

Mercer Area District Punkin Chunkin



Camporee

Rosedale Park, Hopewell, New Jersey

October 17 to 19, 2014

Rosedale Park
414 Federal City Rd.
Hopewell Township, NJ

For updated information, check <http://mad-bsa.org/fall2014/index.html>

For more information please contact: Bob Jobst, Camporee Chair, at jobstr@aol.com

Dear Scoutmasters, Senior Patrol Leaders and Patrol Leaders:

Here is your manual for the 2014 Mercer Area District Punkin Chuckin Camporee! The theme is based around the general season of fall. It will be held at Rosedale Park in Hopewell Township, NJ from October 17 to October 19, 2014.

The activities will consist of multiple stations. Rotation schedules will be passed out at registration for all stations and for the main events in order for the Scouts to be able to participate in all of the activities thought out the day. On Saturday, we will be selling hot dogs chips and drinks. The Scouts, of course, can choose to make their own lunch at their campsites.

The dress for the weekend must be Class A and dress appropriate for the weather as the event is rain or shine - so please pack accordingly. Sturdy boots are highly recommended. No open toe shoes will be allowed!!

Saturday's Events Require all Scouts to be in Full Class A Uniform

We want this weekend to be fun for the Scouts. The code of conduct for the weekend is the Scout oath and law. If everyone follows these principles, the weekend will run smoothly and everyone will have a chance to participate in all the activities. So come out and join us for this weekend of great fun!!! We look forward to seeing all of you at the camporee.

Location: Rosedale Park is part of the Mercer County Park Commission. The park is located at 414 Federal City Rd, Hopewell Township,

Parking: Units May park trailers on the campsites with the hitch of the trailer facing the road. All vehicles must park along the tree line by the dumpsters and Porta-Johns. No parking of any vehicles in the split rail fence parking lot.

Webelos Camping: Troops are encouraged to invite Webelos Scouts to come camp with them for the weekend of October 17 to 19, 2014. The Webelos will be able to participate in many (however not all) of the activities the Boy Scouts are doing. Webelos dens must register with and camp

with a Boy Scout Troop. This is a great opportunity to introduce Webelos to your Troop and for the Webelos to have the opportunity to see what Boy Scouting is all about. All Webelos Scouts must attend the entire Camporee with a parent or guardian. Webelos and their parent/guardian are to register with the Troop they are attending with and NOT through their Pack. If a Webelos Scout or Den would like to attend and does not have a sponsoring Troop, then can contact Bob Jobst and he will connect you with one.

Registration: The early registration fee for this event is \$20 for all participants attending the Camporee (this includes Webelos camping for the weekend with a Troop). Early registration ends at 5:00 PM on Friday, October 3, 2014, and payment must be received in the office by this day with the list of Scouts and leaders attending. After October 3, 2014, the regular registration fee of \$25 will apply. Registration for the event closes at 5:00 PM on Friday, October 10, 2014. Wrist bands will be issued at check in for all attendees.

So we can obtain the most accurate count of Scouts and Scouters attending for the purchase of materials needed for the activities, please have all registrations in by October 3, 2014. Everyone registered for the event by the early registration date will receive a patch made especially for this event. An event schedule with times that are specific to your Troop will be given at check in based on registrations as of October 3, 2014 – so register on time. If you register your Troop after October 3, 2014 we will do our best to work your troop into the events rotation schedule, but it's not guaranteed.

Registration for this event is all on-line. The registration can be found at:

[REGISTRATION LINK]

Check-in: Scout Troops may arrive ***no earlier*** than 5:00 pm on Friday. When the units enter the park they will be greeted by an adult Scout representative. You will then be directed to your site with your vehicle for unloading and trailer drop off. Check in will be at the campsite. Only the Scoutmaster and the Senior Patrol Leader, or the leaders acting in their capacity, can check in their unit. Leaders should have their approved Tour & Activity Plan available, BSA Medical forms for all Scouts, permission slips for all Scouts, a roster, and final registration numbers at check-in.

Campsite: Troops will be camping on flat to slightly sloping mowed grass. Access to the campsites is via paved roads. No vehicles will be allowed at campsite and trailers staying in campsites must not block the road when parked and must have the trailer hitch facing the road. The campsites are large enough to accommodate dining flies and shelters. Each campsite must be identified with a Troop banner, sign or gateway. Propane and liquid fuel stoves are allowed.

Water: There is a potable water spigot at the rear of the first red roof pavilion. Bring with you water jugs to transport your water to your campsite.

Prohibited Items: The following items are strictly prohibited: real or toy firearms; sling shots; B-B guns; bows and arrows; “paint ball” guns; crossbows; real or toy throwing or stabbing weapons (except for pocket knives if carrying a whittling chip) or items which could be used as such; explosives; sheath knives; fireworks; model rockets; alcoholic beverages; narcotics; hazardous materials. Scouts will not be allowed to bring electronic entertainment devices such as: gameboys, CD players, Mpeg players, radios and tape players.

Campfires: All camp fires must be in raised half barrels or copper fire pits. Do not dump the campfire ashes on the ground. They must be totally out and cool to the hand so that ashes can be disposed in the dumpsters. If any fire bans are in effect at the time, ALL campfires will be prohibited.

Pumpkin Pie Cook-off: Each Patrol/Troop may participate in the Pumpkin Pie Cook-off. The pies can be cooked in a Dutch oven or box stove. One pie must be brought to the headquarters by 5:30 PM on Saturday for judging. Each entry must be marked with your Troop number and Patrol name. The pies will be judged based taste, appearance, and presentation. Participants may not be present during the judging.

Fishing Derby: A lake is on site for fishing. Anyone 16 or over is required to have in their possession at all times a valid NJ fishing license. We will be running a fishing derby. If you wish to fish, you must bring your own equipment and bait. The scouts that catches the largest (by weight) fish will earn a trophy at the campfire.

Honor Troop: We will be awarding the Troop with the highest score in the Honor Troop contest along with all troops that score 180 or better. See score sheet for more details.

Gateway Contest: We will be awarding the Troop with the best gateway for the Camporee. Please see the score sheet for details. Please note that you WILL lose points for digging into the ground

Campfire and Awards Ceremony: Saturday night at 8:00 PM there will be a Campwide campfire. We hope all of the units will join us. Every Troop should come prepared with a skit or song and a cheer to contribute to the campfire. Winners of the Pumkin Chunkin, pumpkin pie cook-off, honor Troop, and Gateway awards and fishing derby will be honored.

Check-Out: Troops may stay no later than 10:00 AM on Sunday. All campsites will be inspected prior to check out. Each Troop must send a representative to the headquarters tent when they are ready for inspection. Once inspected, units will be checked out and given their patches. There is no closing ceremony on Sunday morning.

Refund Policy: NO refunds after October 3, 2014.

Note: It is the policy of Mercer County Park Commission to not close the park to the general public even during private events. Therefore, non-Scouts may be present during the Camporee. The Buddy System **MUST** be enforced at all times. Flush toilets in the Bathroom Building are for Adults only. Scouts are to use the Porta-Johns provided.

Boy Scout Activities Planned

1. Punkin Chunckin (see rules and regulations)
2. Ghoul guard gateway, build at your campsite (see scoring sheet for details)
3. Non model campsite
4. Orienteering / Geocaching
5. Archery
6. Tomahawk throwing
7. Volleyball
8. Basketball
9. Bottle Rockets
10. Fishing (anyone age of 16 or older must have a fishing license)
11. All Faith Church Service at 7:30 PM
12. Campfire, skits and awards at 8:00 PM
13. Golden skillet (pumpkin pie)

(We need troops to sign up and run stations = **So please sign up**)

Wrist bands must be worn at all times, no exceptions.

Official Event Rules

Watch us chunk, throw, fling, shoot, lob, and let fly hundreds of pumpkins. Each Scout patrol must build in advance and bring to the event their own catapult. Registration is required to ensure we have enough pumpkins. First, Second, and Third place trophies will be awarded based on longest distance

- For every 10 scouts the unit registers they will be eligible to enter one catapult (example 38 scouts up to 3 catapults entered / 42 scouts up to 4 catapults entered)
- This is a Troop / patrol group event, so full participation of those attending is required
- Scouts should use a basic designed catapult such as trebuchet, torsion, ballista, or mangone.
- Machine shall consist of springs, cords, rubber, dead weights, or other mechanical means of creating a stored balance weight which cannot exceed 75lbs. This is for safety.
- MAXIMUM height is 72" inches
- Height of catapult including throwing arm fully extended (the un-cocked height, straight up in the air) may not exceed the height limit. The sling is not included in the height limit, so the sling may exceed the limit. Also as state above, a cocking mechanism can also exceed the height limit.
- There is no advantage given to catapults that are under weight or undersize
- Catapult is to have a back stop
- Manual / mechanical releases only! No electronic releases.
- Machine shall consist of springs, cords, rubber, dead weights, or other mechanical means of creating a stored energy
- All catapults must have a safety device (like a c clamp) to stop the throwing arm from firing prematurely during loading of pumpkin. Another excellent safety device is a support which can be placed directly under the counter weight preventing it from falling. The safety committee will determine if the catapult is safe. If the catapult is deemed not safe, the committee will make every effort to help the team make it safe, time permitting.
- Once the counter weight is lifted, the catapult is dangerous. Be careful not to put hands, feet or any body part in the potential path of the throwing arm or counterweight. The safety MUST be put on immediately after the counterweight is lifted (before loading the sling, etc.)
- An adult mentor is permitted to assist in the construction only when and if necessary. It is recommended to preassemble prior to the event so that you can make sure the catapult functions correctly

- Patrols must be able to carry it to launch site. Non vehicle assistance can be provided if necessary
- Two patrol flags are required: teams must bring two flags to add to the visual spectacles. One flag will be placed by the team's catapult. The other flag will be placed at the team's best throw. This will allow spectators to see who is winning during the three launches.
- No digging into the ground is allowed! You must secure the catapult to the ground in some fashion. You may place stakes in the ground secured to the catapult to prevent rocking or you may use sand bags. Ropes, wires, sandbags and straps are also allowed and are not included in the total weight. This is to encourage a secure catapult for safety reasons.
- All catapults will be inspected before firing and must pass the inspection to fire
- Pumpkins will be provided
- Pumpkins cannot be modified, carved, or filled and must be natural
- Expected projectile weight – 1 to 2 pound pumpkin
- Youth MUST be under adult supervision at all times during the competition. Example: Youth could fire machine while unattended and be injured or injure someone else.
- NO Firing until the all clear signal is given. Horn or sound device must sound when firing down range for the safety of the spotters on the field.
- Best of three launches for maximum distance with 1st, 2nd, and 3rd place.

2014 Punkin Chuckin CAMPOREE Schedule

(AN OFFICIAL SCHEDULE WILL BE ISSUED AT CHECK IN)

FRIDAY, October 17, 2014

5:00 – 9:30 PM	Registration & Camp Set up
9:30 PM	Leader's Meeting (SM, SPL & Station POC) @ Covered Pavilion
11:00 PM	Taps – Quiet in camp

SATURDAY, October 18, 2014

7:00 AM	Reveille & Breakfast
8:30 AM	Flag Ceremony and Announcements (Full Class A Uniform in Parade Field)
9:00 AM	Fishing Contest Opens
9:00 AM-12:00 PM	Camporee Activities
12:00 PM–1:00PM	Lunch-(All Activities Closed)
1 PM-4:00 PM	Camporee Activities Continue
4:00 PM	Fishing Contest Closes
5:30 PM	Pumpkin Pie Submissions due
5:30 PM-7:00 PM	Dinner
7:00 PM	Catholic Church Services at Pavilion
7:30 PM	Non Denominational Service at Pavilion
8:00 PM	Campfire Ceremony & Awards – Lower Field Below the Pavilions
11:00 PM	Taps – Quiet in Camp

SUNDAY, October 19, 2014

7:00 AM	Reveille & Breakfast
8:00 – 9:00 AM	Break Camp & Prepare for checkout
8:30 – 10:00 AM	Site Inspection, Check Out and patch distribution

Honor Troop Score Card

Unit: _____ Total Points: _____ out of 200 Scored by: _____

NOTE: For each item the number of points is the total number of points. Partial points can be awarded.

HEALTH & SAFETY (55 points total)

Location of adequate first aid kit visible to all _____ out of 15
Proper disposal of garbage, no garbage or wrappers on ground _____ out of 10
Food adequately protected from contamination and spoilage _____ out of 10
Cooking equipment stored off ground and clean _____ out of 10
Campsite is clean and in order _____ out of 10

Scout Spirit (45 points total)

Conduct in keeping with the Scout Oath or Law _____ out of 10
Unit handed in by 6:30 PM at least two of the following for the campfire
(Song, Skit, and/or Cheer) _____ out of 10
Unit participated in activities and provided leadership _____ out of 10
Unit participated in Flag Ceremony Saturday Morning _____ out of 5
Unit participated in All Faiths Services or Catholic Mass on Saturday Night _____ out of 5
Unit participated in Cooking Contest(s) _____ out of 5

PATROL ORGANIZATION & OPERATION (30 points total)

Scout meals prepared by patrols, not by adults (10) _____ out of 10
Patrol duty roster posted in patrol site and kept dry (10) _____ out of 10
Patrols have patrol flags, patrol yell, show patrol spirit _____ out of 10

FIRE & FIREWOOD (30 points total)

Fire site a safe distance from tents, and raised off the ground _____ out of 15
Fire bucket full of water and near fire _____ out of 10
Firewood protected from rain and dampness _____ out of 5

IMPROVEMENTS (20 points total)

U.S. and troop flags properly displayed (U.S. Flag on the right side of the entrance to a person standing
in the entrance facing out of camp.) _____ out of 15
Unit participated in the Gateway Context _____ out of 5

CAMPSITE & SHELTER (20 points total)

Tents properly erected; trim, securely anchored _____ out of 10
Cover for dining facilities properly erected _____ out of 10

TOTAL POINTS (200)

Gateway Score Card

Unit: _____ Total Points: _____ out of 100 Scored by: _____

NOTE: For each item the number of points is the total number of points. Partial points can be awarded.

Gateway Design (60 points total)

Overall look and design of the gateway	_____ out of 20
Elements in gateway capture the theme of the event	_____ out of 15
Gateway includes elements about the Troop, City, and or Chartered Org	_____ out of 15
American and Troop flags are displayed properly	_____ out of 10

Construction (40 points total)

Ground in and around gateway was not disturbed (no holes, etc. Stakes are allowed)	_____ out of 20
Constructed in a prudent and safe manner	_____ out of 20

TOTAL POINTS (100)