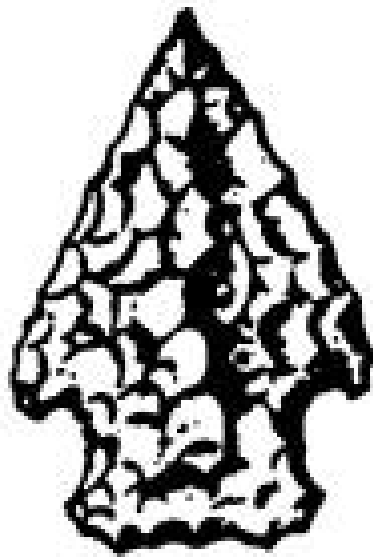


**CHAIN BRIDGE DISTRICT
2005 FALL CAMPOREE
FOR BOY SCOUTS & VENTURERS**

**PRIMITIVE SURVIVAL
AND EARTH SKILLS**



**21-23 OCTOBER 2005
BLUE RIDGE CENTER FOR
ENVIRONMENTAL STEWARDSHIP
PURCELLVILLE VIRGINIA**

CHAINBRIDGEPRIMITIVE@EARTHLINK.NET

CAMPOREE OBJECTIVES & EXPECTATIONS

- **USE ANCIENT WOODCRAFT SKILLS TO BUILD A SHELTER, START A FIRE, CAPTURE AND COOK FOOD, AND SURVIVE IN THE WOODS**
- **HOW TO HUNT USING ONLY WOODLAND MATERIALS: ARCHERY, BOW-MAKING AND DART-MAKING; LEARN HOW TO SURVIVE IN THE OUTDOORS WITH ONLY A POCKET KNIFE OR A HATCHET**
- **PRIMITIVE COOKING WITHOUT MODERN UTENSILS**
- **START A FIRE WITHOUT MATCHES USING ONLY NATURALLY AVAILABLE MATERIALS (FIRE BY FRICTION)**
- **WILDERNESS SURVIVAL MERIT BADGE (SOME REQUIREMENTS)**
- **GATHER AROUND THE CAMPFIRE FOR FUN, FELLOWSHIP. SHARING AND STORYTELLING IN ANCIENT ORAL TRADITION**
- **LEVERAGE OFF EXTENSIVE EXPERIENCE & EXPERTISE IN OUR COMMUNITY TO PROVIDE A RICHER PROGRAM THAN INDIVIDUAL UNITS COULD FEASIBLY ARRANGE ON THEIR OWN**
- **PRIMITIVE WOODCRAFT ANCIENT BLUE SKY WAYS.; IMMERSE YOURSELF IN A NATURAL WORLD WHERE OUR HUMAN HABITAT APPROACHES BALANCE AND HARMONY WITH NATURE**
- **EXPOSURE TO DIFFERENT VIEWPOINTS OF WILDERNESS USE**
- **ALL ACTIVITIES USE THE PATROL METHOD**



The Camping Mystique

Why do we camp? Why are some of us willing to go to great lengths and expense and travel hundreds or even thousands of miles so we can wake up in cold mist under canvas on the hard ground?

We camp partly to experience nature. Some of it may be self-reliance – the ability to prove to ourselves that we can make it and survive without all the trappings of civilization we leave behind at the trailhead. Thoreau wrote that he went to the wood because he “wished to live deliberately, to front only the essential facts of life, and see if I could not learn what it had to teach, and not, when I came to die, discover that I had not lived.... I wanted to live deep and suck out all the marrow of life....”

So if those are the reasons we camp, why (my wife asks) do so many of us have thousand of dollars of camping gear? (Portable tent fans?) Folks camped long before there was REI or EMS. In fact, camping was a way of life for our prehistoric ancestors and for the frontiersmen and women who founded our great country.

Chain Bridge’s Primitive Camping weekend on October 21-23 will introduce us to primitive camping and earth skills. We will learn and experience how prehistoric campers caught and ate their food, started their fires, gathered water and built their shelters from woodland material. We will learn basic survival skills that will keep us alive if we are ever lost in the woods. And we will learn to be intensely in touch with nature because that is the only way you are going to be successful in hunting with basic weapons fabricated out of natural materials.

A collection of naturalists, survivalists, environmentalists, hunters and storytellers will come together for a weekend and join forces to give our scouts a rich and varied set of perspectives and experiences. Snyone truly interested in camping and the outdoors will not want to miss this unique experience.

Primitive Woodcraft -- Ancient Ways

Proposed Camporee Program

Saturday Program – Activity Stations

Saturday program will consist of activity stations that patrols will rotate to at the sound of the air horn. Some of the activity stations will be staffed by Chain Bridge Scouters, however, many of the activity stations will be staffed by AncestralKnowledge.org – a non-profit organization operated by a community of naturalists who specialize in native life skills. We have brought in AncestralKnowledge because of their vast experience teaching teenagers these skills – skills which are generally not part of the scouting curriculum and which few scouters are familiar with. The resulting program is expected to be richer and more educational than anything an individual scout unit could put together on its own for a weekend outing.

The following describes the activity stations we have planned:

I. Friction Fire – Fire in the wilderness means warmth, light, protection from wild animals, cooked meat – and thus survival. What happens if you run out of matches or do not have matches? We will demonstrate friction fire to the group, and then divide them into patrols, providing each patrol with a bow drill kit. The patrol will be responsible for collecting the tinder, the smaller diameter kindling and having a tipi fire ready for their coal. Each scout in the patrol will share the task of producing a coal with the bow drill kit. This is both a hard skill and a challenge requiring teamwork, organization, coordination and strength.

II. Throwing Stick – How would you catch food in the wilderness without weapons or once your ammunition runs out? We will briefly discuss local sources of small game, and techniques for locating the game for a hunt. Taking a short walk into a wooded area, we will point-out some signs of game, ending the trail at a throwing stick range that is ready for action. The scouts will get tips on how to choose the right size and weight stick, and will be taught two throwing techniques - one for woods and one for fields. Scouts will spend the majority of the session knocking down the targets with their newly found small game hunting skills. On the trail back to camp, scouts get the opportunity to throw at a moving (nonliving) target.

III. Traps – Note: NO LIVE ANIMALS WILL BE TRAPPED. However, we will learn how to catch small game using naturally available materials. We will demonstrate the making and setting of two types of traps that can be adapted to almost any size game. With a short question and answer period, we will help the

scouts determine where to set traps, how to choose bait, and how to camouflage the sight and scent of the trap. We will have enough sticks and cordage ready for each scout to make one or both of the traps and try to set them. This skill requires each scout to have a good carving knife. If they carry Swiss Army knives or scout this should work fine; however, as dull knives are both dangerous and difficult to use, we will have many sharp carving knives on hand for them to use. This skill requires patience, visualization and coordination.

IV. Atalatal – Atalatal is long-range throwing darts for big game hunts. It enables the user to hunt from a distance, hence in greater safety from the prospect of being gored or trampled– more importantly for our times, it’s great fun. We will create five atalatals and 15 darts for this station. Scouts will be divided into five groups, each participant throwing three darts before moving to the back of the line. Targets can be used with this activity, or the throwers can compete for distance of throw. [LOOKING FOR A SCOUTER VOLUNTEER TO RUN THIS STATION AFTER BEING TRAINED.]

V. Archery – We would like to make a quick presentation on bow-making, briefly showing the stages of carving a functional, powerful bow from a stave of wood. The Scouts will then be able to shoot conventional bows and arrows into targets under supervision of a qualified instructor. [NOTE: WE NEED TO RECRUIT AN ARCHERY INSTRUCTOR FROM OUR OWN RANKS TO RUN THIS STATION USING NCAC ARCHERY EQUIPMENT – IF YOU ARE INTERESTED AND QUALIFIED AND CAN HELP, PLEASE CONTACT MARK WRAY OR SEND EMAIL TO CHAINBRIDGEPRIMITIVE@EARTHLINK.NET]

VI. Wide Angle Vision / Fox Walk /Tank – We teach the scouts a traditional native method for moving silently and undetected through a natural area in a state of expanded awareness. Scouts then practice this new skill in a game called “Tank”, where each scout is blindfolded, given several projectiles (balled-up socks) and set on a playing field. Moving silently, scouts try to detect the position of the other players and hit them with a projectile. Adults act as referees, halting the game to get the hit players off the field, and placing them around the edges to watch the fun. Difficulty increases as the players run-out of projectiles and have to search for more, and as the number of players of the field decreases. The last player left wins.

VII. Shelter – This is the number one survival skill / native life skill – not your traditional lean-to! This skill requires only debris, meaning no live materials will be harvested. The group will probably be divided into two sections (by patrols) in a shelter competition. In a short question and answer session, we discuss choosing a location to build that will be safe from hazards, dry in a rainstorm and will provide plentiful building materials. Then we tell them how to do it, and they go to it. When complete, we test the shelters with a couple of gallons of water to see if the resulting shelters would keep us dry in a storm!

VIII. Throwing Spear – This is a game traditionally played by native youth to improve their spear hunting skills. We will create three (3) hoops and five (5) spears for this station. Scouts will break into five groups that line-up behind a line. The adult will roll the hoop down the line, about ten to fifteen feet away, and the scouts will try to throw their spears through the hoop as it rolls by. Each scout will get three chances, and then move to the back of the line.

Saturday Night Primitive Cooking Competition

Each patrol will have a primitive cooking experience back in their campsites. Each patrol leader will be given, in advance, a handout with primitive cooking ideas. Units are responsible for bringing food and materials suitable for primitive cooking (no, canned Dinty Moore Beef Stew does not qualify, neither does cooking hot dogs on sticks). Due to the limited amount of cooking time available (many primitive methods would involve a full morning's activity and then a cooking time of many hours), the cookery needs to be simple and really an introduction to utensil-less cooking. Roving judges will observe and sample the products of the primitive cooking efforts, and (real) prizes will be awarded.

Examples of primitive cooking techniques include cooking directly on the coals using mud or clay to seal the food before cooking on the coals, skewer and kebab stick cookery, green stick grills, fish planking, rock boils (beware of exploding rocks) using a tripod-supported skin, and flat rock reflector ovens. The only rule that applies is that NO MODERN UTENSILS can be used. No pots and pans, no mess kits, no forks or spoons, no metal grills, no aluminum foil. Only materials that can be found in nature may be used to prepare the meal. The three modern utensils you MAY use are: (a) cups to drink from (not to cook in), (b) knives (the ancients had and used stone knives, but you do not have time to make a stone knife in a weekend, and (c) in view of time constraints you may use matches to light your fire if you so choose (although you may want to first start your fire using a matchless technique such as flint and steel).

You are encouraged to purchase and bring with you raw materials that are as close as possible to what you could obtain in the wild (e.g., river fish, poultry, meat, fruits and vegetables indigenous to Northern Virginia that would be available during October such as squash, apples, roots and tubers, etc. Please: do NOT bring live food animals (other than shellfish) – all meat should be butchered before you come. Patrols will be judged based on authenticity, balanced menu and taste/texture.

IMPORTANT NOTE: We cannot dig fire pits at the Camporee Site. All ground fires must be strictly in accordance with Leave No Trace principles. This means your unit needs to come prepared to make fires in an appropriate leave no trace manner. You are encouraged to use propane stoves for all meals other than the

Saturday evening meal, and you are encouraged to use Leave No Trace principles to make a small cooking fire for Saturday evening that will not burn vegetation, damage vegetation root systems, or leave any trace whatsoever of a fire having been in that spot.

How do you build a leave no trace cooking fire? One common technique is to use a metal firepan (e.g., old galvanized garbage can lid, sheet metal, metal oil pan, etc.) The pan should be supported on rocks or lined with mineral soil so the fire will not scorch the ground. Another way is to lay down a plastic sheet, place a (non-flammable) mineral soil mound on the sheet, and build the wood cooking fire on the mound. In either case, once the fire is dead out, ashes can be widely dispersed, the mineral soil returned to its source, and the sheet or pan removed. For more information see http://www.scouting.org/boyscouts/resources/21-117/035_minimize.html.

NOTE: ANY UNIT SEEN DIGGING A FIRE PIT OR CONSTRUCTING A FIRE NOT IN ACCORDANCE WITH LEAVE NO TRACE PRINCIPLES WILL BE ASKED TO IMMEDIATE DISCONTINUE OR CORRECT THEIR ACTIVITIES. Our Camporee Host Blue Ridge Center for Environmental Stewardship is dedicated to preserving our natural environment. As Scouts and Scouters, it is important that we respect these ethical objectives. If your unit is not familiar with Leave No Trace, now is a good time to learn. Stop by Camporee Headquarters if you want to find out more about Leave No Trace.

You may think “Leave No Trace” contradicts with wilderness survival techniques. But Leave No Trace is not a set of absolute rules – it is more a set of tools and techniques plus a framework for deciding which tool or technique may be appropriate in a particular circumstance. The LNT ethics can be generally simplified to “clean up your own mess” and “don’t make a mess you cannot clean up yourself.” However, priorities must change with the situation. When survival (as opposed to comfort or recreation) is truly at stake, it’s okay to make a mess!!! Don’t let your scouts be like the lost tenderfoot in Utah who wasn’t found for four days because he obeyed his parents’ admonition to “Never talk to strangers”) and hid from his rescuers. If your buddy is suffering from hypothermia in the wilderness, you are going to build the biggest possible fire you can make and not worry much about protecting ground vegetation.

Saturday Night Campfire

A campfire program worthy of and complementary to the days' activities has been planned. The O/A ceremonial team has been asked to supply a fire ceremony to open the campfire. We have invited a professional storyteller (Frank D'Aquila, Tales Along the Way) to tell some fascinating stories about ancient cultures and woodcraft.

Anyone who can bring and play ancient instruments including horns, flutes, rattles, drums, etc., please bring them to the campfire. These instrument sounds can be worked into the storytelling and other parts of the campfire program.



Sunday Morning Program

1. Dew Collection Inter-Patrol Competition – Water collection is the second most important skill for survival! In any ecosystem type, plentiful, unpolluted water can be collected very early in the morning. Before breakfast on Sunday, patrols can compete in the dew collection competition. Each patrol should come prepared with a neckerchief for each scout (100% cotton works best if you want to come prepared to win). The idea is to swipe the cloths across grasses and bushes, and squeeze the results into a patrol bowl or bucket. FYI – the water will look dirty if their hands are dirty, if it hasn't rained heavily in the recent days past, or if their cloths are dirty. Yuck, but if you need water, this is a source that does not need to be filtered or boiled. Also, make sure to review the area for poison ivy and point it out to the scouts before the competition if it is present. Prizes will be awarded to patrols who collect 16 ounces or more of dew and bring it to morning assembly.

2. Main Sunday Morning Inter-Patrol Competition

We are planning an inter-patrol competition on Sunday. The event will be a time trial of sorts, with patrols scoring based on (a) successful demonstration of skills, (b) total completion time, and (c) patrol spirit. Patrols will need to work together to complete the events and get good scores. Prizes will be awarded to the three top placing patrols.

Some possible competition events MAY include:

- (1) Matchless or Timed Fire Building
- (2) Capturing simulated small game (using techniques learned on Saturday)
- (3) Wilderness scavenger hunt/nature observation
- (4) Wilderness First Aid
- (5) Tomahawk throwing
- (6) Leave No Trace exercise
- (7) Other

The camporee staff will need help running the Sunday morning program. If you can help, see Paul Petersen or send email to chainbridgeprimitive@earthlink.net.

Wilderness Survival Merit Badge

Units should issue scouts blue cards signed by the Scoutmaster. The Camporee will not provide blue cards.

Scouts who are just being introduced to the subject should not expect to complete this badge in a single weekend. Motivated scouts should be able to complete many requirements of Wilderness Survival Merit Badge during the weekend's program. Scouts who have studied and done some activities in advance may be able to substantially complete the badge except for requirement 9 (we have not made provision for a large number of scouts to sleep in wilderness shelters they have built themselves). Note however that this is a complex merit badge, and our district has no interest in acting as a "merit badge mill" to push scouts through the badge.

Instead, the weekend will provide a forum and opportunity for scouts to become interested in wilderness survival merit badge and to be introduced to a counselor for followup work. Scouts should expect to receive only a "partial" from the weekend itself, and so Scoutmasters should encourage those scouts to followup with the counselor to complete the remaining requirements (as we all know, partials from a council or district camp have a tendency to never be completed – let's work together to make sure that doesn't happen in this case!!)

The Camporee program will inherently cover many of the requirements, and will we will work instruction for other requirements into the program. Subject to availability, we will make district Wilderness Survival Merit Badge counselors

available for consultation with scouts on an individual basis. Scouts who wish to get as much of the badge as possible “signed off” during the weekend should read the merit badge booklet in advance, make the survival kit of requirement 5, and be prepared to be examined individually by a counselor on the badge requirements (set forth below):

WILDERNESS SURVIVAL MERIT BADGE REQUIREMENTS

1. Show that you know first aid for injuries or illnesses likely to occur in backcountry outings, including hypothermia, heat stroke, heat exhaustion, frostbite, dehydration, sunburn, stings, tick bites, snakebite, and blisters.
2. Describe from memory the priorities for survival in a backcountry or wilderness location.
3. Describe ways to (a) avoid panic and (b) maintain a high level of morale when lost.
4. Tell what you would do to survive in the following environments:
 - a. Cold and snowy
 - b. Wet (forest)
 - c. Hot and dry (desert)
 - d. Windy (mountains or plains)
 - e. Water (ocean or lake)
5. Make up a personal survival kit and be able to explain how each item in it is useful.
6. Show that you can start fires using three methods other than matches.
7. Do the following:
 - a. Tell five different ways of attracting attention when lost.
 - b. Show how to use a signal mirror.
 - c. Describe from memory five international ground-to-air signals and tell what they mean.
8. Show that you can find and improvise a natural shelter minimizing the damage to the environment.
9. Spend a night in your shelter.
10. Explain how to protect yourself against insects, reptiles, and bears.
11. Show three ways to treat water found in the outdoors to prepare it for drinking.
12. Show that you know the proper clothing to wear in your area on an overnight in extremely hot weather and extremely cold weather.
13. Explain why it usually is not wise to eat edible wild plants or wildlife in a wilderness survival situation.

Camporee Attendance and Registration

The Camporee is open to all registered Boy Scouts, Varsity Scouts, Explorers and Venturers and all Scouters of Chain Bridge District. Out-of-District units may also request permission to attend by sending email to chainbridgeprimitive@earthlink.net.

Checking In and Paying Fees

The preregistration cost is \$14.00 per Scout or Adult for the entire weekend, or \$16 per participant for late registration (which includes onsite registration). This participation fee pays for the site, boy scout insurance, a Camporee patch, human resources and materials for the various activities and events, infrastructure costs such as portapotties, and the Council activity fee. This fee should be paid in advance – no later than the October roundtable to avoid a late fee. Final registration will be between 6:00 PM and 8:00 PM Friday night and between 7:00 AM and 8:45 AM Saturday morning at Camporee Headquarters.

Everyone in camp must be registered. Upon arrival at the camporee, one adult leader from each unit (and the Senior Patrol Leader or his designate) must check in at the registration tent. The adult unit representative must bring the following:

- Roster of scouts attending showing name and emergency contact info
- A copy of the unit's pre-registration form
- A check to pay any balance due
- The names of adult volunteers (at least one per unit) who will be helping in the program area

As part of the registration process, your unit will be assigned a campsite, issued an information packet, and released to your campsite.

Planning a camporee requires a great deal of planning and many expenditures of funds in advance. If you tell us you are going to be there, we will expend funds to make sure we have adequate facilities and supplies on hand at the camporee to provide for you. If participants then do not show up for some reason, we may nor may not be able to recover those costs. Therefore, do not expect refunds if you preregister more scouts or adults than actually attend the event. The District Executive has discretion to give refunds under some circumstances if adequate funds are available when the event budget closes, but this is NOT something you should count on. You may be better off pre-registering only the number of scouts you are fairly certain will attend, and then pay a late fee if you end up with more participants. Note: If scouts in your unit are in circumstances such that coming up with the fee is a problem, and you cannot handle this within the unit, contact DE Andy Janos to determine if camperships may be available.

**Camporee Site – The Blue Ridge Center For Environmental Stewardship
www.blueridgecenter.org**

The Blue Ridge Center for Environment Stewardship develops, demonstrates and supports innovative approaches to stewardship. It invites people and partners to study, restore, interpret and experience our land's environment and history. The Blue Ridge Center was founded as a project of the Robert and Dee Leggett Foundation and became an independent nonprofit organization in 2004. The Leggett Foundation purchased Mountain View farm in 1999 as a home for the Blue Ridge Center and to preserve the land's history, allow people to experience its natural beauty, and protect the Appalachian Trail views. The Blue Ridge Center wants to show ways keep conservation land active for economic uses like farming, as well as public uses like recreation and education. It is exploring ways in which economics and conservation go hand in hand.

TICK PREVENTION: We will be camping in a recently mown field. Please take normal precautions against deer ticks (long pants, Permethrin tick repellent, check for ticks at night, remove ticks appropriately), and review tick safety and prevention with your scouts.

News Flash: District Hot Dog Stand

Troop 638 will be operating a hot dog stand to benefit Katrina Victims. Please contact Bill Sample, Scoutmaster of Troop 638, in advance if you unit plans to eat lunch at the hot dog stand. SM Bill Sample 703 532-4358
wdsample@comcast.net

Camporee Staffing

All Patrols will be lead by their patrol leaders; the patrol method will be followed.

Each participating units will be asked to provide at least one adult volunteer to help run Saturday program.

Some of the Saturday activity stations will be staffed by instructors from Ancestral Knowledge (www.ancestralknowledge.org), a 501(c)(3) non-profit organization operated by a community of naturalists who specialize in native life skills. Ancestral Knowledge uses the earth and natural surroundings as the tools to teach ancient and modern technologies, activities, and philosophies that support a sustainable lifestyle. Their method is experiential education - Learning by Doing to help open their mind, body and spirit to our earth's delicate environment and ecosystems. “

Logistics and Camping Arrangements

Traffic Control and Parking

**Come to the Sawmill Entrance to Blue Ridge –
Not to the Main Entrance.**

We will be camping in Sawmill Field of Blue Ridge Center for Environmental Stewardship. Use the SAWMILL entrance, NOT the main entrance. Watch for signs. Old hands suggest taking the Greenway out to the camporee site. See camporee guide for general driving directions and maps.

There will be NO parking at or driving to the campsites. REPEAT: There will be NO parking at or driving to the campsites!!! Vehicles present a safety hazard on a campground. Besides, who wants to camp right next to a car?

Upon entering the Blue Ridge Center for Environmental Stewardship, you will be directed to the parking area. All other troop vehicles and trailers will be parked in a controlled area. Individual gear will have to be carried into the sites, a distance of less than a quarter mile. It may be possible to leave your unit's equipment trailer at your campsite – we are checking.

Troops are encouraged to car pool as much as possible and arrange to have as few cars as possible remain at the Camporee parking site.

Camping Will Be Leave No Trace

All camping will be strictly "Leave No Trace." Pack it in, pack it out. You are camping at a Center for Environmental Stewardship! All scouts (and scouters) should be reminded of this.

Caution: We are camping in a primitive area. There is a great deal of wildlife in the area including endangered species and a local resident bear. Keep scouts out of stream where they may disturb nesting wild fowl. Keep food out of tents. Do not discard food leftovers near your campsite – use a common sump we have set up. Store food in vehicles so bears do not come wandering into your sleeping area.

WILDLIFE: Blue Ridge Center is close to the Appalachian Trail and a substantial wilderness area. There is a lot of wildlife about. Caution your scouts to stay away from streams in the area because endangered bird species nest there. We will be providing a central sump for kitchen waste away from unit campsites so that the local resident brown bear will not be

attracted to your unit. Caution your scouts to observe bear precautions (no food in tents, keep a clean camp, etc.) and consider storing food in your vehicle or in a suspended bear bag. For Bear Safety info/commentary from "our own" drbob, see http://www.buckskin.org/Resources/Outdoor/bear_safety.htm

Late Arrival and Early Departure

If a unit is not going to arrive Friday night, please indicate this on your pre-registration form. If your unit is going to leave Saturday night, make sure you indicate this on the final registration form. If your unit must leave on Saturday evening, and you have notified the Chairman for Administration, you may pick up your patches and ribbons after you have totally vacated your campsite and had the campsite commissioner sign the check out form.

Check-Out Procedures

Each unit will receive a checkout and program evaluation form with the final mailing or at registration. Additional copies will be available from the Campsite Commissioners. After you have cleared your campsite of all unit and personal gear, policed the area and thoroughly extinguished any fires and removed all evidence that you camped there (leave no trace), send someone to notify your Commissioner. When the Commissioner arrives, he/she will inspect your camp and then sign off on the check-out/evaluation form. After the Closing Ceremony Sunday morning, bring your signed form to the Camporee Headquarters. At that time you will receive ribbons and patches for your unit. No patches or ribbons will be issued until after you have checked out of your campsite. All units should be out of camp by noon.

Camporee Patches and Ribbons

The Camporee patches and ribbons will NOT be available until AFTER the Closing Ceremony Sunday morning. Please do not leave without your patches – it is your responsibility to come and get them from Camporee Headquarters!!!! Subject to availability, extra patches can be purchased for a fee.

Leadership and Youth Protection

National BSA policy requires that "Two registered adult leaders, or one adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips or outings. There are a few instances, such as patrol activities, when no adult leadership is required. Coed overnight activities require male and female adult leaders." National BSA policy also states that "When staying in tents, no youth will stay in the tent of an adult other than his or her parent or guardian." It is the unit leader's responsibility to see that these policies are enforced within his/her unit. Questions or concerns should be directed to the Camporee Director or to the District Executive.

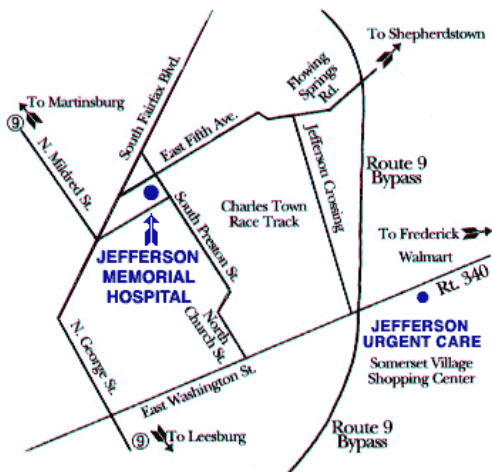
Emergency Contact

It is recommended that units should have access to several cellular phones, which could be used as a primary contact for members of their unit. The Campground office number is (540) 668-7640, but it should only be used in case of a real emergency. You may also be able to reach camporee staff at 703-577-1360. Anyone calling must know the individual's Troop number and, if possible, the unit leader's name.

First Aid & Emergency Medical

The First Aid Station will be set up near the Headquarters area and will be marked with a prominent sign. All injuries, even minor ones treated in the campsite, must be brought to the First Aid station personnel for treatment and/or recording.

The closest hospital to our camp is JEFFERSON MEMORIAL HOSPITAL in Ranson, West Virginia just north of Charlestown (approximately 12 miles). Jefferson Memorial operates a 24-hour emergency department including a Level III trauma center. To get there from our campsite, proceed NORTH on Harper's Ferry Road and turn WEST on US 340 (North) towards Charles Town, WV. Bear left on US 340 back onto State Route 9. Follow Blue Hospital sign on State Route 9. Exit onto Flowing Springs Road and Turn Right. Continue straight through the four-way stop onto East Fifth Ave. past the back gate of the Charles Town Race Track (.1 mile) Turn Left (South) onto Preston Street (.1 mile) The hospital is on the Corner at: 300 S. Preston Street.



Other nearby hospitals include:

Winchester Medical Center
Level II Trauma Center
1840 Amherst Street

Winchester, VA 22601
540-536-8700

Inova Loudoun Hospital
Leesburg Campus
Emergency Services (703) 737-7520
44045 Riverside Parkway
Leesburg, VA
(703) 858-6000
(888) 542-8477 toll free

Parental Authorization

In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission form signed by a parent or guardian are required. This form must be accessible to the adult unit leader/leaders at all times. It is the responsibility of each unit to ensure that such forms are filled out and present on the camporee site. If a Scout is brought to the First Aid Station for any type of treatment, his parental authorization form should be available for review by the Camporee staff. Units should have a current BSA Class I or II health form for every participant.

Religious Services

A priest will say Catholic Mass at 7:00 pm on Saturday evening just before the campfire. We are still looking for a unit to volunteer to organize and lead a Scout's Own Service on Saturday evening at 7 p.m. just before the campfire. The interdominational service will be cancelled if there is insufficient interest such that no unit will volunteer to conduct it.

The locations of the Services will be announced at the Camporee.

Fire & Ambulance Service

In the unlikely event that fire or ambulance services are needed, please call 911 immediately directly using your cell phone or a borrowed cell phone. Please also send a runner to the Camporee Headquarters to notify the Camporee Director of the emergency and to arrange for the emergency equipment to be directed to the correct location.

CAMPING GUIDELINES

No Cars In Campsites

We are observing a strict dropoff policy – no vehicles should be left in your campsite. The one exception is that you may have an equipment trailer in your campsite so long as it does not leave marks or ruts on the ground (Leave no trace!!)

Natural Habitat

No trees, shrubs, or bushes will be cut within the campground or neighboring areas. Wood that has fallen from trees may be burned. Do not molest or interfere with the area's wildlife. No hunting or trapping of wildlife is permitted. LEAVE NO TRACE!!

Natural Shelter Making

Units may, at their option, attempt to construct natural shelters instead of canvas or nylon shelters on the condition that the unit brings and and takes out all materials used to make the shelters. Units may NOT harvest any material from Blue Ridge Center for making shelters, and may NOT leave any material behind. LEAVE NO TRACE!!!

No Tent Ditching

There will be no tent ditching or other changes made to the ground contours to improve camp-sites. Remember that proper pitching of tents does not require ditching. LEAVE NO TRACE!!!

Ground Fires – No Fire Pits

LEAVE NO TRACE! This means that you should NOT be digging fire pits – all fires should be constructed above ground (e.g., on a mineral sand platform).

Units should bring their own fire pans, stoves, grills, and fuel (including a supply of wood) for cooking. Charcoal and propane are recommended. Liquid charcoal lighters are not allowed. FIRE BUILDING: We will be observing (and living) Leave No Trace outdoor ethics at this event. There are no fire rings in our camping area, and no firepits can be dug. This is a great opportunity for you to go over stove safety (second class requirements) and Leave No Trace firebuilding techniques with your scouts. A small Leave No Trace cooking fire can be built by propping a metal pan (garbage can lid, metal oil drain pan, barbecue grill pan, etc.) up on some rocks and putting sand in the bottom of it. Or, bring some plastic garbage bags and build a mineral soil mound fire.

BRING YOUR OWN WOOD FOR WOOD FIRES. There is only a limited amount of deadfall, and we do not want scouts or leaders disturbing the Blue Ridge Center by taking down even standing dead trees.

Use of Liquid Fuels

Use of lightweight stoves is encouraged because stoves are very environmental friendly. However, if you choose to use equipment with liquid fuels, the safety of our Scouts and Scouters must be a prime consideration. The use of liquid fuels in lanterns and stoves is acceptable at this Camporee only if: 1) A knowledgeable adult provides supervision over the storage, transportation, and usage of the fuel; and 2) Scouts have been taught the safe and proper handling and usage of the fuel, stoves, and lanterns.

Availability of Water

We have arranged for a water truck to be on site. However, units may wish to bring in a supply of some water since the single water spigot at the water truck is likely going to have a waiting line and you may need to walk a bit to get to the water spigot from your campsite.

Note: Washing of dishes in streams or at the water spigots is prohibited. No dishwashing at the water spigots!!!

Canteens should be carried during the program on Saturday, as drinking water will not necessarily be readily available in the program areas. Proper hydration is key to keeping our Scouts healthy. To avoid the serious consequences of dehydration, ensure everyone regularly consumes water, especially as they travel to and from program areas and while in the areas.

Latrines

Porta-a-Johns will be available at convenient locations around the Camporee area. Please respect them and keep them clean.

Trash

Every unit should bring a supply of plastic trash bags to securely bag their own trash. Depending on dumpster capacity, we may ask your unit to carry out its own garbage. Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage.

Lost & Found

Any items found should be turned in to the registration tent. Items may be claimed during the camporee or at the November district roundtable

Staff Meals

Units may be asked to host one additional staff member for each meal, so please plan accordingly. Camporee Staff and Commissioners should eat with their respective units (they should make payment directly to the unit), but Camporee Staff & Commissioners without a unit will be hosted by one.

UNITS SHOULD PLAN TO HOST ONE ADDITIONAL PERSON FOR EACH MEAL: Each unit should plan to host one additional staffer for each meal. The Ancestral Knowledge folks, our storyteller Frank D'Aquila and other staffers will be hungry and will not have time to prepare meals on their own. Please send email to chainbridgeprimitive@earthlink.net if this is NOT possible for your unit.

CAMPOREE RULES

Law of the Camporee

As in all Scouting activities, the Scout Oath and Law will be the Law of the Camporee. Any individual, who does not act as he should, may be putting his

unit's future Camporee privileges in jeopardy and jeopardizing future Camporee privileges of the Chain Bridge District. Unit Leaders are reminded that their Scouts should have adult supervision at all times. At least one adult must be present for every 10 youth members, but no fewer than two adults ("two deep leadership"). At least one adult must be a registered Scouter, 21 years of age or older. At least one adult must have completed Youth Protection Training (now available online – see www.boyscouts-ncac.org) Units that do not comply with these rules will be asked to leave immediately.

Patrol Leaders are responsible for discipline in their patrols. Unit Leaders are responsible for discipline in their units. Discipline issues that are elevated to the camporee staff level will be handled promptly and fairly with justice swiftly dispatched. Such justice could include dismissal from the camporee (call a scout's parents and ask them to pick him up immediately) and, if laws have been broken, referring the matter to local law enforcement authorities.

No Scouts in the Back of Pick-up Trucks

The Boy Scouts of America regulations state that Scouts may not ride in the back of pickup trucks. This rule will be strictly enforced at the Camporee. It is the unit leaders' responsibility to ensure that all Scouts are transported in safe vehicles with adequate seat belts.

No Flames in Tents

Cooking or lighting with OPEN FLAMES of any kind is not allowed in any tent. Electric battery lanterns and flashlights are recommended.

Proper Uniform

Those who wish may wear authentic clothing fabricated from natural materials so long as this clothing is not too revealing and comports with the Guide to Safe Scouting. BSA Field Uniforms (Scout shirt and Scout pants or Scout shorts with proper socks) should be worn for the Religious Services and the Saturday night campfire. Class B uniforms are suitable for Saturday and Sunday program activities.

Discipline

Leaders will be responsible for the behavior of their Scouts at all times. Adult Leaders who are not helping in the events, should circulate through the events in which their Scouts are participating. Also, in past Camporees, pick up ball games (both supervised and unsupervised) have become a source of injuries. Leaders are asked to discourage such games and urge boys to focus on Camporee activities. Sports equipment should not be brought to the Camporee. Radios, televisions and tape players should also be left at home.

Quiet Hours

All units will be subject to quiet hours and lights out from 10:00 PM to 6:30 AM. Leaders in each troop are responsible for enforcing quiet hours and lights out. Be attentive – do not make another unit's leader discipline your Scouts.

Knives

Sheath knives and knives with blades longer than 4 inches, except cooking knives, are not allowed at the Camporee. If any are found, a member of the Camporee staff will hold them for the remainder of the Camporee. Folding knives that are in a case or worn on a belt are permitted.

Prohibitions:

- No Illegal Drugs or Alcoholic Beverages of any kind are allowed at the Camporee. A scout found in possession of such items will be immediately escorted to camporee headquarters and his parents called.
- No Firearms: For safety reasons, firearms, pellet guns, BB guns, personal bow and arrows, or slingshots of any kind are not allowed at this Camporee. All authorized weapons will be restricted to program areas under adequate supervision.
- No Fireworks: Absolutely no fireworks are permitted,
- No Vandalism: Anyone caught vandalizing or stealing property will be turned over to the Loudon County police.
- No pets or animals
- No electronic equipment (e.g., tape or CD players, televisions, electronic games, etc.) We come to camp and enjoy the outdoors.

Usage Policy for Blue Ridge Center for Environmental Stewardship

Vehicles

- **VEHICLES CANNOT DRIVE OFF THE GRAVEL LANE. ONLY WITH SPECIAL PERMISSION ON AN INDIVIDUAL BASIS FROM THE SITE MANAGER CAN VEHICLES DRIVE OFF THE PAVED ROAD.**
- **ALL PARKING WILL BE IN DESIGNATED AREAS.**

Classes, Groups, Tours & Walks

- **AN APPROVED PERMIT IS REQUIRED FOR ALL CAMPING AND BARN USE.**
- **ALL GROUP LEADERS AND INSTRUCTORS MUST BE A MINIMUM OF 18 YEARS OF AGE.**
- **ALL GROUP LEADERS ARE RESPONSIBLE FOR THE CONDUCT OF THE GROUPS THEY ARE LEADING.**
- **ALL GROUPS IN THE FOREST WILL CARRY A FIRST AID KIT APPROPRIATE TO THE NUMBER OF PARTICIPANTS AND AGE LEVEL OF THE GROUP.**
- **ALL NON-ADULT GROUPS MUST BE LED BY A MINIMUM OF TWO ADULTS, ONE OF WHICH MUST HAVE CERTIFICATIONS IN FIRST AID AND CPR.**
- **ALL GROUPS WILL STAY ON ESTABLISHED (BUILT) TRAILS. BUSHWACKING ACROSS THE PRESERVE WILL NOT BE ALLOWED. FOLLOWING GAME TRAILS IS PROHIBITED.**
- **ALL GROUPS WILL EITHER REMOVE THEIR TRASH FROM THE PROPERTY OR DISPOSE OF THEIR TRASH IN DESIGNATED RECEPTACLES (DUMPSTER AVAILABLE FOR \$80 FEE). GROUP LEADERS ARE RESPONSIBLE FOR THIS ACTION.**
- **PUBLIC FLUSH TOILETS ARE AVAILABLE AT THE BARN.**
- **CERTAIN AREAS ARE RESTRICTED FROM PUBLIC ACCESS, INCLUDING: FARM AND ANIMAL PASTURES; FENCED GARDENS; FARM MACHINERY AND EQUIPMENT; SEASONAL STAFF HOUSING; AND SHOWERS.**
- **ALL GROUP LEADERS WILL CARRY A CELL PHONE FOR EMERGENCY USE.**
- **ANY ITEMS LOST ON THE PROPERTY WILL BE HELD FOR RETRIEVAL, OR BY REQUEST, WE CAN RETURN THEM FOR A \$10 FEE PLUS SHIPPING COSTS.**

Camping

- **CAMPING WILL ONLY BE IN DESIGNATED AREAS, UTILIZING LEAVE NO TRACE AND LOW IMPACT ETHICS.**
- **DRIVING VEHICLES TO THE CAMPSITE IS STRICTLY PROHIBITED.**

- **COOKING FIRES ARE NOT ALLOWED. COOKING WILL BE DONE OVER STOVES. (NOTE: WE HAVE NEGOTIATED A SPECIAL EXCEPTION TO THIS POLICY FOR SATURDAY DINNER ONLY AND ONLY USING LEAVE NO TRACE PRINCIPLES)**
- **CAMPFIRES ARE PERMITTED IN DESIGNATED FIRE RINGS AND ABOVE GROUND HALF BARRELS. NO BONFIRES.**
- **FIREWOOD MUST BE GATHERED FROM THE WOODPILE BEHIND THE BARN. DO NOT COLLECT FROM THE FOREST. OR BRING YOUR OWN.**
- **FRESH DRINKING WATER IS AVAILABLE FROM THE ABOVE GROUND SPIGOT AT THE EAST SIDE OF DEMORY FIELD.**
- **QUIET HOUR BEGINS AT 9:00 PM AND IS ENFORCED BY SEASONAL STAFF AND VOLUNTEERS.**

Safety & Additional Policies

- **NO FISHING, SWIMMING, ICE SKATING, OR BOATING PERMITTED IN STREAMS OR PONDS.**
- **COLLECTING ANYTHING FROM THE PROPERTY IS STRICTLY PROHIBITED. INCLUDING: ANY SPECIMENS, PLANT OR ANIMAL; BONES; DEER ANTLERS; FEATHERS; BIRD NESTS; WASP OR HORNET NESTS; ANY ITEM FROM A PLANT OR ANIMAL; ANY ITEM DIRECTLY USED BY A PLANT OR ANIMAL; ROCKS; MINERALS; SHELLS; AND ANY HISTORICAL ARTIFACT. VISITORS WILL TAKE ONLY PHOTOS AND LEAVE ONLY FOOTPRINTS.**
- **GUNS, FIREWORKS, EXPLOSIVES, AND ALCOHOL ARE PROHIBITED ON THE PROPERTY. WE RAISE SHEEP AND OTHER ANIMALS THAT ARE STRESSED BY LOUD NOISES.**
- **NO PETS**
- **TRAILS ARE FOR FOOT TRAFFIC AND HORSE RIDING ONLY. NO BICYCLES OR OFF ROAD VEHICLES ALLOWED ON TRAIL SYSTEM WITHOUT PERMISSION FROM THE SITE MANAGER.**
- **SMOKING IS PROHIBITED IN ALL BUILDINGS AND STRUCTURES ON THE PROPERTY. SMOKING IS STRONGLY DISCOURAGED ANYWHERE ON THE PROPERTY.**
- **FLAGGING MATERIAL USED BY GROUPS WILL BE COMPOSED OF WOOD FIBER BIODEGRADABLE PRODUCTS. NO PLASTIC OR VINYL FLAGGING WILL BE USED.**
- **LUMBER USED FOR CONSTRUCTION OF TEMPORARY OR PERMANENT PROJECTS, E.G., SIGNAGE, BRIDGES, DOCKS OR PIERS, WILL BE COMPOSED OF NON-PRESSURE TREATED MATERIAL. CURRENT PRESSURE TREATED MATERIAL IS TREATED WITH A COPPER-CHROMIUM-ARSENIC COMPOUND THAT WILL LEACH FROM THE LUMBER AND HAS BE PROVEN TO BE BIO-ACCUMULATIVE IN SOILS AND NON-FLUSHING AQUATIC ENVIRONMENTS. THEREFORE, THE USE OF PRESSURE TREATED LUMBER WILL NOT BE ALLOWED.**
- **VISITING GROUPS ARE ENCOURAGED TO HELP WITH A SERVICE PROJECT. TRAIL MAINTENANCE AND CAMPGROUND IMPROVEMENTS ARE NEEDED.**
- **DISCOUNTS AVAILABLE FOR NEEDY OR DISADVANTAGED GROUPS. CONTACT THE SITE MANAGER FOR DETAILS.**

Additional Program Resources

If you want to study up on wilderness survival and ancient woodcraft ways, there are many resources available on the web and off. For example see:

For Younger Youth:

Paulsen, Hatchet

Martel, Life of Pi

<http://www.equipped.com/kidprimr.htm>

For Older Youth and Adults:

Wilderness Survival Merit Badge Booklet

FM 21-76 Survival (Department of the Army Field Manual)

<http://www.m4040.com/Survival/Survival.htm>

<http://www.primitive.org/>

<http://www.primitiveways.com/>

<http://ancestralknowledge.org/>

McPherson, Primitive Wilderness Living and Survival Skills (1993 Prairie Wolf)

Wescott, Primitive Technology A Book of Earth Skills (1999 Gibbs-Smith)

Seton, The Book of Woodcraft (1912, 1921, Garden City Publishing)

Leave No Trace:

<http://www.lnt.org/>

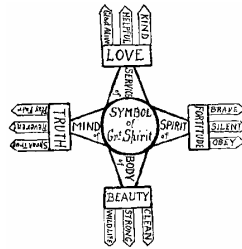
<http://www.scouting.org/boyscouts/resources/21-117/>

Primitive Cooking:

<http://www.inquiry.net/outdoor/skills/b-p/wb/cooking.htm>

Note from Ernest Thompson Seton, first Chief Scout of the Boy Scouts of America:

“There is a winding deer trail by a stream in the pine woods, and the glint of a larger breadth of water through the alders, with stars in the grass, a high shady rock for the nooning, and a bell-bird softly chiming. I have always found it very, very pleasant to go there whenever my life would permit.... Ho, Wayseeker, I have seen your struggle to find the pathway, and I know you will love the things you will see there. Therefore, I will show you the trail, and this is what it will lead you to: a thousand pleasant friendships that will offer honey in little thorny cups, the seven secrets of the underbrush, the health of sunlight, suppleness of body and force unending, the unafraidness of the night, the delight of deep water, the goodness of rain, the story of the trail, the knowledge of the swamp, the aloofness of knowing, the power to see a bird when you hear its note, the upbuilding things which are never taught in schools; a crown and a little kingdom measured to your power, but all your own.” *The Birch Bark Roll of Woodcraft, 21st Edition.*

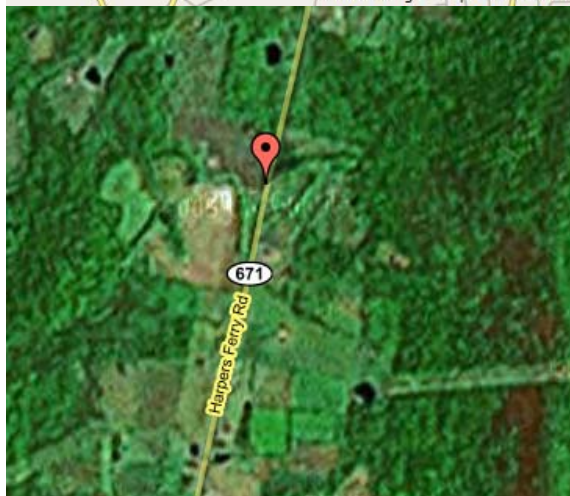
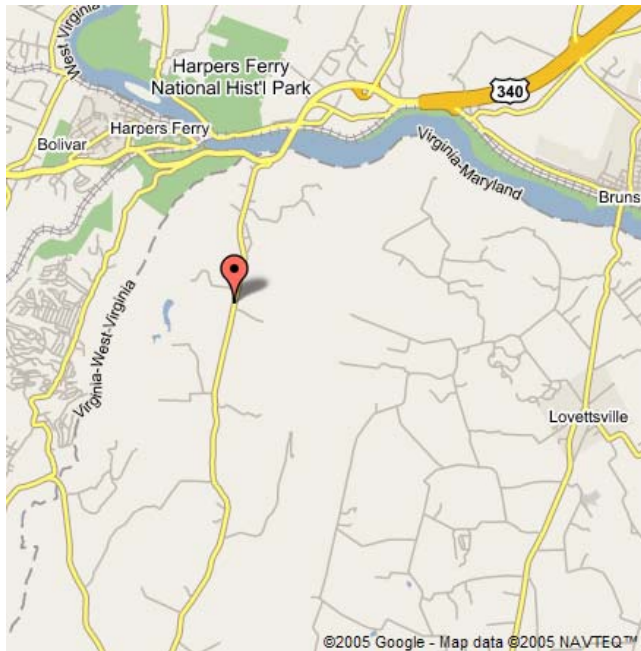


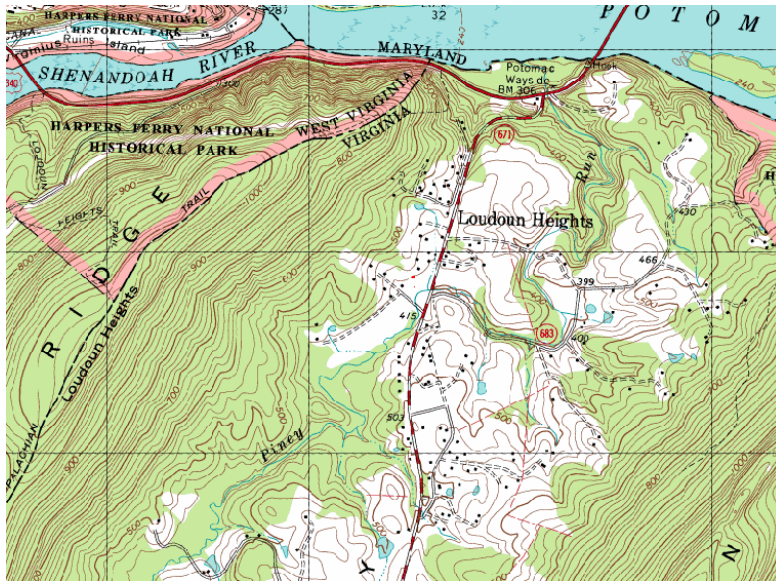
The Blue Ridge Center -- Directions

www.blueridgecenter.org

The Blue Ridge Center is 2 miles from the Potomac River in northwest Loudoun County, Va., 18 miles from Leesburg, Va., 15 miles from Frederick, Md., and 5 miles from Harpers Ferry, W.Va. From Leesburg: Go west on U.S. 7, right on Rt. 9., then right on Rt. 671/Harpers Ferry Rd. Go 6 miles to the Blue Ridge Center entrance on the left, just past the Neersville Fire Station. (From Frederick MD or the North: Go south on U.S. 340. Cross the Potomac River and go left on Rt. 671/Harpers Ferry Rd. Go 2 miles to Blue Ridge Center entrance on right.)

OLD HANDS SUGGEST TAKING THE GREENWAY OUT TO LEESBURG AND ROUTE 9





PRIMITIVE SURVIVAL CAMPOREE
TENTATIVE SCHEDULE OF EVENTS
(Subject to Change Depending on Weather)

FRIDAY, 21 OCTOBER 2005

12:00 PM - 4:00 PM Physical Arrangements by Staff
5:00 PM - 9:00 PM Arrival/Campsite Set-up/Registration at HQ
6:00 PM - 8:00 PM Registration for Friday Night Arrivals
9:15 PM - 9:45 PM Informal Leaders' Cracker Barrel (SM, SPL, Staff) at HQ
10:00 PM - 6:30 AM Taps (Lights Out, Quiet)

SATURDAY, 22 OCTOBER 2005

6:30-9:00 Registration
7:00 AM Reveille (for those units who stayed over Friday nite)
9:00 Opening ceremony
9:20 – 12:30 Morning Program
12:30-1:30 Lunch; Scouts can consult with Wilderness Survival Merit Badge Counselors
12:30 – 1:30 Katrina Victim Hot Dog Stand in Operation
1:30 – 4:30 Afternoon Program
4:30 pm Service Project for Blue Ridge Center for Environmental Stewardship
4:30 pm on -- Scouts can meet with Wilderness Survival Merit Badge Counselors
5:00 Dinner at Troop Campsites (roving judges to judge best utensil-less patrol meal)
7:00 Flag Ceremony, Church Service, Mass
8:15 Campfire Program
After Campfire: Leaders' Cracker Barrel for SPL's, SM's, Staff
10:00 Lights out

SUNDAY, 23 OCTOBER 2005

7:15 AM Reveille
7:30 AM - 8:30 AM Breakfast in Campsites and start striking camp
9:00 Flag Ceremony & Sunday Morning Program
11:00 Check-Out/Pick up patches/Depart for Home

CHAIN BRIDGE PRIMITIVE CAMPOREE 21-23 OCT 2005 PREREGISTRATION

TROOP /CREW	# _____	Number of Patrols Attending: _____
	Unit Primary Point of Contact	Alternate Point of Contact
Name		
Scouting Job		
Home Phone		
Work Phone		
Email		

We are arriving on (circle one): FRIDAY SATURDAY
Please identify at least one adult volunteer who can help with Saturday program:

Name:	Phone:	Email:
Name:	Phone:	Email:

Total # Scouts Attending Camporee:	_____
Total # Adults Attending Camporee:	_____
Total # Scouts + Total # Adults:	_____
X \$14 (if preregistering in time) <u>OR</u>	
X \$16 (if submitting after 10/13)	
TOTAL CHECK ENCLOSED:	\$ _____

Make check out to "NCAC-BSA" -- **DO NOT SEND CASH**
Submitting Registration: Please mail this form with check no later than Friday 8 October 2004 to Andy Janos, District Executive NCAC-BSA 9190 Rockville Pike Bethesda MD 20814-3897 Attention: Chain Bridge District Primitive or hand to Andy Janos at 13 October 2005 District Roundtable. **NOTE: PLEASE ALSO EMAIL this form or basic info above to chainbridgeprimitive@earthlink.net**

For Camporee Registrar Use Only:

_____ \$ _____ Cash Check # _____
 # Prepaid # Attending Amt Paid Onsite Patches Rcvd By