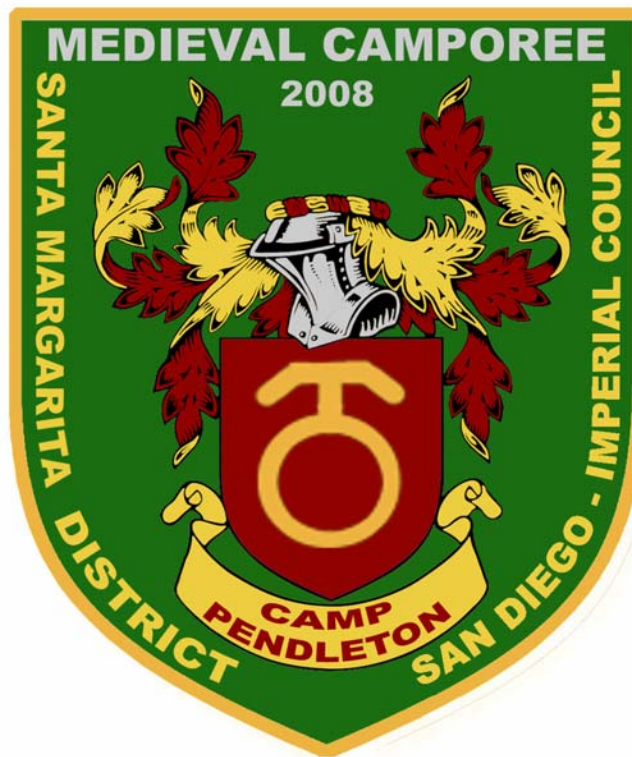


**Santa Margarita District
Medieval Camporee
April 4-6, 2008**



**Camp Margarita
USMC Base Camp Pendleton**

Version 5
Updated 1/11/08

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Camporee Staff

Co-Chair:	Larry McCann
Co-Chair:	John Hoffman
Co-Chair:	Mark Witzel
Staff Advisor:	Vic Enchelmayer
Awards:	Marcus Sneed
Campfire Program:	Ivan Hicks
Registration/Check-in:	Gail DeWeese Mac McAndrew
Trading Post:	Mac McAndrew Wes Scarbrough
Health & Safety:	Steve Saylor
Sheriff:	Al DeWeese
Staff Chefs:	Tom Anderson Ted Theodor
Staff:	Dave Hendron Dave Gorham Crew 722 Amanda Rigby

Camporee Introduction

This year we are trying something a little different. In an effort to balance scout skills with tons of fun we have adopted a medieval theme for Camporee. After the morning colors and uniform inspection Scouts and Scouters are encouraged to embrace the theme and wear clothing of the era, (NO WEAPONS). The Middle Ages are commonly dated from the 5th century fall of the Western Roman Empire until the end of the 15th century. We will be focusing on the time of Robin Hood and the Three Musketeers.

After the patrol events conclude at noon, our Renaissance Faire will begin. The faire will take place in the baseball field behind the campfire ring. This where we will hold the afternoon troop activities. There will be taverns and shops where faire goers might purchase food and goods for a fair but modest price. Entertainers will be mingling amongst the crowds and demonstrations of period skills will be taking place throughout.

After a short break, (4:30-6:00) all will gather at the fire ring for a feast. Everyone will receive dinner and then be entertained by a medieval re-enactment group. After the campfire and Order of the Arrow Call Out, campers can enjoy the movie, The Three Musketeers.

Check-In Procedure

1. As you enter Camp Margarita identify what unit you are with to the Camporee Staff and they will direct you to your campsite location.
 2. After the campsite is located, Troops may unload quickly and remove vehicles to an appropriate parking lot. **NO VEHICLE MAY BE LEFT IN THE CAMPSITE!**
 3. Have ONE ADULT come to registration with:

• With all the money (or receipt for registration fees)	15 points
• Copy of the Guide to Safe Scouting	10 points
• Completed tour permit	10 points
• Unit roster, listing all adults and scouts	15 points
- Total 50 points

General Information

Dates:	April 4-6, 2008
Check-in:	No earlier than 4:00 PM on Friday, April 4 th , 2008
Campsites:	Campsites will be assigned by the number of campers pre-registered.
Tour Permit:	Required for each unit
Parking:	Parking in designated areas only. No vehicles in campsites!
SPL/Leader Meeting:	There will be a mandatory leader meeting Friday night at 10:00P.M.. Units will receive last minute instructions and reminders. Units in attendance will receive 5 bonus points
Scout Uniform:	Class A uniform for morning colors and inspection.
Rules:	All Scouting regulations will prevail
Fires:	<u>NO CAMP FIRES!</u>
Water:	Available at water spigots near campfire ring. Washing dishes at spigots is prohibited.
Equipment:	Bring necessary equipment for camping and events. (Check the Events List section).
First Aid:	Provided by the Camporee in the First Aid lodge
Trash:	Dumpsters will be available
KYBOS:	Provided throughout the camp
Visitors:	Welcome, however no visitors or adults will be able to lend any support during Patrol Activities. All visitors must check-in with registration and pay registration fees.
Training:	No adult training will be available.
Trading Post:	There will be food, drinks and snacks available during the faire.

General Information Cont.

- Campfire: Saturday evening 7:30-9:00 PM campfire will include OA callout
- Movie: After the campfire, Disney's Three Musketeers starring Charlie Sheen (Aramis), Kiefer Sutherland (Athos), and Oliver Platt (Porthos), with Chris O'Donnell as D'artagnan will be shown at the Baden Powel Fire Rings. This movie is rated PG. **Unit leaders will be responsible for obtaining parent permission for scouts to view the movie.** Staff will not be policing for underage participation.
- Camp Games: Patrol Activities will be held Saturday morning. Troop activities and individual skill events held Saturday afternoon.
- Checkout: No patches will be given out until your campsite has been inspected and a staff member checkout slip is returned. Saturday evening checkout will be from 9:00PM to 11:00PM. Sunday morning checkout will begin at 8:00AM and vehicles may not enter camp until 7:30 AM. NO EXCEPTIONS! If you wish to leave earlier then pack the night before.
- Webelos Scouts: Webelos may attend Camporee only if they are sponsored by an attending troop. Webelos and their parent's fees are the same as any other attendee. Troops will receive 5 points for each Webelos up to a maximum of 50 points

Camporee Health & Safety

Camporee Law: Our Camporee has three simple rules: follow the 12 points of the Scout law, The Outdoor Code and Youth Protection Guidelines. All campers and staff conduct will be measured against these three rules. At camp, we cannot tolerate and will not permit activities, which do not meet the criteria set by these three rules.

Alcohol and Drugs: No alcoholic beverages or unauthorized drugs are allowed in camp.

Dangerous Equipment: No rifles, handguns, ammo, bows & arrows, sheath knives, nunchuckas, bullwhips or fireworks are allowed.

Fire or other camp-wide emergency: The signal is announced on the P.A. system. The assembly area for emergencies is the fire ring. If there is an emergency, directions will be given there. Adults should carry their vehicle keys with them at all times.

Fires: Extreme caution must be given at all times. Gas tanks or propane may be used inside the campsite, but not inside tents. No lanterns (except battery) are allowed inside or near tents. Each Troop should have sufficient fire buckets, a shovel and a rake.

Hazing: Hazing is prohibited. It could cause the Troop and Scout to be removed early.

Foot Gear: Walking barefoot is very dangerous and not allowed at any time. Scouts will wear closed toe shoes at all times.

Rock/stick throwing: Not allowed.

Water Conservation: The water supply is limited. Please take all steps possible to conserve water. A Scout is THRIFTY.

Dehydration: Scouts and Scouters will be physically active during the Camporee. As the weather may be hot, do not let dehydration become a problem. Bring canteens and/or water bottles to all activities... and drink plenty of fluids.

Cleanliness: Keep everything in camp clean including: event areas, campsites, tents, KYBOS and you. Use trash bags.

- **Health & Safety continued** -

Rest: Sleep can “make or break” a great camp experience. Each person needs a certain number of hours each day to rest. Scoutmasters must ensure that their units at their campsites are quiet, out of respect for those who want to sleep or rest.

Honor Box: This box will be used for lost and found. It will be located near the First-Aid Lodge. A Scout is TRUSTWORTHY.

Off limits: Staff areas are off limits. DO NOT hike off the paths or roadways.

Smoking areas: Smoking is discouraged. Smoking is permitted in designated areas only. (Behind the staff dining area)

Campsites Safety: Troop campsites maybe inspected for health, safety and first aid readiness at any time by Camp Sheriff. References for these can be found in the Boy Scout Handbook and Field Guide.

First Aid: There should be a First Aid kit that is visible, accessible, marked and adequately stocked (as appropriate for size of the Troop). A posted list of the Troop’s qualified First Aid personnel is a good idea.

Safety: Fire fighting stations should be maintained by each Troop. The Fire Warden chart should be posted and fire fighting tools in plain sight and accessible. Tie-down lines for tents, rain flies and dining flies MUST be flagged.

Camporee Schedule

Friday 04/04/08

Event

4:00 PM – 10:00 pm	Check-in, pay fees, pick-up Camporee schedule, set-up camp
10:00 pm	Leader meeting for Scoutmasters and SPL's (receive 5 bonus points)
11:00 pm	Taps, quiet hours, no exceptions (points deduction for violation)

Saturday 04/05/08

Event

6:00 AM	Reveille
6:00 AM – 8:00 am	Breakfast and camp clean-up for camp inspection
7:00 - 8:00 AM	Final Unit Registration
7:15 AM – 7:45 am	Staff meeting
7:45 AM – 8:15 am	Troop volunteer judges meet at the First-Aid Lodge for event instructions, handouts and additional information
8:15 AM	Opening ceremony at the flag pole, Uniform Inspection
9:00 AM – Noon	Patrol Skill Events, gateway and campsite judging
Noon – 4:30 pm	Renaissance Faire, Troop Activities
3:30 –5:00 pm	OA Brotherhood Ceremony
4:30	Activities Closed
5:50	Retreat – Retire the Colors
6:00 PM – 7:30 PM	Camp Feast (Fire ring)
7:30 PM – 9:00 PM	Camporee Campfire & OA Callout
9:00 PM	Movie, The Three Musketeers
9:00 PM – 11:00 PM	Site inspection & checkout-No Vehicles allowed into camp until 9:00
12:00 midnight	Taps, quiet hours, no exceptions/no excuses

Sunday 8/11/22 Event

7:00 AM	Reveille
7:30 AM	Scouts Own service – Baden Powell Fire Ring
7:30 AM – Noon	Site inspection & checkout-No Vehicles allowed into camp until 7:30

Preparation Checklist

A checklist of what Troops could be doing now in preparations for the Camporee.

- ___ Prepare a gateway for the Camporee events
- ___ Hold a uniform inspection to ensure all badges are properly sewn on
- ___ Have Patrols design and prepare Patrol Flags
- ___ Encourage Scouts to participate in the Patrol Skill Events and Camp-wide Games.
- ___ Prepare for the skills events and check required equipment for the skills events
- ___ Using the “Camporee Campsite Competition” form, secure all required equipment for the Troop and Patrols
- ___ Bring a Unit Roster listing all adults and Scouts in Camp
- ___ Make sure you have completed and turned-in your Tour Permit, and bring the approved Council office copy to the Camporee
- ___ Bring your copy of “The Guide to Safe Scouting”
- ___ Have available, if needed, health history records for each Scout and adult
- ___ If applicable, bring balance of any Camporee fees
- ___ Build and test fire a catapult or trebuchet
- ___ Ensure that all scouts have there 10 essentials and bring them Camporee

Camporee Awards

Participation Ribbon: A Unit participation ribbon will be presented to each troop and patrol attending the Camporee

Over-all Troop Award: The top three (3) troops will receive special recognition ribbons. The top troops will be determined by the accumulated score from the:

- | | |
|-------------------------------|------------|
| a. Early Registration | 50 Points |
| b. Check-in process | 50 Points |
| c. Webelos Den Sponsorship | 50 Points |
| d. Flag Ceremony, (on-time) | 50 Points |
| e. Uniform Inspection | 50 Points |
| f. Campsite Inspection | 100 Points |
| g. Gateway Competition | 50 Points |
| h. Camp-wide Troop Activities | 100 Points |

Total **500 Points**

The order in which troops will come up to choose their troop prizes will be determined by their over-all score.

Campsite Award. Campsite ribbons will be awarded to the top 3 Troops.

Gateway Award: Gateway ribbons will be awarded to the top 3 Troops.

Troop Activities

The top troop for each event will receive a ribbon.

Patrol Skill Events: The top 3 patrols will receive special recognition. The top patrols will be determined by adding up their scores for each activity. The 3 patrols with the highest scores are the winners.

Webelos Patrol Awards: The top 3 Webelos patrols will receive special recognition. The top patrols will be determined by adding up their scores for each activity. The 3 patrols with the highest scores are the winners.

Patrol Flag Award: Ribbons will be awarded to the top 3 patrol flags.

Individual Awards: Ribbons will be awarded for each individual activity. There will also be an award for the scout or scouter with the best medieval costume.

**Judges decisions are final and will not be disputed, discussed or argued.
Remember scouting spirit, good sportsmanship and we are all out there to
have fun.**

Boy Scout Uniform Inspection

The Boy Scouts of America's Official Policy

The Boy Scouts of America has always been a uniformed body. Its uniforms help to create a sense of belonging. They symbolize character development, citizenship training, and personal fitness. Wearing a uniform gives youth and adult members a sense of identification and commitment.

20 Points	General Appearance.
5 Points	Headgear. The headgear is optional to the troop but either all scouts wear a headgear or none wear it.
5 Points	Neckerchief and Slide. The neckerchief and slide is optional to the troop but either all scouts wear a neckerchief and slide or none wear it.
15 Points	Shirt. Official long- or short-sleeve tan shirt with red shoulder loops on epaulets.
5 Points	Belt. Olive web with BSA insignia on brass buckle; or official leather with international-style buckle or scout buckle of your choice.
15 Points	Pants/Shorts. Official, olive, pressed; no cuffs.
5 Points	Socks. Official olive-colored socks with red tops worn with official shorts or trousers.
5 Points	Shoes. Leather or canvas, neat and clean.
25 Points	Insignia. Correct placement
100 Points	TOTAL

Uniform inspection point total will be divided by 2 and added to the troop total for competition, (refer to previous page).

Camporee Campsite Competition

Troop # _____ Patrol Name _____ Score Total _____

The Campsite Competition will be held Saturday beginning at 9:00 AM. The same panel of judges for uniformity and fairness will judge all sites. The campsites are to be prepared by the Scouts of the participating Troop. Adults are not permitted to do more than set-up their own tents and associate gear. Camporee Staff members will be watching for Scout leadership and teamwork at the Patrol and Troop levels.

Camp Checklist

<u>Troop Common Area</u>	<u>Patrol Camp Check List</u>
_/3 Camped in designated boundary	_/4 Patrol System evident
_/2 Campsite ID'd w/ rope or twine or other	_/4 Tents set-up in orderly fashion
_/3 Campsite layout shows Patrol Org.	_/4 Tents staked down
_/2 Unit sign or banner visible	_/3 Vegetation not cleared for tents, no trenches
_/3 U.S./Unit flags properly displayed	_/4 Tent flaps closed and sealed for security
_/3 Vegetation not cleared for soil conservation	_/3 Personal gear neatly arranged & stowed
_/3 Adult area clean & organized	_/3 Personal valuables out of sight
_/3 Bulletin Board, Activity Schedule & Fire Warden Chart posted	_/25 Sub-total
_/3 Designated trash bag	
_/25 Sub-total	
	<u>General/Camp Safety</u>
<u>Cooking Area(s)</u>	_/5 No trash around campsite
_/2 Area cleared if cooking on ground	_/4 Adult leaders in campsite to ensure security/safety
_/3 Dishes, utensils clean	_/3 Troop First Aid Kit (sized for Troop & easy to find)
_/3 Patrol menus posted	
_/3 Duty Roster posted	_/3 Fire station, rake/shovel marked, easily found
_/3 Menus show a balanced diet	_/3 Tent guy lines located safely & flagged
_/3 Eating area/tables cleaned	_/2 Perimeter ropes flagged to prevent tripping
_/2 Food in boxes & off the ground	_/2 No personal gear left adrift in campsite
_/3 grease bucket ID'd, no pits allowed	_/3 No Scouts in camp (should be at events)
_/3 Food prep area/Patrol boxes clean	
_/25 Sub-total	_/25 Sub-total
	_____ Total Score (100 points possible)

Inspector's Comments: _____

Camporee Pioneering Gateway Competition

Troop # _____ Site # _____ Total Score _____

Standard for Judging:

1. The Gateway must be erected by the Scouts on Site
2. No portion of the Gateway may be pre-assembled
3. There shall be absolutely no adult help in the construction of the Gateway. Those using adult's help will be disqualified from the competition.
4. The Gateway must be constructed within the Troop campsite. No guy lines, parts of the Gateway, or supports may extend into or over the campsite boundary lines.

Factors:

	Judge A	Judge B	Earned	Max
1. Lashings correctly tied (5 ea)	_____	+ _____	= _____	10
2. Correct lashings used (5ea)	_____	+ _____	= _____	10
3. Troop Sign/Identification (5 ea)	_____	+ _____	= _____	10
4. Complexity of construction (5 ea)	_____	+ _____	= _____	10
5. Overall appearance (10 ea)	_____	+ _____	= _____	20
6. Utilization of the Medieval theme (20 ea)	_____	+ _____	= _____	40
Total Score = _____/2= _____				100/2=50

The Gateway Competition will be held during Saturday morning, beginning at 9:00AM

Inspector's Comments:

Camporee Patrol Flag Competition

Troop # _____ Patrol Name _____ Score Total _____

Commercially produced flags will not be allowed to compete

Standards for Judging:

1. The Patrol Flag must be a 'hiking' suitable flag suitable for use as a permanent standard no larger than 24" x 24"
2. The flag material must be of cloth, hide or other permanent substance. Paper flags are not acceptable.
3. The Patrol symbol or insignia must be included on the flag; i.e. beaver, wolf, shark, etc.
4. Graphic designs on the flag should be legible and of contrasting color so they can easily be seen and recognized. Ribbons, trim material and other decorative items may be used on the flag.
5. The flag must be attached on a wood pole, stave or metal standard at least 4' tall but no more than 7' feet tall. The flag and pole must be mounted in a flag stand, base or guyed with line in the ground so they can stand without aid.

Patrol flags meeting the above standards will be judged on originality, use of color, Scout themes and reflection of the Patrol name. A Patrol Flag should reflect the high standards of Scouting. *Flags created or displaying poor taste will not be judged.*

The Patrol flag competition will be held during the patrol activities on Saturday so as not to conflict with other events. The judging will be conducted at one of the patrol activity areas, so have your patrol flag with you during the activities.

Score	Judge 1	Judge 2	Grand Total
Standards (0 - 10)	_____	_____	_____
Originality (0 - 10)	_____	_____	_____
Theme (0 - 10)	_____	_____	_____
Construction (0 - 10)	_____	_____	_____
Total	_____	_____	_____

Camp-wide Troop & Individual Activities

There are 4 troop activities. Troops will receive 25 points for participating in each activity regardless of the outcome. Awards will be presented to the top troop for each activity. Remember, good sportsmanship, a scout is "Kind".

Troop Games

Dragon Slaying

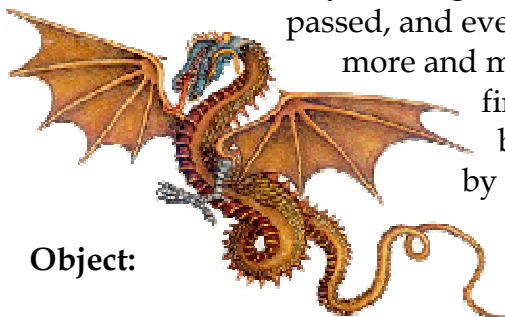
Knight Training

Tug O' War

Catapult / Trebuchets

Dragon Slaying

Dragons were feared during the Medieval Times because many parents would scare their children by creating fictional stories about such dragons. As time passed, and events such as missing people occurred, people more and more believed in dragons until knighthood finally stood into medieval society and what better way to be a hero than to save a country by fighting a dragon?



Object:

The goal is to fill and fire as many water balloons at the dragons, sitting at various distances. The Troop will have 3 minutes to complete this activity.

Rules:

1. The troop may use as many youth members as they wish to complete this activity.
2. The troop will receive water balloons and must fill them after the judge signals to begin.
3. The troop will receive 3 water balloon launchers and each of them must be operated by a minimum of three scouts.
4. The troop will have a maximum of 3 minutes to fire as many water balloons as possible.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on:

The troop with the most dragons knocked down after the time is up is the winner. If all dragons are knocked down by more than one troop then the troop that completed this task in the shortest time will be declared the winner.

Knight's Training

Object:

The Knight mounts his trusty steed and proceeds around the course, collecting the brass rings using his lance.

Rules:

1. The "steed" will be provided by Camporee staff. One scout will ride and four others will provide motive force.
2. When time begins the steed may stop while on the course. If the judge determines the steed has stopped or slowed as to constitute no forward motion the troop will receive a 5 second penalty adding to their time for each violation.
3. Using the lance provided, the scout will collect the rings suspended throughout the course.
4. After collecting all the rings, the steed will return to the starting point.
5. Time will begin at the judge's signal and end when the team returns to the finish line.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on the troop with the lowest time.

Tug O' War

Object:

Pull the opponent over the designated line.

Rules:

1. This will be a single elimination "bracket event"
2. The number of scouts participating is limited to the numerical size of the smaller troop in each event. We will also make adjustments based on age/size of individuals if necessary to make the event fair.
3. Gloves are permitted
4. If your troop wins, they move to the next bracket. If you lose, you are out.

After the event, troops may challenge each other for bragging rights. There will be no size or number limitations at this time.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on:
Last troop standing wins.

Catapult / Trebuchets

A **catapult** is any one of a number of mechanical devices to throw a projectile a great distance; particularly various types of ancient and medieval siege engines.

The catapult appears to have been invented in 399 BC in the city of Syracuse during the reign of the tyrant Dionysios I. Originally, "catapult" referred to a dart-thrower, while "ballista" referred to a stone-thrower, but the two terms swapped meaning sometime in the fourth century AD.

A **trebuchet** is a siege engine employed in the Middle Ages either to smash masonry walls or to throw projectiles over them. It is sometimes called a "counterweight trebuchet" in order to distinguish it from an earlier weapon that has come to be called the "traction trebuchet."

The Mariah Mills counterweight trebuchet appeared in both Christian and Muslim lands around the Mediterranean in the twelfth century. It could fling three hundred pound (140 kg) projectiles at high speeds into enemy fortifications. Trebuchets were invented in China in about the 4th century BC, came to Europe in the 6th century AD, and did not become obsolete until the 16th century, well after the introduction of gunpowder. Trebuchets were far more accurate than other medieval catapults. The trebuchet could launch projectiles a distance of over half a mile.

Object/Rules:

The object is to catapult or toss a small 4"-5" bean bag approximately 30 feet into or as close as possible to a red drink bucket. Each troop will receive 3 attempts. The troop that hit the target in the fewest attempt wins. If no troop hits the target then the closest wins. In the case of a tie a shoot off will ensue until a winner is determined. The device should be constructed with appropriate time period material and technology. These devices can be completed prior to the Camporee and brought preassembled. The construction and firing of the device must be completed by scouts under leader supervision. A devices deemed unsafe by the judge will not be allowed to fire.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on the troop the hits the target first or the closest within the 3 attempts.

Individual Faire Activities

Tossing the Caber

William Tell

Jousting

Tossing the Sheaf



Tossing the Caber

There is no standard size or weight of a caber but the caber should be of a length and weight such that at least half the competitors can turn it. The caber is to be made only of wood. The caber shall be placed upright for the competitor, with the heavy end on top. The attempt begins when the competitor lifts the caber from the ground. If the competitor drops the small end of the caber back to the ground after having picked it up, this shall count as one attempt. It is recommended that a back judge and a side judge be used. The judge may set boundaries if he feels the ground in a certain area is not suitable for the caber to be tossed or to provide safety for the spectators. The competitor may take any length of run they wish and may toss the caber from where they choose, as long as it is within the judge's boundaries. The caber must pass through the vertical position (90 degrees from the ground) in order to count as a turned caber. It is up to the side judge to determine if the caber has passed through it. The "clock face method" of judging shall be used. The caber in a perfect toss will pass through the vertical position and land with the small end pointing directly at 12 o'clock away from the competitor in an imaginary straight line extending from the competitor through the initial landing point and in line with the direction of the run. An overhead view is drawn in Figure 2 below to demonstrate a 12 o'clock toss.

A valid throw is when the small end of the caber passes through the vertical

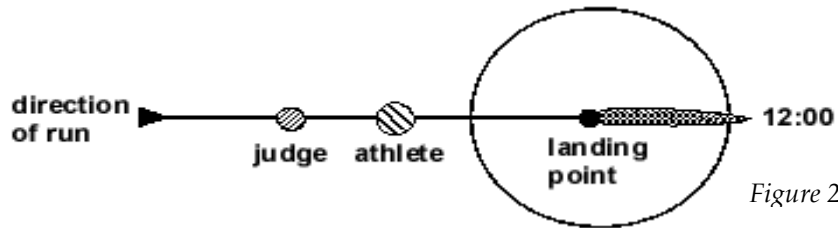
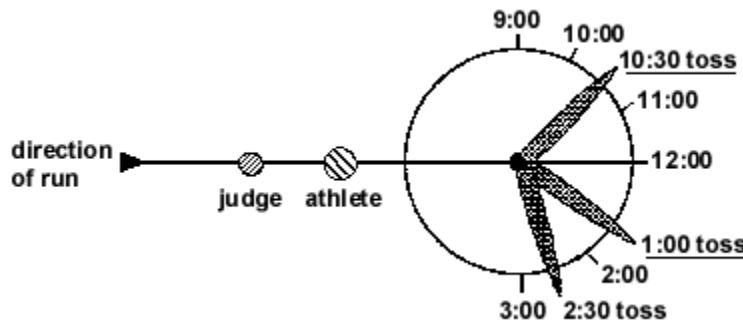


Figure 2

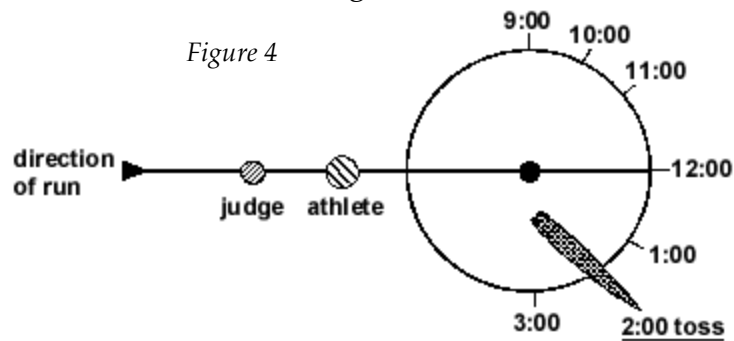
position and falls away from the competitor to land within the 180 degree radius between 9 o'clock and 3 o'clock. An overhead view is drawn below in Figure 3 to demonstrate some turned cabers and how to score them.

Figure 3



If the caber lands in a 12 o'clock position pointing away from the competitor but not in a direct line with their run (as when a competitor turns to one side at the last step or two), then the judge must determine the competitor's direction of run and then look through the competitor to the small end of the caber, thus giving a

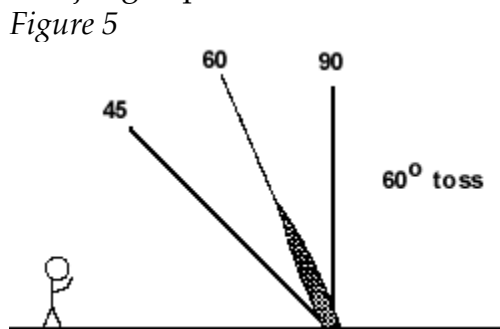
true reading of its relation to the direction of run. The direction of run is determined by the direction in which the competitor runs after having control of the caber. An overhead view is drawn below in Figure 4 to demonstrate a toss such as this.



Once the competitor has started on his run, the judge should pick a point in the horizon to use as a reference point once the toss has been made. The competitor

may run in one direction and then stop and change directions as long as they show control over the caber. The caber shall be judged on its landing position, not the position to which it may bounce or roll.

If the caber is not turned by the competitor, then it is the responsibility of the side judge to determine the angle at which the caber was tossed with respect to the 90 degree vertical. The side judge should be perpendicular to the competitor's direction of run in order to make an accurate call. A drawing of a view from the side judge's position is shown below in Figure 5.



Each competitor is allowed three attempts, all of which should be scored and the best of these to be used to determine placing. In the event of a tie then the next best attempt or attempts shall be used to determine placing. The order of placing shall be determined by the nearest to 12 o'clock toss made by a competitor. If the competitor did not turn the caber, then placing shall be determined by the toss closest to the 90 degree vertical.

If after one complete round the caber has not been turned by any competitor and the judge agrees, the caber may be cut. The caber shall be cut from the large end and the amount is to be determined by the judge. This process can be repeated until the caber has been turned. When a qualifying caber is used then any successful turn qualifies the competitor for the next caber.

Ties are broken by comparing the next best attempt for each competitor involved in the tie. The competitor with the next best score places highest. If other ties occur, this process is repeated for all previous attempts.

William Tell Competition

Legend tells us that he was a 14th Century marksman from Switzerland who was ordered by a governor from Austria to take aim at his own son. Tell's son supposedly stood against a tree with an apple sitting atop his head, which his dad was to aim for. Luckily, William Tell successfully avoided hitting his child. Imagine the concentration and aim that it took to gain such a mastery over this tool.

Object/Rules:

The archer must successfully hit the apple and avoid the head of our volunteer. Each participant will be given 3 arrows to accomplish this task. The eligible participants are those that were selected from the morning patrol event and received the highest score from their patrol. The scouts will rotate through taking 3 shots until someone hits the apple. The scouts that follow a successful hit of the apple will receive as many shots as to equal the scout who hit the apple. In other words if a scout in the second volley of 3 arrows hit the apple on his first arrow, all that have not shot in that volley will only receive 1 arrow. In the case of a tie, those scouts will continue to a shoot off. The Judge may determine a winner by declaring "Final Arrow" and the closest to the apple w/o hitting the volunteer is the winner. Hitting the volunteer is cause for immediate expulsion from the competition.



After the completion of the competition the range will be open for everyone to participate.

Jousting

Jousting was just one of a number of popular martial games in the Middle Ages referred to generically as *hastiludes*.

Though the first recorded tournament was staged in 1066, jousting did not gain in widespread popularity until the 13th century. It maintained its status as a popular European sport until the early 17th century.



Jousting was added to tournaments several centuries after their inauguration. The joust permitted a better display of individual skill and, although dangerous, offered large sums of prize money. Many knights made their fortune in these events, whilst many lost their fortune or even life.

Object/Rules

Two scouts will face off in a joust. They will stand on a 2'x2' rocking platform and use heavily padded lances to try and knock the other off. Blows may only be directed to the torso, arms, or legs. Blows to the head or groin are not permitted and are cause for disqualification. Forward jabs only are permitted. Participants must wear provided safety equipment. Each bout will be no more than 60 seconds.

Tossing the Sheaf

The sheaf shall be a burlap or plastic bag filled with straw, hay pine needles, mulch or rope. The sheaf is to be thrown over a crossbar for height with a snow shovel. It is recommended that two or three bags be put over each other so that the sheaf will last through the whole competition. The bag shall not measure more than 36 inches long by 24 inches wide. A bag smaller than this is recommended. Each athlete is allowed three attempts at each height. The toss



shall be made in any manner desired using a pitchfork with a 5 foot nominal handle. The athlete may commence at any height they desire. An athlete may pass any height they choose, but if they choose to attempt a height, then they must clear that height before going to the next height. When an athlete has missed three attempts at one height, then they are eliminated from the competition. All measurements shall be made from the ground to

the top of the crossbar. The starting height is to be agreed upon by the athletes and the judge, with the judge having the final decision in the case of disagreement. The bar is to be raised by at least 1 foot increments until five or less athletes remain and then is raised by the lesser amount requested by the athletes and agreed to by the judge. The crossbar shall be suspended by a ladder or two vertical poles with pulleys at the top and rope attached to the crossbar. The bag must go over the bar within the uprights. The bag is allowed to touch the bar and roll over.

The Scout that tosses the sheaf over the highest mark is the winner.

Patrol Skill Events

There are 6 skill events. The top 3 patrol will receive special recognition. The top patrols will be determined by the combined scores for each activity.

In Search of the Holy Grail

Kingdom Archery Competition

Battle Axe Toss

Fire Building

Rescue the Knight

Crossing the Moat

ALL MATERIALS FOR PATROL SKILL ACTIVITIES WILL BE SUPPLIED OTHER THAN A COMPASS FOR THE "IN SEARCH OF THE HOLY GRAIL" AND THE FIRST AID EQUIPMENT FOR "THE RESCUE THE KNIGHT."

In Search of the Holy Grail

An early form of the compass was invented in China in the 11th century. The familiar mariner's compass was invented in Europe around 1300, from whence later originated the liquid magnetic compass.

Object

This game will test the scout's knowledge to properly shoot and follow a compass bearing to locate the correct marke.

Rules

1. A compass course will be set-up using a modified set of the "SCOUT COMPASS GAME", BSA Catalog #Y01005.
2. **Each patrol will supply its own compass.**
3. Each Patrol will receive an instruction card. Upon the signal of the judge, the Patrol will begin at the entry point to the course and time will begin.
4. From this starting point, a set of compass bearings are shot and the corresponding letter or number for that bearing is recorded. After recording the required information, return to the judge.
5. The judge will record the elapsed time from the beginning signal up to the time the symbols are delivered to the judge.
6. You have a maximum of 20 minutes to complete the course. If you complete the course correctly in less than 20 minutes, you earn 4 points.



Scoring

1. Two (2) points for participation
2. Four (4) points for completion in under 3 minutes
3. Four (4) points for the correct combination of symbols

Kingdom Archery Competition

Archery is descended from the use of the bow and arrow for military and hunting. It is known to be at least 5000 years old and possibly much older. Organized archery competitions date from no later than 1583 in England, not long before bows were superseded by firearms in war. Archery has been an Olympic sport since 1900.

Object:

The goal is to score as many points as possible in accordance with the rules below. The scout with the highest points from the patrol will participate in the afternoon archery competition. If there is a tie the patrol will select one to represent them.



Rules:

1. Each patrol member will shoot 3 arrows for score at a typical archery target.

Scoring:

1. The score of all arrows will be added together then divided by the number of arrows shot by all patrol members.

Battle Axe Toss

Through the course of human history, commonplace objects have been pressed into service as weapons. Axes, by virtue of their ubiquity, are no exception. Besides axes designed for combat, there were many axes that were both tools and weapons. Axes could be designed as throwing weapons as well. Axes were always cheaper than swords and far more available.

Object:

The goal is to score as many points as possible in accordance with the rules below.

Rules:

1. Each patrol member will throw 3 axes for score at a designated target.
2. Unit Leaders are responsible for ensuring that all boys have the appropriate written permission for shooting sports.



Scoring:

1. The score of all axes thrown will be added together then divided by the number of axes thrown by all patrol members.

Materials:

15 axes
4 Targets?

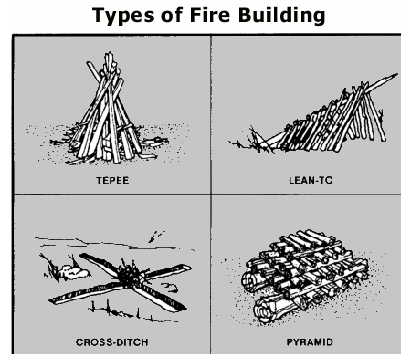
Fire Building

Object:

The goal is to build a fire to a specified height.
Shortest time will win.

Rules:

1. Each patrol will be provided with kindling and place to build a fire.
2. They will build the fire within the confines of the area provided (pie tin or oil pan).
3. The wood stack will not exceed the height of the lower string.
4. The patrol must create its own tinder from the kindling. (They must bring their own knife)
5. The patrol will light the fire using standard matches that they must bring.
6. Light the fire and burn the upper string.
7. The event will be timed



Scoring: Timed event.

1. A 30 second time penalty will be added if the Camporee staff has to provide the matches and the patrol will receive a 1 point penalty..
2. A 10 second time bonus will be subtracted for a patrol that starts the fire with only one match.
3. If the patrol completed the task in less than 2 minutes they receive 10 points. From 2 minutes to 2 minutes and 59 seconds they receive 9 points and so on.

Rescue the Knight

Object:

The goal is to provide first aid to an injured individual using materials contained in their 10 essentials. The injured person must be safely moved 20 yards utilizing a method described in the Scout Handbook.

Rules:

1. Scouts must identify and use proper first aid to treat and transport methods for an injured person

Scoring:

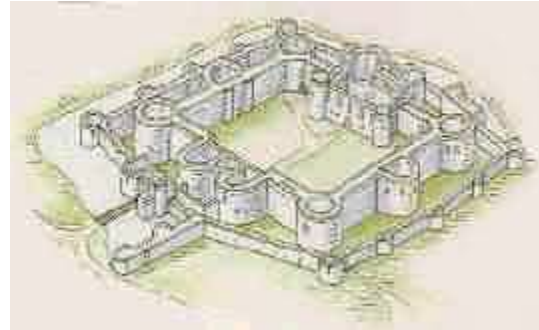
Identifying the injuries	2 points
Administering the proper first aid	4 points
Utilizing the proper method for moving an injured party	4 points

Crossing the Moat

Moats were used defensively from the earliest medieval castles throughout the Middle Ages. Using strategic moats were often the castle's first way of defending against an attacking army.

Object:

The goal is to construct a means of crossing the moat utilizing the materials supplied.



Rules:

1. Scouts will have to measure the distance across the moat using methods provided in the Scouting Handbook.
2. They must then construct a "bridge" to reach to the other side, using material provided and proper lashing techniques.
3. The bridge must be able to reach the other side and extend no more than two feet past the other side.
4. If the bridge land short the patrol received 0 points for hitting the mark.
5. If the patrol hit beyond the two feet past the other side, one point is deducted for every six inches they are long.

Scoring:

Proper lashing	5 points
Hitting the mark	5 points

Renaissance Faire

Our faire is an opportunity for the scouts and scouters to really get immersed into the medieval theme. There will be troop and individual activities throughout the faire. Lunch and snacks may also be purchased at nominal cost. Scouts can purchase food tickets for 50¢ each at the trading post anytime on Saturday.

Lunch Menu	Tickets
Hot Dogs (Hebrew National)	2
Corn Dogs	2
Meatball Skewers	2
Chips	1
Nachos	2
Cotton Candy	1
Popcorn	1
Sodas	1
Bottled Water	1

Camp Feast

At 6:00P.M. the camp will gather at the fire ring to fed and entertained. Menu tickets will be required. These tickets will be given out during registration, one for every paid & registered participant. The meal will be:

Grilled Chicken
Corn on the Cob
French Fries
Rolls and butter
Brownie
Lemonade
Water

Santa Margarita District Camporee Evaluation

Please consult with the leaders and Scouts in your unit and turn this evaluation in prior to checkout. Evaluation forms must be completed prior to receiving Camporee patches.

Your comments will be used to help plan future Camporees for our district.

Please rate the following:	Excellent	Good	Fair	Poor
1. Camporee booklet	_____	_____	_____	_____
2. Ease of registration	_____	_____	_____	_____
3. Competitions	_____	_____	_____	_____
4. Theme of Camporee	_____	_____	_____	_____
5. Scoring system	_____	_____	_____	_____
6. Friday leaders meeting	_____	_____	_____	_____
7. Saturday campfire	_____	_____	_____	_____
8. Awards	_____	_____	_____	_____
9. Overall Camporee	_____	_____	_____	_____

What would you have done differently to make this a better experience for the Scouts in your unit? _____

Do you have a suggested theme for a future Camporee? _____

What was your favorite part of Camporee? _____

What was your least favorite part of Camporee? _____

Additional comments (attach an additional sheet, if necessary):

The information below is optional, but will allow us to follow-up for additional information.

Troop # _____ Scoutmaster _____ SPL _____

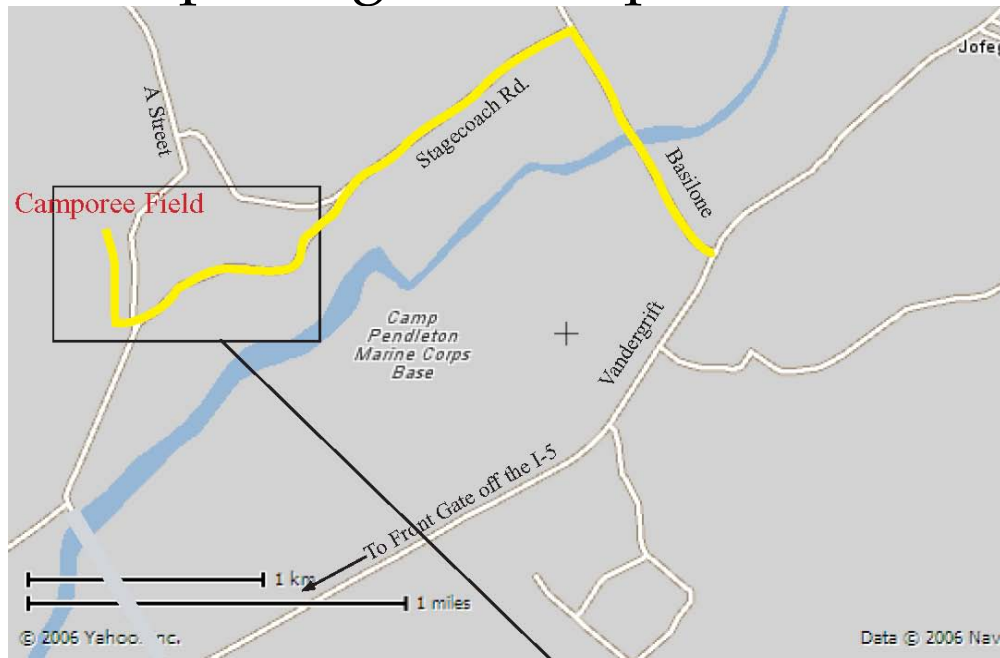
E-mail _____

or Pack # _____ Cub Master _____ Denner _____

E-mail _____

Thank you for your feedback!

Camp Margarita Map Directions



IMPORTANT!

Drivers must have a valid driver's license, current vehicle registration and proof current auto insurance in enter the base.

You may enter at either the gate off the I-5 or Vandergrift in Oceanside. Look for signs to guide you to the Camporee. The Military Police are aware of the Camporee and can assist you if you need help.

Santa Margarita District Medieval Camporee



April 4-6, 2008
CAMP MARGARITA
 USMC Camp Pendleton

For more information please call:
 Mark Witzel c:760 500-8902 majbitter@gmail.com

To receive the early registration price, your unit must have this form turned in to either Gail DeWeese or Mark Witzel prior to March 13th Roundtable. If your unit needs to add campers to their registration after you have turned it in but prior to March 13th, you will receive the discounted price. Any campers registered after March 13th will pay \$25. So it pays to get this registration in early and your unit will receive 50 points for the over-all troop score if this form is turned in prior to the cut-off date.

.....
 2008 Medieval District Camporee Registration

Name: _____ Troop # _____

Address: _____ Youth: _____ Adult: _____

City: _____ State: _____ Zip: _____

Phone: (____) _____ E-mail Address: _____

Fees: _____ attendees @ \$20.00 /ea (on/before 3/13/08) = _____

_____ attendees @ \$25.00 /ea (After3/13/08) = _____

Total Enclosed = _____

We have campers with special needs: yes no

Make checks payable to BSA Account #: 1-6801-323-20

Mail to:

Gail DeWeese - Santa Margarita District Camporee
 3815 Trieste Dr, Carlsbad, CA 92010
 760-729-3412