

Cherokee District  
2018 Fall Camporee  
Viking Wars  
Aug. 24 to 26  
Camp Light  
Boxwell Scout  
Reservation  
Scouts: \$10

A detailed illustration of a Viking warrior standing on a rocky, snow-dusted mountain peak. The warrior is wearing a horned helmet with a metal face mask, a large circular shield with intricate carvings, and a tunic with a fur-lined skirt. He has a sword tucked into his belt and is shouting with his mouth open. The background shows misty, snow-capped mountains.

To register,  
Visit  
[MTCBSA.ORG](http://MTCBSA.ORG)

## Friday Night

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5-9 p.m. Arrive at Camp Light at the Boxwell Scout Reservation.  
Campsites will not be assigned before units' arrival.

9 p.m. Cracker Barrel

10:30 p.m. Lights out.

## Saturday

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6-8 a.m. Breakfast

8 a.m. Opening Flag Ceremony & Announcements

8:30 a.m. to 12 p.m. Warship Construction

12-1:30 p.m. Lunch

1:30-2:30 p.m. Additional Time for Warship Construction

2:30-6 p.m. Catapults for Distance and Accuracy

District Water Balloon Battle

6-6:30 p.m. Warship Teardown

6:30-8 p.m. Dinner

8-9 p.m. Closing Campfire and Awards Presentation

10:30 p.m. Lights Out

Sunday

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6-8 a.m. Breakfast

8 a.m. Scout Service

11 a.m. Depart Camp (sites must be inspected before a troop may leave).

## Additional Camp Details

1. Troops are responsible for bringing and preparing their food.
2. Troops should bring a first-aid kit, though we will have a designated first aid provider.
3. Class A uniforms are required for the Flag Ceremony and Scout Service.
4. Troops are encouraged to have a skit, song, or cheer for the closing campfire.
5. Dressing as a Viking is encouraged.
6. Scouts who use cell phones, tablets, or other electronics while at camp will face the wrath of Odin.

## MATERIALS NEEDED FOR SHIP

MATERIALS	RESPONSIBILITY
2 CANOES PER TROOP, LARGE TROOPS MAY HAVE 4 IF ARRANGED	DISTRICT
PADDLES ( 3 PER CANOE )	DISTRICT
LIFE JACKETS. ( MUST BE WORN AT ALL TIMES WHILE IN WATER )	DISTRICT
3 - 14 TO 16 FT. POLES OR 2 X 4 FROM LUMBER YARD	TROOP
4 - 10 TO 12 FT. POLES OR 2 X 4 FROM LUMBER YARD	TROOP
2 - 8FT. POLES - NO SMALLER THAN 2 X 2	TROOP
2 - STANDARD 5 GALLON BUCKETS	TROOP
2 - BEACH BALLS FOR TARGETS PUT TROOP # ON BALL	DISTRICT
2 - SHEETS 4 X 8 PLYWOOD	TROOP
LASHING ROPE FOR APPROXIMATELY 40 LASHINGS	TROOP
CATAPULT - BUILD BEFORE YOU ARRIVE	TROOP
WATER BALLOONS ( MUST BE BIODEGRADABLE ) A LOT	TROOP
WATER BALLOON FILLING DEVICES NO ELECTRONIC, ELECTRIC, CHEMICAL, OR FUEL TROOP DEVICES (PUMP PLANT SPRAYER WORKED GOOD LAST TIME FOR US.)	TROOP

## OPTIONAL ITEMS

MATERIALS	RESPONSIBILITY
EXTRA BUCKETS FOR BALLOONS AND TO BALE WATER	TROOP
A RUDDER FOR STEERING CAN BE ADDED, IF DESIRED	TROOP
VIKING DECORATIONS, COSTUMES, TROOP FLAGS , ETC.	TROOP

## CAMPOREE OBJECTIVES

1. WATER SAFTY
2. LASHING SKILLS
3. TEAMWORK AND CANOING SKILLS
4. TROOP SPIRIT IN COMPETITION
5. GO TO SLEEP SATERDAY NIGHT EARLY
6. GO TELL SOME ONE NOT A SCOUT WHAT THEY ARE MISSING!!!!

## **SUGGESTIONS**

1. THE ATTACHED DRAWING IS A SUGGESTED PLAN ONLY EXCEPT FOR THE ITEMS NOTED WITH A CIRCLED ASTERISKS \* AND AS LISTED BELOW.
  - A. REQUIRED: AT LEAST HALF OF EACH CANOE'S WITH MUST BE OUTSIDE OF THE UNDERNEATH SIDE OF THE PLYWOOD DECK TO PROVIDE THE REQUIRED STABILITY.
  - B. REQUIRED: THE DECK ON EACH SHIP MUST BE 8FT. BY 8 FT. (2- 4 X 8 SHEET OF PLYWOOD)
2. POLES CUT FROM THE WOODS SHOULD BE AS LIGHT AS POSSIBLE 2" X 4" LUMBER WILL BE ACCEPTED (REMEMBER THE SHIP WILL NEED TO BE CONSTRUCTED ON LAND AND CARRIED TO THE WATERS EDGE.
3. EXTRA BRACING IS OPTIONAL, BUT POLE TO POLE AND POLE TO CANOE LASHING MUST BE USED.
4. EVEN THOUGH LIFE JACKETS AND PADDLES WILL BE FURNISHED, WE ARE REQUESTING THAT INDIVIDUALS BRING THESE ITEMS FROM HOME IN CASE THERE IS A SHORTAGE. PLEASE MARK THESE ITEMS.

## **ITEMS OF INTEREST**

1. EMPHASIS IS ON THE BOY PARTICIATION AND PATROL/TROOP OPERATION- DURING SHIP CONSTRUCTION, ADULTS CAN BE PRESENT DURING THE CONSTRUCTION BUT CAN NOT DO ANY LASHING JUST ADVICE.
2. NO GROUND FIRES AT BOXWELL; HOWEVER, ABOVE GROUD FIRES ARE ACCEPTABLE IN CAMP. THIS MEAN ALL FIRES MUST BE ABOVE GROUND IN A CONTANER AND ATTENDED AT ALL TIMES WHEN IN USE. BRING YOUR OWN WOOD.
3. NO SWIMMING IS ALLOWED.
4. NO CUTTING OF LIVE TREES FOR POLES OR FIREWOOD.
5. WATER REFILLS WILL BE AVAILABLE AT CRAIG OR AT THE WATER TOWER SO BRING YOUR INITIAL WATER REQUIREMENTS WITH YOU.
6. THE O.A. WILL BE RESPONSIBLE FOR FLAG RISING, THE CAMPFIRE AND CAMPSITE INSPECTION BEFORE DEPARTURE.
7. CAMPOREE FEE OF \$7.00 PER SCOUT AND \$6.00 PER LEADER WILL INCLUDE A PATCH, INSURANCE, AND EXPENSES FOR DISTRIC SUPPLIES.
8. THE BALLON FILLING DEVICE, CATAPULT AND BALLOON HOLDING DEVICE ARE CRITIAL ITEMS. IF YOURS DO NOT WORK WELL, YOUR TROOP IS GUARANTEED TO FAIL, SO TRY THESE DEVICES OUT BEFORE YOU COME.
9. LIGHTS OUT ON FRIDAY AT 11:00 PM AND SATURDAY AT 12:00PM

## **ITEMS THAT ARE NOT OPTIONAL (SEE DRAWINGS)**

1. TARGET BALL MUST BE BEACH BALL PLACED ON 5- GALLON BUCKET.
2. THE TARGET POLE MUST EXTEND NO LESS 6' AND NO MORE THAN 7' ABOVE THE SURFACE OF THE DECK. TARGET POLE CANNOT BE SMALLER THAN 2" X 2" IN DIAMETER. THE 5- GALLON BUCKET MUST BE SCREWED TO THE TOP OF THE POLE. THESE ARE THE ONLY 2 SCREWS ALLOWED ON THE ENTIRE SHIP.
3. 2 TARGETS MUST BE ON SHIP. ONE ON THE FRONT AND THE OTHER ON THE OPPOSITE SIDE OF THE REAR AS ILLUSTRATES IN THE DRAWING.
4. ALL POLE TO POLE JOINTS AND POLE TO THWART JOINTS MUST BE LASHED.
5. FOR SAFETY REASONS, NO NAILS, SCREWS, OR WIRE ALLOWED THROUGHOUT THE SHIP (EXCEPT FOR THE 2 SCREWS USED TO MOUNT THE 5 - GALLON BUCKETS).
6. ALL PERSONS ON BOARD MUST WEAR A LIFE JACKET AT ALL TIMES - (NO EXCEPTIONS EVER).
7. ABSOLUTELY NO SCOUT WILL GO INTO THE WATER FOR ANY REASON UNTIL THE DISTRICT STAFF SIGNALS TO DO SO - NO SWIMMING AT ANY TIME ON THIS CAMPOREE.
8. ABSOLUTELY NO SHIP WILL BE LAUNCHED UNTILL THE DISTRICT STAFF GIVES THE SIGNAL.
9. ABSOLUTELY NO SCOUT CAN GO NEAR THE LAKE EXCEPT DURING THE ORGANIZED ACTIVITY TIMES.
10. AFTER ACTIVITIES ARE OVER, SHIP MUST BE DISMANETLED AND ALL EQUIPMENT REMOVED FROM THE LAKE AREA AND RETURNED TO THE CAMPING AREA.
11. THE MAXIMUM NUMBER OF MEN PER CANOE CANNOT EXCEED 4; THEREFORE, A FULL CREW IS 8 MEN PER SHIP.
12. SHIPS MUST BE POWERED, STEERED, AND OPERATED BY (BOY SCOUT POWER ONLY). NO MOTERS OF ANY TYPE.
13. ABSOLUTELY NO POLES CUT FROM BOXWELL.
14. NO PRE- FABRICATTED SHIPS. SHIP ASSEMBLY MUST BE ON SITE EXCEPT FOR THE (CATAPULT SHOULD BE PRE-FABRICATED AND BROUGHT FROM HOME)

# COMPETITION RULES

1. A BEACH BALL KNOCKED OFF THE BUCKET BY A WATER BALLOON IS A (KILL). TWO KILLS AND YOUR SHIP IS CONSIDERED SUNK AND MUST RETIRE TO THE BANK FOR THE DURATION OF BATTLE. THE LAST SHIP REMAINING WINS THE BATTLE.
2. A 'KILL' CAN BE SCORED BY ANY ACTION THAT CAUSES THE BEACH BALL TO BE KNOCKED OFF THE BUCKET EVEN IF THE "KILL" IS SELF INFLICTS BY YOUR OWN SHIP OR THE WIND.
3. SCOUTMASTERS WITH SMALL TROOPS SHOULD COMBINE FORCES AND BUILD ONE SHIP. TRY TO HAVE 8-MAN CREWS.
4. SEVERAL BATTLES WILL BE HELD SO THAT ALL CAN PARTICIPATE. SHIPS WILL BE ALLOWED TO RETURN TO SHORE TO TAKE ON FRESH MEN AT ANY TIME SO THAT ALL CAN PARTICIPATE.
5. NO MEMBERS OF ANY SHIP CAN BOARD ANOTHER SHIP OR KNOCK THE BEACH BALL OFF OF ANOTHER SHIP BY USING A PADDLE OR BUCKET. VIOLATION WILL SINK THE OFFENDER'S SHIP.
6. SHIPS MUST 'MIX IT UP' NO LYING BACK DURING THE BATTLE. SHIPS CAUGHT NOT ENGAGING IN BATTLE WILL BE PENALIZED AFTER A WARNING BY HAVING ONE BEACH BALL 'KILLED'
7. THE CAPTAIN OF EACH SHIP MUST HAVE A WHISTLE AROUND HIS NECK. THIS MUST BE BLOWN LOUDLY ANY TIME A MAN GOES OVERBOARD OR IS INJURED. THE BATTLE WILL STOP UNTIL THE MAN IS RESCUED AND BACK ON BOARD OR THE INJURY IS CORRECTED.
8. **JUDGES DECISIONS ARE FINAL**
9. JUDGES AND SAFETY PERSONAL WILL BE IN SMALL POWERBOATS MONITORING THE BATTLE, IF BOATS ARE AVAILABLE.
10. **AWARDS TO BE GIVEN AS THE FOLLOWING:**
  - FIRST, SECOND, THIRD, PLACE IN THE BATTLE, DISTANCE AND ACCURACY.
  - FIRST, SECOND, THIRD PLACE FOR BEST LOOKING SHIP. (CORRECT LASHINGS WILL BE CONSIDERED).
  - FIRST, SECOND, THIRD, IN THE SHIP RACE IN THE BAY.
  - FIRST, SECOND, THIRD, PLACE, OUTFITS OF VIKINGS AND SHIP DECORATIONS.
  - FIRST, SECOND, THIRD, PLACE FOR MOST DURABLE SHIP AT END OF LAST BATTLE. (CORRECT LASHINGS WILL BE CONSIDERED).
11. SHIPS WILL MAINTAIN A 5-FOOT DISTANCE FOR SAFETY, RAMMING A SHIP IS NOT ALLOWED. SHIPS RACE IN THE BAY.





