Schedule of Events

Friday: 4 October 2024

13:00 - 17:00	Site Setup								
16:00 - 21:00	Registration & Camp setup								
20:00 - 21:00	Scoutmaster / Senior Patrol Leader Meeting								
22:00	Lights Out								
Saturday: 5 October 2024									
06:00 - 08:00	Personal Hygiene & Breakfast								
08:00	Patrols choose their disability / condition								
08:30	Opening Ceremony								
08:45 - 09:30	Session 1								
09:40 - 10:25	Session 2								
10:35 - 11:20	Session 3								
11:30 - 12:15	Session 4								
12:15 - 13:30	Lunch								
13:30 - 14:15	Session 5								
14:25 - 15:10	Session 6								
15:20 – 16:05	Session 7								
16:15 – 17:30	Session 8								
17:30 - 19:45	Dinner: Cast Iron Chef Competition								
	** Judging will start at 19:00								
19:45 – 21:30	Campfire (lead by the IOLS class)								
	Skits: 1-2 per patrol								
	 Storytelling and Camp Songs 								
	 Patrol Awards 								
22:00	Lights Out								
Sunday: 6 October 2024									
06:00-08:15	Personal Hygiene & Breakfast								
08:15 - 08:30	Services (lead by the IOLS Class)								
08:30 - 12:00	Troop Activities								
11:00	Closing Ceremony								

Diversity, Equity & Inclusion

Scouting America promotes a culture where each youth, volunteer, and employee feels a sense of belonging and builds communities where every person feels respected and valued. Leading by example and encouraging each other to live by the values expressed by the Scout Oath and Scout Law, we welcome families of all backgrounds to help prepare young people to serve as successful members and leaders of our nation's increasingly diverse communities.

1. Fall Camporee Overview

1.1 Camporee Program Events

The Charlemagne District Fall Camporee 2024, the "Differently Abled Awareness Challenge", will be centered around the Disabilities Awareness Merit Badge. All Scouts attending this camporee will be awarded the merit badge.,

Each Scout will be provided a disability challenge starting 08:00 and ending at 17:00, Saturday, 5 October. These challenges will range from lack of sight to paraplegic. This is an individual and team challenge.

1.2 Where and When

The Fall Camporee will be held at Jambville, France from Friday, 4 October, to Sunday, 6 October 2024.

Centre D'activités De Jambville (Jambville Scout Centre) - Scouts Et Guides De France 1 rue des Tilleuls, 78 440 Jambville, France Grid Coordinate: 49.046446, 1.851823

https://jambville.sgdf.fr/

Units should plan on arriving between 16:00 and 21:00 on Friday, 4 October 2024, and departing after the closing activity on Sunday, about 11:00. If your Troop is traveling long distance and would arrive early, or very late, please include a comment to provide Staff HQ with an estimated arrival time in the registration packet.

1.3 Equipment Loan

The American Legion Post BE02 will loan cooking equipment and utensils to those troops / packs who be traveling by public transportation. Please notify the Post prior to the event.

1.4 All Districts Cordially Invited

The Charlemagne District extends our warmest invitation to all Scout Troops, Crews, and Ships within the Transatlantic Council to join us for the Fall Camporee 2024.

1.5 Webelos to Scouts

We encourage Webelos to participate in the Camporee, but only as day visitors. Per BSA guidelines, Webelos are not permitted to spend the night at the camporee. The Webelos Den Leader or other responsible adult should have completed the BSA Leader Specific and Youth Protection training.

1.6 Registration & Fees for Camporee

- \$20 per Youth
- \$20 per Adult

1.7 Adults & Older Scouts

Both Scout youth leaders and Scouters (registered parents with current YPT) are needed to help in running the program to include Camp Program Director, Camp Medic, Transportation Coordinator and Activity Director (Youth OA Volunteer). Staff positions are for Youth aged 16 and older, and Adults. Eagle Scouts are invited to volunteer to serve as the Camporee SPL. Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

As of 2023, all adults staying overnight in connection with a Scouting activity must be currently registered in **an adult fee required position** (A Merit Badge Counselor registration does not count for this new policy) or as an adult program participant.

If you are interested in helping as "Camp Staff," please contact the Camporee Director Joseph Schram.

1.8 Campsite Assignments

Campsite space will be allocated based on the numbers given in the registration email. When arriving at camp please send the Troop SPL with his Patrol Leader(s) to the Staff HQ for Check-In procedures and to get a Camp Staff who will assist with your unit's campsite selection. If your unit is arriving in several groups, please ensure that everyone knows the unit number (for example, "Troop 184") and name of the leader in charge, so they can be directed to the Unit's campsite (see section 4.2).

1.9 Camporee Management

Principal Camporee Staff members are listed below. You can reach them by phone during evening hours.

• Camporee Director Joseph Schram

Asst Camp Director TBDProgram Director TBD

• District Executive / Commissioner Trevor Nitz

Health Officer
 TBD

2. General Camporee Information

2.1 Changes & Cancellations

The Camporee Director and Program Director are the only individuals authorized to change or cancel a scheduled activity. Any necessary changes will be made at the earliest possible time and posted in writing at the Staff HQ. If you have a question on the program, please feel free to come to the Staff HQ at any time or ask a staff member around the site.

2.2 Parking & Access to Campsites

Scouters will park in designated areas. No vehicles are allowed on the grassy areas.

2.3 Food Service

Units are responsible for bringing their own food and means of preparing it. You will need food for Friday (or eat before you arrive), breakfast for Saturday, evening meal for Saturday (Iron Chef competition) and Sunday breakfast and possibly lunch depending on your travel plans.

The American Legion Post FR01 and the VFW Post 605 will be providing the mid-day meal on Saturday. The amount of food is based on the registration.

2.4 Emergency Contact

It is recommended that Units should have access to a cellular phone that can be used as a primary contact for members of that Unit or Camporee Staff to contact in an emergency. The emergency number for the Camporee is +32 0479 17 8539. Please ensure callers know the Unit Number and the Unit Leader's name.

2.5 First Aid

The First Aid station will be set up within the campground and will be marked with a prominent sign.

2.6 Medical Forms

In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission of a parent or guardian are required. This Scouting America Medical Form must be always accessible to the Unit Leader. Scoutmasters must maintain the medical forms in one Unit binder and bring it to the camp to be prepared for emergencies.

2.7 Fire & Ambulance Service

In the unlikely event that fire or ambulance services are needed, send a runner to the Staff HQ immediately so that an emergency call can be placed, and the Camporee Director notified immediately. If the emergency call is placed from a cellular phone within your area, you must still send a runner to the Staff HQ to notify the Camporee Director of the emergency and to arrange for the emergency equipment to be directed to the correct location. 112 is the Emergency number.

2.8 Communication

The Camporee Staff will use cell phones for communications.

3. Patrol Activities

3.1 Patrol Activities

- 1. Seated Volleyball (2 patrols at a time)
- 2. Blind Soccer
- 3. Adaptive Archery
- 4. Barrier Awareness Walk / Accessibility Scavenger Hunt
- 5. Signs, Signals and Codes (American Sign Language & Braille)
- 6. Disability Awareness Activities
- 7. Art Project
- 8. Iron Chef

3.2 Merit Badge Opportunities

The Disabilities Awareness Merit Badge will be earned by all scouts participating in this camporee.

Disabilities Awareness Merit Badge

1. Do the following:

- (a) Define and discuss with your counselor the following disabilities awareness terms: disability, accessibility, adaptation, accommodation, invisible disability, person-first language, and inclusion.
- (b) Explain why proper disability etiquette is important, and how it may differ depending on the specific disability. Give three examples.
- 2. Visit an agency that works with people with physical, mental, emotional, or educational disabilities. Collect and read information about the agency's activities. Learn about opportunities its members have for training, employment, and education. Discuss what you have learned with your counselor.

3. Do TWO of the following:

- (a) Talk with a Scout who has a disability and learn about the Scout's experiences taking part in Scouting activities and earning different merit badges. Discuss what you have learned with your counselor.
- (b) Talk to an individual who has a disability and learn about this person's experiences and the activities in which this person likes to participate. Discuss what you have learned with your counselor.
- (c) Learn how people with disabilities take part in a particular adaptive sport or recreational activity. Discuss what you have learned with your counselor.
- (d) Learn about independent living aids such as service animals, canes, and augmentative communication devices such as captioned telephones and videophones. Discuss with your counselor how people use such aids.
- (e) Plan or participate in an activity that helps others understand what a person with a visible or invisible disability experiences. Discuss what you have learned with your counselor.

4. Do EITHER option A or option B:

Option A. Visit TWO of the following locations and take notes about the accessibility to people with disabilities. In your notes, give examples of five things that could be done to improve upon the site and five things about the site that make it friendly to people with disabilities. Discuss your observations with your counselor.

- (a) Your school
- (b) Your place of worship
- (c) A Scouting event or campsite
- (d) A public exhibit or attraction (such as a theater, museum, or park)

Option B. Visit TWO of the following locations and take notes while observing features and methods that are used to accommodate people with invisible disabilities. While there, ask staff members to explain any accommodation features that may not be obvious. Note anything you think could be done to better accommodate people who have invisible disabilities. Discuss your observations with your counselor.

- (a) Your school
- (b) Your place of worship
- (c) A Scouting event or campsite
- (d) A public exhibit or attraction (such as a theater, museum, or park)
- 5. Explain what advocacy is. Do ONE of the following advocacy activities:
 - (a) Present a counselor-approved disabilities awareness program to a Cub Scout pack or other group. During your presentation, explain and use person-first language.
 - (b) Find out about disabilities awareness education programs in your school or school system or contact a disability advocacy agency. Volunteer with a program or agency for eight hours.
 - (c) Using resources such as disability advocacy agencies, government agencies, the internet (with your parent or guardian's permission), and news magazines, learn about myths and misconceptions that influence the general public's understanding of people with disabilities. List 10 myths and misconceptions about people with disabilities and learn the facts about each myth. Share your list with your counselor, then use it to make a presentation to a Cub Scout pack or other group.
- 6. Make a commitment to your merit badge counselor describing what you will do to show a positive attitude about and toward people with disabilities and to encourage positive attitudes among others. Discuss how your awareness has changed as a result of what you have learned.
- 7. Name five professions that provide services to people with disabilities. Pick one that interests you and find out the education, training, and experience required for this profession. Discuss what you learn with your counselor and tell why this profession interests you.

Signs, Signals, and Codes Merit Badge

- 3. Do the following:
 - (b) Describe what American Sign Language (ASL) is and how it is used today. Spell your first name using American Sign Language. Send or receive a message of six to 10 words using ASL.
- 5. Explain the braille reading technique and how it helps individuals with sight impairment to communicate. Then do the following:
 - (a) Either by sight or by touch, identify the letters of the braille alphabet that spell your name. By sight or touch, decode a braille message at least six words long.
 - (b) Create a message in braille at least six words long, and share this with your counselor.

4. Registration, Check-in, and Check-out Procedures

4.1 Before the Camporee

All units attending should have registered using the email as set out in section 1.4. Please advise the Camporee Director, Joseph Schram, and the District Executive, Trevor Nitz, of any significant changes to these numbers.

4.2 On Arrival

Upon reaching the site, please locate the Staff HQ (pavilion) to confirm your Unit registration and receive your campsite allocation. An adult and the SPL, ASPL should go inside to get a Camp Commissioner who will either lead you to your site or give you directions and a site map. Vehicles will be parked at designated locations near the camping locations. If your group is traveling in multiple vehicles, please make all drivers aware of this procedure.

4.3 Check-out Procedures

Each unit will receive a Check-out and Evaluation form at check-in. During the weekend, please fill out this form so we can gather your feedback. Camp Commissioners will have spare copies of this form. After you have cleaned your campsite, ensuring any new fire pits are restored back to how the ground was found upon arrival, send someone to the Staff HQ to get a Commissioner. When the Commissioner arrives, he/she will inspect your camp and then sign off on the Check-out and Evaluation form. After the closing ceremony Sunday morning, bring your signed form to the Staff HQ. At that time, you will receive ribbons and patches for your unit. All units should plan to depart the camp site no later than 13:00.

4.4 Late Arrival & Early Departure

If a unit is going to arrive or depart at any time other than those scheduled for the camporee, please make the Camporee Director aware of these plans. If your unit intends to leave on Saturday evening, and you have notified the Camporee Director, you may pick up your patches and ribbons after you have totally vacated your campsite and had a commissioner sign the Check-out and Evaluation form.

5. Camping Guidelines

5.1 The Campground

As members of the Scouting America, it is our obligation and responsibility to see that everyone respects and observes rules and regulations in this package and follow guidance provided by the Camporee Staff and Camp Commissioners.

5.2 Natural habitat

No trees, shrubs, or bushes will be cut within the campground or neighboring areas. Do not interfere with the area's wildlife and do not play in the streams or lakes within the campground. Leave No Trace.

5.3 Tent Ditching

There will be no tent ditching or other changes made to the ground contours to improve campsites. Remember that proper pitching of tents does not require ditching. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest. There are no picnic tables in the campground area.

5.4 Ground Fires

Fires will be allowed but only in above-ground, metal fire pits. Leave No Trace principles must be used. It is recommended that units bring their own fire pits, stoves, grills, and fuel for cooking. Charcoal and propane are recommended.

5.5 Use of Liquid Fuel

The safety of our Scouts and Scouters must be the prime consideration in the use of liquid fuels. The use of liquid fuels in lanterns and stoves is acceptable only if:

- 1) A knowledgeable adult provides supervision over the storage, transportation, and usage of the fuel; and
- 2) Scouts have been taught the safe and proper handling and usage of the fuel, stoves, and lanterns.

5.6 Water

Potable water is available at the camp.

5.7 Toilets

Restrooms are available.

5.8 Trash

Every unit should bring a supply of plastic trash bags to securely store their own trash and should plan to bring the trash back home with them. **PACK-IN & PACK-OUT.** There may be no common area trash containers at this camp site.

6. Camporee Rules

6.1 Law of the Camporee

As in all Scouting activities, the Scout Oath, Scout Law, and the Scout Outdoor Code will be the Law of the Camporee. Any individual who does not act as they should, may be putting their unit's future Camporee privileges in jeopardy and putting the privilege of the Charlemagne District to hold camporees at this special location at risk. Units that do not comply with these rules may be asked to leave immediately. Remember to Leave No Trace!

6.2 No Flames in Tents.

Cooking or lighting with open flames of any kind is not allowed in any tent. Electric battery lanterns and flashlights are recommended.

6.3 Proper Uniform

The Scouting America Field Uniform (Scout shirt and Scout Pants/Shorts with proper socks) should be worn for Friday night activities, Saturday Night Campfire and for the Scouts' Own on Sunday Morning. Scouts are encouraged to wear their Unit Activity Uniform for the day's activities. In accordance with Scouting America National Policies, military battle camouflage uniform style clothing should NOT be worn at camp. Rain gear which is camouflaged is allowed, although it is not recommended.

6.4 Discipline

Unit Leaders will be responsible for the behavior of their scouts at all times. Adult leaders who are not helping in the events or watching troop sites, should circulate through the events in which their scouts are participating. Scouts should leave personal radios, portable game devices, and other electronics secured in the cars and not brought into the campground.

6.5 Quiet hours

All activities will be subject to quiet hours and lights out from 22:00 to 06:00. Leaders in each Unit are responsible for enforcing these hours.

6.6 Alcoholic Beverages / Tobacco / Vaping

No alcoholic beverages, tobacco products or vaping of any kind are allowed at the Camporee.

6.7 Firearms

For safety reasons, firearms, pellet guns, BB guns, or slingshots of any kind are not allowed at the Camporee. Adaptive Archery will only be allowed as one of the activities of the event.

6.8 Fireworks

Absolutely no fireworks are permitted.

6.9 Respecting Other Unit's Sites

Everyone should respect other Unit's campsites. Please do not cross through another unit's site, go around. While we encourage Scouts and Scouters to visit other Units, please announce your arrival with a loud "Hello, may I enter your Troop area?" instead of just walking straight into a site. Show others the level of courtesy you would like shown to you. A Scout is Courteous.

6.10 Health and Safety

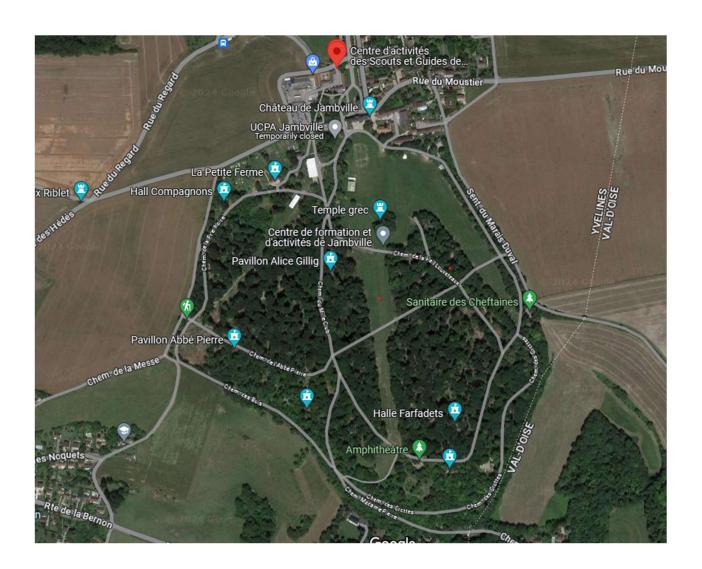
The rules in the preceding paragraphs are for your health and safety. Please follow them and be careful. The Camporee Staff will be alert to safety hazards during the weekend. Please assist in the elimination of hazards or reckless acts as they are observed or brought to your attention.

6.11 Scouting Ambassadors

All scouts and leaders should be aware that the camporee is located on a French Scout Camp and that there may be visitors from many other countries. Scouts will be representing the United States and Scouting America and should act and dress accordingly.

7. Attachments

7.1 Map of Centre D'activités De Jambville



7.2 Awareness Challenge

7.2.1 Matrix

- Each session is 45 minutes
- Afternoon activities will depend on the winners of the seated volleyball challenge
- Schedule is subject to change

	Seated Volleball	Seated Volleball	Outdoor Art	Obstacle Course	American Sign Language	Adaptive Archery	Disability Awareness	Blind Soccer	
08:45-09:30	Patrol 1	Patrol 2	Patrol 3	Patrol 4	Patrol 5	Patrol 6	Patrol 7	Patrol 8	
09:40-10:25	Patrol 3	Patrol 4	Patrol 5	Patrol 6	Patrol 7	Patrol 8	Patrol 1	Patrol 2	
10:35-11:20	Patrol 5	Patrol 6	Patrol 7	Patrol 8	Patrol 1	Patrol 2	Patrol 3	Patrol 4	
11:30-12:15	Patrol 7	Patrol 8	Patrol 1	Patrol 2	Patrol 3	Patrol 4	Patrol 5	Patrol 6	
Lunch 12:15-13:30									
13:30-14:15	Winner Game 1	Winner Game 2	To be determined By winners of seated volleyball						
14:25-15:10	Winner Game 3	Winner Game 4							
15:20-16:05	Semi- Finals	Semi- Finals							
16:45-17:30	Finals	Finals							

7.2.2 Awareness Challenge Rules: (Rules are subject to change)

Seated Volleyball

Patrols will play for 45 minutes

Rules for seated volleyball (sitting volleyball):

- Court and Net: Smaller court (10m x 6m) and lower net (1.15m for men, 1.05m for women).
- Seating Position: Players must maintain contact between their pelvis and the floor at all times.
- Scoring: Best-of-five sets, first to reach 25 points (with at least a 2-point lead) wins the set. If a fifth set is necessary, it is played to 15 points.
- Contacts: Each team is allowed up to three contacts with the ball before returning it to the opposing team's side of the court.
- Winning Points: Points are scored when the ball touches the ground, goes 'out', or opponents fail to return it

Adaptive Archery

2-3 ends of 5 arrows (10-15 arrows)

Rule:

- Team (archer & coach) event
- The archer will be blindfolded. The coach assists in aiming

Blind Soccer

Rules for blind soccer (also known as blind football) include:

- All outfield players wear blindfolds or eyeshades.
- The goalkeeper can be sighted or partially sighted.
- The ball must contain bells or another system to make noise.
- No offside rule.
- Players say "go" to alert others about their position.
- Spectators remain silent until a goal is scored.

Disability Awareness:

Completes the additional requirements of the Disability Awareness Merit Badge that are not included in the other activities.

Signs, Signals and Codes

Communicate using American Sign language and Braille

- Scouts will learn some basic sign language skills
- Receive massage by one means and return message by another

Barrier Awareness Walk / Accessibility Scavenger Hunt

- Scouts will have to maneuver around and through physical barriers, such as logs, trails and artificial structures.
- In addition, a scavenger hunt along the trail will have participants search for items or clues related to accessibility features in their environment, such as obstacles, Braille signage, or accessible areas.
- This game will encourage participants to observe their surroundings with a focus on inclusivity and accessibility.

Art Project:

Have scouts create an art project, in accordance with their disability / limiting condition, that has a theme of "conservation.".

Iron Chef

- Ramen Noodles will be the special ingredient for the cook-off. Five (5) packages of noodles will be provided to each patrol.
- All other ingredients, spices, and herbs will be provided by the individual patrol
- Patrols will work as team to provide an edible and tasty dish
- A panel of judges will use a checklist to award points for taste and presentation.
 - o Standardized to 10-point scale

7.3 Unit Registration Form

TROOP/CREW/SHIP#	
City/Country:	
Scoutmaster name & contact info:	
Assistant Scoutmaster name & contact:	
Senior Patrol Leader (at camp) name:	
Total Number of Scouts camping:	
Total number of Youth tents:	
Total Number of Scouters camping:	
Total number of Adult tents:	
List each Scout name (First & Last name	e):
1.	11.
2.	12.
3.	13.
4.	14.
5.	15.
6.	16.
7.	17.
8.	18.
9.	19.
10.	20.
List of each Adult Name (First & Last na	ame)
1.	
2.	
3.	
4.	
5.	