



HIGHLAND RIM DISTRICT

"May the odds be ever in your favor"

You're invited to the Capital of Panem!

**Location: 5262 West Trace Creek Rd.
Waverly, TN 37185**

Dates: October 18th-20th

Cost: \$12 per person

EVENTS GUIDE

Although Camporee is supposed to be a competitive event, the true goals of this yearly gathering is to promote the Spirit of Scouting, develop a sense of camaraderie between troops, and to give scouts a platform to demonstrate their skills and knowledge. The following information gives rules and scoring guidelines of the competitive games taking place at this year's Camporee. In order to minimize un-scout-like behavior, all staff members have been notified to remove 10 points from a patrol for each instance of: swearing, misbehavior, lying, cheating, and other violations of the Scout Law.

REGISTRATION

To help us plan properly, if possible please register no later than October 14, 2024. At time of registration, please send top 2 choices for the district your troop will be representing to 931-622-4610. You will be notified prior to camporee of your assignment. Updates to Districts will be posted on the Highland Rim FB page.

MEDICAL FACILITIES

This is a survival campout! Each unit is to have their own first aid kit. A staffed nurse will be onsite for minor first aid. Each unit leader will be responsible for the safe transport of all participants. The closest emergency medical facility is Ascension St. Thomas Three Rivers, 451 Hwy 13 South, Waverly, TN (931) 296-4203 (~10mins) Please notify onsite nurse if you transport anyone for medical treatment.

CHECK-IN

Check-in is at Camporee Headquarters (follow the signs). Units are required to check in with the registration staff upon arrival. All units must provide: A troop roster (youth and adult) if changes have been made to the original online registration form. Copy of Medical Forms A and B. A check for the balance of any activity fees owed. **NO ADULTS ARE PERMITTED IN CAMP WITHOUT COMPLETING YOUTH PROTECTION TRAINING.** All adults (18+) must have completed Youth Protection Training. Each unit is responsible for ensuring that all adults have this and any other training required to participate in this event.

VEHICLES & TRAILERS

Units may drop their trailers and gear off at their campsites, then immediately move all vehicles to the parking area prior to setting up camp. Loading for departure will be conducted in a similar manner. Please do not park your vehicle in your campsite.

WATER

Potable water is available at the city of Panem across from the gate. There is a water spigot there. No dishwashing permitted at the water spigot – you must fill up and go. Since the spigot is some distance from the campsite, there will be a designated staff member helping you to fill up your water containers (scouts can walk it but it's a distance).

CHECK-OUT PROCESS

Upon registration, please let the registration staff know of ANY intentions your unit or individual Scouts may have for early departure, so we may better prepare for you. Do not leave the Camporee without checking out with our event registration and conducting a campsite inspection. Unit leaders are responsible for their Scouts and use of the buddy system at all times. Sunday checkout will be available after 9:00 a.m. Participants will receive patches and advancement reports at checkout. If your unit is interested in running a “scouts own” non-denominational religious service on Sunday morning, please let the Registrar know.

FIRES

Fires are permitted but they must leave no trace. Fires must be above ground and water buckets nearby. NO EXCEPTIONS!

Introduction

Every year Scouts from the Highland Rim District gather together at Camporee to compete with each other, meet other Scouts within the district, and, most importantly, show their Scout Spirit.

Theme

You are invited to the Capitol of Panem, located in Waverly, TN, in order to celebrate the 74th Annual Hunger Games! Each troop will be representing a district (see assignments below) and should decorate their campsite in accordance with their specific district's theme.

District #	District Theme	Troop
1	Luxury Items	Camp Staff
2	Masonry	
3	Technology	
4	Fishing	
5	Power and Energy	
6	Transportation	
7	Lumber	
8	Textiles	
9	Grain	
10	Livestock	
11	Agriculture	
12	Coal	
13	Nuclear Weapons	

Please submit your district preference ASAP, and no later than at least one week before the games begin. Districts will be given on a first come, first serve basis. Once your troop receives its District Assignment, you can make your advance preparations for your troop's theme.

As always, the Camporee will include competitive games that relate to scouting skills and the theme for scouts to enjoy. In addition, this year, there will be a troop competition to kick off the Hunger Games: troops will be sending 2 representatives to a relay race headed towards a cornucopia full of useful items for the competitive games to follow.

Fall Camporee 2024 Schedule

Friday, April 20

4:00-8:00 Arrival is welcome and encouraged.

8:30 Opening Campfire

9:00 Scoutmaster and SPL Cracker-Barrel

10:30 Lights Out

Saturday, April 21

7:00 Reveille

7:00 - 8:15 Breakfast

8:15 - 8:30 Flag ceremony / Morning Assembly

8:30 - 9:00 Race to the Cornucopia

9:00 to Noon Morning Competitions

Noon - 1:00 Lunch

1:00 - 1:15 Afternoon Assembly

1:15 - 5:00 Afternoon Competitions

1:15 - 3:30 Campsite Inspections

3:30 - 5:30 Skit/Song Rehearsal Time/Troop: Free Time/Cooking Competition/

OA Staff: Preparations for Campfire

5:30 - 6:00 Staff: Score sheets Due/District 1

6:30 Cooking Competition Entries Due/District 1

6:00 - 7:30 Dinner

7:30 - 9:00 Campfire/Awards Ceremony/Flag Retirement

10:30 Lights Out/Taps

Sunday, April 22

7:00 Reveille

7:00 - 9:00 Breakfast

9:00 Scouts Own Service

10:00-11:00 Cleanup (A SCOUT IS CLEAN), checkout, and Scout departure

RACE TO THE CORNUCOPIA

The Hunger Games usually start off with a brutal race to the center of the stadium, where a cornucopia is located. The cornucopia is full of goods and items that are useful to competitors in the Hunger Games that follow. At the start of the Camporee, each troop will send 2 representatives from their troop to compete in a relay race. Then in heat-like fashion, all tributes will have their race to gather ONE COVETED ITEM from the Cornucopia.

ARCHERY

In order to survive in the Hunger Games, competitors were forced to use a vast variety of weapons, such as the bow and arrow. Each patrol will receive a bow, 5 arrows, and a target. Simply, the goal is to hit the target as often as possible. Troops may pick 1 to 5 scouts to compete in this competition

Points Awarded

- 20 Points: Every time the target is hit
- 20 Points: Every time the target is hit

Total Points Possible: 100

FIRE BUILDING

You are lost in the forest as night falls. All you have is the stack of firewood donated by a sponsor, and whatever other fuel you can scavenge in the area. Your goal is to build up a fire to keep you warm, keep the wild animals away. The entire patrol should work together to build a fire. The patrol will have to burn through a rope hanging over the base of the fire. Build your fire until the rope burns through successfully. Judges will be looking at speed, scout spirit/effort, and quality of fire.

Points Awarded

- 10 Points – Patrol performs yell before and after task
- 10 Points – Patrol demonstrates good teamwork and leadership
- 10 Points – Patrol provides its own matches
- 10 Points – Patrol uses kindling from surrounding environment
- 30 Points – Patrol burns the rope provided
- 30 Points – Event Completion

Total Possible Points: 100

FIRST AID

Upon hearing your teammate scream, you and your group rush onto the scene only to find him severely injured. Identify and treat his wounds in order to save his life. Remember, the Hunger Games is a very dangerous place to be!

You will be given a list of 5 symptoms. Time starts right after the list of symptoms have been given. You must identify and treat all of the injuries. You will then make an A-frame to transport him before people from other districts find you. After you build an A-Frame, transport your patrol member 25ft and back on the A-Frame. You will be provided with 3 poles and 3 stretches of rope. You will have 20 min to complete this task. Plan ahead and delegate.

Points Awarded

5 Points - Patrol Yell before and after the task

10 Points - Leadership and Teamwork

20 Points - Identifies injury

20 Points - Administers proper Treatment

20 Points - Quality of Lashings

25 Points - Completion of Task

Total Points possible: 100 points

Tips

- Brush up on square and diagonal lashings

PRESENTATION TO THE GAME-MAKERS

Saturday evening during the Hunger Games each troop is allowed to make a presentation to the Game-makers. The impression you make on them is important because they will be giving you a numerical score that will either help you stand above or sink below your competitors. Troops will showcase their bread baking skills along with a creative presentation of rabbit meat you caught in a snare. Troops will be supplied with flour and yeast and rabbit (aka chicken tenders); and bread must be cooked on site. Winner will receive the coveted Cast Iron skillet at the campfire. Bread must be turned into District 1 by 6:30 pm.

CAMPFIRE

An important part of the Hunger Games is to entertain and impress citizens of the Capitol. The Saturday nights campfire will give you an opportunity to entertain members of the Capitol in exchange for some valuable points. Troops will be performing a skit up to 3 minutes in length. A troops score will be based on creativity, teamwork, originality, legitimacy, and overall showmanship.

Points Awarded

25 Points: Incorporating the Hunger Games theme into skit

25 Points: Creativity and Originality in skit

10 Points: Props, Costumes

15 Points: Participating Scoutmaster

Total Possible: 100 Points

Winner will receive a Hunger Games goodie bag!

BLINDFOLDED OBSTACLE COURSE

While you were trying to build a shelter, you accidentally stumbled upon a nest, and were stung by a swarm of tracker jackers! You are suffering through hallucinations and can't see; make it to safety before anyone can take advantage of your weakness. You will have an obstacle course set up for your patrol to traverse through. You must designate 1 person to steer your blindfolded patrol through the obstacle course as fast as possible, without coming in contact with the obstacles.

Points Awarded

10 Points - Patrol Yell before and after the task

10 Points - Leadership and Teamwork

80 Points - Completion

Total Points possible: 100 points

Points Deducted

-5 points - Every 10 seconds over 3 minutes

-5 points - Every obstacle hit

Total Possible: 100 Points

Tips:

Have a set of commands pre-prepared in order to guide your patrol.

Accuracy is just as important as speed!

CAMPSITE INSPECTION SHEET CAMPOREE 2024

Troop #: _____

CRITERIA

POINTS

- | | |
|---|--------------------|
| 1. Defined entranceway to campsite | (10 pts max) _____ |
| 2. District Theme Is Evident | _____ |
| 3. Troop/Patrol Identification (Flags Flying/Signage) | _____ |
| 4. KP/Cooking Area Acceptable & Food Properly Stored | _____ |
| 5. Clean campsite with designated trash containers | _____ |
| 6. Duty roster displayed | _____ |
| 7. First Aid kit displayed and accessible | _____ |
| 8. Safe and proper campfire area | _____ |
| 9. Safe and proper ax yard | _____ |
| 10. Camp gadget | _____ |

Comments: (Staff will use this to award the troop up to 20 extra points) Briefly describe the organization of the campsite, any decorations in relation to this year's theme, or any notable work that makes this troop stand apart from others. **Total Points Possible: 120**

Directions from Ashland City (58.1 miles):

Destination will be on the left Turn left onto TN-49 W/Cumberland St/Continue to follow TN-49 W/Turn left onto State Hwy 48 S/Use the right lane to take the ramp onto US-70 W/Hwy 70 W/Henslee Dr/Continue to follow US-70 W/Hwy 70 W 28.3 mi/Turn right onto Wallace Rd 0.4 mi/Turn left onto W Trace Creek Rd 1.4 mi

Directions from Dickson (29.9 miles)

Turn left onto US-70 W/Hwy 70 W/Henslee Dr/Continue to follow US-70 W/Hwy 70 W 28.3 mi/Turn right onto Wallace Rd 0.4 mi/Turn left onto W Trace Creek Rd 1.4 mi

Directions from Centerville (42.8 miles)

Follow TN-50 W to Duck River Rd in Hurricane Mills/Take Dyer Rd to TN-13 N in Humphreys County/Turn right onto TN-13 N/Turn left onto W Main St to US-70 W at Courthouse/Use any lane to turn left onto US-70 W 1.9 mi/Turn right onto Wallace Rd 0.4 mi/Turn left onto W Trace Creek Rd 1.4 mi

