

York District 2016 Fall Camporee

York District Fall Camporee Guide

York Challenge

September 30 – October 2

Unit Roster

Sept 30 – Oct 2, 2016@ Camp Conley Clark

Troop/Crew # _____

Scout's Name	Age	Adult Leaders' Name	Cell Phone #
1. _____		1. _____	
2. _____		2. _____	
3. _____		3. _____	
4. _____		4. _____	
5. _____		5. _____	
6. _____		6. _____	
7. _____		7. _____	
8. _____		8. _____	
9. _____		9. _____	
10. _____		10. _____	
11. _____		11. _____	
12. _____		12. _____	
13. _____			
14. _____			
15. _____			
16. _____			
17. _____			
18. _____			
19. _____			
20. _____			
21. _____			
22. _____			
23. _____			
24. _____			
25. _____			

We are accepting registrations at the
September Roundtable (Sept. 8).
All payments are due by September 28th.
Please mail payments to:

Attn: Morgan Hawkins
Palmetto Council BSA
420 South Church St.
Spartanburg, S.C. 29306

*Please write Fall Camporee on the check.

of scouts _____ x \$10 = \$ _____
of leaders _____ x \$10 = \$ _____
Total Fees due = \$ _____

Schedule

Friday 9/30/16

Troop Check-In	4:00 - 8:00 PM	Registration
Shotgun Instruction Class	8:00 - 9:00 PM	First Aid Station
SPL meeting	9:00 - 9:30 PM	First Aid Station
(every unit must be represented: sign- up for games, schedules handed out here)		
Taps	11:00 PM	Campsites

Saturday 10/1/16

Reveille	6:30 AM	
*Flag Raising	7:00 - 7:15 PM	Flagpole
Breakfast, Troop Time, Lunch	7:15 - 12:00 PM	Campsites
Games	12:00 - 4:00 PM	Field
Free Time/Dessert Cookoff	4:00 - 5:00 PM	Field/Cookoff setup at SPL meeting
Dinner	5:00 - 7:00 PM	Campsites
SPL meeting (turn in skits and songs)	7:00 - 7:30 PM	First Aid Station
Campfire Program/Awards	8:00 PM	Campfire
Taps	11:00 PM	Campsites

Sunday 10/2/16

Reveille	7:00 AM	
Breakfast	7:00 - 8:30 AM	Campsites
*Flag Ceremony	8:45 - 9:00 AM	Flagpole
*Chapel and Closing	9:00 - 9:30 AM	Flagpole
Cleanup and Checkout	10:00 - 12:00 PM	Campsites

*OFFICIAL BOY SCOUT UNIFORM

All units will follow the guide to safe Scouting

Knot-Tying Relay

- a. Each team will consist of 6 Scouts. In relay fashion, each Scout will be asked to tie a different knot by the Judge
- b. The team will not know which knot each member will tie
- c. The six knots are: Square Knot
Bowline
Sheetbend
Taut-Line Hitch
Clove Hitch
Two Half Hitches

Each member must tie the designated knot correctly before the next team member will be allowed to advance to tie his knot.

The team with the fastest time correctly tying all six knots will be the winner.

Materials Needed:

One 8-10 foot pole approximately 4 feet off the ground for tying
Designated starting line
4 painters, one per team
Boy Scout Handbook for knot verification
Stop watch

Chariot Race

- a. Each team consists of 7 scouts
- b. The object is to lash three poles together to form a triangle
- c. One diagonal lashing at the top, and two square lashings at the bottom. [Lashings must be correctly tied and will be judged].
- d. After the triangle is complete, one scout will ride on the bottom crossbar and three scouts will pull him to the finish line.
- e. The winning team will complete the competition in the shortest time from the word "GO" until crossing the finish line.
Incorrect lashings will result in one minute penalty per lashing.
- f. Chariot must remain in contact with the ground during the entire race and intact at the finish line.

Materials Needed per team:

Three six foot wood poles between two and three inches diameter, three approximately 20 foot lengths of rope, finish line designation.

At least two stop watches, and the Pioneering Merit Badge Book for lashings.

Please have enough for four teams per round robin

Tent Pitching

- f. Each team will consist of three Scouts
- g. At the word "GO" each team will advance to properly and completely pitch the tent.
- h. The time will stop when the team shouts "STOP"
- i. The team with the fastest time will be the winner
- j. The tent must be properly pitched
- k. Each team will re-pack the tent completely for the next round.

Materials Needed:

Four identical tents complete with all materials need

Stop watch

Designated starting line

Fire Building

- a. Each team consists of 4 to 7 scouts
- b. There will be two strings to burn, one a foot above the ground, the other two feet above the ground. The fire building materials must not touch or rise above the first string.
- c. Each team will start behind the designated starting point.
- d. The fire may not be moved once the competition begins. No additional materials or fire starting devices such as matches or butane lighters may be added once the competition begins. Only the materials provided to each team are allowed.
- e. The winner will be the team that burns both strings in the shortest amount of time.
- f. The fire area is to be cleared completely by each team at the completion in preparation on the next round robin participants.

Materials Needed:

Flint and steel or wooden matches enough for four teams at a time.

Fire starting materials

Stop watch

Four sets of metal steaks at least three feet out of the ground with one and two foot markings, and enough sting for the competition.

If matches are used, only one match at a time may be lit

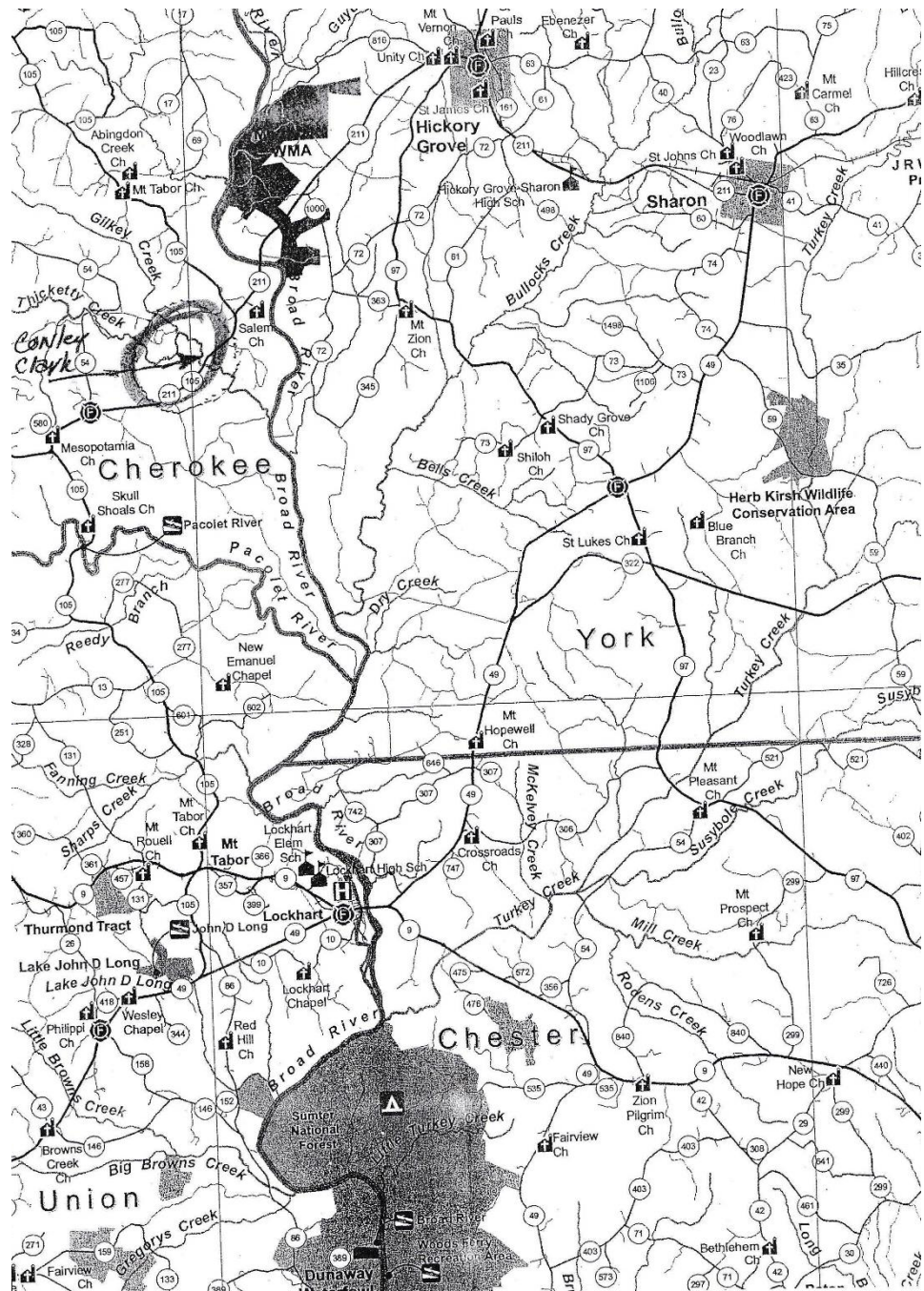
Boy Scout Campsite Inspections

This will be an overall troop award. However, each patrol within your troop will receive equal points that will go to their scorecards. Troops will have from the time they arrive at their campsites until Saturday noon, when the events start to get their campsites ready for inspection. Inspections will take place at random after lunch and before dinner. Make sure everything is completed by noon. Below are the criteria that each troop will be judged upon:

Troop 1st aid kit easily visible and ready for use	20 pts	
Discrete areas for dining, cooking, and washing	5 pts	
Duty roster(s) and menu(s) on display	5 pts	
Garbage bag(s) properly hung and used	10 pts	
Cover for dining facilities properly hung and utilized as intended	5 pts	
Camp Gadget(s)	10 pts	
Natural Camp cover except campfire area	10 pts	
Food and fuel(s) properly stored	5 pts	
Fire(s) only in fire rings	10 pts	
Fires – burning and attended, or cold out	10 pts	
Water and shovel at fire ring(s) (within 10 ft.)	10 pts	
All wood cutting tools properly stored or properly stored in ax yard	10 pts	
Scout Patrol tents neatly arranged in separate areas	10 pts	
Patrol Flag for each patrol	5 pts	
All personal gear and troop equipment properly stored	10 pts	
Each item not properly stored	- 2 pts	
Campsite Policed	10 pts	
Each trash and food debris found	- 2 pts	
Overall Appearance	30 pts	
Total Campsite Inspection	175 pts	
<i>Bonus pts</i>		
Tents arranged, in lines, with patrols on a grid work pattern	10 pts	
Name stake at front door, on each scout's side, of the tent for identification	10 pts	
All personal gear (clothes and bedding) neatly stored <u>inside</u> the tent (all tents for pts)	30 pts	
Troop gateway	30 pts	
Gateway doorbell, that works, located where visible	5 pts	
Total Inspection Points Possible - with bonus points .	260 pts	

Conley Clarke Property

The Conley Clarke Property is available for use by Troops or Districts for camping trips or camporees. The property contains approximately 450 acres, a pond, open fields, the Clarke's personal residence, and a lot of beautiful wooded natural areas. It is bordered on the north side by Thickety Creek. There is limited open space for group camping. It is probably best used by groups of 50-100 people, but can accommodate many more. The wooded areas could hold many small individual tents. There are some hikeable trails through the property. It would also make a good camping area for a wilderness trip.



Directions: From Highway 9 near Lockhart, turn onto Highway 105 going toward Gaffney. The Clarke's house is 1.4 miles north, on the right (1192 Hickory Grove Rd) From Gaffney, take 105 south.

For use, reservations can be made through the Council office.