

Buccaneer District Hitchoree Employees' Guide

Central District 2027
Camp Bonner North
February 26 – 28, 2027

Buccaneer District Hitchoree

Greetings Fellow Scouts & Scouters,

This year we are very excited to travel the stars as we test our Scouting skills and knowledge. During this year's event, scouts will practice pioneering, cooking, first aid, and many other skills.

If you would prefer that your scouts use this as an educational opportunity instead of a competition, please let us know on the pre-registration email and we will try to schedule those patrols in a fashion that accommodates that need.

We will use "buddy groups" for several of the events. Buddy groups may be 2 or 3 scouts depending on the patrol's number of scouts and how the patrol chooses to prepare for the events.

The events are designed to meet requirements for land navigation, first aid, pioneering, weather safety, and many more skills.

The event rotations will be determined after registration.

This year's event will take place in our traditional site at the beautiful Camp Bonner (formerly Bonner North) at the Herbert C. Bonner Scout Reservation.

I personally would like to extend my appreciation to the hardworking volunteers and professional staff that helped put this event together. I also thank each of you for everything that you do to make sure the spirit of Scouting is alive and well in Eastern North Carolina.

Yours in Scouting Spirit,
Andrew W. Wimsatt, Jr.

GENERAL INFORMATION

- A. All Scouts are encouraged to attend school until noon or officially excused by school officials on the opening day of the Buccaneer District Hitchoree.
- B. Make sure parents/guardians know the troop/crew number, patrol name, and the name of the area the troop will be in.
- C. The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Hitchoree site. Parents will be notified to come and pick up their Scout.
- D. Motorized vehicles will be permitted to enter the Hitchoree grounds on Friday to unload equipment only. They will then be parked in the designated areas. No vehicles will remain in campsites. Troop trailers will be allowed to remain in campsites. Windshield placards will be given out by the Area Chief as a parking permit. The Area Chief will ultimately be responsible for cars in their area.
- E. Walkie-talkies, handy-talks, or radios are not permitted.
- F. No unit will be allowed to participate in the Hitchoree without 2 adult leaders in attendance. All adult leaders will camp with their troop/crew. If troops/crews are unable to attend because of adult leadership they should buddy-up with another unit from their area (district.)
- G. Scout Troops, Venturing Crews, Sea Scout Ships, and Exploring Posts are encouraged to attend and participate in all Camporee Events. Troops, Crews, Ships, and Posts are also encouraged to camp in the areas in order to promote Scouting, Sea Scouting, Venturing and Explorers.
- H. All Scouts will remain on the Hitchoree grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
- I. All campsites must be attended at all times by a responsible adult.
- J. Scouts should use the "buddy system" when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress "clean & appropriate in a Troop Class B uniform (must in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. For safety reasons NO SANDALS or open-toed shoes will be allowed.
- K. All patrols/troops/crews will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is suggested that if wood or charcoal fires are used, a burn container be brought to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.
- L. Please set up campsite with Leave No Trace Principles in mind.
- M. Troops will furnish their own garbage bags and properly dispose of them in the large dumpsters. If dumpsters are not available or full, be prepared to pack your trash out.
- N. Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the troop site. Generators will not be permitted on the Hitchoree grounds.
- O. Each troop/crew should erect a flagpole on its site and properly display the National and Unit Flag. Flags should be lowered at dusk on Friday and Saturday.
- P. For the convenience of the campers and guests the Council operates a trading post at Headquarters. Any remaining Hitchoree emblems will be sold beginning at 12:00 noon on Saturday.
- Q. Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Hitchoree to be covered.
- R. Each Area Chief will handle all complaints.
- S. All persons/guests are required to register at the Camp Office located in Area HQ.
- T. The only trading posts in operation at the Hitchoree are the Council sponsored trading posts. No unit or other organization is authorized to sell items of any kind.
- U. Webelos and Arrow of Light Scouts may attend with an adult partner.
- V. ONLY GENERAL USE & CUB AREAS WILL BE MOWED. UNITS ARE RESPONSIBLE FOR CUTTING THEIR OWN SITES, AND USING APPROVED PESTICIDES

HITCHOREE REGISTRATION

PATROL SIZE: A Patrol is no bigger than 10 youth, and no smaller than 4 youth

REGISTRATION

Please use **Tentaroo** to register your troop/crew/ship/post.

Early registration fee is \$20 per scout/\$15 per scouter and is due by January 22, 2027.

After the fee is \$25 per scout/\$20 per scouter.

Registration closes on Friday, February 19, 2027.

In addition to Tentaroo Registration, the staff is asking that you send an additional registration email to andrewimsatt01@gmail.com . **This will facilitate planning.** That email should include the following information:

Unit Number, City and District

Number of scouts attending

Number of adults attending

Number of patrols participating and the number of scouts in each patrol

Name and contact information for all of the adults planning on assisting with the events and areas

You will receive an email response which will need to be printed. A copy should be given to each patrol to redeem for 25 points at the Scout Spirit Station.

FEE REFUND POLICY: All refund requests must be in writing and mailed to the East Carolina Council Office.

Refunds are not given at camp.

Request received prior to – all fees will be returned.

Request received after are subject to a \$5 cancellation fee.

MEDICAL FORMS: All Camporee participants are required to complete and submit an Annual Health and Medical form. Medical forms will be submitted upon check-in to each area headquarters and returned to the unit prior to departure. This is the new A & B form on the newly released medical form. (A doctor's signature is not required for this event.) The medical form can be found on the ECC website under "BSA Forms".

HITCHOREE PATCH: Extra patches, if any, will be sold after noon on Saturday at the Event trading posts. All unregistered units or units adding Scouts are required to check in at the Hitchoree headquarters. Units may add additional campers at the Hitchoree at the late registration rate by checking in at the Hitchoree Headquarters. Campers registered "on-site" may not receive camporee patches because of limited availability.

ARRIVAL AT HITCHOREE: Upon entering camp, units will be camping in their traditional campsites.

WEBELOS CAMPING: To promote Scouting, Troops are encouraged to invite Webelos Scouts to attend and camp with the Troop. Each Webelos Scout must have one adult as a supervisor. From the Guide to Safe Scouting: A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult. Joint Webelos den/troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips. Only adult parents may sleep with Webelos, not approved adults.

CROSSOVER CEREMONY: During the Saturday evening campfire, there will be a crossover ceremony for Arrow of Light Scouts, who have completed their Arrow of Light. Units that plan on participating in this portion of the weekend will need to include the youth on their roster. Any materials that units traditionally present to those crossing over will need to bring these materials for the ceremony. Parents are also welcome to attend the ceremony.

ORDER OF THE ARROW CALL-OUT: In addition to the inclusion of the Crossover Ceremony, Saturday evening will include a call-out ceremony for the Order of the Arrow. Units with candidates being elected will need to include these notes on their roster for staff.

HITCHOREE SCORING: In keeping with the theme of this event, scores will total 42 points.

LEADERS MEETING: There will be an SPL and Scoutmaster meeting at 7:30 pm at the Headquarters Area.

ADDITIONAL UNIFORM INFORMATION: In addition to bringing your scout uniform, participants will need to carry a towel with them throughout the weekend's events.

WHAT TO BRING TO CAMP

Tent	Cooking Equipment
Sleeping Bag, Pillow, and Air Mattress or Pad	Flashlight w/extra batteries
Rain Gear	Age-Appropriate Scout Uniform
Camp or other Scout T-Shirts	Sunscreen (Pump or Lotion)
Hat or Cap	Insect Repellant (Pump or Lotion)
Approved pocketknife	Personal hygiene items
Boy Scout Handbook	Money for Trading Post
Towel	Toiletries

NOTE: **Please do not pack or carry any aerosol cans**

THINGS TO LEAVE AT HOME

Radios, Televisions, Electronic Games, Alcoholic beverages & tobacco products, Sandals/Open toed shoes, Aerosol Cans, Fans & Extension cords.

TROOP ITEMS TO BRING TO CAMP

Troops will camp by patrol.	
Flags- If able, Troop and Patrol Flags, Flagpoles	Sterilization / Sanitation equipment
Proper Food storage for each patrol	Adequate Water carriers
First aid kit Troop and individuals	Adequate tents
Troop bulletin boards	Fire protection
Patrol member assignments	Required event equipment
BSA Medical forms	

Patrol Items for Competition

Rope	2-3 Neckerchiefs
First Aid Kit	Sticks for splints
Notepad	Bottle Rocket
Pot/Spoon	Pencil and/or pen
Flint and Steel	Tarp

Hitchoree Schedule

Friday

3:00 pm	Hitchoree gates open/registration begins
6:00-7:00 pm	Supper time & clean up
8:00 pm	SPL and Leaders meet at Area HQ
8:00 pm	Regiment campfires
9:45 pm	All scouts return to campsite
10:00pm	Taps

Saturday

6:30 am	Reveille/breakfast/cleanup
8:00 am	Flag Raising and Announcements
9:00 am	Morning events
12:00 pm	Lunch/free time
1:00 pm	Afternoon events
4:00 pm	Events conclude
4:30 pm	Patrol Leaders turn in score sheet at Headquarters
5:00 pm	Flag Ceremony
5:30 pm	Supper and Clean-up
7:00 pm	Campfire
8:30 pm	SPL and Leaders Meeting
9:30 pm	All scouts return to campsite
10:00 pm	Taps

Sunday

6:30 am	Reveille/breakfast/cleanup
8:00 am	Worship Service
8:30 am	Strike Camp and Check-out

******A SCOUT IS REVERENT******

No striking of camp and no vehicular or pedestrian traffic during worship service.

Overview of Activities

Hitchhoree Story

Congratulations and welcome your new career as writer for the *Hitchhiker's Guide to the Galaxy*! During your employment, you will travel the universe, collecting information about distant planets, species, and cultures! In preparation for your new career, we curated the necessary skills that all our writers need to know as they travel! We wish you luck and remember to always have your towel!

This event is based on the series of books, "The Hitchhikers' Guide to the Galaxy," by Douglas Adams

The Many Uses of the Neckerchief

Injuries are a common place during travel and in a galaxy full of unknowns. As patrols prepare for their travels, they will use their neckerchiefs to demonstrate their knowledge and skill for the following injuries:

- Arm Sling
- Head Bandage
- Arm Splint
- Lower Leg Splint

Restaurant at the End of the Universe

Although there are many places to stop for food, some may not be as delicious or edible to every species along the way. As your journey continues, you will need to have emergency rations. In this activity, scouts will construct a small campfire and prepare a bowl of oatmeal.

Oatmeal will be provided

Guide to Species

The galaxy is full of strange and unusual species and although there are records on many of them, not all have been classified. Scouts will encounter some of these unknown (invasive) species and provide the correct classifications for updated entries.

Geo-Robo

Currency is useful but not always accepted in all parts of the galaxy. In these cases, trading old items, such as robotic parts, can be worth more than small bits of paper. Patrols will need to track the signal of these parts and bring them to factory for assembly, using a GPS.

*During event, patrols will be provided with a Garmin Etrek device to locate lost robot parts to bring back to staff. *

Spaceport Raid

There are plenty of dangers that can be found throughout the galaxy. In preparation for such encounters, patrols will pick up a blaster (Nerf gun) and will have to hit 4 targets.

So Long and Thanks for all the Fish

Transportation is key to moving across the galaxy. In this activity, patrols will construct a 2-Liter bottle rocket prior to arriving at camp and will launch them throughout the weekend with an air pump. Rockets will be scored based on highest altitude. Templates and instructions can be found at the end of this guide.

Stranded Hitchhiker

As you travel, unexpected delays can lead to finding shelter in pinch. Using, common travelling equipment, patrols will need to construct a shelter that can hold up 2 members of their patrol.

Score Sheet
Buccaneer District Hitchoree

Patrol _____ **Troop** _____ **Patrol Leader** _____

The Many Uses of the Neckerchief

<u>Criteria</u>	<u>Points Earned (1 Points per Injury)</u>
Arm Sling	
Head Bandage	
Arm Splint	
Lower Leg Splint	

Restaurant at the End of the Universe

<u>Criteria</u>	<u>Points Earned (1 Points per Criteria)</u>
Successful lighting of campfire in 10 minutes or less	
Bringing all materials	
Successfully make oatmeal	

Guide to Species

<u>Criteria</u>	<u>Points Earned (1 Points Per Identification)</u>
Hydrilla	
Emerald Ash Borer	
Kudzu	
Nutria	

Geo-Robo

<u>Criteria</u>	<u>Points Earned (1 Points Per Criteria)</u>
Cache 1	
Cache 2	

Cache 3	
Cache 4	

Spaceport Raid

<u>Criteria</u>	<u>Points Earned (1 Points Per Criteria)</u>
Target 1	
Target 2	
Target 3	
Target 4	

So Long and Thanks for all the Fish

<u>Criteria</u>	<u>Points Earned</u>
Construction of Rocket	(1 Point)
Height of Rocket	(Score will be given be given based on rank of heights and number of patrols.)

Stranded Hitchhiker

<u>Criteria</u>	<u>Points Earned (2 Points per Criteria)</u>
Able to fit 2 Scouts	
Waterproof	

Scout Spirit

<u>Criteria</u>	<u>Points Earned (1 Points Per Criteria)</u>
Patrol Flags at Opening and Closing	
Volunteering for Color Guard	
Volunteering for Campfire Setup	
Volunteering for Putting Out Campfire	
Volunteering for Worship Service	

Volunteering for Campfire Skit or Song	
Demonstrating Scout Oath and Law	

Registration Form in addition to Tentaroo Registration
Please submit via email by October 2 to receive points to
andrewwimsatt01@gmail.com

Troop/Crew/Post/Ship/Pack Number: _____

District: _____

City: _____

Patrol #1 Name _____

Number of scouts _____

Patrol #2 Name _____

Number of scouts _____

Patrol #3 Name _____

Number of scouts _____

Patrol #4 Name _____

Number of scouts _____

Patrol #5 Name _____

Number of scouts _____

Patrol #6 Name _____

Number of scouts _____

Webelos camping _____

Adults Camping _____

Total # of Scouts _____

Total # of Adult's _____

Total # of Scouts & Adults _____

Primary Adult Leader: _____

phone: _____

Email: _____

Adult Leaders volunteering to assist with events/education/trading post

Leader #1 _____ Phone _____

Leader #2 _____ Phone _____

Leader #3 _____ Phone _____

Leader #4 _____ Phone _____

Leader #5 _____ Phone _____

Leader #6 _____ Phone _____

Soda Bottle Rocket Instructions

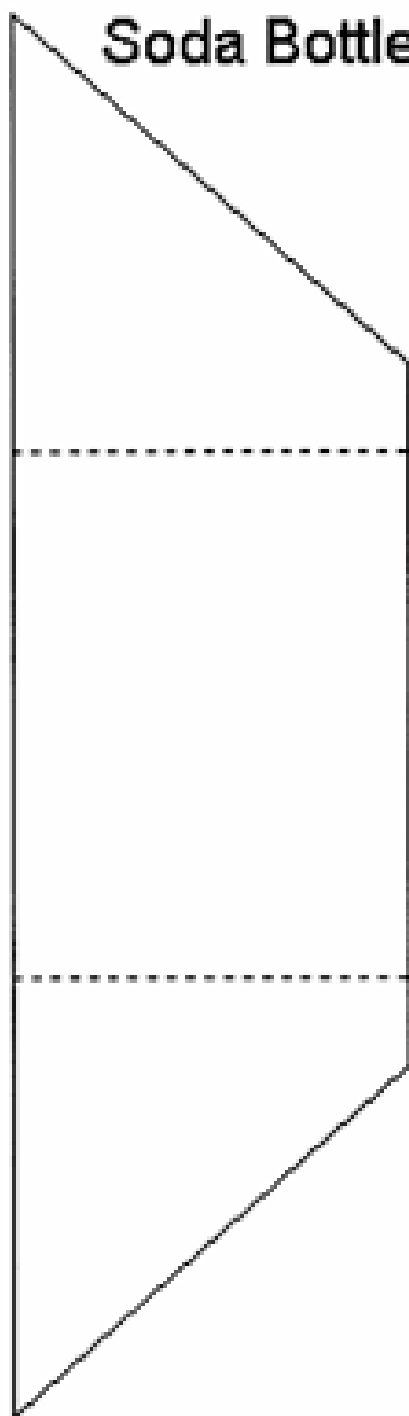
Supplies

- 2 Liter Bottle
- Fin Template
- Nosecone Template
- Glue

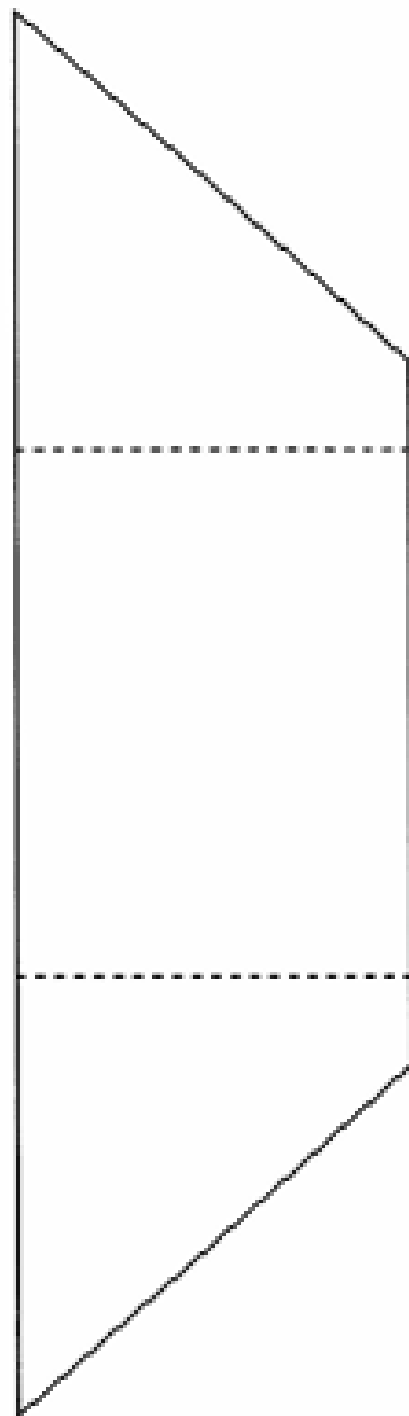
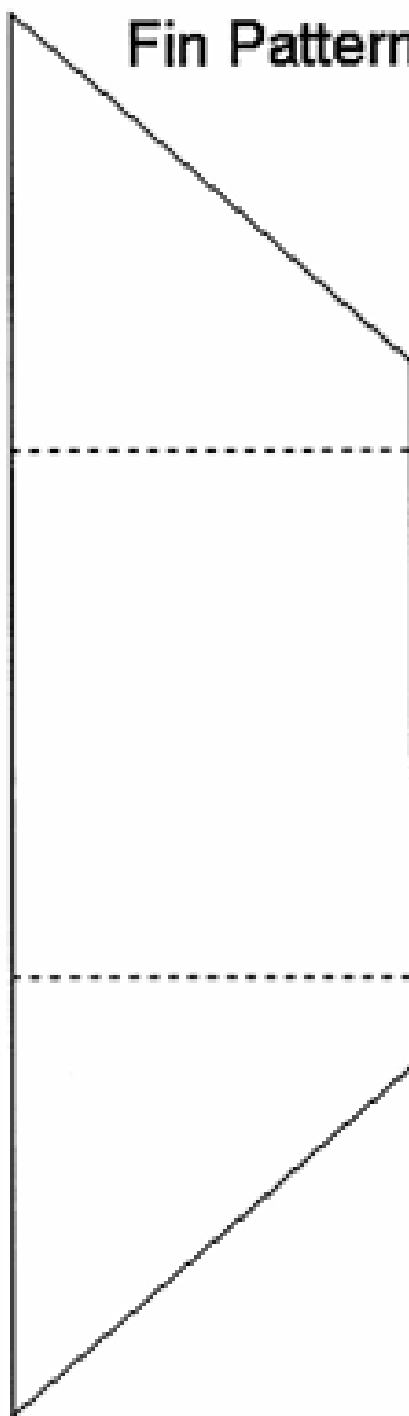
Assembly

1. It is recommended that templates should be matted on file folders to reinforce prior to being attached to bottle.
2. Any designs that would be added to templates should be placed prior to reinforcing.
3. After drying, fold nosecone to fit on base of bottle.
4. Fold fins on dotted lines and glue together to fit around bottle.
5. Glue ring of fins to bottle.

Soda Bottle

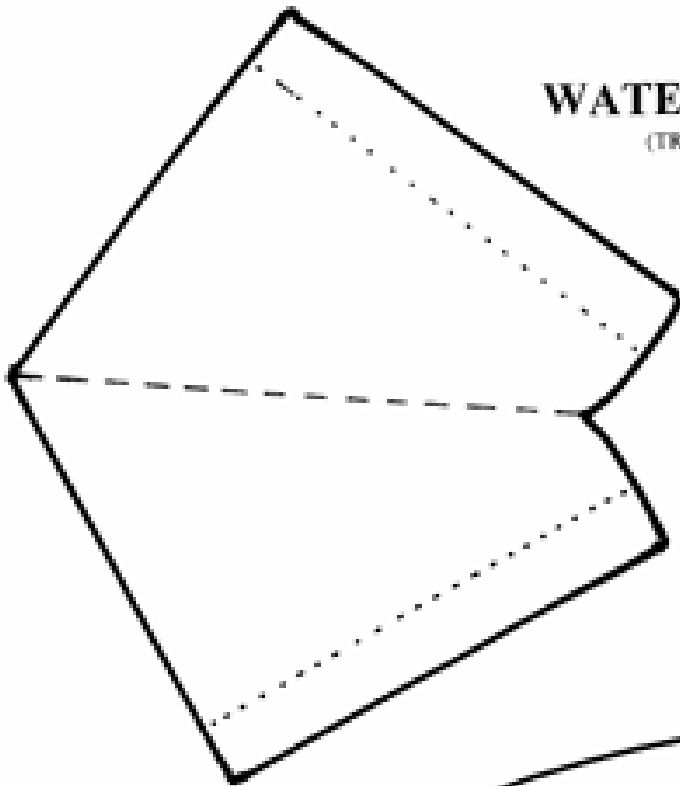


Fin Pattern

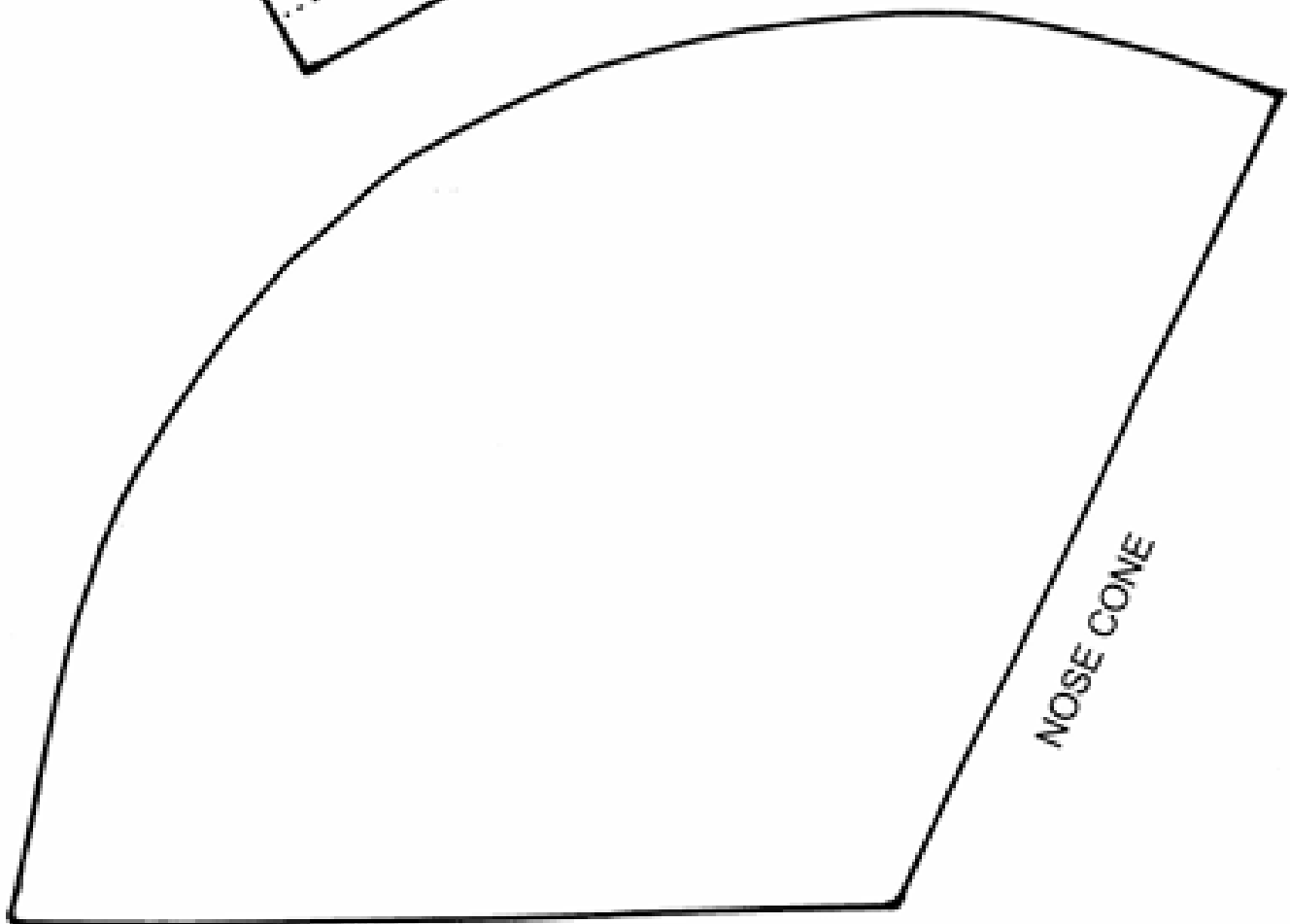


WATER BOTTLE PATTERNS

(TRANSFER TO POSTER BOARD)



FINS (Fold at dotted lines)



NOSE CONE