The Greater Hudson Valley Council Presents:



Camporee Minute

You and your Scouts are invited to attend the first council camporee for the Greater Hudson Valley Council. This will be an opportunity to meet Scouts from across the Council (all 7 Counties), to participate in Scouting activities and to spend a weekend knowing that you are a part of a movement.

Scouting is about "outing". Nothing says Scouting like a Camporee. This event will be remembered for years and might be the largest event your Scouts will participate in as a Scout. The Camporee Committee has put together a great program around our theme – "Rise of the Council Camporee".

I look forward to seeing all of you and your Scouts at the Council Camporee – May 3 to 5.

"May the 4th be with You"

Dina Bochnik
Camporee Chair

Things Happen: we plan to do our best to make all planned events and programs happen. But, due to many factors, we do reserve the right to make whatever changes need to happen to make sure the event is safe, fun and successful.

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Registration and Check-in Procedures

Registration Fee:

- **Adult Participant $20**
- **Scouts BSA Participant $25**
- **Webelos/AOL $20**
- **Webelos/AOL Adult $15**

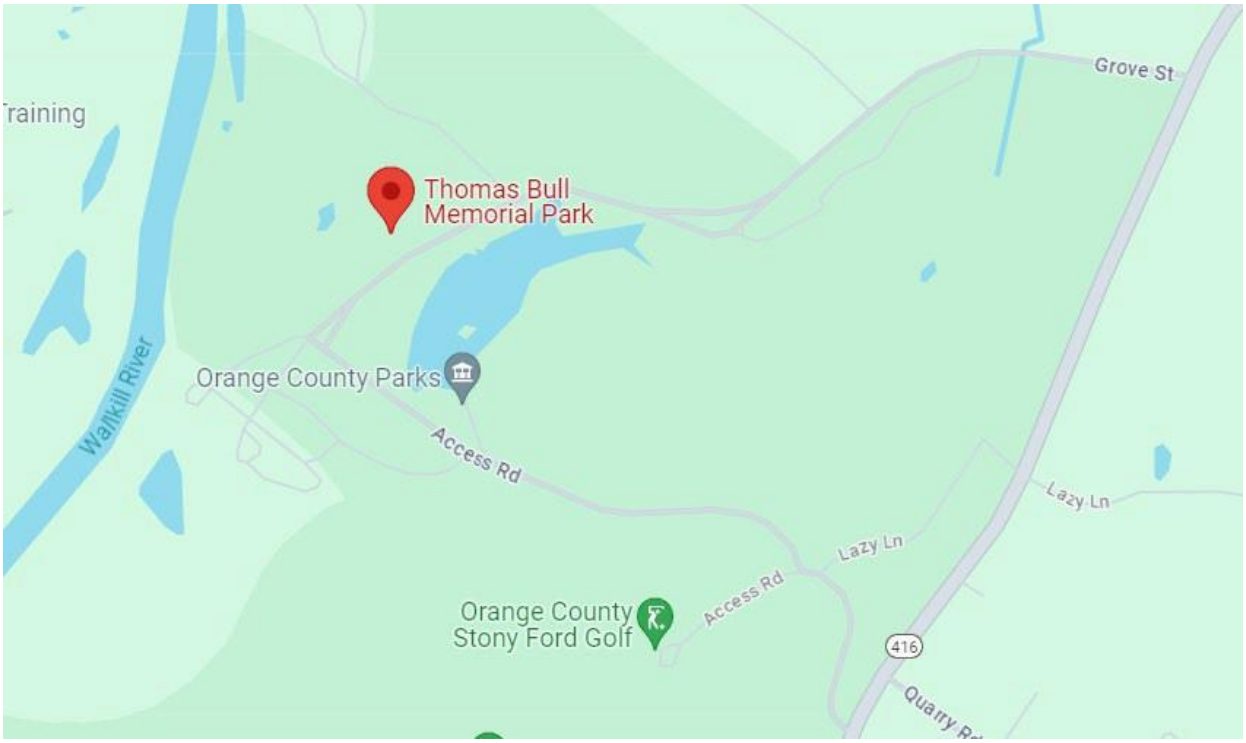
Register online at https://www.ghvbsa.org/camporee by **Monday April 22**. The registration fee is for the full weekend of theme-based activities, fun, fellowship and, of course, a patch!

Check In at Thomas Bull Park

All units will check into the camporee at the designated location. At that time, you will be assigned a campsite.

Please be prepared to pay for all registrations and late fees not yet submitted.

Location & Directions - Camporee is being held at Thomas Bull Memorial Park in Orange County, 211 NY-416, Montgomery, NY 12549



The Camporee will be at the Day Camp Section of the park.

Site map



Camporee General Information

Check-In - Friday May 3, 2024, 5:00pm to 8:00pm - The Scoutmaster and SPL should be the only Troop representatives at the check-in/registration table. Campsites will be assigned at check-in and will be determined by the number of campers in each Troop. We ask that for arrival to the park that all participants use the entrance off the **Access Rd** not Grove Street. Parking will be at a premium, so it will be more important than ever to rideshare/carpool and economize travel to include as few vehicles as possible. Please be Kind and Courteous to the Camporee Staff as they "Do their Best" to facilitate a fun event for you and our Scouts.

Check-in for AOL or Saturday arrivals - Check-in for AOL or Saturday May 4th arrivals will be from 7:00-9:00 am at the gate to the day camp area of the park.

Check-Out - Sunday May 5, 2024, 8:00am until 10:00am - Sunday morning will consist of Troop breakfast, campsite clean-up and check-out with Camporee Staff.

Emergency Medical Service – The Camporee will provide event medical staff for first aid situations. Scout specific medications and other medical issues should be handled within the Troop. Each Troop should also be outfitted with a campsite first-aid kit that is centrally located.

Campfires – Campsites must use an above ground fire pit. **Your unit will need to bring the above ground fire pit** if you wish to have a campfire. All sources of flame should be clearly marked and away from the tent area. All fires must be accompanied by a fire extinguisher. (This is a requirement of the park.)

Cooking/Meals - It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing out their own trash after the event.

Food Storage - Each Troop is responsible for supplying their own secure food storage containers.

Site Management – We want to show our appreciation to the park by properly respecting the grounds during our event. This means staying within our area of operation and keeping it, and all its facilities, clean. BSA's Outdoor Ethics should be embraced in full during the Camporee. We clean up after ourselves as well as police random litter as we come across it. We should leave the Park better than we found it.

We would like to ask that we are vigilant regarding YPT, our Scouts need to utilize the buddy system, our PLCs and adult Leaders having accountability for their Patrols/Troops, and all our attendees staying in our assigned areas for the event.

Camporee Schedule

Friday May 3rd

5:00-8:00 pm	Registration/Check-in and site set up
10:00 pm	Quiet Hours

Saturday May 4th

6:30-8:00 am	Troop Breakfast
7:00-9:00 am	AOL/Webelos Check-In
8:00-8:30 am	Clean up
8:30-9:00 am	Station Set up
9:00-12:00 pm	Morning Station time/Program time
12:00-1:30 pm	Troop Lunch time
1:30-2:00 pm	Station Set up
2:00-5:00 pm	Afternoon Station time/Program time
5:00-5:30 pm	Clean up stations
5:30-7:00 pm	Troop Dinner time
7:00-9:00 pm	Evening program
9:00-9:30 pm	Clean up program
10:00 pm	Quiet Hours

Sunday May 5th

6:30-8:00 am	Troop Breakfast
8:00-10:00 am	Cleanup/check out

BSA Camporee Events

Your Path You Must Decide

Combine geocaching to collect coded messages, then apply a simple cipher on the messages, in the right order, to reveal the hidden phrase.

Finding Luke at the Jedi Temple

Follow the instructions to locate the maps received from BB8 and R2 to find Luke at the Jedi temple.

Materials - maps, answer key, pencil, notebook and compass.

Trapped in Carbonite

Han Solo has been captured and is awaiting deep freeze to be carted off to the bounty hunter.

All members of the Patrol, except the designated PL, are blindfolded and unable to speak. A rope is placed at their feet. The station leader calls out a geometric shape that surrounds Han Solo, who is held prisoner. The station leader can stand in the middle as Han. The Patrol Leader must instruct his storm troopers into the specified shape to guarantee the carbonite sets. Do, or do not. There is no try. Upon the word GO, you may get started.

Disable the Tractor Beam!

Obi Wan - you're our only hope. As a team, you must cross the chasm within the generator area and disable the tractor beam on the Death Star.

You have in your possession two light sabers, and the force - of course. Venture forth, brave rebels!

Materials - Crossing bridge from Indiana Jones, planks, small puzzle box, two noodle light sabers with some type of corresponding info for the puzzle box.

Ewok Chase

Completes requirement 7 of Scouting heritage MB - "Reproduce the equipment for an old-time Scouting game such as those played at Brownsea Island".
Specifically a toned-down version of deer-stalking - "one boy went off as the ‘deer’, with half a dozen tennis balls in his bag. Twenty minutes later four ‘hunters’
went off after him, following his tracks, each armed with a tennis ball. The deer, after going a mile or two, would hide and endeavor to ambush his hunters,
and so get them within range; each hunter struck with his tennis ball was counted gored to death; if, on the other hand, the deer was hit by three of their balls he was killed.”"

Womp rat shooting on the ridge

Rifle MB qualifying, to a theme of shooting womp rats on Tatooine

Is that Blue Milk???

Cooking MB req 6d&e: cooking trailside. Patrol brings equipment and ingredients, cooks two SW themed meals and a snack trailside

Return to Ahch-To to rebuild the cairns

LNT/Hiking MB req 2b: there's a time and a place for cairns while hiking - explain why and stack the highest cairn in your session

After the Battle of Endor...

First Aid MB req 14 -
(a) Describe the conditions under which an injured person should be moved.
(b) If a sick or an injured person must be moved, tell how you would determine the best method. Demonstrate this method.
(c) With helpers under your supervision, improvise a stretcher and move a presumably unconscious person.

Escaping the Trash Compactor

Confidence Course/Obstacle Course

Caber Toss

Scouts will throw empty carpet roll/tubes of various diameters and lengths

Sheef Toss

Scouts will throw flour sacks of varying weights over a rope

Wilderness survival instruction

demonstration with a table about scout skills in the wilderness

Fishing Tournament

All Scouts are encouraged to bring their poles for some fishing at the pond all day long

May the force be with you

A Low Cope Course experience for young jedi

Jedi scout training center

Scouts Field Day

Hoth Station

Shelter building to survive the cold and harsh weather of planet Hoth

Sounds of the Cantina

Music station

Fires of Mustafar

Fire Building for jedi to test their skills

Mandalorian Forge

Wood Branding one of a kind branding

Cantina Bottle Targeting w/Frisbees

More Stations to come and outside vendors added daily

Evening Program

Star Wars – the Movie

Flag retirement ceremony

Campfire Program

If you have any questions, please feel free to email GHV.Service@Scouting.org

Main Office Phone
845-566-7300