

MAY THE ODDS BE EVER IN YOUR FAVOR

*2019 South Georgia Council Camporee*

# ***THE HUNGER GAMES***

September 27-29, 2019

Camp Osborn

## Introduction

Every year Scouts from the South GA Council gather together at Camporee to compete with each other, meet other Scouts, and most importantly, show their Scout Spirit.

## Theme

You are invited to the Capitol of Panem, located at Camp Osborn, in order to compete in the Hunger Games! Each troop will be representing a district (see assignments below) and should decorate their campsite in accordance with their specific district's theme.

District #	District Theme	Troops
1	Luxury Items	Districts will be assigned after registration
2	Masonry	
3	Technology	
4	Fishing	
5	Power and Energy	
6	Transportation	
7	Lumber	
8	Textiles	
9	Grain	
10	Livestock	
11	Agriculture	
12	Coal	
13	Nuclear Weapons	

As always, the Camporee will include competitive games that relate to scouting skills and the theme for scouts to enjoy. This year, there will be an inter-troop competition to kick off the Hunger Games: troops will be sending 4 representatives to a relay race (see [link](#)) headed towards a cornucopia full of useful items for the competitive games to follow.

## Registration

Registration closes September 13th and will cost \$20 per scout and \$15 per adult. You may register with the following link: <https://www.sgcbasa.org/camporee>.

If you need assistance with online registration, please contact the event chairman.

## Campsites

This year's Camporee will be held at Camp Osborn:

480 Camp Osborn Rd, Sylvester GA 31791

Troop campsites will be assigned upon arrival Friday Evening.

## **Parking**

One Parking permit will be issued per troop. Additional cars will receive a temporary permit for drop off and pickup only. Only two temporary permits will be available per site. Any cars remaining after 9:00p with a temporary permit will be charged 100 points against the Troop's point total. **No vehicles will be allowed in camp without a permit.**

## **Campfire**

The campfire will be performed mostly by the Troops with staff supervision. Performance auditions will be held throughout the day. However, only a limited number of skits or songs will be selected for the campfire, so bring your best! Skits or songs involving audience participation are encouraged. Points will be awarded for participating in the auditions. Extra points will be awarded if a Patrol is chosen to perform in the campfire or if a performance is given by two Patrols from different Troops (showing cooperation). Points will be subtracted if the performance given is substantially different than auditioned.

## **Order of the Arrow Tap-Out**

All candidates chosen by their Troops as eligible for the Order of the Arrow will be recognized in a call-out ceremony at the end of the campfire.

## **Campsite**

Don't forget to keep your campsite clean! Staff will make rounds inspecting campsites during afternoon competitions. The inspection guidelines are in this packet.

## **Clothing/Uniforms**

Full Scout uniform is required at Scout's Own Sunday morning. Scouts should wear activity uniforms any other time. Costuming is highly encouraged, but does not replace the uniform at Scout's Own. Remember that no weapons, real, simulated, or otherwise will be permitted. Since this will be a friendly competition, leave your weapons at home.

## **Patches and T-shirts**

All T-shirts need to be pre-ordered by September 16th. T-shirts will cost \$10 (through XL, +\$2 above), and patches will be guaranteed to all troops registered by September 1st. It is possible that additional T-Shirts may be available for purchase at Camporee, along with patches from previous years.

## **Equipment**

Pack with everything you would bring on an ordinary campout. None of the meals will be provided, so be prepared. The troop trailer will be allowed in the campsite.

## **Leader Dinner**

There will be a dinner Saturday Evening at 6 for the Scoutmaster (or designee) and SPL at the Abernathy Dining Hall.

### **Medical Consent Forms**

Scoutmasters MUST bring medical consent forms (Parts A and B) for all participating Scouts. Scouts without medical forms will not be able to participate.

### **Webelos and Cub Scouts**

Per National BSA policy, Webelos and other Cub Scouts are not permitted at Camporee. All participants must be registered as Boy Scouts. Webelos who have “Bridged” are of course welcome as members of their Troop.

### **Staff**

For the entire weekend to run smoothly, many experienced Leaders are needed to staff the Camporee. It is highly recommended that each Troop provide at least 1 staff member. Points will be subtracted from troops providing no staff members, and bonus points will be awarded if additional staff members are provided. Leaders interested in staffing should contact the Camporee Chairman. If you have any concerns or if there is a problem sending enough staff for your troop, please contact the Camporee Chairman (Contact Information below).

### **Venturing Units**

Venturing Units are invited to participate. Please contact the Camporee Chairman (Contact Information below) if your Venturing Unit is interested in attending.

### **Trading Post**

For those who are hungry, the Trading Post will be open during non-mealtime hours and will sell basic necessities for the enjoyment of Hunger Games competitors such as: assorted candy, snacks, drinks, and Camporee patches from previous years. All proceeds will go to the capitol city.

### **Scoring**

Scoring will attempt to balance such concerns as age of Scouts, Troop size, number of Patrols per Troop, etc., while still rewarding Scouts for Scouting Skills and ability.

ALL aspects of the Troop and Patrol’s participation during the ENTIRE Camporee will be considered to determine their final score. Events will be worth the most, but completion, spirit and leadership/teamwork will be considered. Additional points may be given for exemplary conduct, and points will be subtracted for “un-Scout-like” behavior. Scoring criteria for patrol events is in this packet. Any scoring disputes should be brought to the main office before 6:00pm on Saturday to be considered.

## Policy on Alcohol, Tobacco, and Drugs:

The Boy Scouts of America expressly forbids alcoholic beverages of any kind. Anyone in violation of this policy will be ejected from the event immediately. This rule will be strictly enforced.

Controlled substances (i.e. Drugs) are **ILLEGAL** and are **ABSOLUTELY FORBIDDEN**.

The Boy Scouts of America prohibits the use of tobacco products in the presence of a Scout. Smoking will only be allowed in the designated area and not within the presence of youth.

## Health and Safety Issues

- No fireworks or personal firearms
- No dogs
- Per BSA Youth Protection Policy, no adult shall sleep in a tent with a youth other than his/her own youth
- No chainsaws are permitted
- No ATVs or "Go-Carts" are permitted
- No Scouts will ride in the cargo area or on the hood of any vehicles
- Golf Carts will be approved for **ADULTS** on an individual basis prior to the event.
- No ground fires are allowed in troop campsites. Above ground fires only.
- Only one vehicle (cars, trucks, vans, etc.) will be allowed in the camping area for unloading/loading of troop equipment. All other vehicles must be in the parking area.

## Cleaning Schedule

A Scout is Clean and respects his environment. We should leave camp better than we found it. We will have a list of cleaning assignments available at the leader meeting to ensure we enjoy a clean and safe camp.

## Refunds

Refunds-Event refunds will be issued in accordance with the council refund policy. This policy can be found here: <https://www.sgcbsa.org/refundpolicy> Refunds must be requested within the specified time frame, on the refund request form located at the link above. Upon approval, a check will be mailed to the registrant at the address provided at registration. Please allow up to 30 days to receive your refund.

**Dutch Oven Desert:** Each Patrol may submit a desert to be judged. One bowl of the desert must be presented with a note card containing the recipe and troop and patrol identification. Deserts are due to the Dining Hall no later than 7 Pm Saturday. Winners will be presented with special awards at camp fire ceremony.

## Troop Awards

Troops will be competing for two iconic prizes: The Silver Axe and The Bronze Hatchet. The Silver Axe Award will be presented to the top-scoring Troop. The Bronze Hatchet Award will be presented to the Troop that best recreates this year's theme. See scoring criteria:

### Silver Axe

Criteria	Weight
Average Patrol Score	80%
Staff Provided	10%
Campsite Inspection	10%

### Bronze Hatchet

Criteria	Weight
Campsite Inspection	70%
Staff Provided	15%
Scout Spirit	15%

Troops that come in 2<sup>nd</sup> or 3<sup>rd</sup> place for the Silver Axe or Bronze Hatchet will receive consolation prizes.

## Patrol Awards

The patrols with the top 3 scores at Camporee will be awarded presidential ribbons. Patrol Scores will be determined by a summation of the patrol's score at every event it attended. Additionally, the top 3 scores in every individual event will receive ribbons (subject to change based on participation).

## Contact Information

Camporee Chairman: Drew Sterling

Email: [scoutersterling@gmail.com](mailto:scoutersterling@gmail.com)

Staff Advisor: Kelli Sterling

Email: [kelli.sterling@scouting.org](mailto:kelli.sterling@scouting.org)

Camporee Commissioner: Andrew Darbyshire

Email: [andrew.darbyshire21@gmail.com](mailto:andrew.darbyshire21@gmail.com)

# Campsite Inspection Sheet Hunger Games Camporee 2019

*Fill out one of these sheets per troop. For every criterion, please score the troop on the following rubric: 4 points = complete, 3 points = mostly complete, 2 points = half complete, 1 point = mostly incomplete, 0 points = incomplete. Categories are indicated in all caps. Please leave comments in the “comments box” mentioning outstanding work.*

Troop #:

Inspectors:

<b>Criteria</b>	<b>Points</b>	<b>Criteria</b>	<b>Points</b>
<b>EQUIPMENT</b>	-	<b>GENERAL</b>	-
Shovel and Rake	/ 4	Food Storage	/ 4
Tripod and Trash Bag	/ 4	Overall Neatness	/ 4
Menus and Duty Rosters	/ 4	Safety Awareness	/ 4
Patrol Identification	/ 4	First Aid Station	/ 4
<b>TENTS</b>	-	<b>THEME</b>	-
Area around tents clean and orderly	/ 4	District Theme is evident	/ 4
Trip Hazards Mitigated	/ 4	Every patrol demonstrates theme	/ 4
Tents in Orderly Formation	/ 4	Patrol menus relate to Hunger Games	/ 4
<b>FIRE PREVENTION</b>	-	<b>DECORATIONS</b>	-
“No Fire in Tent” Signs	/ 4	Creativity	/ 4
Dirt Bucket and Water Bucket	/ 4	Originality	/ 4
Area near fire ring is raked	/ 4	Safety (e.g. no weapons)	/ 4

Comments: (Staff will use this to award the troop up to 20 points)

*Briefly describe the organization of the campsite, any decorations in relation to this year’s theme, or any notable work that makes this troop stand apart from others.*

## 2019 FALL CAMPOREE SCHEDULE

### Friday, September 27

5:00 PM – 8:30 PM Arrival and Check-In  
9:30 PM Scoutmaster / SPL Meeting  
11:00 PM Taps

### Saturday, September 28

8:00 AM - Noon	Morning Activities
Noon – 1:30 PM	Lunch
1:30 PM – 5:30 PM	Afternoon Activities Completion
2:00 PM	Campsite Inspections
5:30 – 8:30 PM	Supper and Troop Activities Leader
6:00 PM	Dinner
7:00 PM	Dutch Oven Dessert Due
8:30 PM – until Following Campfire	Campfire/OA Call Out Cracker
11:00 PM	Barrel Taps

### Sunday, September 29

9:00 AM Scouts' Own Chapel Service  
9:30 – Noon Check-out in site with Camp Commissioner/Patches handed out\*\*

\* Detailed schedules for the morning activities will be distributed at the Friday night Scoutmaster / SPL meeting.

\*\* When ready to check-out send runners to Headquarters and Camp Commissioner will be sent to site.



## Events Guide

*The following information gives rules and scoring guidelines of the competitive games taking place at this year's Camporee. In order to minimize un-scout-like behavior, all staff members have been notified to remove 10 points from a patrol for each violation of the Scout Law.*

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Event Name	<b>Race to the Cornucopia</b>
Event Background	The Hunger Games usually start off with a brutal race to the center of the stadium, where a cornucopia is located. The cornucopia is full of goods and items that are useful to competitors in the Hunger Games that follow.
Event Details	At the start of the Camporee, each <b>troop</b> will send 4 representatives to compete in 4 legs of a relay race. The legs are as follows: Leg 1: First Aid Leg 2: Knot Tying Leg 3: Canoe Crossing Leg 4: Eating Each troop starts off with a baton (a frozen chocolate bar), at the First Aid Station. The first member of the team will be tested on his first aid knowledge and skills, and will then run to the knot tying station, and hand his baton off to his next teammate. The second representative will be asked to tie some knots, and when successful, will run over to the lake and hand the baton to the third representative. The third representative must cross the lake in a canoe and bring the final representative back across, and pass the baton to the final member. The final member will run down to the flag poles, eat the baton (which is a chocolate bar), and will then choose a prize.
Scoring	Troops will not receive points in this event. However representatives can receive the following prizes from the race:

	<p><b>Award 1: 3% Score Boost.</b> Every patrol in your troop will receive a 3 percent boost to their total scores.</p> <p><b>Award 2: 5% Score Boost.</b> Every patrol in your troop will receive a 5 percent boost to their total scores.</p> <p><b>Award 3: Jump Pass:</b> Every patrol in your troop will receive 1 Jump Pass that can be exchanged at any event to be next in line to compete.</p> <p><b>Award 4: Jump Passes:</b> Every patrol in your troop will receive 2 Jump Passes that can be exchanged same as above.</p> <p><b>Award 5: Matches.</b> Your troop will get a box of matches per patrol that may come in handy for some events.</p> <p><b>Award 6: Redo Passes: Silver Pack.</b> Each patrol in your troop gets 1 Redo Pass that entitles them to redo any event. The patrol keeps their best score in that event. You must stand in line again to use the pass.</p> <p><b>Award 7: Redo Passes: Gold Pack.</b> Each patrol in your troop gets 2 Redo Passes (see description above).</p> <p><b>Award 8: Staff Surprise: Silver Pack.</b> Each patrol in your troop gets 10 bonus points at Staff Surprise.</p> <p><b>Award 9: Staff Surprise: Gold Pack.</b> Each patrol in your troop gets 20 bonus points at Staff Surprise.</p> <p><b>Award 10: Change-Up:</b> Where an event specifies a person to not participate, each patrol can swap that member in 2 events.</p> <p><i>Awards come on a first-come first-serve basis. That means the first troop to complete the relay race will get their choice of award, and troops that finish afterwards will choose from the awards that remain.</i></p>
<p>Tips</p>	<ul style="list-style-type: none"> <li>• Pick the 4 representatives of your troop before you come to Camporee. Have them plan and prepare for the leg they will be competing in.</li> <li>• All representatives will need to run for a stretch, so have them dress appropriately.</li> <li>• The scout that runs the last leg will have to pick an award for the troop. Give him a list with your priority in awards (e.g. 7,3, 4, 10, etc.)</li> </ul>

<b>Event Name</b>	<b>Campfire Auditions</b>
Event Background	An important part of the Hunger Games is to entertain and impress citizens of the Capitol, in order to earn a sponsorship from them. Sponsorships can give competitors useful items to survive in the games. The Campfire Auditions will give you an opportunity to entertain a member of the capitol in exchange for some valuable points.
Event Details	Patrols will be performing a skit up to 5 minutes in length. The skit's merit in areas such as humor, creativity, and originality will earn patrols some points. In addition, the top skits will have an opportunity to perform at the evening campfire.
Scoring	<p><b><u>Points Awarded:</u></b></p> <p><b>25 Points:</b> Incorporating the Hunger Games theme into skit</p> <p><b>50 Points:</b> Creativity and Originality in skit</p> <p><b>10 Points:</b> Patrol Yell, before and after the event</p> <p><b>15 Points:</b> Full Patrol Participation</p> <p><b>Total Possible: 100 Points</b></p> <p>Patrols scoring 85 points or higher will receive a slot at the Campfire. Qualifying patrols will receive 10 bonus points after completing their skit at the Campfire.</p> <p><b><u>Points Deducted:</u></b></p> <p><b>-20 Points:</b> Skit is longer than 5 minutes.</p> <p><b>-30 Points:</b> Skit is longer than 6 minutes (skit will be cut-off)</p>
Tips	<ul style="list-style-type: none"> <li>• Prepare your skit before coming to Camporee</li> <li>• Create your own skit; don't browse the web for one. Original skits will receive the maximum amount of points.</li> </ul>

<b>Event Name</b>	<b>Staff Surprise</b>
Event Background	Being able to think quickly on your feet is one of the most important skills in order to survive the Hunger Games.
Event Details	Surprise!
Scoring	Surprise! (Total Points Possible: <b>150</b> )
Tips	<ul style="list-style-type: none"> <li>• Know your knots!</li> <li>• Know not only how to tie them, but appropriate cordage to use.</li> </ul>

<b>Event Name</b>	<b>A-Frame Race</b>
Event Background	The most knowledgeable person (patrol leader) from your district is injured. Some sponsors, impressed with your tenacity, have added healing powers to a creek near you. Your injured member is in critical condition and must be carried to the creek. You will make an A-frame to transport him to the creek, treat him, and carry him back to the shelter before people from other districts find you.
Event Details	You have 3 minutes to build an A-Frame, transport your patrol leader 25 meters and back on the A-Frame, and to put away your materials. You will be provided with 6 poles and 5 stretches of rope. You can use no more than 3 poles and 3 stretches of rope to create your A-Frame.
Scoring	<p><b><u>Points Awarded:</u></b></p> <p><b>80 Points</b> - Completion of Task</p> <p><b>10 Points</b> - Quality of Lashings</p> <p><b>10 Points</b> - Patrol yell, before and after the event</p> <p><b>Total Possible Points: 100</b></p> <p><b><u>Points Deducted:</u></b></p> <p><b>-10 Points:</b> Every 20 seconds over time limit</p>
Tips	<ul style="list-style-type: none"> <li>• Brush up on Shear and Diagonal Lashings</li> </ul>

<b>Event Name</b>	<b>Archery</b>
Event Background	In order to survive in the Hunger Games, competitors were forced to use a vast variety of weapons, such as the bow and arrow.
Event Details	Each patrol member will get two practice shots but only one member will shoot for score. The selected scout will receive a bow, and 5 arrows. There will be 5 targets of varying distance and points. The scout will choose targets to maximize points earned and may shoot at one or any combination of them.
Scoring	<b><u>Points Awarded</u></b> <b>Total Points Possible: 100</b>
Tips	Have Fun!

<b>Event Name</b>	<b>Cooking</b>
Event Background	You are lost in the forest as night falls. All you have is the stack of firewood and egg donated by a sponsor, and whatever other fuel you can scavenge in the area. Your goal is to build up a fire to keep you warm, keep the wild animals away, and cook your egg to eat for dinner.
Event Details	In your patrol, designate one member as a cook (cannot be the patrol leader). The patrol leader should help the entire patrol build a fire. The patrol will have to burn a rope hanging one foot over the base of the fire. Then the cook should cook an egg over the open fire. Judges will be looking at speed, quality of cooking, and quality of fire.
Scoring	<b><u>Points Awarded</u></b> <b>10 Points</b> – Patrol performs yell before and after task <b>10 Points</b> – Patrol demonstrates good teamwork and leadership <b>10 Points</b> – Patrol provides its own matches <b>10 Points</b> – Patrol uses kindling from surrounding environment <b>30 Points</b> – Patrol burns the rope provided <b>30 Points</b> – Event Completion

	<p><b>Total Possible Points: 100</b></p> <p><b><u>Points Deducted</u></b></p> <p><b>-10 Points</b> – Every minute over 10 minutes</p> <p><b>-10 Points</b> – Egg is raw or burnt</p> <p><b>-10 Points</b> – Fire is poorly and dangerously structured</p>
Tips	<ul style="list-style-type: none"> <li>• Bring your own matches</li> <li>• Be quick and efficient</li> <li>• Practice cooking eggs</li> </ul>

<b>Event Name</b>	<b>First Aid</b>
Event Background	Upon hearing your Patrol Leader scream, you and your group rush onto the scene only to find him severely injured. Identify and treat his wounds in order to save his life. Remember, the Hunger Games is a very dangerous place to be!
Event Details	You will be given a list of 5 symptoms. Time starts right after the list of symptoms have been given. You must identify and treat all of the injuries within 5 minutes; otherwise your teammate will die. The list of symptoms will only be read once. After completion you will need to give an triage report as well as explain the treatment that you gave him and why you chose your respective actions. Do not deviate from what you actually did in your explanation, or you will lose points for dishonesty.
Scoring	<p><b><u>Points Awarded</u></b></p> <p><b>5 Points</b> – Patrol Yell before and after the task</p> <p><b>10 Points</b> – Leadership and Teamwork</p> <p><b>25 Points</b> – Identifies injuries (5 points per injury)</p> <p><b>25 Points</b> – Treatment (5 points per injury)</p> <p><b>35 Points</b> – Triage report (7 points per injury)</p> <p><b>Total Points possible: 100 points</b></p> <p><b><u>Points Deducted</u></b></p>

	<b>-15 points</b> – Treatment not completed in 5 minutes
Tips	<ul style="list-style-type: none"> <li>• Brush up on Tenderfoot-First Class First Aid</li> <li>• Use your surroundings</li> <li>• Write down the symptoms immediately when given</li> </ul>

<b>Event Name</b>	<b>Blindfolded Obstacle Course</b>
Event Background	While you were trying to build a shelter, you accidentally stumbled upon a nest, and were stung by a swarm of tracker jackers! You are suffering through hallucinations and can't see; make it to safety before anyone can take advantage of your weakness.
Event Details	You will have an obstacle course set up for the patrol leader to traverse through. The patrol leader will be blindfolded, but can receive any form of instruction from the rest of the patrol. Your goal is to complete the obstacle course as fast as possible, without coming in contact with the obstacles.
Scoring	<p><b><u>Points Awarded</u></b></p> <p><b>10 Points</b> – Patrol Yell before and after the task</p> <p><b>10 Points</b> – Leadership and Teamwork</p> <p><b>80 Points</b> – Completion</p> <p><b>Total Points possible: 100 points</b></p> <p><b><u>Points Deducted</u></b></p> <p><b>-5 points</b> – Every 10 seconds over 3 minutes</p> <p><b>-5 points</b> – Every obstacle hit</p>
Tips	<ul style="list-style-type: none"> <li>• Have a set of commands pre-prepared in order to guide your patrol leader</li> <li>• Accuracy is just as important as speed!</li> </ul>

<b>Event Name</b>	<b>Trap Building</b>
Event Background	With the constant physical activity required in the Hunger Games, competitors need a huge calorie intake in order to keep their bodies

	healthy. This event tests your adeptness in building traps which possess the capabilities of catching game that can quickly be turned into meals.
Event Details	You must build one of the 3 following types of traps: a deadfall, a snare, or a pit. You will be provided with a scarce quantity of rope, but nothing else; you must scavenge the rest of the materials from the area around you, or bring some from your campsite.
Scoring	<p><b><u>Points Awarded</u></b></p> <p><b>10 Points</b> – Patrol Yell, before and after the event</p> <p><b>10 Points</b> – Leadership and Teamwork</p> <p><b>30 Points</b> – Functionality</p> <p><b>50 Points</b> – Completion</p> <p><b>Total Points Possible: 100</b></p> <p><b><u>Points Deducted</u></b></p> <p><b>-5 points</b> – Every minute after 4 minutes</p>
Tips	<ul style="list-style-type: none"> <li>• Research traps before coming to Camporee</li> <li>• Practice building a trap on your own, before the event</li> </ul>

<b>Event Name</b>	<b>Presentation to the Game-makers</b>
Event Background	Before the Hunger Games each patrol is allowed to make a private presentation to the Gamemakers. The impression you make on them is important because they will be giving you a numerical score that will either help you stand above or sink below your competitors.
Event Details	Patrols will showcase their personal strengths in a creative, 3-minute presentation. Its focus can be purely physical, such as juggling a soccer ball, mental, such as group memorization, or anywhere in between. A patrol's score will be based on creativity, teamwork, originality, legitimacy, and overall showmanship. <i>Please no skits; save those for Campfire Auditions.</i>
Scoring	<p><b><u>Points Awarded:</u></b></p> <p><b>10 Points</b> - Patrol yell before and after the event</p> <p><b>20 Points</b> - Enthusiasm and unity throughout presentation</p> <p><b>20 Points</b> - All patrol members are involved in the presentation</p>



	<p><b>10 Points</b> - Preparation before arrival at the event is evident  <b>40 Points</b> - Originality/creativity</p> <p><b><u>Points Deducted:</u></b>  <b>-5 Points</b> - Swearing  <b>-5 Points</b> - Every 30 seconds over 3 minutes (for max. of 4.5 minutes)  <b>-5 Points</b> - Every patrol member who does not participate  <b>-20 Points</b> - Presentation is a skit  <b>-15 Points</b> - Presentation endangers the Gamemakers</p>
Tips	<ul style="list-style-type: none"> <li>• Plan ahead! This means bringing any necessary equipment or props that will enhance your presentation.</li> <li>• Identify your patrol's unique strengths and capitalize on them in a way that utilizes every patrol member.</li> <li>• Come early, as this will give you a better chance of having an original presentation and earning a higher score.</li> </ul>

<b>Event Name</b>	<b>Orienteering</b>
Event Background	In order to survive in the Hunger Games, competitors must know where they are in the field of play and how to navigate.
Event Details	Each patrol member will receive a compass and coordinate sheet with a starting point and coordinates. The members must navigate correctly to the final destination for their coordinates.
Scoring	<p><b><u>Points Awarded</u></b></p> <p><b>20 Points</b> – Patrol Yell before and after the task  <b>80 Points</b> – Completion  <b>Total Points possible: 100 points</b></p> <p><b>Points Deducted</b></p> <p><b>-10 Points</b> – Incorrect final destinations</p>
Tips	Brush up on compass navigation by coordinates.

*Dear Competitors,*

*Although Camporee is supposed to be a competitive event, the true goals of this years gathering is to promote the Spirit of Scouting, develop a sense of camaraderie between troops, and to give scouts a platform to demonstrate their skills and knowledge.*

*We hope you will all have a positive experience with the Camporee this year, and will utilize this opportunity in the best way possible. We have spent the past year preparing and planning fun and competitive activities for you to enjoy, so we hope to see you at the 2019 South GA Council Camporee September 27-29, prepared to have a blast!*

*Yours in Scouting,  
The Camporee Staff*