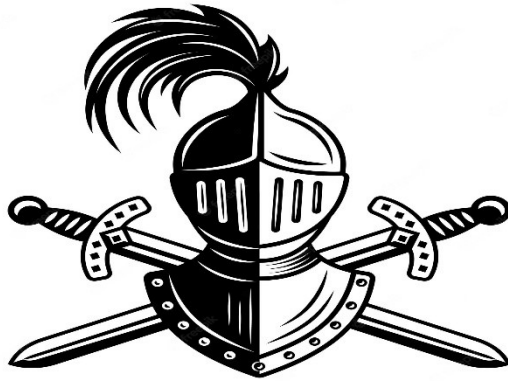


MEDIEVAL REALM



UPDATED 4/26/2023

PEQUOTT CAMPOREE

MAY 5-7, 2023

THEODORE ROOSEVELT COUNCIL



MEDIEVAL REALM

**PEQUOTT CAMPOREE
MAY 5-7, 2023
SCHIFF SCOUT RESERVATION**

Dear Scoutmasters,

It's time to get ready for the 2023 Pequott Camporee!

Enclosed you will find a schedule along with event descriptions for the camporee. More detailed instructions will be given out at the Friday night cracker barrel. Please read the event hints to prepare your unit. While certain events call for team participation, please try to include all Scouts in as many activities as possible. Larger units can break up into patrols to offer more Scouts a chance to take part in the games. In addition, if there are enough Webelos to make a patrol they can join in some fun activities that are approved for their rank.

This year's theme is based on the medieval era and the historical and fantasy characters and games set in this period. In staying within the theme, each troop or patrol will be referred to as a Clan. Scouts are expected to create a name for their Clan, and this name will be used for your unit throughout the camporee. Each Clan should make a banner and a coat of arms representing themselves, and bring this to the camporee as it will be judged in a contest. The banner should be portable and easily carried from event to event.

Here are some suggestions to find inspiration - think of popular movies/series or books that centered on this genre, refer to historical fiction or fantasy novels, even some popular fantasy-based games could supply some ideas. Fantasy features anything from magic to creatures, from bards to knights, the realm of the imagination, therefore the possibilities are endless.

Recommended skills to have Scouts practice are orienteering and map reading for the Alchemy in the Woods event, and lashings for the Frap 'n' Roll. There will be a cooking contest with the required ingredient of SPAM. In addition, there will be archery, axe throwing, and caber toss events, as well as a bard and jester competition, and a Scoutmaster tug of war. We will have three events in the morning and an open period in the afternoon filled with a variety of events where everyone can join in the fun. To make the camporee even more interesting, costumes or regalia are encouraged to wear in the afternoon only, but please, **NO WEAPONS!**

It has always been my goal at the camporee to make sure our youth **HAVE FUN!** The adults are the ones who set the tone. The Scouts are here to learn new skills, make friends, and experience something new. I want to remind you all that this is a friendly competition; have fun competing with the other units. Let the youth leadership in your troop lead, with your guidance. It is not just winning that is important; it is about the journey and how we all get there. Scout spirit is highly encouraged and a "clan yell" or "cheer" will be eagerly awaited.

If you have any questions concerning the Pequott Camporee, please feel free to call me at (516) 445-4634 or email me at pequabuff@gmail.com

Yours in Scouting,
Tracy Dioguardi
Camporee Chairperson

HEAR YE, HEAR YE!

2023 PEQUOTT CAMPOREE
MEDEIVAL REALM
SCHIFF SCOUT RESERVATION
MAY 5-7, 2023

1. CHECK-IN: 6:00 to 9:00 PM on Friday. Units will do an initial check-in at the parking lot where they will receive their site assignment. Campsites will be assigned based on the number of registrants in your unit and/or special needs. Copies of a final troop roster must be turned in to the staff Friday night prior to the cracker barrel. T-shirts can be picked up at Hayden Hall during this time.

2. UNLOADING & PARKING: ONLY the vehicle that has troop gear may unload, and only one at a time, then must quickly return to the parking area as directed by STAFF. Individual Scout gear must be walked in by the individual Scout. If it's too heavy, they packed too much! Vehicles will be restricted to ONLY the designated parking area. ALL vehicles must be parked overnight at the designated camp parking field at the main entrance to camp. ONE trailer per unit may be left overnight at your campsite, off the road and detached from the vehicle. Any cars left in-site or in the two lots near Hayden Hall after the 10PM cracker barrel will result in a point reduction for your unit. Don't put your Scouts at a disadvantage, follow the rules!

3. MANDATORY SHOOTING SPORTS BRIEFING: 9:15 PM on Friday. All Scouts who will be participating in archery or ax throwing events MUST attend this meeting. If your Scout does not attend this safety briefing, they will not be allowed to shoot arrows or throw axes. There will be six Scouts per patrol allowed to compete in each event. Webelos/AOL Scouts will have a separate briefing on Saturday.

4. CRACKER BARREL: A cracker barrel will be held at Hayden Hall on Friday night at 10:00 pm for only Senior Patrol Leaders w/a buddy and Scoutmasters. A complete roster of all Scouts & adults must be turned in at the Friday cracker barrel! (I know I put this in a second time, but it seems that a few units always forget!) A second cracker barrel will be held on Saturday night for all SMs and SPLs w/buddy.

5. MEDICALS: Please have medical forms for all participants available, but do not bring them to the cracker barrel. Medicals must be dated within one year of the camporee and contain parts A, B1 and B2 (with parent signature for youth) — required for all attendees including Webelos and Arrow of Light Scouts. If you have anyone in your unit that has an allergy to any foods or insect bites, please provide a list at medical check-in and include if they use an EPI auto-injector and who in your unit is trained to use it. Medications will be held by each troop following their own troop plan. Link for medical forms:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

6. WEBELOS/ARROW OF LIGHT SCOUTS: Scouts are encouraged to attend as guests of your troop. They may camp with your troop, but there are restrictions:

A. Your troop is responsible for the care and feeding of these scouts.

B. They must camp with a parent.

C. Webelos/AOL Scouts pay the normal fee of \$20 per person.

Please arrange for any Webelos/AOL to meet at your site. There will not be anyone at the camp office on Saturday to meet with incoming scouts. Wristbands will be given to each troop at check-in for day trippers and late arrivals.

7. COOKING: All units will be required to cook their own meals. Propane, wood, and/or charcoal fires will be permitted. **NO LIQUID FUELS.**

8. FIRST AID: A First Aid Station, staffed by a qualified medical officer, will be at Hayden Hall. Bring all situations to the attention of administrative staff at Hayden Hall.

9. WATER: Running water will be available at the pump spigot near the caboose. Each unit is encouraged to supply enough water containers to provide for all water needs, after filling at a central location. No dishwashing at water spigots or bathrooms

10. UNIFORMS: Adult leaders and youths - full field uniforms (class A) will be worn at the following events: Opening & Closing Ceremonies, Religious Services, and the OA Call Out. The uniform for all the competitions on Saturday will be activity uniforms (class B) or you can choose to wear costumes/regalia after lunch (**NO WEAPONS**).

11. CAMPSITE INSPECTIONS: As part of the overall competition, there will be a campsite inspection on Saturday after lunch between 2:00 and 4:30 PM. All units are responsible for the removal of their own trash. Please leave your campsite cleaner than you found it; or a note will be sent to the Queen.

12. ORDER OF THE ARROW: Saturday night, there will be an Order of the Arrow "Call Out" Ceremony, prior to the campfire. A staff member will contact your unit during the day on Saturday concerning details. Please encourage all Arrowmen from your unit to bring & wear their sashes.

13. RELIGIOUS SERVICES: A Scout is reverent. On Saturday evening, camp-wide Catholic, Jewish, and Protestant services will be held at their respective chapels. In addition, an Interfaith service will be held at the waterfront. All units are encouraged to attend. We will be sharing services with members of the Rough Rider District Camporee. Full field uniforms are required. Anyone not attending religious services is to remain in site and do quiet activities. Quiet time is strictly enforced so as not to disrupt religious services.

14. CAMPFIRE: The camp-wide campfire will be held Saturday night following religious services. Full field uniforms and OA sashes are required. Any unit may present a song, skit or cheer, or perhaps a two-act play or musical. Ideas must be turned in to camporee staff by the SPLs for approval and to avoid duplications. Please submit your campfire program idea to the staff during lunch on Saturday.

15. LAKE & WATERFRONT AREAS: All lake & waterfront areas are off limits for the duration of the camporee except for Interfaith Services and camp-wide Campfire Program

16. FLAGS: American and each unit's flags should be brought to the Opening & Closing Ceremonies along with the banner created for your unit's Clan.

17. NOISE: An 11 PM taps will be enforced. After taps and before reveille, all scouts should remain quiet, so as not to disturb others. Cell phones will be allowed only if permitted by your unit. Cell phone usage will not be allowed during program or event periods.

18. PERSONAL HYGIENE: Each Scout and Scouter is responsible for keeping the privies (bathrooms) in the camp CLEAN. The showers may or may not be open for our event – please be prepared. All camporee youth and adults are to only use the facilities at the “House of Doors” or at the camp office area. The bathroom in Hayden Hall is off limits.

19. ATTENDANCE: Once checked-in, all units and individuals must remain in camp. The administrative staff must be notified if anyone must leave camp. Scouts must use buddy system outside of their campsites.

20. COMPETITION & SCORING: All events will be judged according to the description of events included with this packet of information. More detailed rules will be available at the camporee. While it is obvious that each event offers each unit a chance to win points and therefore secure trophies, the staff's intentions are that each Scout goes home a winner. As in prior camporees, we can't guarantee they go home clean, but they will go home winners.

21. WEEKEND HELP: What makes a truly fun camporee is how much effort goes into it, and we count on the troops to provide adult volunteers to lend the staff a hand, particularly at the scored events. Our volunteers always tell us how fulfilling it is when they see how the scouts enjoy it. We will also need youth volunteers to help with flag ceremonies, religious services and the campfire program. There will be separate sign-up sheets for volunteers at check in and at the cracker barrel Friday night.

22. CHECK-OUT: Before a unit may leave on Sunday, it must check out with the administrative staff. All units should attempt to be ready to leave by 11:00 AM on Sunday. All garbage should be transported to available dumpsters (there is no garbage pick-up). Each campsite will be inspected, and in the spirit of Scouting, it is expected to be in a better condition than it was found.

23. DIRECTIONS TO SCHIFF: Camp address: 1606 Wading River Road, Wading River, NY. LIE east to exit 69. Turn left onto Wading River Rd North; continue 4 miles to the camp entrance on the right.

Camporee Chairperson
Tracy Dioguardi
1-516-445-4634

Camporee Medical Officer
Anthony Zero
1-516-680-1513

2023 PEQUOTT CAMPOREE SCHEDULE OF EVENTS

FRIDAY	6:00 PM – 9:00 PM	CHECK-IN: at south parking field
	9:15 PM	MANDATORY SAFETY BRIEFING: Hayden Hall
	10:00 PM	SM & SPL (w/buddy) CRACKER BARREL: at Hayden Hall – each unit must be represented or risk losing points! Bring those final rosters with you!
	11:00 PM	QUIET TIME – LIGHTS OUT
SATURDAY	7:00 AM	BREAKFAST (in sites)
	8:30 AM	FLAG RAISING & OPENING CEREMONY: In front of Caboose (Field Uniforms to be worn)
	9:00 AM - 11:45 AM	COMPETITION EVENTS
	12:00 PM - 1:15 PM	LUNCH (in sites) & SKIT “TURN-INS”
	1:30 PM - 4:15 PM	COMPETITION EVENTS
	2:00PM - 4:30 PM	CAMPSITE INSPECTION
	4:15 PM - 6:00 PM	DINNER (in sites)
	6:00 PM	COOKING CONTEST SUBMISSIONS: Entries must be turned in to staff at Hayden Hall for judging – buddy system must be used
	6:15 PM	RELIGIOUS SERVICES: At assigned locations (Field uniforms to be worn. OA members bring sashes)
	7:30 PM	CAMPFIRE & ORDER OF THE ARROW CALL-OUT: Waterfront – (Field uniforms to be worn. OA members wear sashes)
	10:00 PM	CRACKER BARREL: SM & SPL w/buddy At Hayden Hall – Bring evaluation forms
	11:00 PM	QUIET TIME – LIGHTS OUT
SUNDAY	7:00 AM	BREAKFAST (in sites)
	8:30 AM	CLOSING CEREMONY & AWARDS: In front of caboose (Field uniforms to be worn)
	11:00 AM	ALL TROOPS MUST DEPART <u>AFTER</u> BEING CHECKED OUT

SCHEDULE SUBJECT TO CHANGE

CAMPOREE EVENTS

- 1) **Battle of the Axes:** (6) Scouts (must be qualified from Friday night's safety briefing)
Location: Range across from Archery (next to Reiter Shelter)
Each Scout will have three throws. If all three axes stick in target, that Scout receives an additional three axes.
Scoring: 5 points for each ax that sticks in target
- 2) **King's Archers:** (6) Scouts (must be qualified from Friday night's safety briefing)
Location: Archery Range (nearest Camp Office)
Each Scout will get 5 arrows to hit the target.
Scoring: Points awarded based on standard archery scoring
- 3) **Alchemy in the Woods:** (6) Scouts
Locations: Staggered starting locations - assigned on Group A, B, and C schedules.
Scouts must use compass and map reading skills to locate the controls and find their specific cache.
Scoring: Points awarded for finding correct cache and accuracy of control locations.
- 4) **Caber Toss:** (6) Scouts
Location: Field next to Hayden Hall.
Scouts can test their strength and prowess.
Scoring: Points awarded for distance and technique.
- 5) **Frap 'n' Roll:** (3-5) Scouts
Location: Old Archery Range (south of caboose)
Scouts must use their pioneering skills to build a device with the materials provided.
The device must be less than 5' in height. A model will be on display throughout the weekend.
Scoring: Points awarded for accuracy of lashings and distance.
- 6) **Scoutmaster Tug of War:** (2) Adults
Preferable the Scoutmaster and one ASM will compete in a classic tug of war game.
Scoring: Bragging rights across the realm
- 7) **Bard and Jester Competition:** (2) Scouts
Two Scouts will perform. The Bard will recite a poem or sing a story about their Clan as the Jester acts it out. The story should be didactic, yet humorous.
Scoring: First, second and third place awarded

8) Campsite Inspection: all Scouts

Bonus points for any gateways, camp gadgets, or theme related displays. Inspections will be done during the afternoon.

Scoring: One Troop awarded

9) Cooking Contest: (2) Scouts to deliver a sample plate to The Manor. Only Scouts are to create this magical dish and it should be prepared at camp. It can be an entrée, appetizer or dessert, however, the magical ingredient that must be used is SPAM. Any variety of SPAM will be allowed.

Scoring: One Troop awarded

10) Banner & Coat of Arms Contest: Must be made by Scouts and should represent their Clan. Scouts must be prepared to answer questions about their banner and coat of arms. The banner should be portable as the Clan will be required to carry it wherever they go.

Scoring: One Troop awarded 4/26/2023

Save time at check-in, bring this form already filled out!

2023 PEQUOTT DISTRICT CAMPOREE

CHECK-IN FORM

TROOP #: _____

of CLANS: _____

of ADULTS: _____

Name of Clan #1: _____

of SCOUTS: _____

Name of Clan #2: _____

of WEBELOS/AOL SCOUTS: _____

Name of Clan #3: _____

SM Name: _____

SPL Name: _____

CAMPFIRE PROGRAM

SKIT, SONG, CHEER, OR RUN-ON: (At least one will be selected. We will be participating in a joint campfire with Rough Rider District. Due to time restrictions, not all units will have the opportunity to do two skits, songs, etc.)

CHOICE #1: _____

CHOICE #2: _____

[] My Troop plans on participating in the cooking competition.