

Palmetto Council Camporee Leader's Guide April 11-13, 2025



Welcome

The theme for the weekend will be Medieval Times. Feel free to dress for the part (except when Class A is worn). We are looking forward to a weekend of fun, fellowship, and some friendly competition!

Camporee Logistics

- *Dates:* April 11-13, 2025
- *Location:* Camp Conley Clark, 1192 Hickory Grove Rd, Gaffney, SC 29340. Campsite assignments will be issued at check in.
- *Registration:* Registration will occur through the council office or the Events section of the council website. Registration is open until April 4th, 2025.
- *Fee:* The fee per each Scout or leader is \$20.00, which covers the cost of patches, awards, cracker barrel, program supplies and facility expenses.
- *Check-In:* Check-in starts at 5:00 PM at the camporee headquarters, which will be the main house. At check-in, units will need to submit a completed roster and any outstanding camporee fees.
- *Parking:* Units may park their trailer in their campsite during the weekend, but all vehicles must be returned to the parking lot.
- *Medical Services:* According to BSA policy, all Scouts and leaders should complete an Annual Health and Medical Record form (parts A & B only) for all Scouting activities. It is the responsibility of the unit to obtain and maintain copies of these forms for members of their unit. Medical forms will not be turned in to the camporee staff at check-in.
- *Health and Safety:* The camporee will adhere to the current standards of the Palmetto Council Risk Mitigation for In-Person Unit and Council Events, as presented on the council website.
- *Uniform and Dress Code:* The official BSA Field Uniform (Class A Uniform) are required for traveling to and from the camporee, flag raising and lowering, Saturday night's campfire, and Sunday's worship service.
- *Check-Out:* Check-out can occur after the flag-raising ceremony on Sunday morning. When ready for check-out, inform a staff member for site inspection. Units will be released after successful completion of their final site inspection.

General Rules and Guidelines

1. All Scouts, leaders and visitors must adhere to the Boy Scout Oath and Law, the Outdoor Code and the BSA Guide to Safe Scouting for the duration of the camporee.
2. Sheath knives, fireworks, pets, personal weapons, ammunition, electronic games, radios, TVs and other electronic entertainment are not permitted.
3. Scouts are not permitted to leave the boundaries of the campground.
4. The buddy system shall be used at all times during the camporee.
5. Unit leaders are responsible for their Scouts and visitors at all times.

Camporee Leadership

Camp Master: Jason Sarrells, Troop 413

Camp Senior Patrol Leader: Billy Norris, Troop 413

Camporee Schedule

Friday, April 11:

- 6:30 am: Reveille and breakfast in campsite
- 5:00 to 8:00 PM: Check-in and set up camp
- 8:30 PM: Senior Patrol Leader and Scoutmaster Meeting
- 9:00 PM: Camp-wide Cracker Barrel with patch trading session
- 11:00 PM: Taps

Saturday, April 12:

- 6:30 am: Reveille and breakfast in campsite
- 8:30 am: Flag raising and assembly
- 9:00 am to 11:30 am: Patrol competition events
- 11:30 am: Lunch in campsite
- 1:00 PM to 2:40PM: Patrol competition events
- 3:00 PM to 5:00 PM: Free Time, campsite inspections
- 5:00 PM: Dinner in campsite
- 6:30 PM: Dinner and costume competition
- 7:00 PM: Flag lowering and assembly
- 7:45 PM: Campfire/OA tap out
- 11:00 PM: Taps

Sunday, April 13:

- 6:30 am: Reveille and breakfast in campsite
- 8:30 am: Flag raising and assembly
- 9:00 am: Scouts own Interfaith Service
- 9:45 am: Awards ceremony and flag lowering
- 10:30 am: Campsite inspections and dismissal

Patrol Events

The stations will rotate every 40 minutes. All items will be provided except for GPS or compass. The following competitions will be open to all patrols, most will rely on skills learned from tenderfoot through first class ranks:

- First Aid - Treat wounded in different scenarios with the supplies provided. Scoring will be based on time and correctness of treatment.
- Knot Tying - Use different knots to complete a task. Scoring will be based on time and correctness.
- Fire Building - Participants must gather fire building material and start a fire with provided flint and steel, or with matches. Scoring will be determined by the time it takes to burn through a string and the number of matches used.
- Camp Craft - Each member of the patrol will be blindfolded, except one, and try to set a tent up as a group. Scoring will be based on time and correctness.
- Geocaching/Orienteering - Patrols will be given multiple points to navigate to. They may either use a GPS device or a compass. Scoring will be based on time and correctness.
- Medieval Dinner - Prepare a medieval style dinner that can be eaten with hands and a knife. Scoring will be based on creativity and presentation.
- Campsite Inspection - Judged based on safety, organization, cleanliness, and creativity. A gateway and at least one camp gadget will be included.
- Costume Contest - Judged based on originality, creativity, and group participation.

Free Time Activities

We will have medieval themed activities such as archery as well as gaga ball, and more!