

Defenders of the Realm:

Herald of Light

SM Guide



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If there are any questions, please send an email to LHC.Camporee@gmail.com or reach out on our discord server <https://discord.gg/rgXrJD4p>.

NOTE: This guide is formatted for **duplex printing**, allowing it to be printed on both the front and back of each page reducing the amount of paper needed.

About This Guide Book and Camporee

SM Guide

We have decided to split out details about this camporee into two guides this one with the logistics and information for the Scout Master (**SM Guide**) and one with the detail story and how the camporee will work into the **SPL Adventurers Guide**. We strongly suggest that the SPL or other youth leadership read the **SPL Adventurers Guide**. There is more background and story information available there as well as how the youth should prepare and what to bring.

The Camporee

Unlike prior council camporees, this camporee is open exploration and will allow the youth to choose how they spend their time. There are no rotation schedules or places they have to be (other than where and when they start and end). The patrols should be allowed to explore the camp with minimal to no leader intervention, with the exception of a patrol made entirely of new youth.

How to Prepare

After 1/1/2025

1. Talk to your troop and start to get an idea of how many youth and adults are interested in attending. Register this as your estimated count, you will be able to change it later. We will have a cap of 650 participants this year so register early to guarantee your troop's spot.
2. Talk to your adults and older youth and see if any are interested in assisting as a character in the event. They will be in costume as some medieval character on Saturday. We are looking for many volunteers to make the 650 number possible. **We are requesting that units have at least one adult volunteer in some way.** We will need help in many areas of the camp including logistics, culinary (for the staff that are in attendance without a unit) and activity areas. Please email LHC.Camporee@gmail.com if you are interested in any of these areas. Units that have volunteers will also receive bonus points.

After 3/2/2025

1. Start to finalize your numbers. You will have until 4/20/2025 to make any adjustments to your registration. Registration will close on 4/20/2025. We can not guarantee at spot at the camporee if you are not registered. Spots are on a first come, first served basis.
2. Email camporee staff at LHC.Camporee@gmail.com if there are any special medical considerations for your troop, like medical parking passes or electricity for CPAP machines or if you are unable to make it to camp during the check-in window of Friday 5/2 between 5:00 pm and 9:00 pm.

After 4/20/2025

1. Pull together the medical forms part A and B for those participating in the event and make sure they are valid as of the event date.
2. Work with the troop's youth leadership to complete the patrol registration slip and encourage them to come up with some activity ideas to submit as well. Forms for these can be found in the **SPL Adventures Guide**. These should be turned in when registering on Friday.

On 5/2/2024

1. Check in starts at 5:00 pm at the OA pavilions by the parking lot. There will be staff to direct parking and check in.

Terminology

You will likely here certain gaming terms used when talking about this camporee. Below is a short list of terms you are likely to hear along with a brief description.

- Adventurer – The youth. They are the squires and heroes of the Realm. Basically, the main characters of the story.
- Adventuring Party – This is a patrol. A good patrol should have a name, symbol and yell and have 5-8 members.
- NPC – Non Player Character, staff member that are playing characters that give quests or help.

SM Important Events Schedule

Friday

Friday Arrival / Check In ¹	OA Pavilions	5:00 PM – 9:00 PM
All Vehicles must be out of camp	Parking Lot	8:55 PM
Scoutmaster and SPL Meeting ²	Dining Hall	9:15 PM – 9:30 PM
Camp Gate Closed and Locked		9:15 PM
Taps		10:00 PM
Lights Out		10:30 PM

Saturday

Sunrise		5:48 AM
Reveille	Camp	6:00 AM
Breakfast and Cleanup	Camp	6:00 AM – 7:45 AM
NPC Meeting	Dining Hall	7:30 AM – 8:00 AM
Adventure Leaders (Patrol Leaders) Meeting ³	Dining Hall	8:00 AM – 8:30 AM
Opening	Parade Field	8:30 AM – 8:45 AM
Morning Exploration	Camp	8:45 AM – Noon
Lunch & Clean Up	Campsites	Noon – 1:00 PM
Afternoon Exploration	Camp	1:00 PM – 5:00 PM
Turn in Score Sheets and Remaining paperwork ⁴	Dining Hall	5:00 PM – 5:15 PM
Retreat ⁶	Parade Field	5:15 PM – 5:30 PM
Dinner & Clean Up	Campsites	5:30 PM – 7:45 PM
Interfaith Worship Service ⁵	Campfire Circle	8:00 PM – 8:30 PM
Catholic Service	Dining Hall	TBA
Sunset		8:41 PM
Chief Coaltears' Campfire ⁵	Campfire Circle	8:30 PM – 9:30 PM
Return to campsites	Campsites	10:00 PM
Taps		10:30 PM
Lights Out		11:00 PM

Sunday

Reveille		7:00 AM
Breakfast and Clean Up	Camp Sites	8:00 AM – 9:00 AM
Break Camp / Check Out / Depart		9:45 AM

1. If a different check in time is necessary it must be coordinated with the camporee staff. Please send an email to LHC.Camporee@gmail.com.
2. Please bring no more than 2 youth and 2 adults per unit to the SPL/SM Meeting.
3. Only two youth per patrol should attend this meeting.
4. It is important that the Adventure Parties turn in their Score Sheet, Survey and any extra bonus point sheets after the event is over to the dining hall starting at 5:00 PM. Without these items the scores can't be tallied.
5. Camporee surveys are to be turned in as troops enter the campfire circle.
6. Retreat will begin right after all patrols have turned in their Score Sheets.

Camporee Information

A Scout is...

Though this camporee allows the youth freedom to explore and role play in a magical medieval setting, remind your youth that they are still Scouts. We expect everybody to play by the rules of the camporee and act in a Scout like manner.

Adult Volunteers

All units are requested to supply at least 1 adult volunteer for the event. We will need a lot of adult help to make sure we can accommodate a greater number of participants.

Adventurer Parties and Squires

The Scouts are the squires of the kingdom, each hoping to become heroes of the Realm. Every patrol will register as an adventurer party to explore the Realm as they complete challenges together. A good adventurer group size is around 6 to 8 youth. Parties of more than 12 will be strongly encouraged to split into smaller parties.

Buddy System

The buddy system will be used throughout the camporee and as detailed in the Youth Protection Guidelines.

Campsites

Campsites will be assigned by the logistics staff at check in based on group size and camp site availability. Please contact LHC.Camporee@gmail.com by 4/20/2025 to make arrangements if there are any medical considerations with your camp site. All buildings and pavilions are being used by the camporee and staff, as such no troop is permitted to enter them without staff approval and any gear stored in pavilions is to be untouched without direction.

Campfires

All fires must be in a designated fire ring provided by the camp. There will be wood available at camp for troops to use in their campfires. Since we are using other areas of the camp that are generally not campsites to accommodate all the participants, we cannot guarantee that your camping area will have a permanent fire ring. Please keep this in mind when planning meals. You may bring and use your own above the ground campfire pit.

Check In

Check in is Friday 5:00 pm – 9:00 pm at the OA Pavilions. If your unit is planning on coming in later, please contact LHC.Camporee@gmail.com by 4/20/2025 to make arrangements.

Pavilion 1 – Unit Check-in

One Scoutmaster for each unit will confirm registration and attendance roster.

The *Adventuring Party* registration form (included in the forms section of the SPL Guide Book) will be turned in at this time for bonus points.

Each Scoutmaster will be assigned a campsite and one vehicle at a time will be allowed to drive in camp for Friday only.

* If there is a medical need for a vehicle to remain in camp, a parking pass will be given to the driver to be placed on the vehicle's dashboard. Please contact LHC.Camporee@gmail.com by **4/20/2025** to make arrangements if there are any medical considerations.

Pavilion 2 – Individual Check In

Each youth, adult participant and staff members are required to turn in a copy of their Annual Health and Medical Record Parts A & B at check-in. Current pdf editable versions can be found online at <https://lhscouting.org/resources/> or directly at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

After screening is complete, each youth and adult participant will receive a wrist band. Participants must wear the wristband for the entire camporee.

Check Out

Check out is Sunday starting at 8:00 am. A Scout leaves any place better than they found it. Each unit must inspect and pick up any litter in their assigned campsites. Garbage bags are to be tied up and left at the garbage pickup location for their campsites.

When the unit is ready, a representative of the unit will request a final inspection of their campsite. A logistics staff member will inspect the campsite and give approval. The unit can retrieve their medical forms at the OA Pavilion as they are leaving camp.

Coaltears' Campfire

Each unit will have the chance to perform for the dwarven clan and their Chief Coaltears at the end of the day during his Campfire. The troops will have to turn their song or skit in at the Adventurer's Guild Hall before the Campfire in order to receive any points. Not every unit will be able to perform during the campfire. The campfire staff will select a suitable number of units to fill out the campfire program appropriately.

Command Center

Administration chairs will be staying in Hopocan Lodge (former Camp Office) near the gate at the entrance to camp.

Camporee Patch

Each participant will receive a special Activity Patch.

Cost

This event is FREE with registration! We require all participants to register to get a count of how many scouts and adults will be expected.

Cutting of trees

Scouts should never cut down standing trees. Seph Mack is in a state park and it is illegal to cut down trees, with fines starting at \$1000.

Destruction of property

Scouts always leave places better than they find them. Seph Mack is in a state park, destruction of property is a state offence.

Early Departures

All early departures must check out at the Health Lodge. A youth may only leave with an individual listed on their Annual Health and Medical Record Part A. Camporee staff must verify the individual using a valid form of ID before permitting departure.

Garbage

Each campsite will have a designated spot to leave any garbage which will be picked up by the logistics staff. All garbage must be in a tied-up garbage bag. The garbage will be picked up after each meal on Saturday (8:00 AM, 8:00 PM) and after checking out on Sunday. Units must bring their own garbage bags. We encourage units to take home any recyclable items. Any oversized items are the responsibility of the unit to take home and dispose of as required.

Lunch Break

Troops will be responsible for their own lunches. An hour has been set aside by Chief Coaltears for a feast for his guests (camporee staff). During this time *Adventure Groups* should remain out of activity locations, though they can work on any quests that don't require one of those NPCs in the kingdom. A self-guided orienteering challenge is one such example. The *Adventuring Group* may find others as well but it is up to the *Adventuring Group* when and how long they take their lunch so they may use their time as they want. However, the staff will be unavailable from noon to 1:00 pm.

Medics

A medic will be available in the Health Lodge for the entire event. During the event there will be other medics around at the program locations.

Interfaith Worship Service

An Interfaith Worship Service is scheduled for Saturday night at 8:00. A Catholic Service will be held Saturday night time to be announced. Location for these services will be announced at the SPL meeting and at Saturday Morning Colors.

Pavilions / Buildings

All pavilions and camp buildings will be used for program during the day and are off limits outside of planned activities.

Toilet and Shower Facilities

The camp shower house will be available during the weekend. There are individual shower stalls, flush toilets as well as a male and female side. Adults and youth that use it should always have their buddy when using the restrooms. A schedule of when the latrine and shower house will be available for adults and youth will be posted on the doors of the shower house and will be discussed at the leaders meeting.

National Camp Accreditation Program - Camp Standard FA-707

Toilets and latrines are clean, well-ventilated, in good repair with adequate insect and pest control, and located throughout camp and/or in each campsite. Procedures for separate use of restroom facilities by males and females **and** by youth and adults are in effect.

Short-term camps held on a camp property may supplement the fixed toilets and latrines with portable toilets to achieve the required ratio without requiring the camp property to increase the number of fixed toilets or latrines, if consistent with applicable law.

Trading Post

There will be a trading post available with select Scouting merchandise. Please let your scouts and adults know that they may want to have money with them for purchasing Scouting merchandise during the camporee.

Uniform

Activity (Class B) uniforms or medieval wear can be worn for the activities throughout the day. Youth and adults are encouraged to wear their favorite **APPROPRIATE** medieval clothing. Extra short shorts, tube tops, tank tops, extra tight outfits or any excessively revealing outfits are not appropriate for this event. Scout Masters must review any outfit their youth plan on wearing before the event.

IMPORTANT: Swords, axes, bows / arrows or other such items, even if fake, should not be brought.

Field (Class A) uniforms or their medieval wear can be worn for the closing campfire.

Vehicles/Trailers

Only one vehicle per unit is allowed at your campsites at a time. Trailers are allowed to be left at the campsites (they can stay hooked to a vehicle though this is the one vehicle that can be taken to your campsite). **Keep in mind though that if there are multiple units at a site to leave enough space for any neighbors.** All other vehicles must be parked in the parking lot unless there is a medical exemption. Only the vehicles attached to the trailers and those with medical exceptions can be left at camp. During the activities on Saturday, we ask that there be no vehicles (with exception of admin) be driven around camp for the safety of our youth.

Visitors

All visitors must check-in at the Health Lodge. Visitors will be required to sign in and provide a valid form of ID such as a state issued driver's license. All visitors must wear a wristband while visiting the event.

Wrist Bands

Each participant will receive a wristband at check-in. Wristbands must be worn the entire camporee until check-out. If a participant loses their wrist band, they must return to the Health Lodge to verify registration and get a new wristband.

Weather and Other Emergencies

Please review this with your youth prior to camp.

Emergency Notification

Any issues encountered at the camporee should be reported to a camporee staff member immediately so they can be handled.

Seph Mach has a siren that will be sounded in case the camp needs to be notified of an emergency.

- In case of an emergency, all participants must assemble at the main camp flag poles for further instructions.
- All staff will report to the Dining Hall for further instructions.

Dangerous Animal

The camporee staff will be informed immediately.

Depending on the location of the animal, the camporee staff will issue an announcement to evacuate the area in a calm manner.

Camporee staff will consider the circumstances and devise a remediation plan which may include calling 9-1-1.

Lost Camper

Camporee staff will be informed immediately of a suspected lost camper. Staff and leaders will check the last known location in addition to any commonly used areas.

If the camporee staff decides a full search is necessary, the emergency notification procedure will be followed.

Should the need arise, the camporee staff will call for additional assistance from other camp staff and adult leaders.

Should the Scout remain missing after 30 minutes, the camporee staff will call 9-1-1.

Serious Illness or Accident

The camporee medic will be notified immediately and will then begin primary care of the injured or ill person.

The camporee medic will determine if transport to a hospital is necessary.

- The camporee medic will determine if the incident requires emergency transport and if so calls 9-1-1.
- If non-emergency transport is required, the camporee staff will coordinate the transport of the injured/ill person with a parent or another unit leader. Injured/ill staff members will be coordinated with a fellow staff member.

IRMC - Indiana Regional Medical Center

835 Hospital Road P.O. Box 788

Indiana, PA 15701-0788

The camporee medic, with help from the staff, will secure the injured person's medical paperwork. This will be sent with transport to the hospital.

The Scout Executive or LHC Staff Adviser will notify the injured/ill person's parents or emergency contact and explain the incident and the treatment provided.

Severe Weather

Camporee staff will move units into the closest designated cabin or building. Due to occupancy limitations some units may be asked to go to a more distant building.

The following areas are designated as severe weathers shelters: Dining Hall, Shower House, Handicraft Pavilion, Sports Field Pavilion, OA Pavilions, Lakefront Lodge and Maintenance Building.

Unauthorized Persons on the Property

Unauthorized persons are considered anybody without a wristband. It is up to all leaders and staff to be vigilant of who is on camp property. Keep in mind that non-Scouts are permitted to walk through camp since Seph Mack is a state park. It is up to everyone to be aware of anybody without a wrist band.

Key Contact Information

Contacts and Locations

Chairs

Will Drosendahl (Event Chair)

LHC.Camporee@gmail.com

Doug Schmitt (Program Chair)

LHC.Camporee@gmail.com

(c) 724.747.3821

Emailing LHC.Camporee@gmail.com will send an email to the entire camporee staff.

You can also reach us on our discord server at <https://discord.gg/rgXrJD4p>.

LHC Staff Advisor

Ken Smith

kenneth.smith@scouting.org

Camporee Location

Camp Seph Mack

1966 S Harmony Rd
Penn Run, PA 15765

Nearest Emergency Care

IRMC - Indiana Regional Medical Center

835 Hospital Road P.O. Box 788
Indiana, PA 15701-0788
724.357.7000

Directions to Emergency Care from Camp

IRMC - Indiana Regional Medical Center

1. Head east on S Harmony Rd toward College Lodge (1.8 mi)
2. Turn left onto US-422 W (7.0 mi)
3. Take the PA-954/Sixth St exit (0.4 mi)
4. Turn right onto PA-954 N (1.3 mi)
5. Turn left onto Indian Springs Rd/SR 4005 (1.0 mi)
6. Turn right onto Wayne Ave (0.4 mi)
7. Turn right onto Hospital Rd/SR 4017 (0.6 mi)