

HILLBILLY HOLLER

YEA
HAW!



HIGHLAND RIM DISTRICT CAMPOREE & CUBOREE

"Y'all Come See Us! And Bring Your
Momma'n'em"

You're invited to Hillbilly Holler
for the **Hillbilly Olympiks!**

LOCATION: 6250 ANDERSON RD
PEGRAM, TN 37143

DATES: APRIL 11-13

COST: \$15 PER PERSON

EVENTS GUIDE

Although Camporee is supposed to be a competitive event, the true goals of this 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 April 4, 2025. We encourage all units to register on line as soon as possible at the MTCBSA website. We use this information to order portable toilets, snacks and finalize plans for activities. Please register as soon as you can with your best estimate of attendance.

MEDICAL FACILITIES

Each unit is to have their own first aid kit. As stated, a nurse will be on-site for minor first aid. Each unit leader will be responsible for the safe transport of all participants. The closest emergency medical facility is TriStar Centennial Medical Center, 2300 Patterson Dr, Nashville, TN 370203 (615) 342-1000 (~ 30 min) Please notify on-site 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 station upon arrival.

To participate, units must have the following:

- At least one youth leader
- At least two-deep leadership. All leaders with current YPT. It is recommended that at least one leader have current BSA Weather Hazards training (available through my.scouting.org)
- Current BSA medical forms for all participating youth and adults. The BSA form is available at: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

- Roster of participating youth and adults, including a point of contact in case of emergency. Units keep one copy and provide one copy to the registrar at check-in.
- Payment is collected through the MTCBSA.org Registration site.
- Planned time of departure. Saturday evening or Sunday morning no later than 12.

At check-in, units will receive the following:

- Directions to the camping and parking areas
- Invitation to Cracker-barrel leadership meeting
- List of activities, location map, and schedule
- Two evaluation forms. One should be filled out by the youth, and one by the adults. These will be required upon check-out.
- Campsite check-out checklist. A Scout is Clean and we want to be good stewards of the camping areas. Units will fill out the form as they prepare for departure.

LEADER MEETING AND CRACKER BARREL

On Friday evening, we encourage all units to send at least one youth and adult leader to the leadership meeting. At this meeting, we will review the following:

- Updates of schedules and activities
- Details of patrol competitions and games, including schedules and locations
- Details on campfire participation and unit contributions
- Opportunity to help with Scouts-Own
- Electronic usage in camp
- Weather updates and safety review

ARRIVAL, PARKING AND EQUIPMENT

The entrance to the camporee field is easy to miss so use the map and follow signage to arrive. Units may drop their trailers and gear at their campsites, then immediately move all vehicles to the parking area prior to setting up camp. Loading for departure will be conducted in similar manner. Please do not park your vehicle in your campsite. Units will select their campsite in the general camping area based on their size and preference. Please keep some distance between patrols and neighboring troops. But please don't totally spread out, since we need to have room for all units.

WATER

Potable water is available at the garage at the house located at the property. There is a water spigot there.
No dish washing permitted at the water spigot - you must fill up and go.

WASTE MANAGEMENT

All units are responsible for removal of all waste. Please take all trash with you when you leave. **PACK IT IN, PACK IT OUT**

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 pits can be dug, if wanted but please keep the depth to about one foot deep and when done, make sure fire is out cold. Partially burned wood from the fire may be put in the creek bed. Dug out material will be placed on a tarp or other suitable covering to be placed back in the hole. Water buckets need to be nearby. **NO EXCEPTIONS!** Use of open flames may be restricted based on local or state weather restrictions.

INTRODUCTION

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

Camporee Organizer: Raymond Straughan 615-512-2155 raymond_straughan@yahoo.com

Cuboree Organizer: Shauna Dahl 615-398-0495 pack161ofpv@gmail.com

THEME

You are invited to a hoedown in the Hillbilly Holler community, located in Pegram, TN. The theme is "Hillbilly Olympiks". Each troop is encouraged to decorate their campsite accordingly and dress up in their "finest" hillbilly attire.

As always, the Camporee will include competitive games that relate to scouting skills and the theme for scouts to enjoy. Each unit will have the opportunity to draw a "competitive edge" out of a sack to use at one event that they choose to possibly gain an advantage over another unit. There will also be a "roadkill" cook-off so, bring your best recipes!

HELP WANTED

This event is planned and conducted by adult and youth volunteer Scouters. We feel that many hands make light work which makes an event easier for everyone. We need your help.

If you have any youth or adult leaders that find themselves with free time at the event, please help us find them a place to assist with an activity or in another support role. We need help in the following areas, and possibly others

- Check in and Check out
- Parking control
- Cracker Barrel hosting
- Campsite inspections
- Patrol activity supervision
- Campfire setup and program
- Scout's Own chaplain support

CODE OF CONDUCT

Participation in our event requires a few rules:

- Youth Protection and Guide to Safe Scouting
- The Scout oath and Scout Law
- Leave-No-Trace Ethics
- Fire Safety and Totin' Chip
- Follow all applicable laws and restrictions
- Use of tobacco and vape products within view of the Scouts is prohibited by BSA rules. **Adults needing to partake in tobacco or vape products should retire to their vehicles.**

Failure to comply with these rules may result in the individual or the unit being asked to leave the event.

FEES AND COSTS

The fee for the event is \$15 per person. Fees will be collected at Registration for those who did not register through the registration link. We try to keep the fees as low as possible but, some expenses are required, such as insurance, site fees, program supply costs, recognition costs, etc. and for that price we try and include a few reasonably priced goodies, including snacks for leadership cracker barrel and collectible patches.

We encourage all units to ensure that no participant is excluded due to lack of funds through unit fund-raising opportunities as part of your unit's annual plan. Limited camperships are available. See the camporee chair for more details.

ELECTRONIC DEVICES

Smartphones and tablets can be great tools, however we encourage all participants to limit their usage to get the best experience from the event. Like all tools, they can be misused. So we expect leaders to monitor usage of electronic devices so that they don't become a distraction and detract from the experience.

Staff will monitor the weather broadcasts for warnings on severe weather. Units will be informed in severe weather will require adjusting the program or departure from the event.

UNIFORMS

Full field Scout uniform should be worn by all Scouts and Scouters during arrival and departure, color ceremonies, campfire and Scout's Own. Activity uniforms (scout t-shirts) may be worn during patrol competitions, games and service projects. Arrowmen are encouraged to wear their sashes when appropriate.

Fall Camporee 2024 Schedule

Friday, April 11th 2025

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 12th 2025

6:18 Sunrise
7:00 Reveille
7:00 - 8:15 Breakfast
7:00 - 8:15 Arrival and Check-in Available
8:15 - 8:30 Flag ceremony / Morning Assembly
9:00 to Noon Morning Competitions
Noon - 1:00 Lunch
1:00 - 5:00 Afternoon Competitions
1:15 - 3:30 Campsite Inspections
3:30 - 5:30 Skit/Song Rehearsal Time/Troop: Free Time/Cooking Competition
3:30 - 5:30 OA Staff : Preparations for Campfire
5:30 - 6:00 Staff: Score sheets Due/Hillbilly Holler
6:30 Cooking Competition Entries Due/Hillbilly Holler
6:00 - 7:15 Dinner
7:19 Sunset
7:15 - 7:30 Flag Lowering
7:30 - 9:00 Campfire/OA Callout/Awards Ceremony/Flag Retirement
9:00 - 10:30 Check-out and Departure Available
10:30 Lights Out/Taps

Sunday, April 13th 2025

6:16 Sunrise
7:00 Reveille
7:00 -9:00 Breakfast and Cleanup
9:00 - 9:15 Colors, Announcements, and Closing Ceremony
9:15 Scouts Own Service (at the flag pole)
9:30-12:00 Cleanup (A SCOUT IS CLEAN), checkout, and Scout departure

PATROL ACTIVITIES

FIRE BUILDING

You are in the forest as night falls. All you have is the firewood you find around you and whatever other fuel you can scavenge in the area.

Your goal is to build up a fire to keep you warm and 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

It's a hot Saturday afternoon and the Pinewood Grand Prix is underway at the local dirt track. During lap 39, a group of excited spectators began cheering wildly for their driver Gearhead Gary. During all the excitement, the wooden bleachers suddenly give way, sending people tumbling in all directions. Through the flying dirt, foam fingers, broken wood, and aluminum cans, the boys in green and tan arrive. Your troop (who is always prepared) are the first ones to the scene, before EMS arrives. It is up to your troop to stabilize the victims. Each victim (total of 4) will have a place card describing their injuries. Your troop must triage the victims in order from green to red and treat accordingly. First aid supplies will be available

Points Awarded

10 Points - Patrol Yell before and after the task

20 Points - Leadership and Teamwork

25 Points - Proper identification of criticality

20 Points - Administers proper Treatment

25 Points - Completion of Task

Total Points possible: 100 points

RED: Critical and immediate first aid required to save their lives

Yellow: Serious injuries

Green: Walking wounded

COOKING COMPETITION

Do you like exotic delicacies? Well, look no further than the world famous Roadkill Cafe! Depending on the market, we may offer a smear of deer, collie hit by a trolley, rigor mortise tortoise, German shepherd pie and many other fine fixin's!

Saturday evening during the Hoedown, each troop is allowed to make a presentation to the HIC's (Hillbillies In Charge). 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 cooking skills along with a creative presentation of roadkill you found while walking down the road (probably more like some sort of beef). Troops will be supplied with ingredients for the cookoff. Winner will receive the coveted Cast Iron skillet at the campfire. Dishes must be turned into The Hillbilly Holler by 6:30 pm.

CAMPFIRE

An important part of any hillbilly party is to entertain and impress the folks from the holler. Watching a pile of sticks grow into a bright, crackling fire then slowly becoming a mound of glowing coals in the gathering darkness. Singing songs, acting in skits, and telling stories. Scouting campfires are special. They are one of the most memorable parts of Scouting. You are invited.

Our campfire will be led by the members of the Order of the Arrow. Each unit is encouraged to offer to lead a song, put on a skit, or tell a funny or solemn story. Youth leaders should contact Shauna Dahl or Raymond Straughan before dinner to check out their offering and get their position in the campfire schedule. The Saturday nights campfire will give you an opportunity to entertain folks in exchange for some valuable points. A troop's score will be based on creativity, teamwork, originality, legitimacy and overall showmanship.

Points Awarded

25 Points: Incorporating the Hillbilly 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 poke sack of goodies!

BLINDFOLDED OBSTACLE COURSE

While you were scouting for a good huntin' spot, you accidentally stumbled upon a nest, and were stung by a swarm of yellow jackets! You are suffering from two swollen eyes and can't see; make it to Me-Maw's to get a healing slave for your swollen eyes before you go completely blind. 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.

PointsAwarded

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

-5points - 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!

TUG-O-WAR

It's the Hatfield's versus the McCoy's all over again! It'll be a double elimination contest to see which one goes down and which one stands tall!

ORIENTEERING

We're goin' on a snipe hunt! Troops will be given a starting direction and distance and when they reach that location they will get a clue to where to go next. There will also be secret words at each location so, bring your best huntin' skills and get ready to have fun! Fastest time with all the secret words wins!

MYSTERY EVENT: The Chairman's Challenge

Step right up to the Hillbilly _____ Showdown, where Scouts will put their _____ skills to the ultimate test! In this fast-paced challenge, each competitor will race against the clock to _____ as many different _____ as possible within a set time limit. The Scout who _____ before time runs out will be declared the "Master Hillbilly _____" and earn the coveted _____ Award and bonus points for their patrol!

LEADER ACTIVITIES**TOILET SEAT HORSESHOES**

Come test your skills at horseshoes - but with a TWIST! It's a U-shaped toilet seat!

Scoring:

Ringers are worth 3 points

To qualify as a ringer, the horseshoe must completely encircle the stake so that a straight edge can touch both points of the horseshoe

If you and your opponent both throw a ringer, they cancel each other out

Leaners

A leaner is worth 1 point

A leaner is a horseshoe that touches or leans against the stake but is not a ringer

Unlike ringers, leaners do not cancel each other out

Closest horseshoe

The closest horseshoe to the stake scores 1 point

If you have two shoes closer than any of your opponent's, you get 2 points

Scoring limit

The game is played until one team reaches 21 or more points, leading by 2

Cancellation scoring will NOT be in effect.

This will be a single elimination tournament to decide the winner. The winner of each match moves on to the next round until there is only remaining competitor.

OUTHOUSE CORNHOLE

In this game, it really pays to hit your target! It is played just like cornhole but the board will be upright with shelves with different point values assigned. Participants will toss their beanbag at the board and try to land it on one of 5 shelves: 3 points at the top 2 points for a middle shelf and 1 point for a lower shelf.

First person to 21 wins.

This will be a single elimination tournament to decide the winner. The winner of each match moves on to the next round until there is only remaining competitor.

MYSTERY EVENT: The Chairman's Challenge

Step right up to the Hillbilly _____ Showdown, where Leaders will put their _____ skills to the ultimate test! In this fast-paced challenge, each competitor will race against the clock to _____ as many different _____ as possible within a set time limit. The Leader who _____ before time runs out will be declared the "Master Hillbilly _____" and earn the coveted _____ Award and bonus points for their patrol!

CAMPSITE INSPECTION SHEET CAMPOREE 2024

Unit #: _____

CRITERIA**POINTS**

- | | |
|--|--------------------|
| 1. Defined entranceway to campsite | (10 pts max) _____ |
| 2. District Theme Is Evident | _____ |
| 3. Pack/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

CUBOREE ACTIVITIES AND GENERAL SCHEDULE

You can do as much or as little at cuboree as you wish. There will be times for challenges, times for fun and games, times for ceremonies, and time for just relaxing. Here is the general schedule showing the major activities. Final details will be provided at Friday's Leader Meeting and Saturday's Opening Ceremony.

Friday, April 11th 2025

4:00-8:00 Arrival and Check-In
7:00-8:30 Dinner with your pack (if desired)
10:30 Taps, Quiet time

Saturday, April 12th 2025

7:00 Reveille
7:00-8:15 Breakfast and Cleanup with your pack
7:00-8:15 Arrival and Check-In available
8:15-8:30 Flag ceremony /Morning Assembly
9:00-12:00 Cub Scout Activities
12:00-1:00 Lunch and Break
1:00-4:00 Cub Scout Activities
2:00-3:00 District Pinewood Derby
4:00-7:00 Dinner and Break
7:15-7:30 Flag Lowering
7:30-9:00 Campfire/OA Callout/Awards Ceremony/Flag Retirement
9:00-10:30 Check-out and Departure available
10:30 pm Taps, Quiet Time

Sunday, April 13th 2025

7:00 Reveille
7:00-9:00 Breakfast and Cleanup
9:00-9:15 Colors, Announcements, and Closing Ceremony
9:15 Scout's Own Service (at the flag pole)
9:30-12:00 Cleanup (A SCOUT IS CLEAN) /Check-Out/Departure

Cuboree Activities

Cuboree Events Competition:

Country Livin'

Knot Tyin'
Sack Races
Corn Hole
Snipe hunt (scavenger hunt)

Me-Maws Crafts

Scout Law Bead Clip
Homemade fire starters
Pool Noodle Horses
Armpit Fudge
Popsicle Stick Bird Houses

Holler versus Holler (Cubs):

Mountain Dew Run (water relay)
Potty Toss
Obstacle Course
Horse Races

Cub Scouts District Pinewood Derby

Overall winners of your Pack Pinewood Derby are to be registered in advance.

Contact HighlandRim CubScouts@gmail.com to register each winning scout with Scout name, Pack number, den level, Contact information.

Camporee Check-Out Form

Filled out by ☐ youth leaders ☐ adult leaders of

☐ Pack ☐ Troop _____

How many adults _____, youth leaders _____, Scouts _____

After Camporee

1. Camp Site Check-Out

- a. ☐ All unit equipment removed
- b. ☐ All fire areas cleaned up
- c. ☐ All trash taken out of camp
- d. ☐ Water use areas cleaned up
- e. ☐ All campsite equipment (tables, fire rings, logs) replaced where found

2. Office

- ☐ All vehicles removed from camp grounds (except parking lot)
- a. ☐ All payments complete
- b. ☐ Evaluation Forms delivered
- c. ☐ Patches picked up

3. Departure

- a. ☐ All scouts have rides, following BSA standards for safety and youth protection

4. Resource Development

- a. Ideas for next camporee _____
 - b. When should the next camporee be? _____
 - c. Where should the next camporee be? _____
 - d. Would you help on a future camporee? Yes ☐ No ☐
- If you selected Yes please give your name and contact info

5. How can we do better? _____

Camporee Evaluation Form

Filled out by ☐ youth leaders ☐ adult leaders of

☐ Pack ☐ Troop _____

How many adults _____, youth leaders _____, Scouts _____

Before Camporee

1. How did you get the Leader's Guide? ☐ email ☐ scout meeting ☐ Round Table ☐ Website
2. Did the Leader's Guide provide enough information for you to be prepared for the activities and events? ☐ Yes ☐ No
3. Did you use the Leader's Guide to be prepared? (skills learning, bringing equipment)?
☐ Yes ☐ No
4. Your registration: ☐ early signup ☐ late signup ☐ no signup, just came

At Camporee

5. When did you arrive? ☐ Fri. night ☐ Sat. morning
6. When did you leave? ☐ Sat. night ☐ Sun. morning
7. Did the Leader's Guide provide the right information? ☐ Yes ☐ No
8. Did the Leader's Guide provide enough information? ☐ Yes ☐ No
9. Were you prepared for the events and activities? ☐ Yes ☐ No
10. Did you participate in the events and activities? ☐ Yes ☐ No
11. Did you participate in the campfire program? ☐ Yes ☐ No
12. Did you participate in the Scout's Own program? ☐ Yes ☐ No
13. Did you have an opportunity to work as a team? ☐ Yes ☐ No
14. Did you actually work as a team? ☐ Yes ☐ No
15. Did you have fun? ☐ Yes ☐ No

After Camporee

16. Will you use your leadership skills? ☐ Yes ☐ No
17. Will you come to another camporee? ☐ Yes ☐ No
18. Do you like camporees in the ☐ Winter ☐ Spring ☐ Summer ☐ Fall
19. Would you help run a camporee? ☐ No ☐ Yes, my name/phone/email is

20. How can we do better? _____

Directions from Ashland City (17.6 miles):

Head northwest on S Main St/Public Square toward Cumberland St/Turn left onto TN-249 S/TN-49 W/Cumberland St/Turn left onto TN-249 S/Turn right onto TN-249 S/Sams Creek Rd/Turn left onto US-70 E/Turn right onto Thompson Rd/Turn left onto Station Dr/Turn left onto Riverview Dr/Destination will be on the right marked with signage at entrance

Directions from Dickson (23.2 miles)

Head southeast on W College St toward N Main St/Continue onto US-70 E/E Hwy 70/Turn right onto Thompson Rd/Turn left onto Station Dr/Turn left onto Riverview Dr/Destination will be on the right marked with signage at entrance

Directions from Centerville (41.5 miles)

Head northeast on N Public Square toward West End Ave/Continue onto TN-100 E/N Central Ave/Turn left onto S Harpeth Rd/Destination will be on the left marked with signage at entrance

Directions from Waverly (46.9)

Head north on Mill St toward W Wyly St/Turn right at the 1st cross street onto W Wyly St/Turn left at the 1st cross street onto N Church St/Turn right to stay on N Church St/Turn right onto E Commerce St/Turn left onto N Cooley Ave/Spur 13/Turn right onto US-70 E/Hwy 70 E/Turn left onto US-70 E/E Hwy 70/College St/Turn right onto Thompson Rd/Turn left onto Station Dr/Turn left onto Riverview Dr/Destination will be on the right marked with signage at entrance

