

2023 Coweta District

Fall Camporee



September 29- October 1, 2023

*Camp Jim Stephens Newnan,
Georgia*

Dear Scoutmaster,

On behalf of the Coweta District and the Flint River Council, we cordially invite you to attend the 2023 Coweta District Fall Camporee to be held on the weekend of September 29-October 1, 2023 at Camp Jim Stephens just west of Newnan in Coweta County.

The theme for this year's Camporee is pioneering. Most of the activities and competitions will be centered on this theme, and all Scouts BSA youth will have the opportunity to earn the pioneering merit badge. More information on our program and competitions is enclosed in this leader's guide.

The Camporee also offers a unique opportunity for Arrow of Light (Webelos II) Cub Scouts to participate in a Boy Scout camping event. Troops are encouraged to invite AOL Cub Scouts in their area to the Camporee to camp with them, participate in the events and observe Scouts BSA troops in action. Cub Scouts will have the opportunity to participate in all events. Scouts unable to camp overnight are still encouraged to participate in Saturday's program.

We intend to offer a truly unique experience for all Scouts taking advantage of this pioneering program opportunity. Come enjoy the Camporee and be prepared for an unforgettable time. We look forward to seeing you at the 2023 Coweta District Spring Camporee!

Yours in Scouting,

Tripp Prevatte and James Antonucci

2023 Camporee Co-Chairs

Overview:

Theme: Pioneering merit badge

Location: Camp Jim Stephens

Dates: September 29- October 1, 2023

Cost: \$15.00 per youth; \$8.00 per adult

Events:

1. Golden Spoon
2. Spirit Stick
3. Best Overall Unit (includes Golden Spoon, Spirit Stick and events below):
 - a. Best Campsite Inspection
 - b. Best Skit or Song
 - c. Best Gadget
 - d. Catapult Challenge

Contact Information:

Camporee Co-Chair Tripp Prevatte (trippprevatte@gmail.com)

Camporee Co-Chair: James Antonucci (james.antonucci@gmail.com)

District Commissioner: Curran Bowen 770-280-7984 (vmilex@yahoo.com)

TENTATIVE PROGRAM SCHEDULE

Friday September 29, 2023

5:00-7:00 PM- Check in

9:00-10:00 PM- SPL & Scoutmaster meeting with cracker barrel at HQ

10:30 PM Taps

Saturday September 30, 2023

7:15 AM- Reveille

8:45 AM-Opening ceremonies (Class- B uniform)

9:00 AM to 11:45 AM Activity period

11:45 AM to 12:45 PM At troop Campsite

1:00 PM to 4:00 PM Activity period

4:00 PM to 6:00 PM Dinner and free time at campsite

6:00 PM to 6:30 PM Golden spoon/Campsite judging

6:45 PM to 7:00 PM Flag Lowering (Class A uniform)

7:00 PM to TBD Campfire/skits

10:30 PM Taps

Sunday October 1, 2023

7:30 AM Reveille, prepare breakfast and clean up at troop campsites

9:00 AM Flag ceremony/vespers

9:30 AM Awards ceremony

10:00AM-11:00AM Check out and departure

Camporee Guidelines and Important Information

A. GUIDELINES: The rules and guiding principles for the 2023 Spring 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 pay all fees no later than Cracker Barrel on Friday, September, 29th 2023. Make all checks payable to Flint River Council, BSA.

C. COSTS: \$15 per scout and \$8 per adult. Due to planning requirements and the limited budget, there will be NO REFUNDS. You may transfer registration fees to another Participant.

D. 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 RIGHT onto Pierce Chapel Road
- Turn immediately LEFT onto Sanders Davis Road
- Go about 1/2 mile, and turn RIGHT onto Boy Scout Road
- Go 1.3 miles, Camp Jim Stephens is located on the right - past a yellow house and creek.

E. 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

Campsites will be judge on the following

- Duty roster posted
- Tents/Fly properly erected
- Water bucket/ fire extinguishers in each campsite cook area
- Flags properly displayed
- Troop first aid kit available & visible
- Food properly stored
- Cooking areas clean and neat
- Balanced menu(s) posted
- Campsite improvements & camp gadgets
- Ax Yard or Fuel Area property identified and storage

Catapult Challenge

Specifications and Rules for your Catapult

- A maximum of 1 Catapult may be entered from each troop.
- All patrols competing from a troop will receive points from their troop entries.
- Catapults must follow the provided designs.
- Maximum frame height – 6 feet
- Maximum frame length – 8 feet;
- Maximum frame width – 6 feet. Your Catapult may be smaller than the maximums.
- Catapult throwing arm may not exceed ten feet in total length.
- Catapult must be made of wood and lashed together. It can be pre assembled during a scout meeting or on site by Scouts. The throwing arms may be preassembled and brought to the camporee.
- Each unit will have most of the afternoon session to assemble their Catapult before the competition begins.
- All machines must be “Scout powered.” No mechanical or chemical devices, such as, but not limited to, hydraulics, air rams or cylinders, springs, bungee cords, slingshots, gunpowder, methanol, etc. will be allowed. The power of the catapult must be produced by Scouts lifting a counterweight and lever arm. The power of the Catapult must be produced by a lever arm and Scout pulling power.
- For safety reasons, there must
- Staking the catapult to the ground is permitted as well as adding sand bags to the frame.
- The District Staff will determine if the Catapult is safe. If the Catapult is deemed unsafe, the District Staff and Scoutmaster will make every effort to help the Scouts make it safe, time permitting.
- These were primitive devices and we wish to honor the tradition. Failure to comply with the above specifications will result in disqualification from the competition.

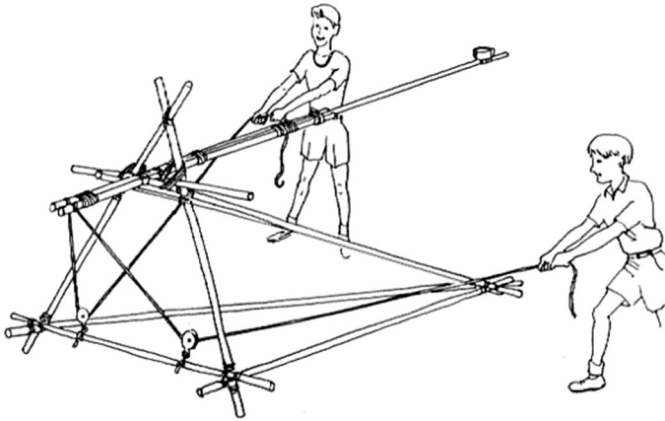
The Accuracy Competition

- A target will be placed a set distance from the firing line. The Catapult may not be moved closer, but may be moved further back or side to side if needed.
- The projectiles to be used will be tennis balls and supplied by the judges. Each Catapult will be allowed five shots at the target. Distances from the target will be added up from the best three shots to determine place. The shortest total distance wins.

The Distance Competition

- Each Catapult will be given two tennis balls to launch for distance. This competition will be held separate from the accuracy competition, but will be running concurrently.
- The object of this competition is to launch your projectile as far as you can. Total distance will be determined at the place where the projectile comes to a stop.
- Only the better of the two launches will be counted for points.

Catapult Design



The design above is just a basic concept. You are free to make your own design just keep it within the building parameters.

This catapult is made by lashing a triangle out of strong spars. Make sure that the bottom spar is long

enough so that it can be staked or weighted down. A second triangle is made by using the bottom cross-spar and two more long spars that lie on the ground to finish forming the base of the catapult. A third

triangle forms the pivot. Lash a strong cross-spar about halfway up the first triangle. Finish it off with two spars going from there to the ground in back. One final spar lies loosely lashed to the middle cross-spar.

In back tie a can or something else that will be your launch pad. In front tie two lines that will lead to pulleys on the lower cross-spar, then go off to either side.

Stake or weight the bottom frame down. Two or more people will stand off to the sides and pull the ropes.

As they do this the spar will pivot around the middle cross-spar until it hits the top. At that point, whatever was on the other end will be thrown up and forward.

You can adjust the arc of the catapult by leaning the upright triangle forward or backward.

Backward will

give you a higher arc; forward, a lower arc. If the triangle is too far forward or backward, you will not be

able to get much distance.

The catapult challenge completes requirement number 9 of the pioneering merit badge. The scouts can work on the prior to the camporee or at the camporee in the afternoon. If the troop

does not wish to take part in the catapult challenge an alternate form of group structure can be constructed.

9. Working in a group, (or individually with the help of your counselor) build a full size pioneering structure, using one of the following designs in the merit badge pamphlet.

- Double A-Frame Monkey Bridge • Single A-Frame Bridge
- Single Trestle Bridge
- Single Lock Bridge
- 4x4 Square Climbing Tower
- Four Flag Gateway Tower
- Double Tripod Chippewa Kitchen
- Another type of structure approved in advance by your counselor

Carefully plan the project, assembling and organizing all the materials, referring to the points under Safe Pioneering, and complying with the height restrictions in the *Guide to Safe Scouting*.

The camporee will have primitive spars and natural ropes available but troops are invited to bring their own as well, Scouters will need to have leather or other heavy duty gloves to avoid splinters and rope burns while working on projects. Other tools and accessories, mallets, axes, pulleys and eye hooks for example need to be brought by the troop or fashioned on site where appropriate.