

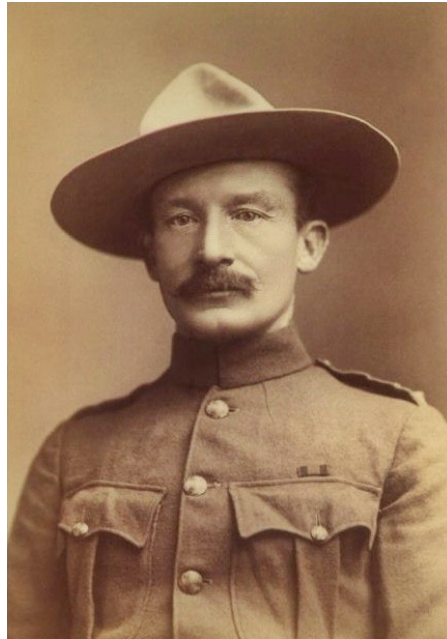
The Relief of Mafeking

A Night Camporee



April 5 - 6, 2025

Camp Perkins



Colonel Robert Baden-Powell

The Siege of Mafeking ("maf'-uh-king") was the most famous British action in the Second Boer War. It took place at the town of Mahikeng (called Mafeking by the British) in South Africa over a period of 217 days, from October 1899 to May 1900, and turned Robert Baden-Powell, who went on to found the Scouting Movement, into a national hero. The relief of Mafeking (the lifting of the siege) was a decisive victory for the British and a crushing defeat for the Boers.

Shortly before the outbreak of the Second Boer War in 1899, Lord Wolseley, Commander-in-Chief of the British Army, who had failed to persuade the British government to send troops to the region, instead sent Colonel (later Lord) Baden-Powell, accompanied by a handful of officers, to the Cape Colony to raise two Regiments of Mounted Rifles from Rhodesia. Their three aims were to: 1) to resist the expected Boer invasion of the Natal Colony (Now KwaZulu-Natal Province); 2) to draw the Boers away from the coasts to facilitate the landing of British troops; and 3) through a demonstrable British presence, deter the local people from siding with the Boers.

The Mafeking forces comprised the Protectorate Regiment of around 500 men, around 200 from the Bechuanaland Rifles and the Cape Police, and a further 300 men from the town. A cadet corps of boys aged 12 to 15, later to be one of the inspirations for the Scouting Movement, was also formed to act as messengers and orderlies. The recruitment of these cadets released men to fight, bringing the total engaged in the military effort to around 2,000. Even though it was supposed to be a "white man's war," Baden-Powell also armed 300 African natives with rifles. They were nicknamed the "Black Watch" and used to guard the perimeter.

On 19 September 1899, work began on building defenses around the 6-mile perimeter of Mafeking with an extensive network of trenches and gun emplacements. On 12 October 1899, President Kruger of the independent Boer South African Republic declared war. That same day, one of the Boers leaders, General Cronje, ordered railway and telegraph lines to be cut. The town was under siege on October 13, 1899. Mafeking was first shelled on 16 October after Baden-Powell ignored Cronje's 9 o'clock deadline to surrender.

While Baden Powell and his men were outnumbered by over 8,000 Boer troops, the garrison withstood the siege for 217 days and defying the predictions of the politicians on both sides. Much of this was attributable to some of the cunning military deceptions instituted by Colonel Baden-Powell.



Registration/Check-in begins Saturday at 1pm

Units will be assigned to a designated camping area to set up camp and prepare their evening meal. A Scout-master and SPL meeting will be held at 4:00 p.m. on Saturday in the Dining Hall. Attendance will be a MUST as important information will be passed out, and if you do not have a representative present, you will miss out.

The camporee events will begin at 7:00 p.m. on Saturday night and end at 3:00 a.m. Sunday morning.

Brunch will be provided to all units at 10:00 AM Sunday morning.

Patrols will go through 9 challenging projects using multiple scout skills.

The Northwest Texas Council FALL CAMPOREE will be operated in conjunction with the spirit of scouting which must be present during the entire course of the event.

The Scout Oath, Law, and Leave No Trace guidelines will be strictly enforced for all participants of the Fall Camporee. Troops and individuals who do not conform to this spirit will be asked to leave the event.

A POSITIVE ATTITUDE IS EXPECTED BY ALL!

REGISTRATION FEE: A fee will be charged to cover the cost of the Fall Camporee supplies, patches, food, and prizes. Fees are to be paid online at <https://scoutingevent.com/587-90277>. This year, Arrows of Light (AOL) are not allowed to participate in any events. (Refer below to information regarding AOL Participation). Please turn in participant medical forms and patrol rosters at least one week in advance (November 1, 2024)

Pre-Registration Fees: (January 1 - March 14, 2025)

- Troops/Crews: \$25.00 per scout/crew/*leader

Late Registration Fees: (March 15 - April 1, 2025)

- Troops/Crews: \$40.00 per scout/crew/*leader

NOTE: **TWO Registered leaders from each unit admitted free of charge.*

Check-in:

CHECK-IN TIMES: Participants (Troops, Crews, and Webelos) will **not** be allowed to arrive or check-in **prior** to 1:00 p.m. on Saturday, as staff will be setting up. Troops/Crews will be assigned to a campsite at check-in.

On-site check-in will close at 3:00 p.m. Upon arrival, an Adult Leader is asked to check-in at the Camp office and provide any registration information that has not been provided prior to the day of the event. All medical forms and Patrol rosters should have been received by November 1st at the Scout Office. Once you have been checked in at the office, the staff will direct you to your campsite and advise you of the location for gear check for the participants. (See the list of participant and patrol gear that is required for this event).

Arrow of Light (AOL) Participation: Due to the nature of the skills required for these events, AOL will not be allowed to participate in the events. However, they will be allowed to camp as long as they are hosted by a Troop or Crew and can camp with that Troop/Crew. They can participate in the Opening on Saturday and Closing of the weekend at Brunch on Sunday.

- Each AOL Den must check in with the Camporee staff upon arrival. There will NOT be a AOL Program at this event.
- Participation in this event satisfies the Arrow of Light requirement of visiting one Scout-oriented outdoor activity.

General Rules:

- **UNIFORMS:** Troops/Crews should arrive and depart in full Field Uniform. The uniform will be required to be worn for the Saturday opening ceremony, and Sunday closing ceremony. Wearing the uniform at appropriate times will be considered in judging for the Camporee Spirit Award.
- Scouts/Crews should dress for Saturday activities in a manner that is appropriate for the activity and the weather (ESPECIALLY THE WEATHER). Remember we live in Texas, so be prepared for any type of weather. This generally means scouting attire appropriate for "Cold Weather." In cold weather, clothing should be layered. Anyone wearing inappropriate clothing (unbecoming symbolism and language, bandanas, cut-offs, etc.) will be asked to change. **"BE PREPARED."**
- Parking will be limited and only be allowed in designated areas. Camping equipment trailers will be allowed to remain in the campsite. Vehicles towing trailers may drive to the campsite and then move to the designated area.
- Troops must plan to remove all garbage from the Camporee area. Please remember to use Leave No Trace Camping techniques as much as possible. **(LEAVE NO TRACE)**
- Safety and fire protection are the responsibility of everyone at the Camporee. **NO GROUND FIRES** will be allowed. (Refer to Fire/Fuels information below for more details regarding restrictions).
- All in attendance should observe quiet hours between 3:30 a.m. and 9:30 a.m.
- Units should plan to arrive at the Camporee in ample time to have their campsites established by 3 p.m.
- **PATCHES** will be available and instructions for obtaining patches will be given at Cracker-barrel. All units will receive their patches on Sunday after check out approval from a Camporee staff member. Additional patches, if available, may be purchased at the scout office the following Monday.
- **SCORING:** The scoring of the events will be handled by each event leader. All scores will be compiled, and sent to a centralized area where patrol totals are logged and totaled.
- **Visitors** (other than registered participants) are welcome at the Camporee. Visitors to a troop campsite must have the permission of the unit leader. Visitors are welcome to attend field events and the Saturday evening campfire, and may bring picnic lunches and supper to the Camporee.

- Any unsafe or improper use of knives, axes, or other tools will result in lowering of the campsite inspection score or dismissal from the event.
- **PATROL SIZE:** For competition purpose, Patrols should be between 4 to 8 Scouts/Crew Members. No more than 8 will be allowed in a patrol for competition.
- Saturday's schedule is designed to allow for maximum participation in program events, with a focus on quality and not quantity. Time to complete all program events will be considered in overall scoring. It is strongly encouraged for Patrols to carry water and snacks. **NO ADULT LEADERS WILL BE ALLOWED ON THE COURSE. NO EXCEPTIONS!**
- **Adult Leadership:** Two registered adult leaders, or one adult and a parent of a participating Scout/Crew Member, one of whom must be at least 21 years of age or older, are required for each Troop/Crew to register and participate. All Guide to Safe Scouting policies and procedures will be adhered to for this event. **ADULTS MUST HAVE THEIR BSA YOUTH PROTECTION CERTIFICATE.**
- Troops/Crews with special needs requiring special facilities should contact the Northwest Texas Council in advance to ensure availability. We will do our best to accommodate your needs.
- **Patrol & Leader Roster:** A Patrol Roster must be turned in with the names of each patrol member/participant and a list of each Adult Leader/Guest planning on attending.
- **Camporee Medic** will be available at the First Aid Office. All participants must provide a copy of their Medical forms (Parts A & B) at the time of registration. These forms must be turned into the office at registration.
- **No Cell Phones** allowed (exception: Adult leaders may use theirs).

WATER: on-site water supply is available in camp. However, attendees should carry/bring their own water supply to the event and should also remember to carry a canteen, camel pack, or water bottle during the event.

Fire/Fuels

NO GROUND FIRES ARE ALLOWED!

Charcoal, propane, or liquid fuel stoves are permitted. Charcoal cooking requires a grill with a lid. Review liquid fuel information in The Guide to Safe Scouting. Only adults are allowed to handle liquid fuels.

Whenever fire is burning in a campsite, an adult must be in attendance to oversee safety measures. Any fire that gets out of hand should immediately and properly be contained, and the incident, no matter how minor, should be reported to Camporee Headquarters.

Further updates on burn bans will be provided upon arrival at camp.

Awards/Prizes

All recognitions presented to Patrols, Troops, and Crews will be based on performance and participation!

Camp Site Inspection: will include the entire campsite. Scoring will be based on cleanliness, organization, and Scout-craft in evidence (this may include camp gadgets, Troop flag/American flag displayed, use of wood and rope in a useful manner, etc.). **INSPECTION WILL TAKE PLACE BEGINNING AT 7 P.M. ON SATURDAY.**

AWARDS/PRIZES Continued:

Spirit Award: A traveling trophy presented by the Camporee Staff to the Troop/Crew that best exemplifies Scout Spirit. Troops/Crews will hold the trophy for one year and will bring it to the next Camporee. The winning Troop/Crew is encouraged to add their troop/crew totem signifying their achievement. Troops/Crews that win the Spirit Award three consecutive times retire the Spirit Award to their unit; in turn, that unit must prepare a replacement Spirit Award and bring it to the next Camporee.

Frozen Armadillo Award: Remember that any Troop/Crew camping during this event; could be eligible for this award if the weather chooses to dip below "freezing" temps. It will be the responsibility of your Troop/Crew to determine if this takes place. (Note: buckets of water can be set outside, and if they are frozen, well, that might be a sign). All rules to receive this award will apply. Please note we are in TEXAS, so it could be 100 degrees that weekend as well. Anything is possible... so BE PREPARED!

CAMPFIRE PROGRAM AND AWARDS CEREMONY

The Sunday Campfire Program and Awards Ceremony is being planned, organized, and emceed by the Camporee Staff for the enjoyment of all participants. Additional information will be provided at the SPL meetings.

DISASTER & EMERGENCY NOTIFICATIONS

- In the event of a natural disaster or emergency, the Rendezvous staff will notify each unit of the circumstances and plans to follow. Professional staff members will be on-site for the event.
- All accidents must be reported as soon as possible to the Rendezvous Chairman or staff.
- In case of an emergency back at home, the following numbers may be used to contact the Camporee Staff on-site at Camp Perkins:

Tim Hunter, Camporee Chairman: (940) 631-2607

Northwest Texas Council: (940) 696-2735

WEATHER

As the old saying goes, "Wait 5 minutes, it will change."

We all know that the weather here in Texas changes from moment to moment. One minute it could be sunny and 95, and the next storming, snowing, and 25. Part of being a scout is to "BE PREPARED"!

With that said...

In the event that the weather here in Wichita Falls and surrounding areas becomes too dangerous for travel, the Camporee will notify the council via Email/Facebook or other means of communication to do our best to notify the group that the event has been rescheduled. We do not want to put our leaders or scouts in harm's way while traveling to an event. The staff will do everything in their power to reschedule the event at a later date (TBD).

SCHEDULE of EVENTS

Saturday, April 5, 2025

- 1:00 p.m. - 3:00 p.m.....Check-in and Campsite Assignment
- 4:00 p.m.....SM/Senior Patrol Leader Meeting @ Dining Hall
- 5:00 p.m. - 6:30 p.m.....Supper in troop camp
- 7:00 p.m.....*Relief of Mafeking starts

Sunday, April 6, 2025

- 3:00 a.m.....Relief of Mafeking ends
- 4:00 a.m.....Lights Out
- 9:30 a.m.....Reveille and Cleanup
- 10:00 a.m.....Brunch at dining hall
- 11:00 a.m.....Church service at dining hall
- 11:45 a.m.....Awards at campfire ring
- 12:00 p.m. - 1:00 p.m.....Pack up gear, break camp, clean up
campsite, checkout, pick up patches, and depart for home

All campsites need to be inspected prior to check-out.

- 1:00 p.m.....All units departed

HAVE A SAFE TRIP HOME!

**-Start time may vary depending on the number of participants/patrols entered. If start time varies from the actual leader's guide, this information will be passed out at the meeting held @ 4:00 p.m.*

The Relief of Mafeking ... A Night Camporee

The camporee events will begin at 7:00 p.m. Saturday night and end at 3:00 a.m. Sunday morning. Brunch will be provided to all units at 10:00 AM Sunday morning. Patrols will go through 9 challenging projects using multiple scout skills.

A list of equipment and rules along with the schedule are below:

Required personal equipment for each boy consists of:

- Scout stave or hiking stick
- Water bottle
- 25 ft. of rope for lashings
- Handkerchief
- Flashlight
- Compass
- Pencil or pen and paper
- Cap or Hat

Required patrol equipment includes:

- Pocket knife
- An accurate watch capable of timing up to 30 minutes
- Wind and waterproof matches
- Backpack for patrol gear
- Fish-line or twine
- Band-aids
- Adhesive tape
- Electrical tape
- A water bottle
- A small covered pot

A draw will determine the patrols' starting order, one by one at intervals of 20 minutes. Start times will be handed out at the Leader meeting.

"Your destination is Mafeking. The heroic defenders of this important outpost of the Empire have their backs to the wall. Unless a flying column can reach them with ammunition, medical supplies, and military intelligence obtained en route, the garrison is doomed!"

For this hazardous mission, each member of every patrol has been selected from among the volunteers for his enterprise, leadership ability, and useful skills. To be successful, each patrol will have to mold itself into an efficient fighting machine that can operate as a unit and make the best use of its members' collective skills.

The patrols will submit to the first inspection, a tally of all personal and patrol equipment worth 10 points. Deduction will be made for each missing or unsatisfactory item.

Patrols will be issued a detailed map of the route, including event locations and other provided equipment. Patrols will not be issued score cards. Each event will have and maintain score cards. Projects 1-8 are worth a maximum of 10 points. Project 9 could add 30 points to the score. As patrols sign in at each project, they re-

TASK/EVENTS:

1. **OBSTACLE COURSE** - Patrols have to cross a swamp filled with dangerous quicksand in order to bypass Boer pickets. A safe route of balance beams, rubber tires, a rope landing net, etc. is set up. Patrols lose a point for each piece of equipment lost.
2. **SEARCHLIGHT GAUNTLET** - The Boers, low on troops, have a break in their besieging cordon at this point, but have covered the gap with three searchlights. Two of the lights make a fixed pattern sweep at regular intervals. The third is aimed at one spot (where the Boers detected noise) and comes on for five seconds at regular intervals. The terrain is relatively open, but offers intermittent cover, and patrols have five minutes to observe and establish the searchlight pattern before they attempt the crossing. They have to cross in 15 minutes. A point is deducted for every man or piece of equipment caught in the open, and no points are awarded if the crossing took longer than the time allowed.
3. **PASS THE MESSAGE** - Two patrol members are established at each of four posts set at 10 to 15 yard intervals around a circle with a diameter of approximately 5 yards. No man can leave the circle, and no man is allowed to shout a message between posts.
 - a. The men at Post A learn that trackers discovered traces of a Boer commando moving towards Mafeking, and established its strength on the basis of 480 pairs of feet. Their duty is to pass the message to Post B.
 - b. The men at the second post, after receiving the message, learn that two-thirds of the enemy forces are on horseback. They have to pass to Post C the strength of the commando in terms of mounted men and men on foot.
 - c. The men at Post C, after receiving the message, learn that a quarter of the men on foot were un armed officer's servants, medics, and trackers. They pass a message to Post D giving the armed strength of the commando.
 - d. When the patrol members at Post D receive this message, they learn that there is one Corporal, one Sergeant, and one Lieutenant for each 30 foot soldiers, and two Corporals, one Sergeant, and one Lieutenant for each 40 cavalymen. They also learn that every armed man had a carbine, except for the Lieutenants, who carried only sabers. Within a time limit of 20 minutes for the total exercise, they have to determine the commando's total firepower (the number of carbines) and report to the intelligence officer at their post.
4. **LEAVE NO TRACE** - Here the patrols meet another gap in the Boer line which, although undefended at night, is thoroughly patrolled at daybreak by a commando with highly experienced Zulu trackers. Any trace left by the passage of the patrol means that they could be overtaken by a mounted enemy force before they reached Mafeking. Using flashlights, the patrol tries to make a 20-minute crossing that avoids traps like unraked patches of sand, piles of stones set in distinct patterns, and trip wires attached to knock-down stacks. Patrols lose a point for each mark they leave, and a point for each minute over 20 they use to cross the gap.
5. **SPIKE THE GUN** - The attacking patrol loses points for each cap or hat snatched by defenders. No points are awarded after 20 minutes or if an attacker removed his own hat or cap to avoid capture.
6. **MAN-EATING TORTOISES** - Patrols cross a part of the veldt notorious for dangerous man-eating tortoises. Fortunately, the man-eaters are slow movers so that the men have two minutes warning of their approach. Fortunately also, the miserable creatures can't climb and can reach no further than two feet above the ground with their beaks. Unfortunately, once the man-eaters tree a victim, the only way to drive them off is with boiling water.

When the patrol hears the warning rattle, they have to move all members at least two feet off the ground and start to boil water. Project leaders (tortoises in disguise) verify the safety of the patrol members. A point is deducted for each dead man. Two points are deducted if the patrol doesn't manage to boil water within 20 minutes of hearing the rattle.

TASK/EVENTS CONTINUED:

7. **FIRST AID** - Patrols are surprised by Boer howitzer fire, and man #3 is hit. The other men administer first aid for a gaping wound on the calf of his right leg and for shrapnel he caught in his stomach. Then, because he was in very bad shape, they improvise a stretcher and VERY GENTLY transport the casualty to a nearby British Forces Hospital (pointed out by staff). Then, before moving on, the patrol receives further instructions for event #8
8. **OBSERVATION** - This is an enemy project. You will observe a table with a Coleman lantern on it. One of the patrol members must elude the defenders and reach the circle without losing his hat or cap. As soon as one member has safely reached the circle, you'll hear a whistle. At this point, all your casualties will revive, and you'll all approach the table. On it, you will find a display of toy soldiers or a picture representing the Boer field force. You'll also be shown the location of the nearest British telegraph office (50-75 yards away) where you will file your intelligence report.

You'll have three minutes to observe the display and get safely to the telegraph office. After three minutes, a whistle will sound and the defenders may once again kill you by snatching your hat or cap, even if you are with in the circle. A man who's killed cannot make a report. Reports shouted with one's dying breath will lose all points! This is considered a desperate sortie. Casualties are expected and will not count against your patrol unless all are killed in the attempt. Points are awarded for information retrieved. There will be 10 items on the table. You'll receive half a point for naming each item, and another half point for a correct answer to a question about each item. The Patrol Leader must decide how many should take a quick peek and hightail it safely to the telegraph office, and who, if anyone, should stay for a longer look and then run the gauntlet to report.

9. **PIONEERING** - In order for the garrison at Mafeking to know help is on its way, the patrol must have a fire beacon at least 3 yards above grade. They have 20 minutes to erect a beacon and devise a remote firing method that allows them to light the thing within 10 or 20 seconds of the firing signal. They will use the equipment they brought with them, and a tin of sand and fuel provided to them on site. They gain a maximum of 15 points for the structure, 5 points for the firing device, and 10 points for organization, ingenuity, and spirit.

And so our patrols relieve Mafeking, but the total success of the venture has yet to be determined. Returning to the starting line, they turn in the materials they were provided.

CAMPSITE INSPECTION SCORE SHEET

TROOP/CREW NUMBER: _____

COOKING AREA

- | | |
|---|------------------------------------|
| _____ (4) Cooking area well established | _____ (4) Food properly stored |
| _____ (4) Table washed/cleaned | _____ (4) Garbage bagged and tied |
| _____ (6) Proper waste water/grease disposal/marked | _____ (4) Drinking water available |
| _____ (4) Pots/pans/utensils clean | |

SLEEPING AREA

- | | |
|--|----------------------------------|
| _____ (8) Patrol/Crew areas identified | _____ (4) Wet items hung to dry |
| _____ (4) Gear in order and stored | _____ (6) Tents properly pitched |
| _____ (4) Tent interiors neat | _____ (4) Bedding made or rolled |

SAFETY and FIRE PROTECTION

- | | |
|--|---------------------------------------|
| _____ (8) Flammables clear of fire | _____ (8) Liquid fuels safely managed |
| _____ (4) Ax yard marked and roped off | _____ (6) Fire properly tendered |
| _____ (6) Wood supply away from fire | _____ (4) Fire area ground cleared |
| _____ (6) All rope/guy lines/clothes lines marked | _____ (10) First aid kit |
| _____ (8) Two fire buckets OR fire extinguisher for each fire/cooking area | |
| _____ (4) Ax yard tools stored | |
| _____ (4) Cooking stoves safely set up | |
| _____ (8) Two fire buckets per tent | |

TROOP SITE

- | | |
|--|--|
| _____ (4) Site arranged orderly | _____ (6) Troop/Crew gateway established |
| _____ (6) Duty roster posted | _____ (2) Registration roster posted |
| _____ (2) Troop/Crew area free of litter | _____ (4) Troop/Crew boundaries marked |
| _____ (2) Ground cover NOT removed except for fire areas | |
| _____ (6) Campsite layout/map posted | |
| _____ (6) U.S. and troop flag properly displayed | _____ (8) Latrine marked and clean |
| _____ (10) No vehicles in camp | _____ (2) Menu posted (troop or patrol) |
| _____ (2) Schedule posted | |

TROOP SCORE:

COOKING AREA (MAX 30 pts): _____
SLEEPING AREA (MAX 30 pts): _____
SAFETY & FIRE (MAX 80 pts): _____
TROOP SITE (MAX 60 pts): _____
TOTAL TROOP/CREW SCORE (Max 200 pts): _____

SCOUTMASTER/CREW ADVISOR CAMPSITE (Extra Points)

SLEEPING AREA (10 pts): _____
SAFETY/CLEANLINESS (10 pts): _____
TOTAL SCOUTMASTER/CREW ADVISOR SCORE (MAX 20 pts): _____

TOTAL OVERALL SCORE: _____

Patrol #2 Name _____

Name (MAX 8 Members)
PL
APL

Patrol #3 Name _____

Name (MAX 8 Members)
PL
APL

Patrol #4 Name _____

Name (MAX 8 Members)
PL
APL

EVENT CRITIQUE FORM

Date: _____

OPTIONAL INFORMATION:

Troop/Crew #:
City:
Sponsor:

Feedback is important to the Camporee Committee as we begin planning for the next Camporee. Please feel free to attach comments on an additional sheet of paper. Please turn this form in at checkout. Thanks in advance.

A. List, in order of priority, the three tasks that your Troop/Crew enjoyed the MOST at this Camporee, starting with "1" being the most enjoyable.

1. _____

2. _____

3. _____

B. List, in order of priority, the three tasks that your Troop/Crew enjoyed the LEAST at this Camporee, starting with "1" being the least enjoyable.

1. _____

2. _____

3. _____

C. What would you like added that did not occur this year or any previous year?

D. Other comments that you would like to share:

Fall Camporee Assessment Form

PLEASE RATE THE FOLLOWING:

Circle the appropriate number on the rating scale or circle N/A for not applicable.

1 = Poor, 2 = Fair, 3 = Satisfactory, 4 = Excellent, 5 = Outstanding

Promotion and Informational Resources

Pre-registration:	1 2 3 4 5	N/A
Leader's Guide:	1 2 3 4 5	N/A
Leaders Meeting:	1 2 3 4 5	N/A

Program Features and Tasks

Obstacle Course:	1 2 3 4 5	N/A
Searchlight Gauntlet:	1 2 3 4 5	N/A
Pass the Message:	1 2 3 4 5	N/A
Leave No Trace:	1 2 3 4 5	N/A
Spike the Gun:	1 2 3 4 5	N/A
Man-Eating Tortoises:	1 2 3 4 5	N/A
First Aid:	1 2 3 4 5	N/A
Observation:	1 2 3 4 5	N/A
Pioneering:	1 2 3 4 5	N/A

Campfire and Awards Ceremony

Format:	1 2 3 4 5	N/A
---------	-----------	-----

Assemblies

Opening ceremony:	1 2 3 4 5	N/A
Retreat:	1 2 3 4 5	N/A
Closing ceremony:	1 2 3 4 5	N/A
Sunday Service:	1 2 3 4 5	N/A

Miscellaneous

On-site registration:	1 2 3 4 5	N/A
Campsite assignment:	1 2 3 4 5	N/A
Fees (value):	1 2 3 4 5	N/A
Facilities:	1 2 3 4 5	N/A
Theme:	1 2 3 4 5	N/A
Patch:	1 2 3 4 5	N/A

OUR GOAL IS TO MAKE THIS A CAMPOREE YOU'LL REMEMBER!!!!