

2020 Coweta District Fall Camporee



October 24, 2020

*Camp Jim Stephens
Newnan, Georgia*

October 7, 2020

Dear Unit Leader,

On behalf of the Coweta District and the Flint River Council, we cordially invite you to attend the 2020 Coweta District Fall Camporee, which will be held as a “one-day event” on Saturday, October 24, 2020, at historic Camp Jim Stephens just west of Newnan in Coweta County.

Due to the continuing issues of COVID-19, this year’s Fall Camporee will be a **ONE DAY EVENT**. We will be conducting temperature checks of all attendees upon arrival, and all participants will be required to wear a mask at this event.

The enclosed schedule reflects the events all occurring on Saturday. Our event will conclude with a ceremony around the flagpole with appropriate social distancing.

The theme for this year’s Camporee is Archaeology. Most of the themed activities and competitions will be centered on this theme.

Archaeology is one of the Scouting’s most unique merit badges, and this camporee is planned under the supervision of an Archaeologist. Our 2020 Camporee will be RICH with opportunities to LEARN and COMPETE in several different events around the Archaeology theme. More information on our program and competitions is enclosed in this leader’s guide.

We intend to offer a truly unique experience for all Scouts taking advantage of this program opportunity. Come enjoy the Camporee and be prepared for an unforgettable time.

We look forward to seeing you at the 2020 Coweta District Fall Camporee!

Yours in Scouting,

Josiah Jorek

Josiah Jorek, 2020 Camporee Chief

2020 Coweta District Fall Camporee

Overview:

Theme: Archeology merit badge
Location: Camp Jim Stephens
Dates: October 24, 2020
Cost: **\$12.00 per youth; \$6.00 per adult**

Note: Camporee fee remains \$12.00 per scout and \$6.00 per leader. This fee includes an event patch, camporee competitions for each troop, miscellaneous expenses (awards, sanitation, etc.) and the opportunity to complete a lesser-earned merit badge.

**Scouts & Leaders eat breakfast before arrival.
Everyone brings their own individual lunch and dinner.
TROOP or GROUP MEALS ARE NOT PERMITTED.**

Events:

1. Golden Axe
2. Golden Spoon (Deleted due to health concerns)
3. Spirit Stick
4. Best Overall Unit (includes Golden Axe, Spirit Stick and events below):
 - a. Best Skit or Song
 - b. Field Competitions

Contact Information:

Camporee Chief (youth): Josiah Jorek
Camporee Adviser: Frank Harper 770-712-7771 (fourlittleharpers@yahoo.com)
Merit Badge Counselor Whitney Olvey
OA Chapter Adviser: Eric Stout 678-378-6387 (eric.stout@faa.gov)
District Commissioner: Robert Allen 678-923-6159 (skyhighads@yahoo.com)
District Executive: Aaron Gluck 470-481-1054 (Aaron.Gluck@scouting.org)

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- TENTATIVE PROGRAM SCHEDULE -

(Official schedule to be announced at the camporee)

SATURDAY, OCTOBER 24, 2020

7:30 AM	GATES OPEN; STAFF report to HQ and prepare for events
8:00 – 9:00 AM	ARRIVAL AND CHECK-IN
9:00 AM	OPENING CEREMONIES – CLASS B activity uniform . Troops bring flags. Troop formations on either side of Parade Field. - Flag raising, prayer, welcome, announcements.
9:15 - 11:45 AM	PROGRAM ACTIVITY PERIOD
11:45 - 12:45 PM	LUNCH
1:00 PM	PROGRAM ACTIVITY PERIOD resumes
2:00 – 4:00 PM	GOLDEN AXE competition
4:00 PM	ACTIVITY PERIOD ENDS
4:00-5:00 PM	DINNER and FREE TIME
5:00 PM	FLAG LOWERING CEREMONY - CLASS A uniform . Troops bring flags. Troop formations on either side of Parade Field.
5:15 PM	CAMPFIRE and SKITS at Parade Field; AWARDS PRESENTATION
6:00 PM	DEPARTURE and RETURN HOME
6:30 PM	GATES CLOSED; STAFF DEPARTURE

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Camporee Guidelines and Important Information

- A. **GUIDELINES:** The rules and guiding principles for the 2020 Fall Camporee shall be the Scout Oath and Scout Law. Safety guidelines shall meet or exceed those outlined in the BSA Guide to Safe Scouting.
- B. **REGISTRATION:** Register online at <http://www.flintrivercouncil.org/>. Submit the completed registration form and all fees **NO LATER** than arrival on Saturday, October 24, 2020. Make all checks payable to Flint River Council.
- C. **DRIVING DIRECTIONS:** Camp Jim Stevens is located at 611 Boy Scout Road, Newnan, Georgia 30263.
- Highway 34 West (Bullsboro Drive) toward Newnan
 - Turn **RIGHT** onto Highway 34 Bypass (Farmer Industrial Blvd.)
 - Continue, crossing Highways 29, 70, and Alt 27/16
 - Turn **RIGHT** onto Highway 34 West (Franklin Hwy.) toward Franklin
 - Go 4.7 miles, and turn **LEFT** onto Pierce Chapel Road
 - Turn immediately **LEFT** onto Sanders Davis Road
 - Go about ½ mile, and turn **RIGHT** onto Boy Scout Road
 - Go 1.3 miles, Camp Jim Stevens is located on the right - past a yellow house and creek
- C. **MISC. CAMPOREE EVENT RULES:** Please follow these additional event rules:
- Absolutely no personal firearms, ammunition, archery equipment, fireworks, explosives, etc. may be brought to the Camporee.
 - No pets are allowed during this event.
 - No alcoholic beverages or illegal drugs are permitted.
 - No smoking in event or campsite areas. Adults are asked not to smoke in the presence of Scouts. Designated smoking area is located outside of the main gate to the Camporee site. Leave no trace and fire safety rules apply.
 - No Refunds

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- D. **CHECK-IN PROCEDURES:** Check-in on Saturday will be from 8:00 AM to 9:00 AM. Please check the Camporee Program Schedule for safety, if possible, arrive before the program day starts. At check-in, each unit should be prepared to present the following:
1. Final Unit Roster: Your Final Unit Roster will be used assigning Patrols for the event schedule.
 2. Complete BSA Health and Medical Record Forms and proof of insurance for each person listed on the roster. Arrange the forms in alphabetical order (last name). Every participant (youth or adult) must have a medical record form on file in order to participate in the event. **These will stay available with the unit.**
 3. Registration Information and Fees Recorded. The registrar will have information on registrations and fees paid. If you are late to register, please bring your receipt/proof of payment, or a check (or cash) to cover fees.
 4. **ALL youth and adults must wear a mask at all times during this event.**
 5. **ALL youth and adults must submit to a temperature check upon arrival.**
- E. **CHECK-OUT PROCEDURES:** Follow the Outdoor Code in preparing your site for check-out. If you brought it to Camporee, you will need to haul it out...including trash. This is a remote site, so general trash collection service will not be provided by Camporee Staff. Prior to departure, your Unit Leader should go to the Camporee HQ Check-Out Area to pick up their program souvenir envelope containing patches. Please pick up this envelope before leaving. All units need to be checked out by 8PM on Saturday.
- F. **PARKING VEHICLES AND UNLOADING EQUIPMENT:** Please park vehicles at the edge of the tree line across the road from the parade field. Cars in the driveway area of the blockhouse will become blocked and should not expect to leave between 9AM - 4:30PM or possibly later on Saturday.
- G. **FIRST AID:** Emergency medical services will be provided during the Camporee from the Camporee HQ area (exact location TBD. Look for signs.). They are available for all major first aid needs. Each Unit should also have a good first aid kit in their campsite to handle any minor first aid occurrences.

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- H. **ASSEMBLIES / VESPERS PROTOCOL:** When reporting to the parade field for events and vespers, please observe the following protocol
- Muster units at the parade field promptly in a semi-circle formation around the flagpole.
 - Report to the parade field in formation, singing a unit song or patrol yell.
 - Display unit and patrol colors while in formation.
 - When roll call is taken, SPL or acting SPL of each unit respond accordingly. If you do not know proper protocol for answering "roll call," we will review at cracker barrel.
- I. **UNIFORMS OF THE DAY:**
- Class B activity uniform for arrival and opening Flag Ceremony.
 - Class A full uniform for Saturday night Flag Lowering and Campfire.
- J. **COOKING & FIRES: DUE TO COVID-19, NO COOKING WILL BE PERMITTED AT THIS EVENT.** Any changes to the Fire Restrictions will be announced when checking-in. **Except for the Golden Axe competition, there should be no fires.**
- K. **WATER:** Potable water will be provided via a tap located at the blockhouse sufficient for consumption and cooking/cleaning to cover your entire stay. Bring your own containers to transport water. **However, due to the COVID-19 guidelines personal drinking water should be brought from off site. A limited amount of hand sanitizer will be available but please be prepared with your own as well.**
- L. **TRASH:** This is a low impact event. Everything brought in must be packed out, including trash, garbage, etc. Do not put any of these into the campground's trash/garbage containers or leave trash at the site. NOTE: Trash may NOT be burned in lieu of carrying it out.
- M. **PORTABLE TOILETS:** Portable toilets will be located near campsites and activity areas. Please remind your scouts to be courteous, keep the toilets clean, and observe posted restrictions for "Adult Leaders" and "Staff Only." Please advise staff when additional toilet paper or other service is required. Do not dig latrines.

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N. **HEALTH & SAFETY REMINDERS:**

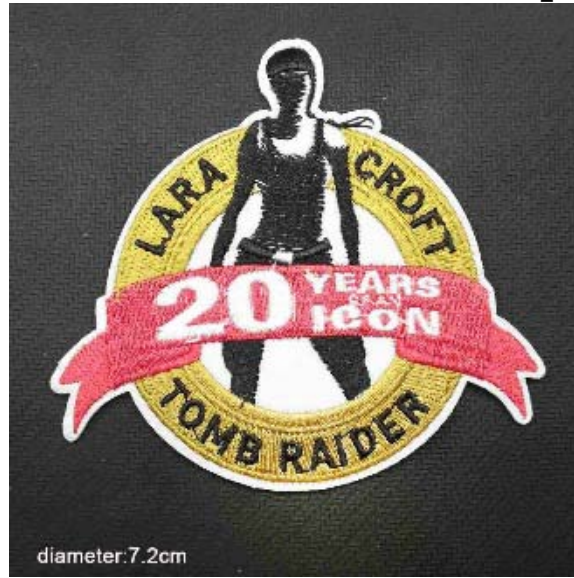
1. BSA policy prohibits passengers in beds of pickup trucks, whether or not pickup bed is covered.
2. Drivers please maintain safe speed and drive cautiously on camp property, watching out for adults and youth. The speed limit for camp is 15 miles per hour.
3. Follow manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
4. Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
5. **NO FLAMES IN TENTS!**
6. Units should take care of minor injuries if possible. A Red Cross certified individual will be on staff in case of emergency. If medical attention is needed, have authorization forms for medical care/treatment readily available.

O. **MEALS: DUE TO COVID-19, NO COOKING WILL BE PERMITTED AT THIS EVENT. Troop or Group meals are not permitted. All participants should bring their own individual "sack" meals to this event.**

P. **BLUE CARDS: Troops planning on participating in the Archaeology Merit Badge activities must bring a sufficient supply of Blue Cards for each Scout in their unit.**

Special Requests: If there are participants in your unit that require special accommodations, please notify Frank Harper **as soon as possible** so the necessary arrangements can be made.

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1. Tell what archaeology is and explain to your counselor how it differs or relates to other fields of study such as anthropology, geology, paleontology, and history. Explain how archaeology is different than artifact collecting or treasure hunting.
2. Describe each of the following steps of the archaeological process: site location, development of background research and a research design, site survey and fieldwork, artifact identification and examination, interpretation, preservation, and information sharing.
3. Describe at least two ways in which archaeologists determine the age of sites, structures, or artifacts. Explain what absolute dating and relative dating are.
4. Learn about a combined total of five archaeological sites located both within and outside the United States.
 - a. For EACH site you research, point it out on a map and explain how it was discovered. Describe some of the information about the past that has been found at each site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important to modern people. Compare the relative ages of the sites you research.
 - b. Choose ONE of the sites you picked and give a short presentation about your findings to a Cub Scout pack, your Scout troop, your school class, or another group.
5. Do the following:
 - a. Learn about the federal laws and international conventions that protect archaeological sites. Find out if your state, county, or local government has regulations that apply to archaeological or historic sites.
 - b. Identify a national, international, or local organization that helps to protect archaeological sites.
6. Do the following:
 - a. Explain why it is important to protect archaeological sites.
 - b. Explain what people should do if they think they have found an artifact.
 - c. Describe the ways in which you can be a protector of the past.
7. Do ONE of the following and discuss your findings with your counselor:
 - a. Visit a museum to observe how artifacts aid in conveying history.
 - b. Present to your counselor a significant family artifact/heirloom and discuss its history.
 - c. Make a list of the trash your family throws out during one week. Discuss with your counselor what archaeologists might learn about you and your family if they found your trash a thousand years from now.
8. Do either A or B of the following:

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- a. With your parent's and counselor's permission, assist a qualified archaeologist for at least eight hours with a project being worked on. Projects may include surveying, site monitoring, site stabilization, excavation, laboratory analysis, use of digital archaeological technology, or public outreach. Describe your involvement in the project, what you learned about archaeology, and the steps of archaeological inquiry.
Note: Visiting an archaeological site will require advance planning. An archaeological site during study can be a dangerous place. While there, you will need to closely follow the archaeologist's directions and comply with all the safety procedures. Be aware of the changing conditions at the site.
 - b. With your counselor's approval, take part in a simulated archaeological project designed by a qualified archaeologist. The project must include the use of a simulated archaeological site including artifacts and features for the site. Using the steps of archaeological inquiry, analyze the "artifacts and features" and document the spatial relationships of the "artifacts and features" at the simulated site. Explain how the environment and time can affect the interpretation of an artifact and the overall archaeological site. Tell how you would share the results of your analysis with other researchers and the public
Note: To find out how to make a simulated archaeological site, talk with a professional archaeologist, trained avocational archaeologist, museum school instructor, junior high or high school science teacher, advisor from a local archaeology society, or other qualified instructor.
9. Under the supervision of a qualified archaeologist or instructor, do ONE of the following:
 - a. Help prepare an archaeological exhibit for display in a museum, visitor center, school, or other public area.
 - b. Use the methods of experimental archaeology to re-create an item or to practice a skill from the past. Write a brief report explaining the experiment and its results.
 10. Research a group of people who lived in your area more than 100 years ago. Find out about their ways of life, including housing, clothing, arts and crafts, tools, trade and markets, rituals and religions, and diets, and their relationships with other groups of people in the area. Describe what you would expect to find at an archaeological site where these people lived. Explain how these people influenced your current community.

Identify three career opportunities in archaeology. Pick one and explain how to prepare for such a career. Discuss with your counselor what education and training are required, and explain why this profession might interest you.

RED= Lecture

Blue= Home work (youth must complete these requirements before the event, and bring to the Camporee).

Green = Activities

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PROGRAM:

- Scouts will have the opportunity to attend all the activities.
- Patrols/ Troops must attend each activity as well campfire to earn participation points for the Best Overall Unit or Spirit Award.
- Scoring for ALL competitions:
 - First place: 6 points
 - Second place: 4 points
 - Third Place: 3 point

TROOP COMPETITIONS:

- **Best Overall Unit:** The best overall unit will be determined by point totals for Golden Axe, Spirit Stick, Best Skit, and the Field Competitions.
- **Golden Axe:** See general rules below.
- **Spirit Stick:** Camporee staff will rate the unit with the most Scout Spirit over the weekend and the winner will be awarded the Spirit Stick. A Scout is helpful, friendly, courteous and kind in spirit.
- **Field Competitions:** See below for complete rules for the competitions.



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THE FOR RULES FOR INDIVIDUAL EVENTS WILL BE AT THE EVENT

THE INDIVIDUAL and DUAL EVENTS WILL BE TO HELP THE SCOUT COMPLETE 8b, 9b and 10 OF THE MERIT BADGE

Possible examples are:

1. Lascaux Cave Art or Chumash people archaeological exhibit
2. Stamp out a coin of the realm.
3. Brand a “calf”. (this will adhere to the scout law)
4. Throw the whip and I will throw you the idol
5. Ancient tool relay
6. Archaeology dig
7. Imagine what the Incas could have done with the wheel

It might surprise you to learn that the grave of the founder of Scouting is considered a Kenya national monument.



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GOLDEN AXE COMPETITION GENERAL COMPETITION RULES & GUIDELINES

1. The intent of these rules is to make the competition as fair as possible for all units competing.
2. Failure to comply with all the rules set forth could result in disqualification.
3. All Scouts involved in the Golden Axe Competition will have to their Firem'n Chit and their Totin' Chip. At the beginning of the completion, the Scout Leader will vouch for completion of these requirements.
4. The Golden Axe Competition area will be made up of three yard areas:
 - Axe Yard
 - Knife Yard
 - Fire Yard
5. Each area will be approximately 10' X 10' square. The maximum troops competing at a time will be four.
6. Each troop shall be responsible for providing their own tools. At a minimum, each troop should have the following:
 - Axe - No Double Bladed Axe's Allowed (3/4 sized axe)
 - 2 Pairs of Gloves
 - 2 Pairs of Safety Glasses
 - Knife or other appropriate tool for making tender. Pocket Knives must have locking blade.
 - Cooking gear

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AXE YARD

1. Each Axe yard will need to have a striking stump to use when splitting wood.
2. The striking stump should be approximately 16" wide and 12" - 24" tall.
3. Striking stumps will be provided.
4. Only one scout should be in the axe yard at a time.
5. If more than one scout is in the axe yard penalty points may be issued.
6. When splitting wood with an axe or hatchet, the following items must be worn:
(a) Gloves; and (b) Safety Glasses.
7. When using the axe the head of the axe must not come above eye level.
8. If the head of the axe comes above eye level, penalty points may be issued.
9. The wood should be split into sections that will stand on their own.
10. Once the wood has been split into sections and can no longer stand on the end, the wood must be split by using the contact method. (See the Scout handbook)
11. All wood working procedures will be in place at all times.
12. Material may not be thrown between sections. Penalty of ten seconds per occurrence. If injuries result, then immediate thrower disqualification and two minute penalty.

KNIFE YARD

1. Only one person will be allowed inside the Knife Yard at a time.
2. The scout inside the Knife Yard should make small pieces of tinder from one of the split pieces of wood coming from the Axe Yard.
3. Scouts should observe the knife safety procedures from the Scout handbook.
4. Remember to always cut away from yourself.
5. Safety glasses will be required and gloves will be optional.

FIRE YARD

1. The Fire yard is simple... just build a fire.
2. Extra Patrol members can be used to block wind, assist with building the fire or other support. **Due to social distancing- one scout for the fire and two scouts holding the tarp on each end only.**
3. Fire building safety guidelines from the current BSA Scout Handbook should be observed and used.
4. Any scout blowing on the fire will wear safety glasses.
5. Each Patrol will need to ensure their fire is built in the provided type of ground protection so the ground will not be charred.

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6. Any type of fire lay may be used.
7. The fire lay shall be built so that it does not touch the strings, the stakes supporting the strings or anything other than being a free standing fire lay.
8. The fire lay may be built as close as possible to the strings but may not touch either of the strings.
9. The fire shall be built from the ground up using only the wood coming from the axe and knife yards.
10. Fire must be started at ground level.
11. The strings in the Fire Yard are placed at 16" and 20" above the ground where the fire is built.
12. Each Patrol will be given a small piece of lighter knot to assist in starting their fire.
13. Each Patrol will be issued 2 matches to start their fire.
14. Additional matches will be issued if the patrol needs them but penalty points will be issued.
15. Once the bottom string (16" string) is burned into two pieces, the patrol can start to prepare the food item(s).
16. Once the top string (20" string) is burned into two pieces- **Overall time is tabulated.**

The cooking is omitted due to COVID-19

Penalties included are:

- **AXE YARD VIOLATIONS**

1. Any unsafe usage of any hand tools such as bringing the axe above eye level or not wearing the proper safety equipment in the axe yard.
 - a. First Warning: 1-minute penalty
 - b. Second Warning: Scout will be asked to leave the yard add 2 minute penalty to go along with Scout disqualification
2. More than one Scout in the axe yard at a time: 1-minute penalty per scout in the axe yard.

- **KNIFE YARD VIOLATIONS**

1. Unsafe usage of the knife: 1-minute penalty per occurrence.

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- **FIRE YARD VIOLATIONS**

1. Each Additional Match Used: 5 second penalty per match
2. Safety violations resulting in burns to skin, clothing , or hair; or undue smoke inhalation will result in:
 - a. First warning: 1 minute penalty
 - b. Second warning: Scout will be asked to leave Fire Yard and incur an additional 1 minute penalty

IMPORTANT NOTES:

Changes on the rules of the Golden Axe (circa 2018) are below. Additions are in red:

- General Rule #6: Removed the 4' x 8' tarp from the troop supplied equipment list. The tarps will be supplied.
- Removed item #2 under Fire Yard rules.
- Added new #2 under Fire Yard rules: Only a total of 3 scouts in the fire box at a time

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