



**Colonial District – NCAC Fall  
2006 Camporee  
Renaissance Faire  
Camp Highroad - October 20-22,  
2006**

- This Camporee is constructed around the theme of a medieval ***Renaissance Faire***, an event where people would gather to trade, learn, be entertained, and test their strength and skills against one another. The *Faire* is open to all comers from the world of Scouting. In the spirit of the event, appropriate costumes are encouraged, although not required. Regrettably, by the law of the land and the lords of BSA, swords and other weapons – even unsharpened replicas or practice blades – must be forbidden except by special dispensation from the Lord High Director of the Camporee.
- The Camporee consists of two parts: program events and a Tourney. Each program event will test the skill and abilities of the participants in one of several areas. The highlight of the Tourney will be a competition of Trebuchet siege engines – constructed by the Troops during the program. The evening will conclude with a Campfire, at which each troop is invited to demonstrate their wit and spirit and to show off their best bards and minstrels. If you have ideas concerning “How to make a better Trebuchet”, see Mr Fortier – he is the T680 master of the siege engine.
- The cost is \$30 per Scout or Adult for the entire weekend. An additional fee of \$5 applies for any scouts taking the Junior Leader Workshop. There is also a fee of \$15 for the flint and steel kits that will be used during the program events. We will do a little research and see just what is in a “Flint and Steel” kit to see if we can bring our own. The Grubmasters and PL’s will soon decide what the menu’s will be and let you know the \$\$ breakdown for food.

- The Fall Boy Scout Camporee is NOT open to Webelos Scouts. *However, there will be a concurrent Webelos Camporee at the same location.* Den Chiefs: Don't forget to let your Dens know about this! Plan on bringing them by the T680 site for a visit – you may even be able to fulfill one of their AOL requirements.
- Since the majority of the requirements for Pioneering Merit Badge will be accomplished at the Camporee, counselors will be available to advise and sign-off on requirements. We must emphasize that due to the pace of the activities, any Scout desiring to achieve this merit badge should come prepared. In particular he should: obtain and study the Merit Badge pamphlet, construct a rope machine as per the pamphlet instructions, obtain and bring the required samples of various kinds of rope, and study the required knots. If you want to consider this MB please talk to Mr. McCabe.
- There will be Junior Leader Training, an OA Brotherhood Walk, a non-denominational Vespers service, and an astronomy program (weather depending) during the Camporee.
- There will be no Camporee Service Project at this event!
- No open fires will be allowed at the troop campsites. This includes ground fires, pit fires, mound fires, etc.
- All units will be subject to quiet hours and lights out from 11:00 PM to 7:00 AM. Sheath knives and knives with blades longer than 4 inches, except cooking knives, are not allowed at the Camporee. Bows and arrows will be used only at the provided archery range. There will be no Hatchet throwing outside the event area.
- Below is the posted Camporee schedule. We will leave after the closing ceremony and arrive back at St. Louis around 1100. Once we have returned we will have at least 2 hours of post Camporee cleanup activities before your Scout will be ready to head home. Getting equipment cleaned and equipment accountability is becoming a problem so we will clean and count before we depart St Louis for home.

# Camporee Agenda

## Friday 20 October

10:00am – 10:30am Staff Arrival  
10:30am – 3:00pm Site Prep  
5:00pm – 9:00pm Unit Arrival and Check-In  
10:00pm – 10:30pm Leader's Meeting/Cracker Barrel with SM's, ASM's, and SPL's  
11:00pm Taps and Lights-Out

## Saturday 21 October

7:00am Reveille  
7:30am – 8:30am Breakfast  
8:30am – 9:00am Flag Raising and Opening Ceremony  
8:00am – 12 noon Junior Leader Workshop Program  
9:00am – 12 noon Program Activities  
12 noon – 1:00pm Lunch  
12:15pm – 1:00pm OA Fellowship Lunch  
1:00pm – 3:00pm Program Activities  
3:00pm – 6:00pm Tourney  
3:00pm – 4:30pm Individual Events  
4:30pm – 6:00pm Trebuchet Competition  
6:00pm – 8:00pm Dinner  
8:00pm – 8:30pm Flag Lowering and Vesper Services  
8:30pm – 10:00pm Campfire  
10:00pm – 11:00pm Brotherhood Walk  
11:00pm Taps and Lights-Out

## Sunday 22 October

7:00am Reveille  
7:30am – 8:30am Breakfast  
8:30am – 9:00am Closing Ceremony  
9:30am – 11:00am Break Camp  
11:00am Camp Inspection