

# BE SURE!

## REGISTER EARLY

~ All scouts and leaders must be registered prior to the event



[Registration Link](#)

**Early Bird - \$15 each**  
(ends 09/27)

**Registration - \$25**  
(ends 10/04)

## BRING YOUR MED FORMS

~ BSA Med forms A, B1, B2 are required

## GATHER YOUR EQUIPMENT

~ Remember to bring at least one cast iron Dutch oven, charcoal, chimney, etc. for the Cast Iron Challenge. Ingredients will be provided

~ Bring plenty of water

~ There are no electrical hook-ups or charging stations, so plan accordingly  
~ Plan your gateway. Gather your materials and remember to pack them

## PLAN AHEAD

~ Each Troop should be prepared with a scouting-appropriate song or skit for the campfire. Your entry will be noted at Check-in on Friday

~ Eat dinner before your arrive. Snacks will be provided at Crackerbarrel

## PRACTICE

~ All of the competitions based on scout skills

# SCHEDULE

## FRIDAY

5pm -7pm - Check-in and campsite set-up  
8pm - SPL and adult leaders meeting  
9pm - 10pm - Crackerbarrel and Activity 1  
1030pm - Taps - Lights Out



## SATURDAY

630am - Reveille, Breakfast  
8am - Flags, Opening Ceremony  
830am - Morning Activities  
11am - Lunch  
1230pm - Afternoon Activities  
430pm - Free time and Dinner  
7pm - Rocket Launch  
8pm - Campfire  
9pm - Crackerbarrel  
1030pm - Taps - Lights Out



## SUNDAY

7am - Reveille, Breakfast  
8am - Flags, Scouts Own Service  
9am - Awards Presentation  
10am - Breakdown and Departure

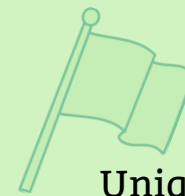


**OCT. 11 - 13, 2024**

223 Stegall Road  
Piedmont, SC 29673  
(enter through the red gate)

Join the Three Rivers District for a weekend of fun and scouting comradery in a tournament of scouting skills.

# THE UPSTATE GAMES



## FEATURING

Unique Demonstrations,  
A Bonfire of Immense Proportions,  
Outrageous Prizes,  
and More!



# CHECK-IN

- Each unit should plan to arrive no earlier than 5pm on Friday. Campsites will be assigned upon check-in and units are expected to exercise low-impact camping techniques
- A unit roster of ALL attendees (that includes their address and phone number) should be provided, along with BSA Med forms A, B1, B2
- Provide the completed Campfire Song/Skit form
- Unless other arrangements have been pre-approved by Camporee staff, all registrations must be in Black Pug with dietary restrictions, allergies, and medical conditions noted
- All vehicles must be parked in the designated parking area following unloading.
- Meals and Cooking are the responsibility of each individual unit
- Water is the responsibility of each individual unit
- Any individual that leaves prior to the conclusion of the Camporee on Sunday must check out with Camporee Staff. Multiple entry/exit is not permitted
- Camporee Staff will wear nametags
- Field Uniforms will be worn at all flag ceremonies and the Scouts Own Service



# BREAKDOWN

## ✓ LEAVE NO TRACE

Do not cut down trees or branches, dig holes or any other destructive activity. Any fires should be in above-ground fire pits.

## ✓ WILDLIFE

Be aware and respectful of wildlife in the area, including: dogs, cats, birds, snakes, opossum, racoon, deer, coyote, biting/stinging insects

## ✓ FIRST AID/MEDICAL

First aid is available at HQ. If you experience a medical emergency requiring an ambulance, call 911, and send someone to notify HQ

## ✓ OFF-LIMITS AREAS

All houses, barns, greenhouses, deer stands, and chicken coops are off limits at all times. Stay out of the woods and tree lines.

## ✓ WATER

Remember to hydrate! Limited potable water is available at the water buffalo, but you will need to bring additional water for your troop

## ✓ BATHROOMS

Porta-potties are unisex unless otherwise noted. Urinating/defecating in the woods or other locations on the property is not permitted

## ✓ TRASH

Dispose of trash in the designated trash areas only. Leave the area better than you found it.

## ✓ CAMPSITES

Do not enter or walk through others campsites unless you have been requested to do so by Camporee Staff or you have been invited in.

## ✓ JUDGING & RECOGNITION

Points will be awarded for each event. Opportunities for bonus points will occur if there is a tie. Competition must always be conducted with scout spirit.

# SO YOU KNOW

The Scout Oath, Scout Law, and Outdoor Code, along with the Guide to Safe Scouting set forth the guidelines governing all behavior at this camporee. As registered Troops, Crews, and Ships you must also abide by these regulations and codes of conduct.

# UPSTATE GAMES

## FIRST Let's Render AID!

Put your first aid skills to the test with this scenario-based time trial event.

## Knots, Hitches, & Lashings OH MY!

Line up Scouts! Your time stops when you tie the last knot!

## Check out the BIG BRAIN on Brad!

With a designated scout leaders, strut your scouting stuff in this Jeopardy-style trivia game.

## ORIENT Yourself!

Show us where you are going and where you have been --using a compass of course!

## LAUNCH Your Creativity

Design it. Build it. Launch it. Watch it fly!

## This Party Is LIT!

The flame of knowledge burns bright when you lay the logs right!

## CAST IRON Challenge

We give you the ingredients, but it's what you do with them that counts! How good are your outdoor cooking skills?

## UnbeLEAFable

Put the petal to the metal in this Leave No Trace inspired game. We are rooting for you!

## Don't Fence Me In! I Love GATE(ways)S!

How do you welcome your guests? Let's see your fabulous (safe) gateway/entrance.

## See You Later GATOR!

This game will test your communication, team-work, and timing while challenging you physically. Don't croc the boat!