

2025 Chicora's Executive Challenge Camp-O-Ree



Myrtle Beach State Park

December 12-14, 2024

Leader's Event Guide

Hosted by the Chicora District, Indian Waters Council

Leader's Guide Contents

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Dear Scouts & Leaders,

Welcome to the 2025 Chicora's Executive Challenge Camporee at Myrtle Beach State Park. I am excited to welcome you to this event. The Chicora District Camping Committee, a group comprised 100% of dedicated volunteers, has planned an exciting and challenging event for our participants.

This event was planned to challenge each one of you by reinforcing several of the learning objectives captured from the Scout Skills necessary to complete the Scout, Tenderfoot, Second Class, and First Class Ranks, as well as from First Aid, Emergency Preparedness, Search & Rescue, Camping, and Cooking Merit Badges.

While it is well known that 4 out of every 100 Scouts will achieve the Rank of Eagle, there are other important "by the numbers" statistics that show the positive impact Scouting has had on our world. More important than the Rank of Eagle, 1 out of every 100 Scouts will save their own life and 1 in 100 Scouts will save the life of another because of the skills they learn in Scouting.

It is because of those lives saved, and those lives yet to be saved, that we have created this event for you all to participate and test the knowledge you have gained.

Thank you for choosing to join us for this event. Our District Committee looks forward to serving you at future events.

A handwritten signature in black ink, appearing to read "Adam Riedel", with a stylized, looping flourish at the end.

Adam Riedel
Chicora District Executive.

Theme:

The goal of this year's Camporee is to give our Scouts an opportunity to put into action the skills they learn in practical, yet safe scenarios. This event will reinforce several of the learning objectives captured from the requirements associated with First Aid, Emergency Preparedness, Fire Safety, Search & Rescue Merit Badges as well as the Scout Skills associated with the Tenderfoot, Second Class, and First Class ranks. The camporee is not intended to teach these skills as a primary basis for completing the requirements of these ranks and merit badges, but instead it is designed to test a Scout's knowledge and a Patrol's Leadership. Along with providing an exciting and rewarding experience for our Scouts, we hope our Unit Leaders will use this event as a measure of their Scout's progress and knowledge.

Saturday morning and afternoon will be dedicated to Patrols tackling challenges as a Patrol. Patrols will earn points based on their ability to complete the tasks as a Patrol. Our Top 3 Patrols will be recognized at the closing campfire event. All Patrols are encouraged to participate in the closing campfire with a skit and a song.



"There is no teaching to compare with example." ~ Baden Powell

Philosophy of the Camporee

This Camporee is strongly guided by both the motto "Be Prepared" and the slogan "Do a Good Turn Daily." It seeks to utilize the Aims & Methods of Scouting to support and emphasize these elements.

Aims of Scouting

The Scouting Program has three specific objectives, commonly referred to as the "Aims of Scouting." They are character development, citizenship training, and personal fitness.

Methods of Scouting

Scouting America employs 8 methods by which the aims are achieved, listed below in random order to emphasize the equal importance of each.

Patrols

The patrol method gives Scouts an experience in group living and participating citizenship. It places responsibility on young shoulders and teaches Scouts how to accept it. The patrol method allows Scouts to interact in small groups where members can easily relate to each other. These small groups determine troop activities through elected representatives.

Ideals

The ideals of Scouting are spelled out in the Scout Oath, the Scout Law, the Scout Motto, and the Scout Slogan. The Scout measures themselves against these ideals and continually try to improve. The goals are high, and as the Scouts reach for them, they have some control over what and who they become.

Outdoor Programs

Scouting is designed to take place outdoors. It is in the outdoor setting that Scouts share responsibilities and learn to live with one another. In the outdoors, the skills and activities practiced at troop meetings come alive with purpose. Being close to nature helps Scouts gain an appreciation for the beauty of the world around us. The outdoors is the laboratory where Scouts learn ecology and practice conservation of nature's resources.

Advancement

Scouting provides a series of surmountable obstacles and the steps for overcoming them through the advancement method. Scouts plan their advancements and progress at their own pace as they meet each challenge. Scouts are rewarded for each achievement, which helps them gain self-confidence. The steps in the advancement system help Scouts grow in self-reliance and in the ability to help others.

Associations with Adults

Scouts learn a great deal by watching how adults conduct themselves. Scout leaders can be positive role models for the members of the troop. In many cases a Scoutmaster who is willing to listen to Scouts, encourage them, and take a sincere interest in them can make a profound difference in their lives.

Personal Growth

As Scouts plan their activities and progress toward their goals, they experience personal growth. The Good Turn concept is a major part of the personal growth method of Scouting. Scouts grow as they participate in community service projects and do Good Turns for others. Probably no device is as successful in developing a basis for personal growth as the daily Good Turn. The religious emblems program also is a large part of the personal growth method. Frequent personal conferences with his or her Scoutmaster help each Scout to determine his or her growth towards Scouting's aims.

Leadership Development

Leadership Development. The Scout program encourages youth to learn and practice leadership

skills. Every Scout has the opportunity to participate in both shared and total leadership situations. Understanding the concepts of leadership helps a Scout accept the leadership role of others and guides him or her toward the citizenship aim of Scouting.

Uniform

The uniform makes the Scout troop visible as a force for good and creates a positive youth image in the community. Scouting is an action program, and wearing the uniform is an action that shows each Scout's commitment to the aims and purposes of Scouting. The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals. The uniform is practical attire for Scout activities and provides a way for Scouts to wear the badges that show what they have accomplished.

Contact Information

Mike Lennon
Camporee Event Chair

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EMERGENCY CONTACT

Myrtle Beach State Park does not have an emergency services team. If there is a medical need, please contact the onsite Medical Officer or anyone else on this team. If the need arises, city and/or county emergency services can be contacted.

Event Overview

EVENT ADDRESS

Myrtle Beach State Park * 4401 S. Kings Hwy * Myrtle Beach, SC 29579

CAMPOREE OVERVIEW

This event is designed for Scouts BSA Troops and Venture Crews. All Scouts and Leaders must be registered through their respective Council. All Leaders and Adult Volunteers must have completed and be current in their Youth Protection Training. We will be following the Patrol method. A patrol should consist of 5-8 Scouts. This Camporee will follow the principle set out by Lord Robert Baden Powell of learning while having fun.

Registration is to be completed no later than December 7, 2025 at <https://scoutingevent.com/553-chicoracamporee2025>. Your unit is encouraged to register together. Connected Boys Troops and Girls Troops should register independently and provide necessary leadership for both. The cost for the event is \$30 per Scout and \$20 per Leader. Fees will cover cost of Camping, Scout Insurance, Event Patch, and Camporee Supplies and Materials. Meals are the responsibility of the units.

Check-in will begin at 5 pm on Friday, December 12, 2025 and conclude by 8 pm. Units may pull their trailer into the camp area for unloading, but all vehicles must be removed from the camp area no later than 8 pm. The event will close at 10 am on Sunday, December 14, 2025. All units are expected to vacate the area by 10am.

At check-in, the Scoutmaster and Senior Patrol Leader from each unit should come to the check-in area with the following items:

1. Medical forms (part A & B) for every member of your unit, organized in a binder alphabetically, one section for youth, one section for leaders. Our Medical Officer will retain the forms until the conclusion of the event. The last leader from each unit should retrieve their units forms from the Medical Officer upon leaving the event Sunday morning.
2. List of names and phone numbers for unit leaders on-site. (Please use pages at the end of the Leader's Guide)
3. List of Patrols that will be participating. Please include list of names and designate the Patrol Name as well as the Patrol Leader and Assistant Patrol for each patrol.

Campsite locations will be provided as part of the check-in process. Each Unit is expected to keep their camping area clean and Leave No Trace upon vacating camp on Sunday morning. A Scout is Clean.

Scouts and Leaders will be provided with **wristbands** and parking tags at check-in. Scouts and leaders are asked to wear their wristband for the duration of the event.

Scouts are expected to adhere to the **Buddy System** during this event.

Units and Scouts must adhere to all Scouting America Safeguarding Youth policies during this event. For this event, Scouts will be camping with their Troops as Patrols. Two Deep leadership must be provided by the Unit Leadership. If for some reason, your unit cannot provide two leaders or meet the required 1 to 5 ratio, please notify the Camporee staff in advance so that we can pair you with another unit.

Scouts and Leaders are expected to live by the principles of the Scout Oath, Scout Law, and Outdoor Code. If serious misbehavior occurs, individuals will be asked to leave the Camporee if the situation warrants. The rules set forth in the Guide for Safe Scouting will apply to all Scouting activities.

During this event, certain items are prohibited. There will be no alcohol, illegal drugs, firearms, fireworks, vandalism, pets, flames in tents or violations of Youth Protection Policies. We strongly discourage entering other campsites without permission or entering off-limit areas. While we recognize that cell phones are now commonplace, we do encourage your Scouts to leave them in their tents during the day activities except when needed for specific challenges. No tobacco items or vaping may be used within view of any youth member. If you must partake, please excuse yourself from any area Scouts may be found and dispose of your waste appropriately. Thank you for your cheerful cooperation!

Please keep all fires in designated fire rings.

Each unit must do their part to keep restroom and shower facilities clean. Please adhere to Safeguarding Youth requirements when using the bathrooms.

All units will prepare their own **meals** in camp. Adequate time will be provided for cooking, eating and cleaning up.

Myrtle Beach State Park has requested that we adhere to their quiet hours policy. Scouts and Leaders are expected to be an example and observe the quiet hours of 10:30 pm, with lights out at 11:00 pm until 7:00 am.

Scouts and leaders are asked to wear their Field uniforms to the opening flags on Saturday morning, and again during the closing campfire on Saturday evening. Scouts are encouraged to wear Class B attire for the rest of the event. Patrol Flags should be carried through the duration of the event. Unit Flags should be proudly displayed at each unit's campsite. A Scout should proudly represent their unit. The campfire program is sure to be a fun event. Each participating patrol is encouraged to share either 1 skit or 1 song.

Event Activities & Scout Skills

On Saturday of this event, Scouts will work as a Patrol to accomplish 5 major tasks related to the skills learned by completing the First Aid Merit Badge, Search & Rescue Merit Badge, Emergency Preparedness Merit Badge, Fire Safety Merit Badge, as well as the skills mastered through the Ranks of Scout, Tenderfoot, 2nd Class, and First Class. Patrols will be judged on their ability to assess the situation, their application of knowledge to handle the scenario, team work, and completion of the task.

Scouts will also have the opportunity to complete additional “side challenges” that focus solely on Scout Skills mastered through the Ranks of Scout, Tenderfoot, 2nd Class, and First Class. These challenges are not required, but will provide additional points to the Patrols that complete them. Scouts will be evaluated based on their ability to complete tasks by time, and also by their ability to correctly use skills, teamwork, safety and their ability to follow directions.

1. String Burning Challenge
2. Flag Pole Construction
3. Map Symbol Matching
4. Plant Identification
5. Emergency Shelter Build
6. Scavenger Hunt
7. Dessert Challenge

This event is a points-based competition. The top 3 point earning Patrols will be presented with awards at the closing campfire.

Volunteers will be needed to help judge and run stations. We have several District Volunteers that are on hand to help but could use additional volunteers to help ensure our Scouts are able to complete the tasks.

References

The Scout Handbook is the best resource for Scouts to learn the Skills necessary to advance through the ranks. The Scout Handbook contains a wealth of information that will help all Scouts and Scouters alike. For the purposes of this event, all challenges will be judged based on the information provided in the Scout Handbook. All page numbers listed below are in reference to the Scout Handbook.

- ❖ Cooking
 - 64-66, 68, 71, 81-87, 99, 239-240, 265-266, 273, 283, 288-325, 360, 387
- ❖ Fire Building
 - 130, 154, 223, 226, 231, 239, 259, 266, 268, 321, 378, 383-385, 388, 389, 392, 425
- ❖ First Aid
 - 8, 11, 16, 27-28, 35, 65, 104, 415, 418, 424
- ❖ Knots
 - 34, 39, 145, 280-281, 359-360, 362-371
- ❖ Lashings
 - 359-360, 367-372, 376-378
- ❖ Navigation, Orienteering, & Symbols
 - 254, 326-357, 415, 434
- ❖ Tools
 - 127, 358-393, 415
- ❖ Totin' Chip
 - 386, 408, 425
- ❖ Survival Shelter
 - 280-281

In order to be best prepared, Scouts should also consult:

- ❖ First Aid Merit Badge Booklet
- ❖ Search & Rescue Merit Badge Booklet
- ❖ Emergency Preparedness Merit Badge Booklet
- ❖ Fire Safety Merit Badge Booklet

Additional Policies

ADDITIONAL POLICIES

- ☐ The Scout Oath and Law are codes of conduct for behavior expected at this event.
- ☐ Youth Protection guidelines must always be followed by youth or adults. Please review Youth Protection guidelines before attending.
- ☐ Unit Leaders are always accountable for their Scouts. A headcount should be taken before and after anytime your Scouts move as a group.
- ☐ While at Camporee all Scouts, Leaders and Volunteers must wear the wristband provided at check-in.
- ☐ Closed toe and closed heel shoes must be worn at all time, except when in a tent, or when showering.
- ☐ All participants must respect campsite boundaries. DO NOT enter a campsite without permission.
- ☐ Under no circumstances is an open flame to be used inside a tent.
- ☐ No alcohol, illegal drugs, fireworks, or firearms will be permitted.
- ☐ No pets are permitted. Service animals are welcome, but please notify the District Executive and Event Chair prior to event.
- ☐ No tobacco use in view of Scouts. If you feel you must partake, please exit the overflow camping area, or program area to do so.
- ☐ All vehicles and trailers must be parked in the Overflow Parking area.
- ☐ Food should be stored in animal proof containers.
- ☐ Report all injuries to the Health Officer and any damage to camp facilities to the Event Staff as soon as possible.
- ☐ Discipline at camp is the responsibility of Unit Leaders. The adult members of the Camporee Staff are available to assist Unit Leaders when necessary. Corporal punishment will not be tolerated.
- ☐ No standing tree, living or dead, may be cut, or knocked/pushed/etc, down without permission and oversight by the Camp Ranger. LEAVE NO TRACE.
- ☐ Units should leave the camp areas in the exact condition they found it.
- ☐ Campers must be in their campsites and quiet by 10:30 pm each night. Lights out at 11:00 pm. Campers should not leave their campsites until quiet hours concludes at 7:00 am.
- ☐ Scouts and Leaders all share the responsibility to help keep the showers and bathrooms clean.
- ☐ The Chicora's Executive Challenge Camporee is a rain or shine event. Please "BE PREPARED" for all weather possibilities.

UNIT ROSTER

Chicora District

2025 Chicora's Executive Challenge Camporee

December 12-14, 2025

Myrtle Beach State Park – Overflow Camping Area



Unit: _____

Name of Scout	Patrol	Rank	M/F	Age
Adult Leader Name (2 minimum)	Unit Position	Phone	M/F	Age

Check-In Form

Chicora District

2025 Chicora's Executive Challenge Camporee

December 12-14, 2025

Myrtle Beach State Park – Overflow Camping Area

Please complete this form and submit it with your completed Roster at Check-in

Unit: _____

Number of Patrols: _____

Number of Scouts: _____

Number of Leaders: _____

Name of Unit Leader in Charge: _____

Total in Attendance: _____

Event Schedule

Camporee Schedule

<u>Friday</u>		
Time	Event	Location
5:00 pm – 8:00 pm	Check-in	Entrance to overflow camping area
7:30 pm - 9:30 pm	Games/Fellowship	Campsites 288 & 289
9:00 PM	Scoutmaster & SPL Meeting	Site 271
10:30 PM	Quiet Hours	Patrol Campsites
11:00 PM	Lights Out	Patrol Campsites
<u>Saturday</u>		
Time	Event	Location
7:00 AM	Wake Up	Patrol Campsites
7:00 AM - 8:30 AM	Breakfast	Patrol Campsites
8:30 AM	Opening Ceremony	Field between parking lot and pier
9:00 AM - 12:00 PM	Camp-O-Ree Activities	various - Look for the signs
12:00 PM - 1:30 PM	Lunch	Patrol Campsites
1:00 PM - 3:00 PM	Camp-O-Ree Activities	various - Look for the signs
3:00 - 4:30 PM	Free Time	open
4:30 PM - 6:30 PM	Dinner	Patrol Campsites
7:00 PM - ?	Closing Campfire	Campsites 288 & 289
? - 9:30 PM	Games/Fellowship	Campsites 288 & 289
10:30 PM	Quiet Hours	Patrol Campsites
11:00 PM	Lights Out	Patrol Campsites
<u>Sunday</u>		
Time	Event	Location
7:00 AM	Wake Up	Patrol Campsites
7:00 AM - 8:30 AM	Breakfast/Teardown	Patrol Campsites
8:30 AM - ?	Scouts Own Service	Campsites 288 & 289
10:00 AM	All participants must vacate the camping area by 10:00 AM	