



SWAMP FOX

CAMPOREE

**MCENTIRE JOINT NATIONAL GUARD
BASE**

INDIAN WATERS COUNCIL

OCTOBER 31ST – NOVEMBER 2ND

2014

Dates: October 31 - November 2, 2014

Location: McEntire Joint National Guard Base
1325 South Carolina Road
Eastover, SC 29044

Cost: \$25.00 and one (1) can of food per person until October 29, 2014
***A late fee of \$5.00 per person will apply starting October 30, 2014**

Registration: Registration will be handled online. See below on how to register online. Registration cut-off is October 29th at midnight. Late fees will be assessed starting October 30, 2014.

Online Registration: Please go to the Council Website, www.indianwaters.org, to find the link to register your unit. See below (items in *italics*) for everything you will need to input online.

- *Unit Number*
- *Names of Youth Participants attending*
- *Names of Adult Participants attending*
- *Scoutmaster's Name / Cub Master's Name*
- *Person in charge of Unit, if Scoutmaster / Cub Master is unable to attend Camporee*
- *Payment in FULL for all your participants can be made online or at Scout Office*

Arrival Time*: Arrival at Camporee Site will be allowed starting at 4pm on Friday. If possible, have your entire group together as this makes things much easier on the Parking Staff. (see Webelos below for other conditions of arrival). **If you must wait to Saturday to arrive, there can be NO Saturday arrivals before 9am. There can be no departures on Saturday between 4pm and 6pm due to the base personnel and Guard Personnel leaving.**

Webelos*: Webelos I and II are eligible to attend the Camporee. Due to this being a Guard Weekend, **no one will be allowed to enter the gates on Saturday prior to 9am** as Guard Personnel will be arriving. It is recommended that Webelos arrive with the Troops on Friday; otherwise, it will be necessary to wait until after 9am Saturday to enter the gates. **There will be no Saturday departures between 4pm and 6pm** due to Guard departures at that time. The Guide to Safe Scouting requires that a parent be in attendance with a Webelos, or another parent may accept responsibility for that Webelos. Unit leaders are responsible to insure this happens.

***No exceptions on arrival or departure times.**

Check-In: At Check-In on Friday evening, your Troop will need to drive in together with the vehicle towing the Unit Trailer in the front. Assigned Campsites, Maps and other paperwork will be given to the Leader towing the Unit Trailer to go ahead into the Campsites area to unload the trailer and return back to the designated parking area. The first vehicle after the one towing the Unit Trailer will be given a copy of the Assigned Campsite and Map and will be directed with the other Troop vehicles to the designated parking area. The rest of the Troop and the Scouts will hike into their assigned campsites from the designated parking area. We will have Security going around and making sure that vehicles unload Unit Trailers and continue to drive out to the designated parking area with rest of Troop.

Tour Permits: Tour Permits are not required by Indian Waters Council for this event.

Adult Leadership: Per BSA Youth Protection guidelines, there must be a minimum of two registered adult leaders and at least 1 leader per 10 youth that must accompany each troop, crew, and post starting from check-in until check-out.

Webelos Dens attending for the weekend must bring no less than a 1:4, adult to Webelos ratio. Webelos Dens must register separately from the Troops, but **MUST** be sponsored by a unit or you can ask to be placed with one. No Webelos is allowed to register by himself; he must be registered or assigned to a Den attending the Camporee. Webelos dens must have separate leadership, Troop leaders cannot double as leaders for the Webelos dens. Dens and Troops must camp separately to comply with BSA guidelines in Guide to Safe Scouting.

Emergency Procedures:

Lost Camper: In the event that a camper cannot be found, please alert the Camporee Staff and/or Director immediately. Everyone in Camp will report to the Arena and assemble by Troop, Crew, Post, or Den. All Scout Leaders will take a head count and report to the Camporee Director. The Staff will then be split up in pairs to search the Camporee Area for the missing Scout(s). Once the Scout(s) has been found, the Lost Camper Search will be called off and all classes/activities will resume as normal.

Severe Weather: In the event that severe weather is to occur at the Camporee Site, all persons will report back to their campsites and get in their tents until the all-clear is given by the Camporee Director.

Alert Sirens: In the event that an Alert Siren is sounded by the Base, please remain calm and continue with activities or sleeping should it happen at night. Alert aircraft will take-off following the siren. Any activity will not apply to the Camporee participants.

Tents: All units must provide their own tents.

Fires: Fires will be allowed only in **Designated Fire Pits** (must be above ground in a fire barrel, no open fires) and must be monitored at all times. Bring your own wood or charcoal, as there is a very limited supply of wood, and remember to LEAVE NO TRACE.

First Aid: All units must have their own first aid equipment in plain view. First Aid kits must be easily accessible. Emergencies and serious first aid incidents must immediately be reported to the Camporee First Aid Officer and the Camporee Program Director. If a call to 911 is necessary, they will be the ones to make the call. The First Aid Officer will have a clearly visible area to treat minor ailments.

The following safety concern exists at the Camporee Site:

- There are fire ants and yellow jackets in the area. Please inform the Camporee First Aid Officer if you have anyone in your unit with severe allergies to bites and stings. Scouts with severe allergies to stings should bring a physician prescribed first aid pen.

Security: The Camporee Staff will provide Security throughout the weekend and other Law Enforcement agencies will provide support as needed.

Base Policies: Vehicle drivers may not use cell phones while driving. You will be ticketed. Seat belts must be worn by all drivers and passengers, you will be ticketed. Alcohol and firearms are prohibited on base. If you are caught with them in your possession, you will be arrested. All firearms are prohibited including demonstration or educational weapons. Carrying a CWP does not allow you to have a firearm on base.

***Scout Leaders, please assist us in keeping Scouts off the static displays at night.**

Vehicles: All vehicles are to be parked in the designated parking area(s). **ONE** designated vehicle will be allowed in the camping area for **UNLOADING** only. This will be a tagged vehicle, with time in and time out, **ONE** per unit. This should be loaded and first in line upon arrival. Due to site limitations it is absolutely of the utmost importance that this be followed, **IF** for some reason your Unit needs a vehicle at the campsite, please contact the Council Camporee Director to make note of that need. Tags will be issued at arrival and turned in at the Friday night leader's cracker-barrel.

Transportation of small amounts of gear and individuals will be provided from the parking area to the main camping area during Friday evening Check-in. No vehicles will be allowed back into the camping area until **AFTER** the Chapel Service Sunday morning.

Unit trailers are allowed in the campsites, but the towing vehicle must be in the parking area. We apologize for this inconvenience, but this must be **strictly** adhered to.

Early Departure: Vehicles will not be allowed back in the camping area until after the final ceremonies and services on Sunday morning. If you must depart early, plan ahead and pack it out to the vehicles. This includes trailer removals; leave them in the parking area if you plan to leave early. Do not plan to leave on Sunday morning prior to 9am as Guard Personnel will be arriving.

Sunday Morning Departures: Due to this being a Guard Weekend, departures prior to 9am will not be permitted by McEntire.

Campsites: Each unit will be assigned campsites based upon the number of registered youth and adults, including Webelos. Campsites will be assigned, in order, as units arrive. Campsites will have markers displayed so that units know which are which. Webelos will be allowed to camp back-to-back with sponsoring Troop. Crews will be given a separate camping area from the troops.

Food: All units are required to cook in campsites for this event. Purchase of food items will not be available at the Camporee.

Water: There is limited access to water at the Camporee Site, please bring as much water for your unit as you can for the **ENTIRE** weekend. Should a Troop run out during the weekend there is **ONE** spigot located at the Camporee Headquarters. Please bring water containers in which to transport the water back to your campsite.

Garbage: Each Troop should have a plan to provide their own trash bags and cans. **NO** trash containers will be provided. Everyone must take their trash with them when they depart. Dumpster near Camporee Headquarters cannot be used for trash. "Pack it in, Pack it out." Everyone must leave his area in better shape than he found it. Each campsite must be inspected by the Camporee Staff prior to the unit's departure.

Sanitation: Port-a-jons will be provided in the main camping area and program areas. Please use the facilities provided and **DO NOT** construct troop latrines. It is recommended that each participant bring a roll of toilet paper for backup or personal use. **BE PREPARED.** Horse-play with the Port-a-jons will not be tolerated.

Gateways: Gateways are encouraged. Please feel free to construct a gateway but McEntire JNGB has advised that there may be buried cable or lines beneath the camping areas. So the digging of holes to build such items is not permitted.

Off-Limits Areas: Ammo bunkers near camping area are off-limits. Berm near Camporee Headquarters is also off-limits. These areas will be marked. No one is to enter tall-grass areas near runways as these are off-limits areas. All portions of the base are off-limits except for the program and camping areas.

Flags: American flags, unit flags and patrol flags are recommended where applicable and should be displayed in the campsite and during the events for recognition.

BSA Policies: All BSA National Safety and Youth Protection policies will be enforced and must be followed by all participating units. These include, but are not limited to the policy on liquid fuels and the policy regarding individuals riding in the open beds of pickup trucks. For more information on BSA policies, please refer to the Guide to Safe Scouting No. 34416.

Questions: All questions concerning the Council Camporee in general should be directed to the

Council Camporee Director: Robert Park at: rpark@sc.rr.com or (803) 413-5255.

Council Camporee Program Director: George Faller at: warm_bagel@yahoo.com or 803-414-7181.

Camporee Staff Advisor: Larry Parrish at: lparrish@bsamail.org or (803) 960-2934.



WEEKEND SCHEDULE

<u>Time</u>	<u>Event</u>	<u>Location</u>
Friday, October 31st		
4:00 - 9:00 PM	Arrival and Check-In Please try to arrive before 9:00 PM	Registration
9:00 - 9:30 PM	Opening of the Swamp Fox Camporee	Stage Area
9:30 - 10:00 PM	Scoutmaster/SPL Meeting and Crackerbarrel	Headquarters
10:00 PM	Taps. All fires out! Quiet time!	Troop Campsites
Saturday, November 1st		
7:00 AM	Reveille	Troop Campsites
7:00 - 8:00 AM	Breakfast and Clean-Up	Troop Campsites
8:15 AM	Flag Raising	Stage Area
9:00 AM - 12:00 PM	Static Displays and Exhibitions	Display Areas
9:00 AM - 12:00 PM	Morning Session of Swamp Fox Competition	Competition Area
12:00 - 1:30 PM	Lunch and Clean-Up	Troop Campsites
1:30 - 4:00 PM	Static Displays and Exhibitions	Display Areas
1:30 - 4:30 PM	Afternoon Session of Swamp Fox Competition	Competition Area
2:00 - 4:00 PM	Campsite Judging	Troop Campsites
2:00 - 4:00 PM	Gateway Judging	Troop Campsites
3:30 - 6:30 PM	Scoutmaster Dutch Oven Cook-Off	Camp Fire Area
5:30 - 7:30 PM	Dinner and Clean-Up	Troop Campsites
7:30 PM	Costume Contest	Stage Area
7:30 - 8:00 PM	Report to Stage Area	
8:00 - 9:30 PM	Closing Program	Stage Area
9:30 PM	Report to Campsites	Troop Campsites
10:00 PM	Taps! All Fires out! Quiet time!	Troop Campsites Troop Campsites
Sunday, November 2nd		
7:00 AM	Reveille	Troop Campsites
7:00 - 8:30 AM	Breakfast and Clean-Up	
8:30 - 8:45 AM	Report to Stage Area	Stage Area
8:45 - 9:00 AM	Assembly (Class A Uniform)	Stage Area
9:00 - 10:30 AM	Chapel Service	Stage Area
9:00 - 10:30 AM	Recognition and Awards Ceremony	Stage Area
9:00 - 10:30 AM	Awarding of Patches and Ribbons	Troop Campsites
10:30 AM - until	Campsite Breakdown, Site Inspection and Checkout	Troop Campsites

2014 Scoutmaster Dutch Oven Cook-off

We would like to welcome you to the Ninth Indian Waters Council Scoutmaster Dutch Oven Cook Off. There will be 2 winners this year, one for meal entry and one for dessert entry. The prize for each winning entry is a new Dutch Oven for their Unit. Instruction as to when and where the cook-off will be held shall be given to each Scout Leader participating at the Friday Evening Leaders Meeting. Recipes should be turned in, with cooking instructions, to the Scout Office with the Dutch Oven Registration Form below no later than October 28, 2014. This will give us time to make sure that those recipes are entered into our Council Dutch Oven Cookbook, to be given to each participant. You may enter both categories.

Rules of the Range:

1. You need to register before the Camporee!
 2. It is limited to two registered adult individuals from the same Troop per entry.
 3. You may enter a "One Pot Meal" and/or Dessert.
 4. Bring your own Dutch Oven, food, ingredients, and utensils.
 5. If you want or need a table, bring it with you.
 6. Bring a copy of the recipe with you to the Cook-off.
 7. Prepare and cook at the designated location.
 8. Entry must be completed in time allowed or will be judged as is.
 9. Charcoal and Hungry Judges will be furnished.
 10. Judging will be on Preparation, Knowledge, Looks, Aroma, Originality, and Taste!!!!
-

(Please detach and staple to your recipe to be mailed to the Scout Office.)

Participant Name: _____

Unit # _____

Assistant Cook: _____

Meal Type (*circle one*): **Breakfast** **Lunch** **Dinner** or **Dessert**

Brief Meal Description:

** Please attach a copy of the recipe to be entered into the competition to this form.*

Mail to: Attention: Dutch Oven Cook-off
Indian Waters Council
Boy Scouts of America
715 Betsy Drive
Columbia, SC 29210

Scouting Competition:

Following is EIGHT activities that are part of the **Swamp Fox Camporee** competition. These events will test your knowledge and abilities. Some you may have done, some may be new, but they show just how much a Patrol has learned in Scouting Skills and Scouting Knowledge. Leadership Skills and Teamwork will come to the front in most of the events. Try to keep each Patrol to a maximum of 8.

Each event will be worth a maximum of 100 points. It is the Patrol's goal to earn as many of the 800 points available as possible. Keep your eyes open for a chance to earn Bonus Points with the Scavenger Hunt.

Patrol Events Include:

1. Fire Building (a Webelos activity is planned)
2. Chariot Race
3. Tomahawks
4. Throwing Knives
5. First Aid (a Webelos activity is planned)
6. Hot Isotope Transport
7. Knot Trail (a Webelos activity is planned)
8. Ring the Liberty Bell
9. Military Knowledge Scavenger Hunt

Special troop wide events:

1. Building-A-Gateway (only 3 places awarded)
2. Campsite Judging (mandatory)
3. Human Foosball (Not Being Judged) Winner announced

Awards will be given to each Patrol (Team) as follows:

- For earning 701 to 800 points = First Place Patrol Ribbon
- For earning 601 to 700 points = Second Place Patrol Ribbon
- For earning 401 to 600 points = Third Place Patrol Ribbon

If the activity is not being used for competition, it will be open for use by any other Patrols.

Fire Building:

Materials: Provided by Camporee Staff: BSA Hot Sparks and matches

Provided by Teams: **Fire materials (must be all natural)

- A. Each patrol has to enter as a team with all members present.
- B. A maximum of two (2) teams at a time.
- C. Each team must provide their own fire building materials (must be all natural)
- D. Two (2) strings will be tied above the fire lay, the first being one foot (1') above the ground and the second being two feet (2') above the ground.
- E. The fire building material must not touch or rise above the first string.
- F. The fire lay is to be cleared completely, by the current team, after each attempt.
- G. Any team using one of the following methods to light the fire will receive time reductions as listed:
 - a. Matches* = no time reduction (matches must be lit one by one)
 - b. BSA Hot Sparks* = 30 seconds time reduction
- H. Each team will receive a score based on the time (less time reductions) taken to burn through both strings.
- I. The fire may not be moved once it has begun.
- J. Timing will begin once the materials are placed under the string and Team Leader says "**GO**".
- K. Only sticks or branches may be added to the fire after the timing has begun.
- L. Timing ends when upper string burns through
- M. The only accepted methods of fire starting will be provided by the Camporee Staff. Accepted devices will be matches and BSA Hot Sparks. The patrol must build fires using a method taught by the BSA in the Scout Handbook or in the Fire Safety Merit Badge pamphlet.
- N. The fire lay area must be cleared completely by the current team before leaving.
- O. Scoring:
 - a. Less than One and ½ (1½) minutes = 100 points
 - b. One and ½ (1½) minutes to Two (2) minutes = 90 points
 - c. Two (2) minutes to Two and ½ (2½) minutes = 80 points
 - d. Two and ½ (2½) minutes to Three (3) minutes = 70 points
 - e. Three (3) minutes to Three and ½ (3½) minutes = 60 points
 - f. Over Four (4) minutes = 50 points
 - g. Any time reductions will be taken at end of timing

*Butane lighters and other fuel-assisted lighting devices are excluded.

Natural Material: **Pine straw and pine cones are not allowed

Non-natural materials will be disqualified

A fire lay is expected to be built

Commercial fire-starting material is not allowed

*****Rules and Scoring are subject to change due to time constraints*****

Chariot Race:

Materials: Provided by Camporee Staff: Poles (three, 6-foot lengths), rope (three, 20-foot lengths), and stopwatches.

- A. Each patrol must enter as a team with all members present.
- B. The object of the competition is to lash three (3) poles together to form a triangle.
- C. One (1) diagonal lashing at the top.
- D. Two (2) square lashings at the bottom. (Lashings will be judged according to the Pioneering Merit Badge book.
- E. After the triangle is complete, one (1) member of the team will ride on the bottom crossbar and three (3) other members will pull him around a designed track of approximately forty (40) yards.
- F. Chariot must remain in contact with the ground the entire race.
- G. Each team will receive a score based on the elapsed time. The elapsed time is calculated from the word “**GO**” issued, at which the lashing will begin, until the team successfully crosses the finish line at the end of the track.
- H. Any incorrect lashing will result in a one (1) minute time penalty per lashing up to a three (3) minute maximum. Incorrect lashing does not have to be retied but penalty will be assessed. **Lashing judging will be at end of race.**
- I. If triangle comes apart, a one (1) minute time penalty will be assessed.
- J. If the rider falls from the triangle, the team must stop and allow the rider to get back on the triangle before continuing.
- K. Scoring:
 - a. Less than Five (5) minutes = 100 points
 - b. Five (5) minutes to Six (6) minutes = 90 points
 - c. Six (6) minutes to Seven (7) minutes = 80 points
 - d. Seven (7) minutes to Eight (8) minutes = 70 points
 - e. Eight (8) minutes to Nine (9) minutes = 60 points
 - f. Nine (9) minutes to Ten (10) minutes = 50 points
 - g. Over Ten (10) minutes = 40 points
 - h. **Penalties will be added to time prior to scoring**

*****Rules and Scoring are subject to change due to time constraints*****

Tomahawks:

Materials: Provided by Camporee Staff

- A. Each patrol must enter two members as a team representing their patrol.
- B. Both members of the team will throw three (3) tomahawks from a paced distance with a minimum of fifteen (15) feet.
- C. Only the highest score of the two team members will be recorded for the team.
- D. No practice will be allowed.

Scoring:

- a. Bull's Eye = 3 points
- b. One ring from center = 2 points
- c. Two rings from center = 1 points
- d. Misses and throws that fail to stick will be recorded as zero.
- e. Safety Etiquette properly followed = 1 point

Note: Scoring points will be multiplied by ten.

*****Rules and Scoring are subject to change due to time constraints*****

Throwing Knives:

Materials: Provided by Camporee Staff

- A. Each patrol must enter two members as a team representing their patrol.
- B. Both members of the team will throw three (3) knives from a paced distance with a minimum of fifteen (15) feet.
- C. Only the highest score of the two team members will be recorded for the team.
- D. No practice will be allowed.

Scoring:

- a. Bull's Eye = 3 points
- b. One ring from center = 2 points
- c. Two rings from center = 1 points
- d. Misses and throws that fail to stick will be recorded as zero.

Note: Scoring points will be multiplied by ten.

*****Rules and Scoring are subject to change due to time constraints*****

First Aid Competition:

Materials:

“Surprise” Scenario

*****Rules and Scoring are subject to change due to time constraints*****

“Hot” Isotope Transport:

Materials: Supplied by Camporee Staff

- A. Each Patrol must enter as a team with all members present.
- B. All members of the team must participate, up to eight (8) maximum
- C. The team must select a Team Leader.
- D. Object of the game is to move a “radioactive” isotope through a course not spilling the “radioactive” material in the quickest time possible.
- A. A board with ropes attached will act as the transport. Sitting on the transport is a container of water (hot isotope) that must be moved to another location without spilling.
- F. The isotope starts out on the ground and ends with it on the ground
- G. The team must figure out how to move the “hot isotope” by touching only the ropes. Members can only use the last two (2) to three (3) feet of the rope, (the end farthest from the isotope).
- H. The team must maneuver through the designated course.
- I. The time will start with all members standing around the isotope at the end of the ropes, ropes on the ground. The Team Leader will yell “**START**” at which point the time will begin. The time will end when the Course is complete and the isotope is sitting on the ground, unspilled, at which point the Team Leader will yell “**STOP**”.
- J. If the isotope spills: a penalty of 1 minute is added to the score and the team must restart with the isotope on the ground from the point of spill and complete the course.
- K. Maximum of ten (10) minutes is allowed
- L. Scoring:
 - a. Ten (10) minutes or more = 40 points
 - b. Nine (9) minutes to Ten (10) minutes = 50 points
 - c. Eight (8) minutes to Nine (9) minutes = 60 points
 - d. Seven (7) minutes to Eight (8) minutes = 70 points
 - e. Six minutes to Seven (7) minutes = 80 points
 - f. Five (5) minutes to Six (6) minutes = 90 points
 - g. Less than Five (5) minutes = 100 points

*****Rules and Scoring are subject to change due to time constraints*****

Knot Trail:

Materials: Provided by Camporee Staff: Rope, stopwatches, box

- A. Each Patrol has to enter as a team with all members present.
- B. One team at a time.
- C. Each team will be given instructions at starting area.
- D. A “GO” command will be given by staff and timing will start.
- E. Each team will be given 2 minutes to proceed to Rope Area, view knots, memorize, and return to start line. (Knots will be numbered 1 – 10)
- F. Each team will be given pen and paper with 10 blanks on which they will list from memory the name of each knot in order from 1 – 10.
- G. The team may earn extra points by identifying “knot-in-a-box”
Thirty (30) second time limit on “knot-in-a-box”.

Scoring:

- a. Each correct answer will score 10 points
- b. Extra 10 points can be earned by correctly guessing “knot-in-a-box”.
- c. Penalty of 10 points will be assessed against score if more than 2 minutes is exceeded from the “GO” signal until team returns to start line.

*****Rules and Scoring are subject to change due to time constraints*****

Ring the Liberty Bell

Materials: Supplied by Camporee Staff: Bell, poles (10-12' long), rope (to lash the poles), stopwatches

Object: Ring a bell hung approximately 12 foot above the ground.

- Rules:**
1. Cannot use any type of equipment
 2. Bell must be rung with your hand
 3. Poles cannot be touched
 4. Ropes cannot be untied
 5. Bell cannot be rung with thrown objects

Scoring: Timed event

- 0 – 20 seconds = 100 points
- 21 – 40 seconds = 80 points
- 41 – 60 seconds = 60 points
- Over 60 seconds = 40 points

*****Rules and Scoring are subject to change due to time constraints*****

Military Knowledge Scavenger Hunt:

Materials: Question sheet, answer sheet

Question Sheet will be handed out at Flag Raising

Build-A-Gateway:

Materials: Supplied by each troop

- A. Must be designed and erected by youth.
- B. No holes may be dug in the ground. Support rods/spikes/tent pegs may be driven no more than 8" into the ground.
- C. Needs to have the units identification incorporated into the design.
- D. Bonus points for incorporating the camporee theme.
- E. If flags are used then proper flag etiquette must be observed.
- F. Needs to be assembled on site using rope lashings. (No nuts, bolts, nails, bungee cords, screws, duct tape, or zip ties, etc.)
- G. Construction must be completed by 2:00 P.M. Saturday
- H. Scoring:
 - Participation score= 50 points
 - Meets rule criteria= 10 points
 - Finished by deadline= 10 points
 - Uniqueness of design= 10 points
 - Proper lashings= 20 points
 - Maximum possible points= 100 points

Judges Decision is Final



WHO: Scoutmasters & Assistant Scoutmasters

WHAT: **Leader Specific**
Training

WHERE: Council Camporee, McEntire Joint National Guard Base

PARTICIPATION IS LIMITED TO COUNCIL CAMPOREE PARTICIPANTS

Check-in is 7:45am at the shelter adjacent to the pond on North Carolina Road.

Should you get lost, please call the Course Director, Halleck Butts, at 803/480-9760

WHEN: **Saturday, 1 November, 2014 0745-1630**

HOW: \$15 Registration in addition to the Camporee fee at www.indianwaters.org

WHY: Course is for adult Boy Scout volunteers interested in enhancing their leader position or smoothing their transition from Webelos to Scouts so they can more effectively deliver the promise of Scouting to their unit. The eight hour class will explore roles & responsibilities, troop organization, safety issues related to effective troop leadership. We will role model that Scouting is a game with a purpose that makes learning fun.

DETAILS: Class is 8:00am-4:30pm. Course fee includes printed materials & Saturday lunch. Bring writing instrument & note pad. A positive attitude is expected & a field uniform (Class A) is required. Should you be unable to register for this event or need to cancel, please contact the Course Director Halleck Butts at training.iwc@gmail.com before Tuesday October 28, 2014.

Friday arrival is mandatory due to Base entrance closed until 9:00am Saturday morning.

Introduction to Outdoor Leader Skills, the follow-up outdoor leader training after Leader Specific, will be offered November 7-9, 2014 at Camp Barstow. Details & registration are available at www.indianwaters.org.



Join Us for Halloween at the Swamp Fox Camporee

Bring Your Best Costume

You Could Win a Prize

Judging will be at 7:30pm on Saturday at the Stage Area

(Keep It Clean)

TROOP SITE EVALUATION

Unit Number _____

Unit Leader _____

Senior Patrol Leader _____

Requirements	Maximum Points	Points Earned	
Camping inside assigned area	10		
Tent arrangement is orderly	10		
Cooking area clean with utensils stored	10		
General neatness of site	10		
Paper and trash stored properly	10		
Troop gear properly stored	10		
No safety hazards in campsite	10		
Fire area neat and meets guidelines of Leader's Guide	10		
American and Troop flags properly displayed	10		
First Aid kit visible and convenient	10		
Total Points Earned			



Drive 5.2 miles, 11 min

Directions from Horse & Garden Ace Hardware to N Carolina Rd

O Horse & Garden Ace Hardware

9641 Garners Ferry Rd, Hopkins, SC 29061

This route has restricted usage or private roads.

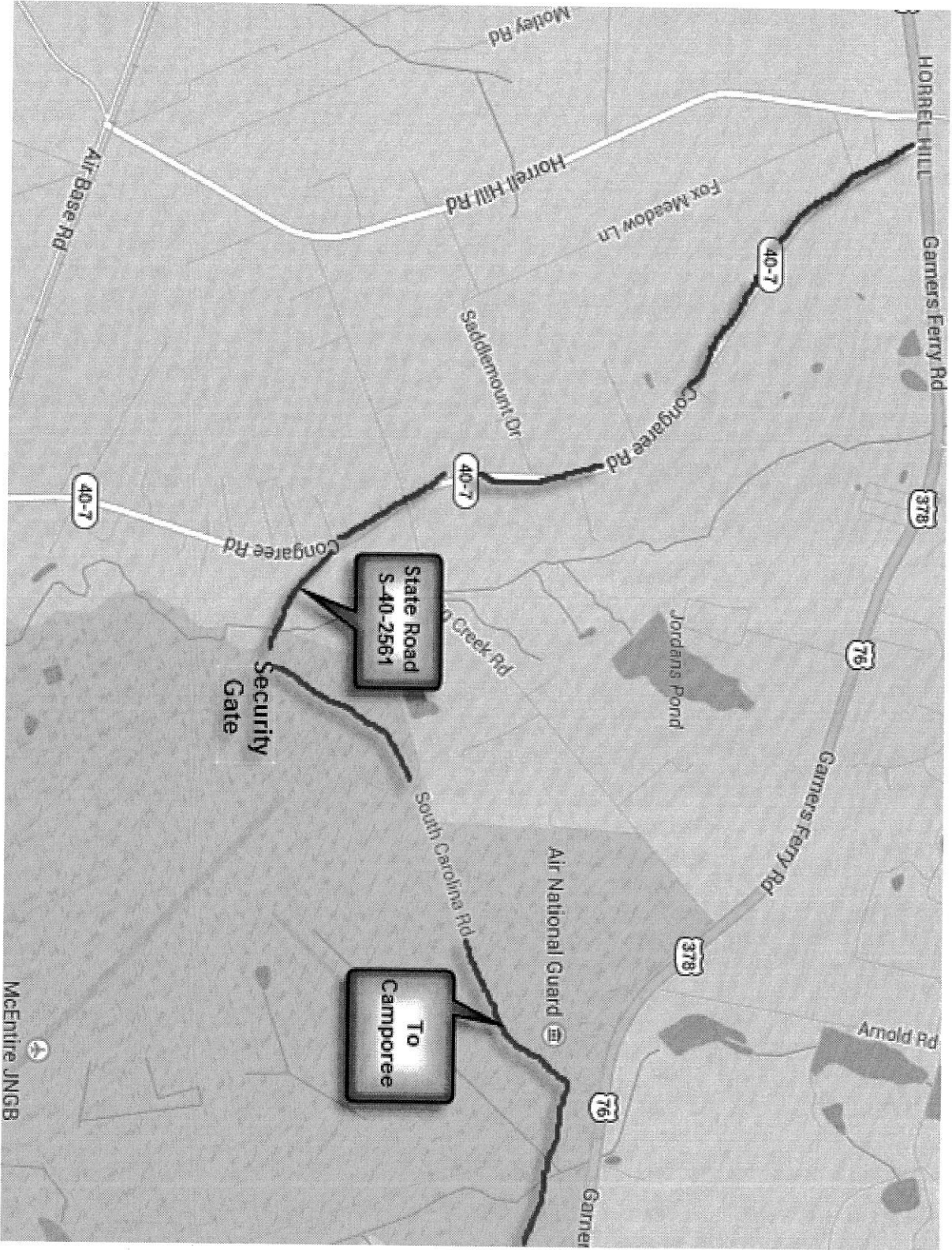
1. Head east on US-76 E toward S-40-86 N/Hammon Rd 0.2 mi
2. Take the 2nd right onto SC-40-769 2.0 mi
3. Slight left onto State Rd S-40-2561 0.4 mi
4. Take the 1st left onto S Carolina Rd 1.4 mi
5. Turn right onto N Carolina Rd 1.3 mi
 Restricted usage road

📍 N Carolina Rd

Eastover, SC 29044

These directions are for planning purposes only. You may find that construction projects, traffic, weather, or other events may cause conditions to differ from the map results, and you should plan your route accordingly. You must obey all signs or notices regarding your route.

Map data ©2014 Google



State Road
S-40-2561

To
Camporee

Security
Gate

Labels on the map include: Air Base Rd, Horrell Hill Rd, Fox Meadow Ln, Saddlemount Cr, Congaree Rd, Jordan's Pond, South Carolina Rd, Air National Guard, Garner's Ferry Rd, Arnold Rd, Horrell Hill, and McEntire JNCB.