

**Lumber River District
2024 Camporee**



**Leader's Guide
November 1-3, 2024
Camp Bowers**

LRD Camporee Leader's Guide

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Introduction

The 2024 Lumber River District Fall Camporee will take place at Camp Bowers, 13165 NC Hwy 53 W. White Oak, NC 28399, the weekend of November 1st – 3rd 2024. The theme for this Camporee is Unit Olympics, consisting of events in the areas of sports, athletics and Scout skills. Check in and site setup will start on Friday 1 November 2024. Saturday will consist of Troops (with AOL dens) and Venturing Crews competing with other units from the district. Units that cannot camp the entire weekend, can participate in the Saturday events, and need to inform the Camporee staff ahead of time. The Camporee will end after a short worship service Sunday morning.

Who Should Attend

All Lumber River District Arrow of Light (AOL) dens, Scout Troops (boys and girls), as well as Venturing Crews should attend the district Camporee. If requested, units from outside the district may be granted access to the activities after coordinating with the Camporee staff.

Any unit that will not be participating needs to inform the Camporee director as soon as possible, this will ensure planning, budgets and supplies are adjusted accordingly.

If a unit is unable to attend, but has Scouts that wish to participate, contact the Camporee director or staff for forming a contingent Troop, or for placement with a mutually agreed upon unit.

Units that are very small, have the option to compete as a team with any other units from the same Chartered Organization.

What to Bring

In addition to your normal Troop/Crew and personal items for November, please carefully consider special requirements for the competitive events your units and Scouts will compete in. Just a few examples:

Dutch ovens and accessories, running/jogging attire & shoes, boating attire & crocks/sandals, pioneering gadget rope & supplies, working gloves, Firem'n Chit, camp/lodge cup (1¾c.), Scout Handbooks. There will be a Lumber River District branding iron, and wood burning kit (staffed by a Scouter) to mark your leather or other craft items you want to bring.

Recognition Items

Ribbons/medals will be issued for first, second, and third place for some individual/team events; while other events will earn the unit and not necessarily the individual a first, second or third place award. An overall Camporee first, second and third place ribbon will be given to the three highest scoring units. Camporee patch distribution will occur at the Camporee; if all units have completed registration by October 1 2024.

A contingent unit can compete for place ribbons. Scouts participating and attached to another unit, earn points for the assigned unit, not the home unit.

Troop/Crew flag streamers will be given to all participating units.

Awards will be presented Saturday night, followed by cracker barrel/shared dessert.

Vehicles

Parking at the administration building is allowed for check in/out on Friday and Sunday only. No vehicles should be parked at the building on Saturday due to the activities taking place in the area. Parking during the Camporee is available in the lot across the road from the administration building.

Units will be allowed to drop off gear and trailers to their campsites but will need to unhitch and bring vehicles back to the parking lot.

The speed limit in camp is normally 15 MPH until you reach the administration building parking lot entrance, at which it becomes 5 MPH. Due to the events occurring Saturday, the speed limit in camp Saturday will be 5 MPH once you reach the metal bridge.

Those with disabilities may request a parking permit from camp staff, however vehicle use in the camp on Saturday is highly discouraged.

Campsites





Campsites assignments will be provided at check-in.

Tenting/sleeping arrangement must be provided by the unit; Camp Bowers tents will not be setup for the Camporee.

All sites must be clean and inspected before the unit departs the Camporee. Units that are sharing a campsite need to coordinate with the other units in the site to complete the checkout inspection.

Commissioner Services

Planned Commissioner Services will include:

-  Trash pickup on Saturday
Sunday trash must be packed out, or placed in the trash trailer or dumpster at the Ranger Station. This information will be clarified at the Friday night meeting
-  Ensuring all campsite facilities are functioning
-  Escalating campsite issues to the appropriate staff or to the Camp Bower's Ranger
-  Checkout inspection of all campsites before a unit departs

Meals

Units will plan for and prepare all meals in their campsite. Units should account for all AOL members from their pack, any augmenters from other units, and volunteers serving on staff from their Chartered Organization.

Saturday night there will be a shared cracker barrel after the awards ceremony, please plan for enough food to feed 1.5x the number of attendees your unit has present, the unit should provide (marked) serving utensils; and Scouts should bring their own or unit mess kits, eating utensils and cups. Please be aware some scouts have nut allergies.

Registration & Fees

Registration should be completed online at <https://www.capefearcouncilbsa.org/events/>.

Onsite registration will be allowed for units and individuals, to not preclude any of our Scouts from participating.

Please note that late/onsite registration may result in a delay, or lack of receiving a Camporee patch for individuals, and lack of a Troop/Crew flag participation streamer.

The planned attendance fee is \$10 for all participants (youth and adult). This fee will be the same for those attending a single day, or all three (3) days, and will be used to cover supplies, patches, and awards. All food costs are the responsibility of the unit.

General Camp Bowers Do's & Don'ts

Please, live by the Scout Oath, and Scout Law, follow the principles of the Outdoor Code and Leave No Trace. Ensure Scouts use the buddy program when/where appropriate, wear closed-toe shoes outside of your campsite, wear a helmet while on a bicycle, ask the staff if you have any questions, and follow and enforce the Guide to Safe Scouting (GSS).

While at camp, do not dig for any reason, ride in the back of trucks, speed, ride bikes after dark, burn fires outside of designated areas, leave vehicles in campsites, leave trash or trash bags in campsites, enter or leave camp without checking in/out.

Events & Competition Rules

The goal of the Camporee is to ensure the Scouts have both fun and demonstrate Scouting skills. The events are designed to encourage all members of the unit to participate. There are 12 planned events to be used as scored events; this may change based on weather and other factors. Scoring information for the events is listed in the event description, or the event score sheet (see appendix 3). Following the Guide to Safe Scouting, all Troops that actively include AOL members from their Pack (not just being assigned to their team) will receive extra points.

Unit Events:

Event locations are listed in appendix 4; the schedule of events follows this section, and is contained on the Unit Tracking Sheet (see appendix 3)

Note Scouters/Crew members registered as a multiple should only compete for one of their units per event. Questions should be addressed to the program/activity chair, and/or Camporee director not the event staff.

Some events earn points based on the unit place (1st – 12th), others are based on the actual or average of points the team earns at the event. See the individual event score sheets (see appendix 3) for a complete breakdown of points.

Archery

This event will utilize the inflatable archery range, and is open to all, but will be a point earning event for AOL Scouts only. If AOL Scouts are waiting, they will have priority use of the range. Note that this event is being scored for the AOL in place of the Tomahawk Throw (Safety/GSS).

AOL Scouts will attempt to knock down all four targets twice, following the below actions.

Each AOL Scout will be given two (2) arrows to knock down each target.

Unused arrows cannot be used on another target.

After the first round, the targets will be reset, and the AOL Scout will again attempt to knock down all four (4) targets using a maximum of two (2) arrows per target.

Each knocked down target earns five (5) points for the AOL Scout.

The unit score will be calculated as the average score of all AOL Scouts from the Chartered Organization. In the event of a tie, additional rounds may be added to declare a definitive first, second and third place.

Obstacle Course

This will be a unit event, with specific events completed by varying members of the unit. Time and accuracy will be used to determine the winning units. A neckerchief will be used by the team members as their relay baton between Scouts (each Scout must be touching the neckerchief during the exchange) Each Scout should only participate in a single event below. Exceptions will be allowed for units having less than seven (7) Scouts in attendance at the Camporee.



Low crawl:

This is the first event and starts the time for your unit, each touch of the upper limit (rope/ribbon) adds 10 seconds to the overall time.



Football accuracy:

Throw a single football three (3) times from varying distances, retrieving the ball after each throw. Hitting your target reduces your overall time 10 seconds. Failure to return the ball to the starting area after the last throw negates all points.



Basketball accuracy:

Throw a single basketball from three (3) positions, (court edge, midline, & Scout's choice). Making a basket reduces your overall time 10 seconds. Failure to return the ball to the starting area after the last throw negates all points.



Disc accuracy:

Select a single disc to use for making three (3) goals/baskets from varying distances. This is a timed event, all three (3) goals must be made to move on. A hole-in-one on the long-distance throw will reduce the overall time by 10 seconds. Failure to return the disc to the starting area negates the hole-in-one.



Beanbag accuracy:

Throw all the bean bags; each that lands inside the target area will remove that many seconds from the overall time, however misses, will negate hits (starting with the lowest scores first), if more targets are missed than hit, a maximum of 10 seconds will be added to the overall time for this event.



Ball on spoon sprint:

Place a plastic golf ball on a wooden spoon, sprint (holding the spoon sideways with your hands, and not touching your body) to the #10 can and deposit the ball in the can. Each drop of the ball adds 10 seconds to the overall time. Scouts may not use their hands to hold the ball on the spoon. Repeat again with the second ball.



One-gallon bucket fill:

Completely fill a #10 can (.75 actual gallons) by running back and forth with a 1½c. Bowers/McNeill/Klahican cup. If you do not have one, a smaller Styrofoam cup will be provided.

In the event of a tie, a 12-sided die will be used to determine the activity used to break the tie. AOL Scouts actively engaged adds five (5) points to score.

5K/1 Mile Run

This is an individual and unit event. There will be 1st – 3rd place individual awards in each age group (11-13, 14-15, 16-17, 18-21, 22-34, 35-49, 50+), based on actual run times.

Unit place will be based on the average time for all seven (7) age groups. The single best time from each

age group will be used. If the unit doesn't have a participant in that age group, the slowest time in the age group for all participants, plus 5 minutes will be used as the constant. Course guides will mark wristbands as runners pass them, ensure all properly complete the course.

Units will receive extra points (time reduction) for the following:

All unit (5k) runners finish as a team (w/in 15 sec), minimum of five (5) runners: (-5 min each runner)

More than three (3) runners for the unit (-10 total sum of unit time)

More than five (5) runners from different age groups (that complete the run) (-10 min each runner)

One (1) or more runners from all seven (7) age groups (that complete the run) (-12 min each runner)

For the safety of older Scouters, there will be an option of a 1-mile course. The 1-mile course will be calculated with the time for the 1-mile multiplied by 5. E.g. a Scoutmaster ran 1 mile in 10 minutes; his scoring time will be 50 minutes. Scouters may elect to walk either the 1-mile or 5k course for time.

This event will be limited to 1 hour, and individuals still on the course at the 1-hour mark will return to admin in a safety vehicle. No other competitions will take place during this event, so maximum participation is encouraged, and all those not in the race should provide support and encouragement along the route (see appendix 5) for all their fellow Scouts.

Tomahawk Throw

This event is limited to registered Scouts/Scouters in the Troop /Crew (youth members of the Pack may not participate).

Scouts/Scouters will have two (2) rounds of three (3) throws to hit the target. Highest points will be earned for hitting the center ring, and fewer points the farther away from the center the tomahawk lands. The Scouter running the event will determine if the tomahawk needs to stick to the target initially, for the entire round, or just make contact with a scored area, if there is a rotation in staff, this ruling cannot change without the program/activity chair being consulted.

Units will receive points for Scouts/Scouters competing in each age group (11-13, 14-15, 16-17, 18-21, 22-34, 35-49, 50+). All members of the unit should compete, and the highest score in each age group for the unit will be used to calculate the Troop/Crew overall event score. A score of zero (0) will be used if there is no participant from that age group.

In the event of a tie, a smaller target/paper will be placed on the primary target. The unit will have the Scout (not Scouter) with the lowest and highest scores compete in the tie breaker. The winning unit will be the one with the most tomahawks touching the target at the end of the round.

First Aid Challenge

The Scouts in the unit will be given scenarios from the First Aid Merit Badge pamphlet or Scout Handbook, and required to correctly answer questions, or show the procedures required (as described in the book). Additionally, each unit will assemble a litter/improvised stretcher and use it to safely lift and lower a Scout. Each unit will then carry an object on the litter for a set distance and return without letting the object fall off or become damaged.

No commercial stretchers, lumber or similar items will be allowed for this competition.

AOL Scouts actively engaged, and answering questions adds five (5) points to score.

Gaga Ball

The gaga ball pit will be available for safe use by all Scouts, with an adult leader present (GSS). No points or competitions are currently planned around gaga ball.

Dutch Oven Cooking

This will be a unit competition based around a primary meal, and a separate dessert. Each of these dishes must be made by at least two (2) Scouts. During the cooking process, not all four (4) Scouts need to tend the fire. Traditional coals or a camp stove may be used.

The portions cooked need to be enough to allow tasting by five to seven (5-7) random youth, and three to five (3-5) adult judges. See the schedule for the judging time and plan accordingly.

Judges will confer to determine points based on the following:

Correct number of Scouts prepared each dish (No = 0, Yes = 5)

Best flavor in each category (ranked from 10 points to 1 point)

Originality for each category (ranked from 10 points to 1 point)

Dishes were completed and ready by the deadline (0 - 5 points)

Each dish served is the correct temperature (cold or over cooked) (0 - 5 points)

Not enough food cooked for all judges to taste (-10 points)

3-Legged Race

Units will have two (2) teams compete in this race. Team 1 must consist of the youngest Scout/AOL and oldest Scouter. Team 2 (not using anyone from Team 1) will consist of the shortest and tallest Scout/AOL.

Tiebreakers will consist of a run off of unit Scouts that have not already competed in the event (if the unit has enough Scouts present).

Pioneering

Units will build a camp gadget in their campsite, that primarily uses ropes and natural wood (do not cut live wood). The gadget must use functional knots & lashings.

Points will be given for the following:

Most original (ranked from 10 points to 1 point)

Most useful (ranked from 10 points to 1 point)

Most complex (ranked from 10 points to 1 point)

No points will be awarded for weather/forecasting rocks

Extra points may be given for a gadget that wows all the judges.

Orienteering

Scouts will utilize a compass and navigate to multiple defined points and record the markers at each of the locations on their Unit Tracker Sheet (see appendix 3). Precision will be graded, as decoy markers will be placed on the course. Scouts will also identify features on a map. Each unit will also need to determine the height of an object and the width of an object using the procedures described in the Scout Handbook. Points for this part of the event will be given to the units with the closest actual estimation (estimation will be made and verified by several Scouts and leaders using the method in the book).

Points will be given for the following:

Each correct/incorrect marker found (+/- 5 points)

Identify the features on a map (max 10 points)

Correctly estimate the height of an object (close answers will be ranked from 10 points to 1 point)

Correctly estimate the width of an object (close answers will be ranked from 10 points to 1 point)

AOL Scouts actively finding markers, and answering questions adds five (5) points to score.

Tug-O-War

Traditional tug-o-war, using double elimination to determine the top three units, all registered members of the unit (and AOL den) are encouraged to participate. Keeping in mind the principle of Leave No Trace, purposely creating/digging holes to secure your foot hold are forbidden, and may disqualify the unit.

No other competitions will take place during this event, so maximum participation is encouraged. All units should be seated in the arena/camp fire area cheering on their fellow Scouts while waiting for their turn.

Boat Race

There will be a short (approximately 800 ft) canoe race starting at the rowing dock, out around some cypress trees, to the floating dock, and ending on the boat landing area (see appendix 7). For safety reasons, all participants will don a proper life jacket, and select appropriately sized paddles and inspect the canoe before the race will begin. To reduce water exposure, Scout leaders will only allow Scouts who completed a BSA swim test this year to participate. Based on water/air temperature, a leader can request a Scout be given the BSA Swim Test. All boat race participants will be issued a temporary blank buddy tag. All personnel entering the water will checkout on the boating buddy board. Two (2) rescue boats, one (1) kayak and multiple life guards will be around the course. At most two (2) canoes will race at a time. Time will determine the overall places for this event. If requested by the unit, they may submit multiple teams to compete, note that a Scout can only participate in one team, unless the unit has an odd number of scouts. Scouters may compete for bragging rights, as their time will not be used to calculate the unit score. Due to the slight potential for scouts to get wet, it is recommended they wear appropriate attire for the boat race. For this event Croc style shoes or sandals will be allowed for use in the canoes. No other competitions will take place during this event, so maximum participation is encouraged. All available adult leaders should be at the waterfront to serve as additional safety monitors. All Scouts not immediately preparing for their race, should provide support and encouragement to the two teams racing.

Fire Building

Each unit will designate three (3) or more members of the unit to build a fire. The fire will need to burn a piece of twine that is hooked to a water bucket/balloon over their competitor's fire. Height of the wood will be limited, but the fire maybe in any configuration desired. There will be a set time given for each team to gather supplies (no live wood will be allowed), tinder/kindling cannot be the source of the fire that burns the twine. A set time will also be allowed for building of the fire structure, and then competing teams will attempt to light their fire at the same time.

The number of matches used will be used in calculating the score, the fewer the better (no lighters).

Altering the layout of the fire or adding more material to the fire after attempting to light the fire will

cause a reduction in points earned.

Extra points/time off will be given to any unit that uses a Ferro rod/flint steal.

Additional extra points if it is started with an official BSA Hot Spark fire starter kit, or BSA branded knife with Firestarter.

Extra points will also be given if all Scouts have their Firem'n Chit on them; units will not lose points for AOL member not having a Firem'n Chit.

Time ends when the team burns the string over their fire, even if it doesn't put out the other team's fire.

GSS prohibits adding chemicals or other accelerants to a fire.

In the event of a tie for 1st – 3rd place (due to use of varying timing devices, ties will be any times that are within 3 seconds of each other), a tie breaker match will be held without the use of matches, lighter, or other modern method.



Lumber River District

2024 Camporee

November 1st – 3rd, 2024



Schedule

Friday

5:00 - 8:30 pm	Registration	Admin Building
8:45 - 9:15 pm	SPL/Adult Leader Meeting	Admin Building
10:30 pm	Lights Out	Campsites

Saturday

7:30 am	Flag Ceremony (activity uniform authorized)	Admin Flag Pole
8:00 - 9:00 am	5K/1 Mile Race	Admin
9:30 - 10:00 am	Tug-O-War	Arena
10:00 - 11:00 am	Boat Race	Waterfront
11:00 - 12:00 pm	Open Competition	Camp Wide
12:00 - 1:00 pm	Lunch	Campsites
1:00pm	Pioneering Camp Gadget Judging	Campsites
1:15 - 5:00 pm	Open Competition Continues	Camp Wide
3:30pm	Dutch Oven Judging	Scout Craft
5:30 - 7:00 pm	Dinner	Campsites
7:00 - 8:15 pm	LRD Branding / Wood Burning Station	TTA
7:30pm	Awards Ceremony & Shared Desserts*	Arena & TTA
8:30pm	All Scout Activity	Sports Field
10:30pm	Lights Out	Campsites

Sunday

7:30 - 8:00 am	Worship Service	Chapel
8:00 - 9:30 am	Checkout	Admin Building

*Please refrain from bringing desserts or items to share that contain nuts

Appendix 1: Staff Positions & Responsibilities

Please refer to the LRD Google Drive Share for Camporee staff sign up.

<https://drive.google.com/drive/folders/1Prb5CVw1FUGw9itMRJlxVF8UPun57iO1?usp=sharing>

If the link will not open from within this document, please copy and paste it into your browser.

Appendix 2: Equipment/Supply Needs

Please refer to the LRD Google Drive Share for Camporee supply needs list.

<https://drive.google.com/drive/folders/1Prb5CVw1FUGw9itMRJlxVF8UPun57iO1?usp=sharing>

If the link will not open from within this document, please copy and paste it into your browser.

Appendix 3: Score Reports

Please refer to the LRD Google Drive Share for Camporee score reports, as appendix 3 is an additional 22 pages.

https://drive.google.com/open?id=1K26sCNe26pTd9LhDc3kFXn1-xZA3IWHn&usp=drive_fs

2023 LRD Camporee Appendix 3 (Score Sheets).pdf contains the following:

Camporee Cumulative Score Report All Units

Individual Unit Total Score Report

Unit Tracking Sheet

Archery Event Score Tracker

O-Course Event Score Tracker

5K & 1 Mile Score Tracker

Tomahawk Score Tracker

First Aid Score Tracker

Dutch Oven Score Tracker

3-Legged Score Tracker

Pioneering Score Tracker

Orienteering Score Tracker

Tug-o-war Score Tracker

Boat Race Score Tracker

Fire Building Score Tracker

Appendix 4: LRD 2024 Event Location Map.png

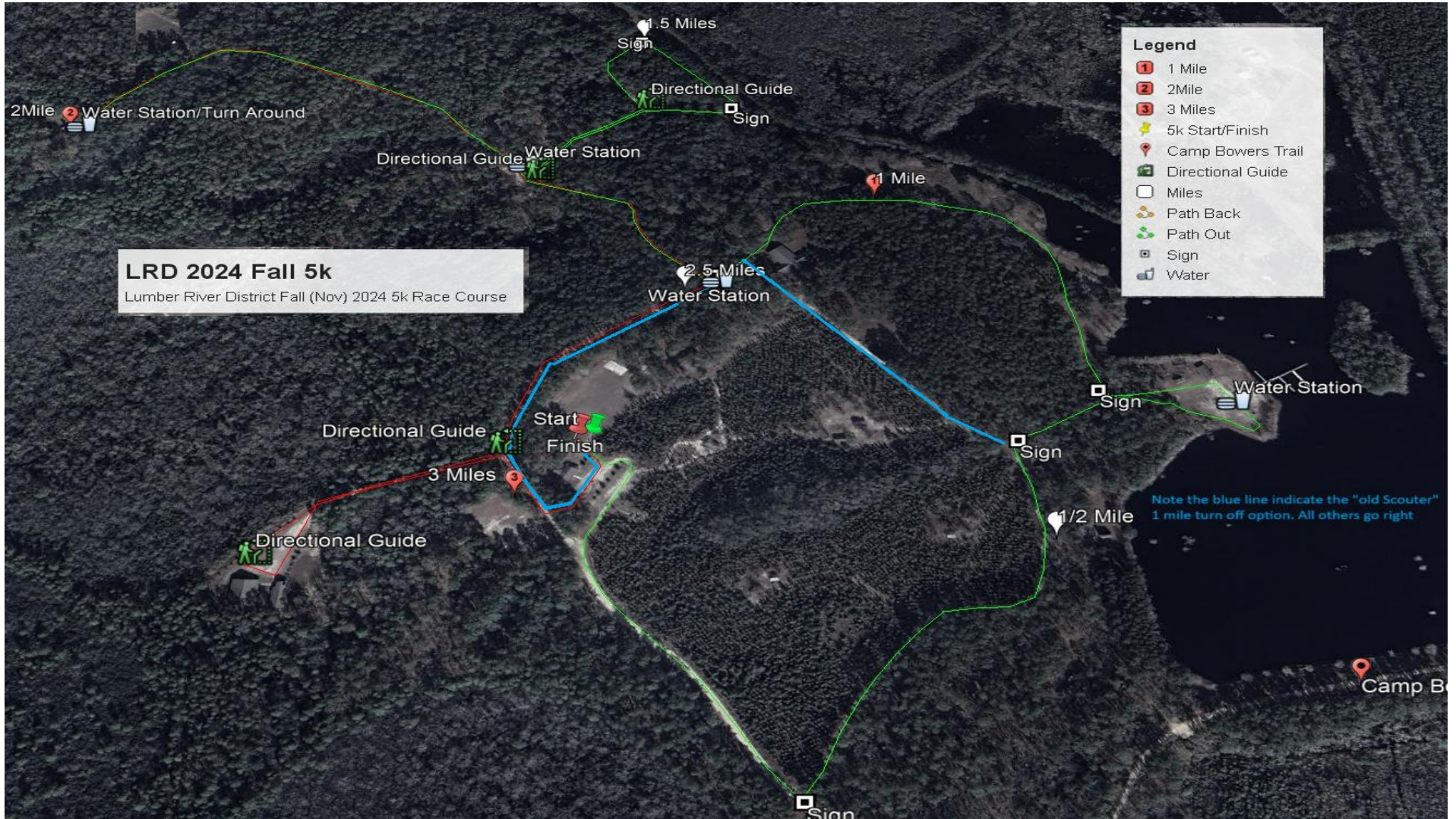


1: Inflatable Archery Range (BB&T)	2: Obstacle Course (Activity Field)	3: 5K & 1 Mile Start/Finish (Admin)	4: Tomahawk Throw (Activity Field)
5: First Aid Challenge (Health Lodge)	6: Concessions (Trading Post)	7: Gaga Ball (not a scored event)	8: Dutch Ovens (Scout Craft)
9: 3-Legged Race (Main Flag Poles)	10: Branding Station / Shared Dessert (TTA)	11: Orienteering (OA Arbor)	12: Tug-O-War / Awards (Arena)
13: Boat Race (Waterfront)	14: Fire Building (Waterfront)		

Appendix 5: LRD 2024 Camporee 5K with 1 Mile Old Timer Option.png

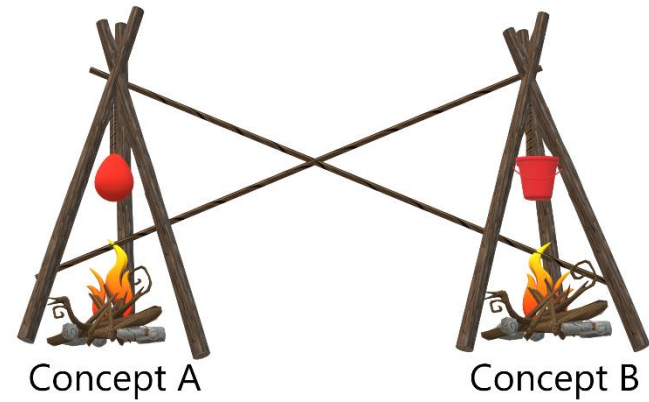
The 5k course starts/stops at admin, and follows the green line out to the range, and returns on the red line.

The 1 Mile "Old Scouter" course starts the same, but turns off at the trail indicated with the blue and stays on the blue line path.



Appendix 6: Fire Building Competition.png

The fire building competition will use either #10 can filled with water, or water balloons over the competitors fire, that is attached to twine over the fire area of the other unit. When the twine burns it either pours water from the can, or drops the water balloon to extinguish the fire building attempts of the other team.



Appendix 7: Boat Race Course.png

The boat race will follow a path similar to this, boats shown are the approximate location of safety boats/kayak. The figure shown will be a lifeguard, or trained Scout/Scouter able to assist in directing boaters, watching for signs of distress, hazards, or similar. Other lifeguard and observation positions will freely move about.



