



Troop 349

George Mason District Camporee

Fall 2012

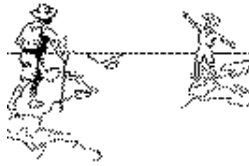
Ashburn, VA



Theme: Pumpkin Chuckin'

October 5-7, 2012

**Deadline for permission slip & payment:
Tues, September 25**



B. PROGRAM OVERVIEW

There will be two levels of competitions: Troop and Patrol. Awards are presented at the Closing Ceremony on Sunday.

B1. CAMPOREE PROGRAM SCHEDULE: See Appendix B.

B2. TROOP COMPETITION

Troops will compete for Honor Troop and two runner-up positions in three events: gateway design, campsite, and cooking competition.

B2.1. Gateway Design (10 points)

Troops will use **pioneering and lashing skills** to construct a troop campsite gateway. Judging will take place around lunch time on Saturday.

B2.2. Campsite (10 points)

Troops will be evaluated on their camp area layout, neatness, safety, etc. Judging will take place around lunch time on Saturday.

B2.3. Cooking Competition (10 points)

Troops will prepare at camp a dish with **pumpkin as an ingredient** to enter in the cooking competition. The dish may be an appetizer, a main dish, or a dessert. Troops will deliver their dishes to the Staff HQ by 6:30 pm on Saturday for judging. If desired, troops can enter more than one dish in the competition, allowing patrols to participate.

B3. PATROL COMPETITION

Patrols of 3-8 Scouts will compete in different patrol categories based on their skill levels.

B3.1. Patrol Category:

Patrols will compete against each other based on their level of experience.

Junior Patrol = No more than one Scout above First Class

Mixed Patrol = Patrols that do not fit the Junior or Senior Patrol description

Senior Patrol = No more than two Scouts (except Webelos) below First Class

B3.2. Patrol Competition Events:

Patrols will compete in five events: trebuchet competition, useful camp gadgets, pumpkin carving, campfire song or skit, and "The Case of the Missing Pumpkin."



B3.2.1. Trebuchet Competition (25 points)

Objective: Using pioneering and lashing skills, SCOUTS design and build a trebuchet to hurl a small pumpkin a long distance. (Adult leaders, note the emphasis on “SCOUTS”.)

Size of Trebuchet: Note the maximum height from pivot axle to ground for different Patrol categories.

Junior Patrol: 3 feet

Mixed Patrol: 4.5 feet

Senior Patrol: 6 feet

Regulations and Construction Rules were emailed to Scoutmasters in February 2012 and published on the George Mason District website:

<http://gmdistrictscouting.org/2012/02/fall-2012-camporee-trebuchet-competition/>

The same PDF is included in this overview. See Appendix A

B3.2.2. Useful Camp Gadgets (10 points)

Each patrol will set up useful camp gadgets for their camping area. These gadgets will be evaluated for their creativity, functionality and design. Judging will take place Saturday afternoon. Please do not bring gadgets already assembled. The objective is for the patrols to build and assemble gadgets on site.

B3.2.3. Pumpkin Carving (10 points)

Each patrol will bring a pumpkin and carve it at camp to enter this competition. Patrols will deliver the carved pumpkins to Staff HQ by 6:30 pm on Saturday for judging.

B3.2.4. Campfire Song or Skit (10 points)

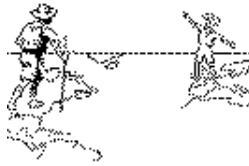
The Saturday night campfire is a chance for the camp to sit back and enjoy some light-hearted entertainment from fellow campers and end the day on a high note. Everyone looks forward to seeing the wonderful and diverse talents of our Scouts. To enter this competition, a patrol should prepare a song or skit. Feel free to practice your song or skit ahead of time. Props and costumes are welcome. Sign up at Staff HQ on Saturday before 1pm to allow the Staff to plan the order for the campfire.

B3.2.5. The Case of the Missing Pumpkin (10 points)

Rules of engagement for this event will be announced Friday evening at the SM and SPL briefing. Scouts are advised to learn and practice their knots and lashings to succeed in this event.

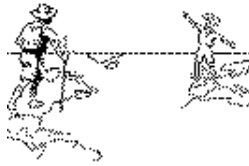
B4. MERIT BADGES

Troops are encouraged to take advantage of the training and preparation for this camporee to complete requirements for merit badges such as Pioneering and Engineering. If you are a Merit Badge Counselor willing to help Scouts with merit badge requirements, please let the Staff know at check-in on Friday.



B5. TOMAHAWK THROWING

Scouts enjoyed the “Tomahawk Throwing” event at the 2011 Camporee and requested it again for the 2012 Camporee. The “Tomahawk Throwing” station will be open on Saturday morning only. Slots to participate as a patrol are limited. Patrols must sign up at check-in on Friday. Regrettably, Webelos Scouts are not allowed to participate in “Tomahawk Throwing”, per Guide to Safe Scouting. Note that “Tomahawk Throwing” is **not** a scored event.



Appendix A: Trebuchet Competition

Objective: Using pioneering and lashing skills, **SCOUTS** design and build a trebuchet to hurl a small pumpkin a long distance. (Adult leaders: note the emphasis on “SCOUTS”.)

Patrol Category: Patrols will compete against each other based on their skill level and experience.

1. Junior Patrol = No more than one Scout above First Class
 2. Mixed Patrol = Patrols that do not fit description of Junior or Senior Patrol
 3. Senior Patrol = No more than two Scouts (except Webelos) below First Class
- * Note that Webelos Scouts are guests of a troop and will participate as part of a patrol.*

Size of Trebuchet: Note the maximum height from pivot axle to ground for different Patrol categories.

1. Junior Patrol 3 feet
2. Mixed Patrol 4.5 feet
3. Senior Patrol 6 feet

Trebuchet Construction: Please do not seek loopholes; embrace the intent.

1. Trebuchets may be designed, built and tested prior to the Camporee, but they must arrive at the Camporee completely disassembled and then be reassembled at the designated launching area.
2. Construction materials must be natural logs and limbs. NO store-bought milled dimensional lumber may be used. Lashings hold better on natural materials than on smooth lumber.
3. Log connections and joints are limited to lashings with rope, cord, or string, mortise and tenon joints, or wooden pegs.
4. Trebuchet counter-balance weights and attachment hardware may use materials other than logs and limbs, such as rocks or sand. Don't use Scouts as a dead weight device.
5. The device that holds or cradles the pumpkin may be of materials other than logs, limbs, or rope, such as a sack, net or basket.
6. Trebuchets must have remote triggers operated from at least six feet away. The triggering device can be made of metal. Metal attachment hardware will be allowed. (You know, like some kind of gizmo bolted to the log.)
7. For safety reasons, metal pivot axles are **ALLOWED**; however, metal or plastic bearings at the ends of the axles are **NOT ALLOWED**.
8. All equipment and materials **MUST** be removed from the site upon departure. You bring it in, you take it out. Leave No Trace.
9. Judges reserve the right to reject any trebuchet that is not in the spirit of pioneering and Scouting.

Safety Requirements:

1. **ALL PARTICIPANTS MUST FOLLOW INSTRUCTIONS OF THE SAFETY STAFF. NO EXCEPTIONS.**
2. Safety Staff may inspect trebuchet materials prior to, during, or at final assembly.
3. Safety Staff will do a safety check of all trebuchets before launching.
4. Anything deemed unsafe by the Safety Staff must be corrected before the launch.
5. All trebuchets must stand alone. Weights and stakes are allowed and encouraged to secure the trebuchets for safety.
6. All trebuchets must have a safety device to prevent accidental launching.



7. All trebuchets must be operated remotely from at least six feet away.
8. Pre-competition testing of the trebuchet may be done only during the assigned time in the designated hurling range area, and under the command and authority of the Safety Staff.
9. Use good judgment - Clear the area and stand clear when firing.
10. Be alert - There's no tellin' where the pumpkin's gonna go. Nobody wants to get hit with a hurling limb or a flying pumpkin. That's gonna hurt! BE SAFE!!!

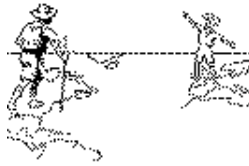
Judging Considerations:

1. ALL DECISIONS BY THE JUDGES ARE FINAL. No whining! A SCOUT IS CHEERFUL!
2. The object to be hurled will be a small pumpkin sized somewhere between a softball and a volleyball. Judges will select a pumpkin randomly for each patrol to hurl. No two pumpkins are alike, so no complaining.
3. The Camporee will provide five pumpkins for launching. Each patrol will have an opportunity for two test hurls and three official competition hurls. Do not modify the pumpkins in any way.
4. This is a distance competition. The longest distance of the three official hurls will be the final distance score for the Patrol. See *Scoring Guide* below.
5. Each patrol must display at the front of their trebuchet a sign identifying their patrol name, troop number, and the name of their trebuchet. Judges may award extra points to patrols for presentation and enthusiasm. Those who proudly name their trebuchet and promote their device with additional signage, chants, songs or costumes will be rewarded.
6. Judges may award extra points for laughter and GOOD SPORTSMANSHIP like cheers of encouragement and celebrations for the other patrols (even if they blow you away). Be happy! It's supposed to be fun.
7. A SCOUT IS KIND. Don't paint the face of the judges or your Scoutmasters on the pumpkins.
8. Patrols must clean up their pumpkin messes and any other messes as directed by the judges.

***Note to Adult Leaders: Remember that this is a boy-led competition. Be concerned for their safety, but let the scouts do the design and work within the boundaries and intent of the rules.*

Scoring Guide: The Program Director has the right to adjust scoring as necessary.

1. Teamwork/Webelos 5 points
2. Sportsmanship 5 points
3. Trebuchet Design 5 points
4. Pioneering & Lashing Skills 5 points
5. Distance 5 points



Appendix B: Camporee Schedule (Tentative)

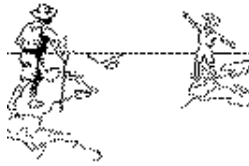
GEORGE MASON DISTRICT FALL 2012 CAMPOREE

Friday October 5th

5:30 pm	Arrive at American Legion. Class A uniform required for travel. Please have eaten dinner prior to arrival or bring something that doesn't require cooking once at camp.
6:00 pm	Depart American Legion
7:00 pm	Arrival, registration of units/patrols, set up camp
8:45 pm	Leaders Meeting: SPLs and SMs (Staff HQ)
9:30 pm	Cracker Barrel – Order of the Arrow Members
10:30 pm	Taps: Secure camp, lights out, and camp quiet

Saturday October 6th

6:30 am	Reveille
6:30-8:00 am	Breakfast and Clean-Up
8:00-8:30 am	Opening Ceremony, Post Colors
9 am to noon	Trebuchet set up; assemble camp gadgets
10 am to noon	Tomahawk Throwing (optional event)
Noon-1:00 pm	Lunch
1:00-4:00 pm	Gateway and Campsite Judging
4:00 pm	Conduct trebuchet competition Complete trebuchet competition 40' King Arthur Trebuchet Demonstration Troop 177, Egg Harbor Township, NJ
5:00 pm	Retreat, Colors Ceremony, (Color Guard Only) Camp Gadgets Judging
5:15 pm	Religious Services in Campground
5:00-7:30 pm	Dinner
6:30 pm	Pumpkin Carving Judging Cooking Competition Judging Patrol Leaders turn in Patrol Score Sheets
7:30 pm	Assemble at Flagpole
7:45-9:00 pm	Camporee Campfire
9:00 pm	Return from Campfire
9:30 pm	Senior Patrol Leaders Meeting (Staff HQ)

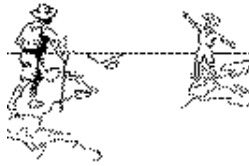


10:30 pm **Order of the Arrow Brotherhood Ceremony**
Taps: Secure camp, lights out and camp quiet

Sunday October 7th

6:30 am	Reveille
6:30-8:00 am	Breakfast and Clean-Up
8:00 am	Colors Ceremony (Color Guard Only)
8:00-9:00 am	Camp Sites Clean-Up
9:00 am	Closing Ceremony & Presentation of Awards
9:30 am	Formal End of Camporee
12 noon	Checkout Deadline

Program times are tentative. Changes will be announced at leaders meetings.



Directions:

NOTE: This is **NOT** The Claude Moore Park at Sterling, or The Claude Moore Farm in McLean.

From 495 Beltway- Outbound on toll side of Dulles Access Road – to the end. Just after you cross Rt 28, there is another toll booth as you enter the “Greenway”. (same road, different name) Continue past the toll booth to exit 6, Ashburn. At the stop sign, turn left onto Ryan Rd. You will go back over the Greenway and turn left at the first chance, just after crossing over the Greenway. Travel a couple hundred yards, then the road curves to the right. Shortly after this you will see the gate on the left. Pass through the gate and continue on the dirt road. Once on the dirt road, inside the gate, turn right at the fork in the road, and you should find us at a small picnic shelter and parking lot, a half mile or so inside the gate.

Address:

Claude Moore Outdoor Education Center:
Old Ryan Road at The Dulles Greenway, Ashburn, Va.

Phone: Cell Phone for Dave Carlson – 703-663-1171

Website: <http://gmdistrictscouting.org/2012/08/program-overview-george-mason-district-fall-2012-camporee-2>

UNTIL OUR NEXT ADVENTURE



