2018 Spring Camporee
Hosted by
Needmore, PA Troop 45
May 4-6, 2018

On Behalf of Great Cove District and your Camporee Staff we welcome you to the Mason-Dixon Council Spring Camporee. The Staff have spent many hours to ensure this will be one of the most memorable Scout events yet! During this Camporee you will have the opportunity to compete in the Highland Games and enjoy the great outdoors.

Camporee will be held at:
1325 Old Route 126, Warfordsburg, PA 17267

Points of Contact:
James Fuller, Sr – jfuller@innernet.net, 717-485-3734
Brett Remsburg – m2remsburg@aol.com, 717-294-3382
Weekend Agenda

FRIDAY
5:00 PM - 9:00 PM  Registration, Check-in and Setup
9:00 PM            Scoutmaster / SPL Orientation
9:30 PM            Cracker Barrel for Staff, Scoutmasters, and SPLs
10:30 PM           Lights out
11:00 PM           Taps

SATURDAY
7:00 AM            Reveille
7:00 AM - 8:00 AM  Late Check-in for Units
7:00 AM            Breakfast
8:30 AM            Flag Raising & Opening Ceremony
9:00 AM – 5 pm     Highland Games
12:00-1:00pm       Lunch
5:00 PM – 7:00 PM  Dinner
7:00 PM            CLAN TUG of WAR
8:00 PM            Scouts Chapel Service
9:00 PM            Cracker Barrel for Staff, Scoutmasters, and SPLs
10:00 PM           Lights out

SUNDAY
7:30 AM            Reveille
8:00 AM            Troop Breakfast in Campsites
9:00 AM            Closing Ceremony and Flag Lowering
                                                   Check-out by Staff

Schedule subject to change and notice will be given at Friday evening Cracker Barrel.
Check-in and registration will be from 5:00 PM to 9:00 PM Friday, May 4, and again from 7:00AM to 8:00AM on Saturday, May 5.

Medical Forms: All Scouts and Scouters must have their Part A and B medical forms on file with the unit at the Camporee.

Parking: Parking is available. Equipment will be unloaded in the campsite. One vehicle will be allowed to drop off gear, including one trailer per unit.

Organization: Come organized in advance as patrols/clans.

Emergencies and First Aid: A telephone for emergency use only will be on-site. A first aid station will be located at the Leader Hospitality Pavilion (Large White Tent). All injuries must be reported.

No Ground Fires

Sanitation: There are Porta Johns onsite. There is no water available onsite. Please bring water to meet your needs. As Scouts, this event will encourage self-reliance and we ask that you take out what you bring into camp. Pack out your garbage.

Meals: All meals will be conducted within the unit campsites.

Lost and Found: A lost and found station will be located at the Leader Hospitality Pavilion (Large White Tent).

Departure from the Camporee: When you have picked up your campsite and made it ready for departure, bring your campsite sign to the Leader Hospitality Pavilion. Notification will be given to the check-out team to look over the site.
Camporee Rules

The Scout Oath and Scout Law should be the only necessary rules.

Units can bring their own wood.

No relic hunting.

No fireworks, firearms, or ground fires.

No energy drinks, youth or adult. (These include Monster, Rock Star, Red Bull or any other brand.)

Scoutmasters are expected to maintain control of their Scouts.

All Scouts will respect other Troop/Crew camp areas and will ask permission before wandering in and out of another camp area. No cutting through to reach your site.

All Scouts will wear Class A Uniforms for the Opening, closing and the Chapel Service. No Uniform is required to be worn by Scouts during the games.

No ‘Camouflage’ Uniforms

According to the Rules and Regulations of the Boy Scouts of America (BSA No. 57-492), under "Insignia, Uniforms, and Badges," Clause 4(b) states: "Imitation of United States Army, Navy, Air Force, or Marine Corps uniforms is prohibited, in accordance with the provisions of the organization's Charter."

After the playing of Taps, all Scouts are to be in their camps and quiet.
Mason-Dixon Council 2018 Spring Camporee
May 4 - 6, 2018
Unit Registration Form

Register by April 20, 2018 by going online at www.mdcscouting.org

Unit Number ____________________________________________
Scoutmaster Name: ______________________________________
Scoutmaster Email: ______________________________________
Scoutmaster Phone: ______________________________________

Attending:
Boy Scouts _____ x $14.00 each $ __________
Venture Scouts ___ x $14.00 each $ __________
Adults __________ x $14.00 each $ __________

Total Collected $ __________

No additional unit registrations will be accepted after Friday, April 20, 2018.

We ask that each Unit provide a name of at least one adult member to assist in programs for the day. You can switch, as needed, but coverage will be required throughout the day at your assigned event. Units of 25 or more participants should provide the names of two adults to assist in programs.

1st Leaders Name: ________________________________
Phone: ________________________________
Email: ________________________________

2nd Leaders Name: ________________________________
Phone: ________________________________
Email: ________________________________
Unit Roster
2018 Spring Camporee
May 4-6, 2018
Unit #____________

<table>
<thead>
<tr>
<th>Name</th>
<th>Adult / Youth</th>
<th>Position / Age</th>
<th>Patrol Name</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Patrol Flag Competition – 30 Points

Each patrol from the troop will submit a flag for judging. Flags will be judged on the following criteria:

- **Originality of design**
  The flag can be made of any shape (circle, rectangle, diamond, square, etc).
  
  Size limit of 12 square feet.
  
  Must incorporate the theme of the Camporee.
  
  Must be attached to a staff or pole that’s less than or equal to 6’ to 8’ tall.

- **Suitability:**
  The flag is to go wherever the patrol goes. It must be easily carried.

- **Workmanship:**
  The flag must be hand made by the boys. No sheet metal.

**Scoring**

<table>
<thead>
<tr>
<th>Flag Area</th>
<th>Max Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag submission for judging</td>
<td>5</td>
</tr>
<tr>
<td>Flag must be within size limits (12 square feet)</td>
<td>5</td>
</tr>
<tr>
<td>Patrol name/emblem and troop number</td>
<td>5</td>
</tr>
<tr>
<td>Mounted on a 6 to 8 ft pole suitable for carrying</td>
<td>5</td>
</tr>
<tr>
<td>Decorated pole (paint, beads, ribbons)</td>
<td>5</td>
</tr>
<tr>
<td>Originality of design and incorporation of Camporee theme</td>
<td>5</td>
</tr>
</tbody>
</table>

**Judging**

The patrol flag should be carried with the patrol to the morning events and then **turned in for judging by 12:00 pm (noon)** at the Camporee Staff Area. Flags can be picked up at the beginning of the afternoon activities.
Highland Games

Highland Games is the featured event at the Council Camporee in 2018.

EVENTS

Turning the Caber. A caber is a 16-20 foot long pole that is tossed end-over-end. The object is to balance the Caber (pole) vertically over your head, run forward and toss it so that it flips end over end and lands vertically. We use a lighter variant of the 90 to 120 pound logs the Scots use but it’s fun just the same!

[Image of caber tossing]

Farmer’s Walk. In the farmer’s walk, the each competitor picks up two weights, each weighing up to 150 pounds and walks around a series of pylons. We’ll go a little light on the weight: you’ll use hay bales, bulky but not nearly as heavy. Each Scout in the Clan/Patrol will complete the walk and a total score added by time. You get the idea…

[Image of farmer’s walk]

**The Fell Race.** The fell race gets its name from the hills of Northern England where it originated. It’s a non-traditional endurance test of running and cross-country skills over rough terrain. This cross country race typically features several natural and man-made barriers. Time ends when the last member of the Clan/Patrol crosses the finish line.

**Tossing the Wellie.** Legend has it that this originated when Scottish husbands wore their muddy boots in the house. In retaliation, the wives threw the boots back at the husbands as they ran from the house to avoid the wives' wrath. This game is all about distance and staying between the lines.
Hammer Throw. Now using professional Scottish hammers! Another throw for distance event.

CARIN Building: A cairn is a human-made pile (or stack) of stones. The word cairn comes from the Scottish Gaelic: càrn. Each Clan/Patrol will have a set number of stones to pile. Height will be measured for score.

Cairns are used as trail markers in many parts of the world.

Kim's Game The game develops a person's capacity to observe and remember details. The name is derived from Rudyard Kipling's 1901 novel *Kim*, in which the hero, Kim, plays the game during his training as a spy. Each Clan/Patrol will be asked to draw all of the object that they can find in a set time.

Log Drag: Scout will tie the timber hitch and then drag the log a set distance for time.

All members of the Patrol/Clan will participate in the event and the scores averaged or added together to get a Patrol/Clan score.