

**Gemstone District  
Spring Camporee 2024**



**April 12– 14, 2024**

**Blake Farms**

**1819 W Memorial Hwy, Union Grove, NC 28689**

Presented by the Order of the Arrow  
Nv Ya O Sa Ni Chapter  
Gemstone District, Piedmont Council, BSA  
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# Pirates of the Gemstone District

## 2024 Spring Camporee

### **Introduction:**

Ahoy, Me Hearties! Welcome to the Gemstone District Spring Camporee! We are excited to have you join us! This year Scouts from all over Iredell County will gather together to compete with each other, meet new friends, and show their Scout Spirit! In this guide, you will find everything you need to know about how to be successful at this year's Camporee!

### **Location:**

This year's Camporee will be hosted at Blake Farms Campground:

1819 West Memorial Hwy, Union Grove, NC

\*No Seating Available - Bring your own Chair\*

### **Registration:**

The cost per attendee will be \$15. Please let us know as soon as possible how many Scouts you will be bringing so we can budget and plan accordingly.

### **\*Staff:**

We ask each Unit to provide at least one youth to help staff Saturday's activities. A Unit must provide a staff member to qualify for the grand champion award (see award details). Youth staff do not need to be Order of the Arrow members to participate.

### **Webelo Scouts:**

Webelos will have their own camping area unless they plan to camp with the Troop. Webelos who camp with the Troop MUST camp with all Girl Troops or all Boy Troops respectively. Webelos will participate in all designated Saturday events run by the staff.

### **Parking:**

Parking will be available in designated areas only. Scouts and gear may be dropped off at campsites, but we ask that only your troop trailer remain in the campsite. If special needs are required, please let us know in advance so we can plan accordingly.

### **Medical Consent Forms:**

Unit Leaders MUST bring medical consent forms (Parts A, B1, & B2) for all participating Scouts. Scouts without medical forms will not be allowed to participate.

### **Clothing/Uniforms:**

Full Scout Uniform (Class A) is *encouraged* to be worn during evening Flag Ceremonies, and Scouts Own Sunday morning. Scouts should wear modest appropriate activity uniforms at any other time (no sleeveless shirts, extreme shorts, etc). Costuming is encouraged but please maintain modesty. No weapons, real, simulated, or otherwise will be permitted.

### **Garbage – Please take it with you:**

To mitigate costs for additional onsite garbage bins, we ask that each Unit take their garbage with them when they leave the campground. Take this opportunity to review First Class Requirement 9c. and evaluate ways to reduce the amount of garbage your Unit produces.

**Trading Post:**

For those who are hungry, the OA Trading Post will be open during non-mealtime hours and will sell basic necessities for the enjoyment of the Scouts such as: assorted candy, snacks, and drinks. There will also be a hot dog station on Friday night during the movie. All proceeds will go to the Gemstone District Order of the Arrow.

**\*Campsites:**

Each Unit will have a designated area to set up camp in the open field. Because Units will be camping in close proximity, please be respectful of each other's space. Do not allow Scouts to go into another Unit's camp without permission. Do your best to organize your campsite in an orderly manner. Campsites will be evaluated based on the campsite inspection form (see campsite inspection form). The purpose of the campsite evaluation is to help teach Scouts the value of having a clean, neat, and safe campsite. Each Unit is encouraged to integrate the theme into their campsite. Also, incorporating the theme into your menu will help your Unit gain additional campsite inspection points (see award details).

**Order of the Arrow Candidate Callout:**

During the Saturday evening Campfire Program, the Order of the Arrow will recognize those Scouts that have been elected as candidates into the Order. Please let us know if your Troop has selected a candidate(s) to be inducted into the Order of the Arrow(see callout signup sheet).

**Adult Leader IOLS Training:**

The Gemstone District Committee will offer 'Introduction to Outdoor Leader Skills' (IOLS) training for any adults who have not already taken this required Adult Leader training.

## **Award Details:**

**First Class Rank Recognition:**

A Camporee tradition of the Gemstone District is to recognize Scouts that have recently earned the First Class Rank. Please let us know if you have a Scout that has earned the First Class Rank since the last Camporee so they can be recognized for their hard work (see signup sheet).

**First Mate(Patrol Event Ribbons)**

Blue, Red, and White Ribbons will be awarded to each Patrol who earn performance points during the Saturday afternoon Skills Events. Awards will be based on the accumulated points earned during all events participated in. Patrols that do not participate in an event will get a total of "0" for that event thus reducing their overall score and affecting the Troop's Grand Champion progress. (Blue = 100-85 Red = 84-70 White > 70)

**Ship Shape(Unit Campsite Inspection)**

Staff will inspect the campsites and rate the unit based on appearance, unit organization, etc. (see campsite inspection sheet). However, extra points will be given to those Troops that turn their traditional Campsite into a site reminiscent of the theme. Troops will receive a ribbon based on Blue, Red, and White scale. However, Staff will select and recognize one Troop they feel has the best overall organized and creatively themed campsite.

**Captain's Choice(Unit Scout Spirit)**

Awarded to a Troop the Staff felt showed the most Scout Spirit while embodying the Camporee Theme. The Staff will be monitoring how members of the Troop interact with others and take note of Troop member participation in events.

### **Coffer of Pirate's Booty**(Unit Grand Champion)

The ultimate prize presented at this year's Camporee will be received by a Unit who totals the most points earned in all areas of competition. This includes participation in Friday's Opening Event, Saturday evening campfires, and Saturday afternoon competitions. (Items with a "\*" in this guide explain more detail).

#### **Must participate in the following:**

Unit Participation:

- Friday Night Activity
- Saturday Night Campfire program
- Youth Staff Member

Calculated Points:

- Patrol Events (Troop Total Average)
- Campsite Evaluation (Troop Total Accumulate)

### **Crew Cooking Challenge**(Troop Cook-off)

Leaders or Scouts who are up to the challenge may compete in this year's Troop Cook-off. Troops may use any method of cooking, as long as it is done at camp without using pre-made foods. Entries will be evaluated based on a creative name, originality, presentation, and, of course, taste (see signup sheet). Traditionally an Adult Only event; however, due to the overwhelming requests for scouts to participate, we have allowed Scouts to also submit entries. That being said, please make sure Scouts don't miss out on other events or neglect their patrol duties to compete in the cookoff challenge.

### **Pirate Ship Parade:** (Cart Construction)

Each troop is encouraged to build their version of a Pirate Ship. Each ship MUST be identified with its own unique Pirate Flag distinguishing it from other pirates. The Ship will be used during general assemblies and at the parade before Saturday's evening campfire program. Troops may also enter their ship in the Man-O-Warship battle (see Saturday events). Designs can be a brand new construction, a reused camporee cart, a simple radio flyer wagon with decorations, or a cardboard box carried by scouts -whatever the Scouts can imagine. Be creative! If your ship is designed to pull a passenger, please use caution in its construction. Awards will be presented to Troops with the most creative flag design and who the Staff feels has the best representation of a Pirate Ship.

### **Camporee Rules**

- NO RUNNING. Scouts should not run around camp except during qualifying supervised events.
- HAVE A BUDDY AT ALL TIMES. Be aware you are in a public place and stay safe.
- WATCH FOR CARS. Stay out of the road as much as possible.
- KEEP BATHROOMS CLEAN. Report any issues to staff immediately.
- NO GROUND FIRES dug in or directly on the ground. Use above ground fireplaces only.
- NO THROWING FOOTBALLS. Conduct sporting activities in designated areas, not in campsites.
- WEAR APPROPRIATE CLOTHING. No sleeveless shirts, extreme shorts, or open toed shoes.
- DO NOT GO TO RV SIDE OF PARK. Stay on the Scouts Only side.
- DO NOT ENTER OTHER CAMPSITES without permission from troop leaders.
- DO NOT VANDALIZE OR ENTER PRIVATE PROPERTY (including buildings).
- DO NOT BREAK THE LAW in any way. Violators will be prosecuted.

**Gemstone District  
2024Spring Camporee  
Schedule of Events**

**Friday**

7:00 – Arrive | Campsite Setup

**8:00 – 10:00 Opening Camp Event:Movie | Night Navigation**

9:30 – 10:30 Registration

10:00 SPL & Scout Leader | Staff Meeting

10:30 Taps | Lights Out

**Saturday**

7:00 – 9:00 Breakfast at Campsite

**9:00 – 9:15 Morning Assembly**

9:15 – 11:45 Patrol Training | Staff Setup

11:45 Pirate Ship Challenge

12:00 – 1:30 Lunch at Campsite

**1:30 – 5:00 Afternoon Events**

3:00 Campsite Inspections

5:00 – 6:00 Free Time | Fishing

6:00 – 8:00 Dinner at Campsite | Boucanier's Boucan Cookoff at Captain's Quarters

**8:00 – 9:30 Evening Assembly | Parade | Campfire | OA Callout**

9:30 – 10:00 OA & Staff Cracker Barrel (Wear Sash)

10:30 Taps | Lights Out

**Sunday**

7:00 – 9:00 Breakfast at Campsite

**9:00 – Morning Assembly | Scouts Own | Awards**

## Events Guide

*The following information gives details about the events taking place at this year's Camporee. Events are subject to change based on interest and staffing resources.*

*In order to minimize un-scout-like behavior, all staff members have been notified to remove points from a patrol for each instance of swearing, misbehavior, lying, cheating, and other violations of the Scout Law. Please note that bribing Staff members will not be allowed at this event.*

### Friday Evening

(choose 1 of the following to count for Grand Champion:)

#### **\*Movie Night!**

After setting up your campsite Friday night, get ready to enter the World of Pirates. Join us for a Hollywood interpretation of a Pirate's Life.

#### **\*Night Navigation**

Learn to read the stars just as the pirates of old did as they navigated the world's oceans. Join our sea captain as he tells tales and begins your journey on earning the astronomy merit badge - weather permitting.

### Saturday

#### **Skill Training:**

Join us Saturday morning for valuable resource training on Scout skills such as knot-tying, lashings, compass work, and more!

#### **Talk Like a Pirate:**

Join our special guests of the Iredell County Amateur Radio Operators. Learn techniques and components of radio operation. I bet pirates wish they had these back in their day!

#### **Man-O-War Ship Battle**(Pirate Ship Challenge)

Prepare your ship for battle! Each crew will consist of up to 4 swash-buckling Buccaneers, one captain and three crew members. Each crew will be given a series of tasks to complete as they sail the seven seas in search of treasure. Be the first to complete the tasks and find the treasure. However, be mindful that other pirates also seek the treasure and will do anything to get it before you.

#### **\*Campfire Program** (Evening)

The Staff will plan and conduct Saturday night's Campfire program. Your Unit is encouraged to perform in the campfire program (see signup sheet). Staff will be asking Units to perform skits, songs, or take part in other ways to make the Campfire memorable and fun. Participation is required to qualify for the Grand Champion Award (see award details).

#### **Boucaniers' Boucanee Cookoff Challenge** (All Day - Submit before Campfire)

Early rugged adventurers who settled the Caribbean sustained themselves by hunting wild pigs. Learning from the natives, they were taught how to smoke the meat on raised grilling frames called 'Boucan'. Soon these settlers became famous for their cured meat which was a very sustainable food for long voyages. Throughout the world these cooks became known as 'Boucaniers', or as we pronounce it today, Buccaneer. The Spanish would call this cooking process 'Barbacoa', or as we say- Barbeque. When war broke out between the Spanish, these cooks began to engage in Piracy which encompassed every part of the Caribbean. So, join us in experiencing how the Buccaneer's lived before they turned to a life of piracy, by cooking your own barbeque dish and sharing it with the crew in the Captain's Galley. Units may provide their own ingredients and submit their masterpieces to be judged (see signup sheet).

### **\*Patrol Events (Afternoon Activity)**

*Each Patrol that completes all Challenges (both Skills and Physical) will receive the presidential award of completion.*

### **SKILLS CHALLENGE**

*These events are scored by the Staff and must be completed to count toward Unit Awards. These events are selected from requirements needed for Tenderfoot through First Class.*

#### **Timed Challenge Score = 1 point each + time multiplier(may not be repeated)**

##### **Fire in the Hole**(Fire Building – Second Class 2a, 2b, 2c)

Properly build a fire lay using the resources provided. Light the fire using a single match or fire starter to break a string 16" high.

##### **Run a Shot Across the Bow** (Lashings – First Class 3a, 3b, 3c, 3d)

Demonstrate how to construct a tripod 'cannon' and demonstrate your accuracy by shooting a target.

##### **X Marks the Spot** (Compass – Course Second Class 3a)

Orient the provided Pirate Map to determine each bearing. Use the map scale and measure the distances between the waypoints. Travel the bearing while measuring the distance. Repeat until you locate the treasure!

##### **Arrr me Eye!**(First Aid – First Class 7a, 7b)

Show how to bandage those injuries a Pirate would suffer from the most, i.e. eye, arm, and ankle. Demonstrate how to transport them using a two-handed carry.

##### **Flying Dutchman**(Identify Parts of a Boat – First Class 6b, 6c, 6d)

Identify the parts of a boat and prepare to take a safe trip afloat. Be able to demonstrate proper body placement in a Pirate Ship.

##### **Hoist the Mainsail** (Knot Tying – Tenderfoot 3a, 3b, 3c)

Using a square knot, two half-hitches, and taught line hitch, show how to secure a pole to three anchors to mast your mainsail.

##### **Man Overboard!** (Water Rescue – Second Class 5c)

Know how to perform a water rescue. Properly show that you can throw a line and recover a victim.

##### **Loading Up**(Pack for a Campout – Tenderfoot 1a)

Select the appropriate items you will need on an "overnight" voyage. Make sure to also select the "10 Essential" Pirate items.

## PHYSICAL CHALLENGE

*These events are for fun and intended to keep Scouts entertained while waiting for Skills Events. Each event receives one point each time event is completed. May be repeated.*

### **Physical Challenge Score = 1 point each (may be repeated)**

#### **All Hand Hoy! (Volleyball)**

Enjoy a classic game of volleyball on the coast. Keep an eye out for buried treasure!

#### **Swab the Decks! (Mini Golf)**

Practice swabbing the decks by swinging a mini-golf club.

#### **Blunderbuss (Slingshot)**

Take aim and fire.

#### **Landlubber (Gaga Ball)**

Use your sea legs to outlast your opponents in the ring of battle.

#### **Escape Davy Jones' Locker (Escape Room)**

Use your cunning Pirate wit to escape the clutches of Davy Jones' Locker.

#### **Peg Leg Plunder (Kuub)**

Knock down your foes by aiming for their peg legs.

#### **Buccaneer (Axe Throw)**

Throw some axes to improve your hand-*aye* coordination!

#### **Jacob's Ladder (Rope Climb)**

Practice your rope climbing abilities.



# Campsite Inspection Form:

## 2024 Camporee Campsite Inspection Sheet

Unit No: \_\_\_\_\_

Inspected By: \_\_\_\_\_

Description	Points	
	Possible	Earned
<b>Appearance</b>		
Camp Area Clean and Orderly	10	_____
Tents in Formation	10	_____
Personal Gear Not Visible	10	_____
<b>Equipment</b>		
Troop Identification (Flag)	5	_____
Duty Rosters	5	_____
Menus	5	_____
Patrol Identification	5	_____
Trash Can / Bag	5	_____
<b>Fire Safety</b>		
Fire Pit / Gas Appliances Clear of Combustible Materials	5	_____
Water Bucket / Fire Extinguisher	5	_____
<b>Organization</b>		
Food Stored Properly	5	_____
Safety Aware (stakes / tethers marked, etc.)	5	_____
First Aid Station	5	_____
<b>Emphasis on Theme</b>		
Theme is Evident in Decorations	5	_____
Creativity / Imagination	5	_____
Originality	5	_____
Menus Relate to Theme	5	_____
<b>Total Points</b>		<b>100</b> _____
<b>Bonus Points</b>		_____
<b>Total Including Bonus</b>		_____

RWB = 100-90    Blue = 89-80    Red = 79-70    White > 70

**Comments:**

# 2024 Gemstone District Camporee

## Registration Form

UnitNo: \_\_\_\_\_

Scouts @ \$15.00: \_\_\_\_\_

SM: \_\_\_\_\_

Adults @ \$15.00: \_\_\_\_\_

SPL: \_\_\_\_\_

Total \$: \_\_\_\_\_

Patrol	
1.	5.
2.	6.
3.	7.
4.	8.

Patrol	
1.	5.
2.	6.
3.	7.
4.	8.

Patrol	
1.	5.
2.	6.
3.	7.
4.	8.

Patrol	
1.	5.
2.	6.
3.	7.
4.	8.

Leaders	
1.	5.
2.	6.
3.	7.
4.	8.

Staff	
1.	5.
2.	6.

**Campfire Program Signup Sheet:**

Unit No: \_\_\_\_\_

Name of Skit/Song/Other: \_\_\_\_\_

Names of Individuals Participating:

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**Troop Cook-off Signup Sheet:**

Unit No: \_\_\_\_\_

Name of Dish: \_\_\_\_\_

Cooks: \_\_\_\_\_

Ingredients:

**First Class Recognition Signup Sheet:**  
(Scouts that have earned First Class Rank since last Camporee)

Unit No: \_\_\_\_\_

Names of Individuals to be Recognized:

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**Order of the Arrow Calling Out Signup Sheet:**

Troop must have had an OA Unit Election.

Unit No: \_\_\_\_\_

Names of Individuals Elected to Be Called Out: