

Gather your city-states and sharpen your skills! This year, we are traveling back to the age of heroes and legends with our Greek Theme. This Camporee will test you through traditional scouting challenges.

Whether you are navigating the wilderness or proving your mastery at the hearth, prepare for a weekend of legendary competition.

Important Details:

- *Location:* Camp Conley Clarke, 1192 Hickory Grove Rd, Gaffney, SC. Campsite assignments will be issued at check in.
- *Fee and Registration can be found on the Scouting America website.*
- *Check-In:* Check-in starts at 5:00 PM at the camporee headquarters. At check-in, units will need to submit a completed roster and any outstanding camporee fees.
- *Parking:* Units may park their trailer (along with one attached truck) in their campsite during the weekend, but all other vehicles must remain in our designated parking area. **NO ADDITIONAL VEHICLES WILL BE ALLOWED ONTO THE CAMPSITE ROADWAY, THEREFORE PACK EVERYTHING IN YOUR TRAILER!** This will be a simple task IF you are PREPARED ahead. Units without a trailer and needing assistance please contact Tim Combs, camp director, before Friday the 17th.
- *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) is required for traveling to and from the camporee, for Saturday night's campfire and Sunday's worship service.
- *Check-Out:* Check-out can occur after the flag-lowering ceremony on Sunday morning. When ready for check-out, inform someone at the staff headquarters pavilion so that a staff member can inspect your site. Units will be released after successful completion of their final site inspection.

Guidelines

- The Boy Scout Oath and Law is the law of the camp.
- Fireworks, pets, personal weapons, ammunition, alcohol and drugs are not permitted. The use of electronic games, TVs and other entertainment devices are not allowed. Scouts are not permitted to leave the boundaries of the campground. In the event that a Scout has to leave early, the individual must check out through both the unit and the camporee administration.
- The buddy system should be used at all times during the camporee. Unit leaders are responsible for their Scouts at all times.
- Campfires are preferred to be off the ground for safety and to prevent ground scorching. If units do decide to put a campfire on the ground, they must be sure to follow all scouting guidelines for fire on the ground. Split wood will not be available. We do encourage units to gather downed wood in the area for firewood – there is plenty.
- A First Aid station will be located at or near the main Pavilion tent.
- Potable water is available.
- Portable toilets will be available for use.
- Trash: Pack it in and pack it out! No dumpsters are available for unit use
- Adults at the Campsite will be Lisa Shingler,

Activities:

- **First Aid with the God Hermes:** Hermes needs your help! He has too many people who are injured, and he needs you to step in and help him out. Scouts will receive an emergency selected at random from the Tenderfoot through First Class First Aid Requirements. They must show how to treat the injury correctly. Points will be awarded for accuracy. 2 people per patrol can participate in this activity.
- **Orienteering with Odysseus:** Odysseus needs you! He wants all the best navigators to help him find his way home to Crete. The troop that gets to the end location the fastest and has the message the most correct will gain Athena's favor for helping one of her favorite mortals. Map Reading will also be a part of Orienteering. 2 people per patrol can participate in this activity.

- On a topographical map, Scouts might need to identify the following:
- Hilltop
- Valley
- Ridge
- Cliff
- Lake
- River
- Road intersection
- Manmade tower
- **Trivia with Athena:** Athena, the goddess of wisdom, is hosting a competition of who has the most knowledge about scouting and Greek mythology! Scouts will answer randomly drawn questions about scouting knowledge and Greek mythology. 2 people per patrol can participate in this activity.
- **Chariot Racing (Lashings/Knots) with Helios:** Helios, Titan of the Sun, is hosting a Chariot race! Patrols will bring their own chariot making supplies, and will make their racing chariot in a set amount of time. Then, they will race their chariots in the field beside the lake. The first patrol to cross the finish line wins! This is a [link](https://scoutpioneering.com/tag/chariot-race/) on chariot building and racing. (<https://scoutpioneering.com/tag/chariot-race/>) 5 people per patrol can participate in this activity.
- **Fire Building with Prometheus:** Prometheus, the titan who stole fire from the gods, wants to see how good humans really are after sacrificing himself for them. They will be provided with matches and a station with two sticks with a string at the top. They must gather wood from the surrounding area, build a fire, and try to burn through the piece of string at the top. Scouts may use flint and steel, but they cannot use a lighter. Scouts may not bring tinder or other fire-starting materials to the site. 1-2 people per patrol can participate in this activity.
- **Cooking Competition:** Patrols must make a Grecian dish using these three ingredients: lemon, oregano, and garlic. Then, they must come up with a creative name for the dish. Points will be awarded for creativity and taste.
- **Campsite Inspection:** The Greek gods like a clean campsite, so they will be watching for whoever has the cleanest campsite based on these criteria:
 - Neatness, organization, and safety
 - Whoever has the cleanest campsite will receive the gods' favor.
 - Also, if a troop has a camp gadget, they will receive extra credit.
- **Hidden Golden Fleece:** The Golden Fleece will be hidden in the campsite, and whichever troop finds it will gain Jason's favor.

Scoring:

- Scoring will be based on how many patrols participate in each activity. For example, if there are 8 patrols, the first place will get 8, the second place will get 7, and so on.
- Additional Points Opportunities:
 - Performing a Skit. Troops can earn additional points for performing a skit.
 - Leading a Song. Troops can earn additional points for leading a song at the campfire.
 - Raising or Lowering the Flag: Troops can earn additional points for raising or lowering the flag.

Schedule:

Friday, April 17:

- 5:00 to 8:00PM: Check-in and set up campsite, supper in campsite
- 8:00 PM: Senior Patrol Leader and Scoutmaster Joint Meeting @ Pole Barn
- 9:00 PM: Camp-wide Cracker Barrel and Movie (weather permitting) (Hercules)
- 11:00 PM: Taps

Saturday, April 18:

- 6:30 am: Reveille and breakfast in campsite
- 8:30 am: Flag raising and assembly
- 9:00 am: Trading Post open
- 9:00 am: Morning activities commence (Morning activities are First Aid near the trading post and Lashings/Knots by the lake)
- 11:30 am: Lunch in campsite
- 2
-
- :00 pm: Trading Post open
- 1:00 pm: Afternoon activities commence (Afternoon activities are Orienteering at the Crossroads, Fire Building near the real lake, and Trivia at the Pole Barn)
- 3:00 PM to 4:30 PM: Vetting of campfire skits at the Pole Barn (we are banning Purple Soup)

- 5:00 PM: Flag lowering assembly
- 5:15 PM: Dinner in campsite
- 6:30 PM: Cooking Competition judging at Pole Barn
- 7:15 PM: Patch Trading at the Trading Post
- 8:00 PM: Campfire/Awards
- 11:00 PM: Taps

Sunday, April 19:

- 6:30 am: Reveille and breakfast in campsite
- 8:30 am: Flag assembly
- 9:00 am: Scouts Own Interfaith Service
- 10:30 am: Campsite inspections and dismissal

Map: