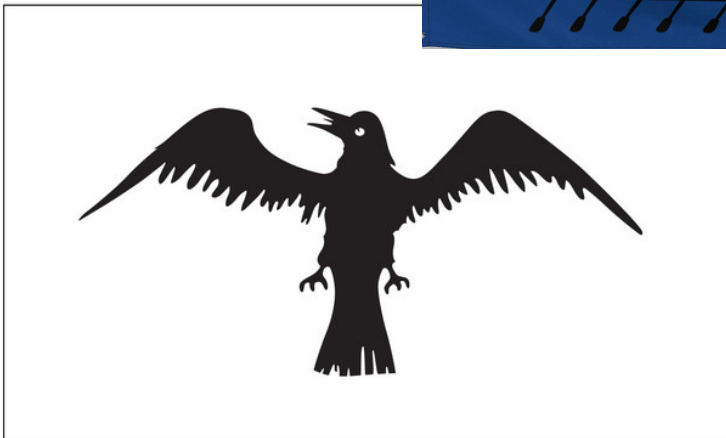


Viking costume ideas made from Cardboard !!





Banners/ Flags





“EPIC BUILD” STRUCTURES

In an effort to expose our scouts to pioneering on a larger scale we are looking for our volunteer staff to meet the weekend prior to the Camporee to assemble several Large Pioneering projects that may serve as a backdrop for the weekends Theme.

Pictures for inspiration

