**Patriot District Spring Camporee**

**“Barbarians at the Gate”**

April 20 – 22, 2018

Camp Snyder

6100Antioch Road

Haymarket, Virginia 20169

(571) 248-4904

As of March 21, 2018

As Scoutmasters read this letter there are several actions Units must take to make sure the camporee is a success. They are:

1. Contact Patrick Ring and notify him that your unit will attend the camporee by April 10, 2018. Final registration and payment is not due until arrival at the camporee on Friday, April 20. 2018. Patrick Ring’s e-mail is [pring978camporee@gmail.com](mailto:pring978camporee@gmail.com) and his phone number is (703) 674-6178.
2. Contact William Dexter, Camporee Director, by April 3, 2018 and notify him your unit would like to sponsor or co-sponsor a Scout Skills event. Additionally, we need a Unit to sponsor Dodgeball (All equipment is provided). His phone number is (703) 978-2632 and his e-mail is [wtdexterjr@gmail.com](mailto:wtdexterjr@gmail.com).
3. Select a Senior Scout to liaison with the Order of the Arrow to coordinate camporee activities. Notify William Wallace, Chapter Chief, by April 3, 2018 of the Scout. William Wallace’s contact information is (571) 278-8082 or [wwallacemust@gmail.com](mailto:wwallacemust@gmail.com).
4. Attend a camporee planning meeting with an adult leader and a Senior Scout on Tuesday, April 10, 2018 from 7-9 PM in the cafeteria at Bonnie Brea Elementary School, 5420 Sideburn Road, Fairfax. The purpose of the meeting will be to discuss/explain how the Scout Skills Competition will be organized, conducted and scored.

The Patriot District is open to Boy Scout Troops, Venture Crews, Explorer posts and Webelos Dens. The camporee will be held from Friday night, April 20 till Sunday April 22, 2018. Patriot District will camp on the camporee field at Camp Snyder. The cost is eighteen dollars ($18) per participant. There is no charge for adults that are just helping out on Saturday or Sunday and are not camping for a night. **Units must provide a tentative registration by Tuesday, April 10, 2018.** It is important that units notify Pat Ring by e-mail that they plan to attend the camporee with an estimated number of Scouts and adults attending. His e-mail is [pring978camporee@gmail.com](mailto:pring978camporee@gmail.com) and his phone number is (703) 674-6178. Final camporee registration and payment will take place Friday evening on-site as units arrive. Units and individual staff members are asked to pay by check made out to NCAC-BSA.

**The theme for the Patriot District Spring Camporee is “Barbarians at the Gate” – Scout skills in Action.** The program will consist of a Patrol Skills Competition where patrols will be challenged at several stations where they will prove their proficiency on basic scout skills. Each troop will be asked to sponsor a station and the senior Scouts running the station will work with the Order of the Arrow to organize and execute the competition.

On Saturday, the program will be divided into two parts. Each part will be three hours long. Units will be scheduled to participate in each part either in the morning or the afternoon.

The Patrol skills competition will be scout planned, scout organized, scout conducted, and scout scored. Nine troops are needed to sponsor an event. A tentative plan is listed. Troops can select an event listed or submit a proposal for a different event. Each event should be organized to handle two patrols at a time to participate and structured to allow a patrol to complete the task in 20 to 30 minutes. Partial credit will be awarded to patrols that do not complete the task.

Troops will organize into patrols of six to ten scouts. The patrols will attempt to complete all nine competition events. At each event the patrol will be scored on their ability to work on the task and their demonstrated scout spirit.

**PATROL SKILLS COMPETITION EVENTS**

**Maximum Patrol score per event is 20 points, 10 points for skills and 10 points for Scout spirit.**

**1. Barbarian Crash Landing.** Troop TBD sponsors this event.

Your patrol of Barbarians has crashed landed on an island during a storm. One or two of your crew mates has been injured. We are going to require that your patrol quickly create a stretcher out of the materials given and transport the injured Barbarian(s) 10 yards from where the injury occurred. The scoring will be based on timing, teamwork, and Scout spirit. The method for building the stretcher comes from the Boy Scout Handbook.

**2. Barbarians Build a Fire.** Troop TBD sponsors this event.

Your Barbarian patrol has hiked to a camping spot and needs to build a fire(s). All materials except tinder will be supplied by the host. Each patrol must supply its own tinder. The object of the fire building exercise is to know how to start a fire as quickly as possible. Your patrol may use one of three methods: Spindle and bow, flint and steel, or three matches. The fire(s) must be sufficiently strong to burn a string. The scoring will be based on the difficulty of the method, timing, teamwork, and Scout spirit. The method for building the fire will be determined by the patrol prior to the event and should be certified by adults in the unit prior to Camporee.

**3. Barbarians Tie It Up.** Troop TBD sponsors this event.

When Barbarians invade a land, they are required to use rope to establish their camp. All Barbarians, therefore, need to know their knot skills and this event will test the Barbarian patrols on their ability to tie a square knot, two half hitches, a taut-line hitch, sheet bend knot and a bowline knot. These are classic knots from the Boy Scout Handbook. The Barbarian patrols will be scored on their skills and Scout spirit.

**4. Barbarian Build it.** Troop TBD sponsors this event.

After Barbarians capture animals they must build a coral to collect the animals. Using square, shear and diagonal lashing the patrol will build a fence. Patrols will be judged for skill, Scout spirit.

**5. Where’s My Barbarian?** Troop TBD sponsors this event.

This is an orienteering event in which a lost Barbarian patrol must go from Point A to Point D while visiting Points B and C using a compass. The orienteering course allows each lost Barbarian patrol to find its way after they have crash landed on a mysterious island. It is required that each patrol have a compass and individuals who know how to use the compass. Instructions will be given to the patrols in order for them to navigate the 4 marked points.

**6. Barbarian Splitting Wood.** Troop TBD sponsors this event.

Barbarians are required to split wood to build up a supply to support their winter encampment.

**7. Barbarian Pancakes.** Troop 1131 sponsors this event.

Barbarians win the battle and celebrate by cooking pancakes. Barbarians must cook and flip pancakes. As a reward, they also get to eat them.

**8. Barbarian Medicine.** Troop 1027 sponsors this event.

Your Barbarian patrol has completed a battle with its arch rival, the Visigoths. Your patrol will be required to determine the best first aid treatment for the injuries received. The injuries include burns, broken limbs and the need for CPR. The patrols will be required to identify the injury and perform First Aid with the materials provided. Points will be allotted for demonstrated skill in first aid and Scout spirit.

**9. Barbarian Team Challenge.** Troop 50 sponsors this event.

A surprise challenge in team building will be prepared for each Barbarian patrol. There will be no description of this event other than it involves team building so that the Barbarian patrol will not have an opportunity to prepare in advance. The goal is to surprise the Barbarian patrol with a task to be performed as a team.

**Camporee Adventure Activities**

The second part of the program will be a chance for scouts to challenge themselves and have fun. They include dodge ball, marksmanship with air rifle shooting, archery, STEM activities and rock wall climbing. These events will not be scored and will not be part of the patrol competition.

Additionally, a new Patriot District camporee activity will be the dessert competition where Scouts can enter their favorite dessert. This competition will be voluntary and as many teams that want to can enter. Deserts will be judged for their taste, presentation and ingredients. There will be two categories, one for Scouts and one for adults.

The camporee will have the traditional events that bring us together as a district; Opening and Closing ceremonies, Senior Patrol Leader/Scoutmaster Cracker Barrel, outdoor church services, a Saturday night campfire, and the Order of the Arrow Call-out. On Sunday morning each troop will participate in a short community service project – they will plant 15 small trees at designated areas to improve Camp Snyder. The Order of the Arrow will provide the scout leadership for the camporee and members from each troop are needed to assist them.

The Order of the Arrow will provide the Camporee Senior Patrol Leader and the Flag Detail for the Opening and Closing ceremonies. The Camporee Senior Patrol Leader is responsible for conducting the Camporee Opening and Closing ceremonies. Also, a member will act as the Master of Ceremonies for the Saturday night campfire. This is a great opportunity for a senior Scout to display his leadership abilities. The camporee is looking for at least two Scout buglers or trumpet players. Additionally, as always, the camporee staff is in need of adult volunteers to support the different events. Volunteers should phone William Dexter, the Camporee Director at (703) 978-2632 or send an e-mail to [wtdexterjr@gmail.com](mailto:wtdexterjr@gmail.com).

**CAMPOREE SCHEDULE**

Friday, 20 April 2018

Noon **(Optional)** Staff No Host Lunch

1:30 pm Staff Arrives

2:00 pm Camporee Headquarters Opens

5:00 pm Camporee Staff Dinner

6:00pm Scout Check-in and Campsite Setup Starts

9:00pm SPL/SM Meeting

9:30pm SPL/SM Cracker Barrel

11:00pm Taps

Saturday, 21 April 2018

7:00 am Reveille

7:30 am Breakfast

8:30 am Opening Ceremony

9:00 – Noon Morning Activities Sessions (Half the Troops will attend the Scout Skills Competition and the other Troops will attend the Adventure activities.)

Noon – 1 pm Lunch

1 - 4:00 pm Afternoon Activities Sessions (Half the Troops will attend the Scout Skills Competition and the other Troops will attend the Adventure activities.)

6:00 pm Dinner

7:00 pm Dessert Competition Judging at Camporee Headquarters

7:00 pm Religious Services; Interfaith at the Camp Snyder Chapel, Catholic Mass on the Camp Snyder Cafeteria patio and Jewish at Camporee Headquarters

8:00 pm Campfire Rehearsal

8:30 pm Campfire Starts

9:30 pm OA Call Out (At the end of the campfire)

11 pm Taps

Sunday, 22 April 2018

7:00 am Reveille

8:00 am Breakfast

8:30 am – 9:30 pm Service Project (Plant seedlings)

10:00 am Closing Ceremony

10:15 am Checkout Begins

11:00 am Camporee closed

**STAFF**

**DISTRICT STAFF**

Position Name

District Chairman Steve Smith

District Commissioner Dave Astle

District Executive Ashley Felton

Program Vice Chairman Bill Dexter

**CAMPOREE STAFF**

Position Name

Camporee Director Bill Dexter

Administration Pat Ring, Kelly O’Malley, Lee Cass

Program Director (Scout Skills Competition) Kevin Reed

Logistics Bill Dexter

“Grubmaster” Don Northcut

Budget Bill Dexter

Photographer Bill Snowden

Sound System Ashley Felton

Commissioners Lee Cass, Jae Engelbrecht, Ken Gaul and Paul Hoffman

STEM and NOVA Program Director Sokhom Kith and Mark Blanchard

Simple Machine

Encryption

Rockets

Mathematics

Marksmanship Ken Gaul, Joe Walker and Kelly O’Malley

Archery Michael Stonkey

Dodgeball Troop XXX

Climbing Wall John Merchant, Justin Day and John Cavan

Religious Services

* Protestant “Doc” Paige Johnson
* Catholic Mark Greer
* Jewish Howard Kaye
* Muslim Ahmed Mashaal

OA Chapter Chief William Wallace

OA Chapter Advisor Robert Cohn

Scout Dessert Judge

Adult Dessert Judge Joe Walker, Jae Engelbrecht and Paul Hoffman

**SCOUT CAMPOREE STAFF**

Position Name

Camporee Senior Patrol Leader William Wallace, OA

Opening Ceremony Scouts – OA

Closing Ceremony Scouts – OA

Bugler/Trumpet Player

Bugler/Trumpet Player

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