**Basic Program:** Each Troop is being asked to demonstrate one - two requirements from any of the first four ranks, Scout, Tenderfoot, Second Class or First Class, in their camp site during the morning program on Saturday. During the afternoon, the Scouts that need to complete the requirements will go back to the Troops to demonstrate their skill for the requirement. There will also be a Trivia contest during the demonstration based on the Scout Handbook.

**Special Program:** During the course of the day on Saturday, Troops/Patrols will work on making camp gadgets in the main field to be judged by the SPL's of the Troops at 4:00pm on Saturday.

Evening Program Optional: 10:00pm, Scouts can choose to do star constellation identifications.

**Patch Contest:** Scouts are asked to design the patch for the camporee. All designs will be posted at the flagpole in main camp for each Scout to vote on. The winning designer will be awarded a special award.

Title of Camporee" "It's a Mystery".

**Evening Program:** Fire warning level permitting, we will hold a Saturday evening campfire. Each Troop/Patrol is asked to prepare a song or skit for the program.

## Schedule:

**Friday 21**st; 5pm – 8pm Check in and camp site set up.

8:30pm SPL meeting.

10pm lights out.

Saturday 22<sup>nd</sup>; 8:45am Flag

9:30am Morning program and Trivia.

Noon-1pm Lunch in your campsites.

1pm – 4pm Camp gadget constructions.

1pm – 4pm Scouts to test skills on the requirements that were demonstrated in the

Morning.

1pm – 4pm Patch designs on display.

4pm Judging of camp gadgets by SPL's

4pm Voting on the camporee patch by all youth Scouts.

5pm to 6:30pm dinner in camp sites

7pm Flag lowering

7:15pm-8:30pm Campfire and awards for camp gadgets and patch design.

8:30pm return to campsites for Troop campfire.

10pm Optional, Star gazing in main field.

11pm Lights out.

Sunday 23<sup>rd</sup>; 8:30-10:30am check out of camp.