

INFORMATION SHEET

For Mercer Area District's 2008 Fall Camporee

BATTLE AT TEETER'S MILL

At Teetertown Ravine Nature Center, Califon, NJ

6:00 pm Friday - 11:00 pm Sunday, September 26-28, 2008

For updated information, check <http://mad-bsa.org/civilwar>

Summary: This Fall Camporee has a civil war theme and is based on a fictitious "Battle at Teeter's Mill". The purpose of this camporee to further the Scouts' education of the Civil War era, by reenacting life at is was then. This is a very special event in that Civil War Reenactor's will be setting up their own camps separate from the scouts and will be leading several of the weekend's activities. This camporee will also reinforce the patrol method in that the reenactor's will lead the scouts in historic drill instruction with mock rifles and teach them historic military maneuvers. This is not a competitive event, however scouts will have the opportunity to earn the Historical Trails patch at this event by answering questions in a handout.

Eligibility: This camporee is for Boy Scouts, Boy Scout Adult Leaders, Webelos Scouts, accompanying Webelos parents and Webelos Adult Leaders. All Boy Scouts and their Adult Leaders, whether they are camping overnight or not, must register and pay the full camporee fee. Webelos Scouts who wish to camp overnight with a troop, must be registered with that troop and not with their own Pack. Webelos Scouts must be accompanied by a parent or guardian, who must also register with the Troop. If a parent or guardian cannot attend, they must sign a note indicating that another parent, who is not a cub leader and who will be attending, will be accompanying their child.

Preparation and Participation Items: In order to fully participate in the historic military drill instruction, as led by the reenactor's, scouts should fabricate a mock rifle made from wood beforehand. Plans for construction of this mock rifle are located on the Mercer Area District's website. Each troop should download the document, "*Simplified Civil War Drill for use with School Programs and Scouts*", which is available on the district web site. Using this document, each troop should learn and practice the drills of the Basic School of the Company. There are also plans to construct an old fashioned candle lantern on the web site. Scouts may further enhance their experience by wearing clothing at this event which looks like it could have been worn in the civil war era. Troops will know ahead of time whether they are to be associated with the Union or Confederate armies.

Location & Directions: The Teetertown Ravine Nature Center is located in Hunterdon County, north of Califon, NJ. Campers will access this park via the third right-hand entrance off of Pleasant Grove Road. Directions from Route 31 North are as follows: *Make a right turn onto Route 513 (West Main Street) towards the town of High Bridge, about 2.2 miles after crossing over Route I-78. Continue on Route 513 through the town of High Bridge. There will be several turns through town - watch for the "513 North" signs and also the signs for Voorhees State Park. After going about 6.7 miles on Route 513, turn left onto Sliker Road just past the A&P sign. Continue up Sliker Road for about 1.6 miles and then make a right onto Pleasant Grove Road. After going about 1.1 miles on Pleasant Grove Road, turn right into the designated parking area.* You will pass two other right-hand entrances - do not enter these as they will not lead you to the designated parking area. There will be signs directing campers to the third entrance and there will be volunteers to direct you to your parking space once you enter. The GPS coordinates at this third turn are: 40.757488, -74.850700. See a detailed map of the area on page 4.

Parking: Units should car pool as much as possible. Vehicles will be directed to park in the designated parking area, within walking distance to the campsites. No vehicles or trailers will be allowed to park at the campsites. Only one vehicle per troop, with or without a trailer, will be allowed to drive to the Equipment Unloading Area. This vehicle will be parked nearest to the campsites and should be used as a bear-box during the night. This vehicle will not be allowed to leave once it is parked. The driver of this vehicle will receive an official "Equipment Vehicle" pass, which must be displayed on the dashboard. There will be only one pass issued per unit, so please coordinate with all your drivers as to which vehicle will transport your gear and equipment. All other vehicles must remain in the designated parking area. Please notify the event staff ahead of time if there is need for handicap parking.

Check-in: Scout Troops may arrive no earlier than 6:00 pm on Friday. For logistics reasons, troops are not allowed to arrive late and check-in on Saturday morning. Checkin in will be done at the checkin table, which will be clearly marked and near the entrance of the path that leads to the campsites. Only the Scoutmaster and the Senior Patrol Leader, or the leaders acting in their capacity, can check in their unit. Other Adult Leaders, Boy Scouts and Webelos who arrive early may not checkin individually and please should stay clear of the checkin table. Leaders checking in should have their tour permit available and final registration numbers. Once a troop checks in, they will be assigned a campsite and will receive any handouts, including a schedule of activities. Unit leaders should then coordinate with all their youth and adults as to campsite location, event information and schedule.

Campsite: Boy Scouts and Troop-sponsored Webelos will be camping in the Activity Field on the northern end of the park. Campsites will be laid out "Jamboree style" on a rectangular grid pattern. All campsites will be 30 feet wide by 100 feet deep. Please plan your tenting, cooking and dining areas accordingly. Very large troops, with over 30 participants, may request to be assigned two adjacent campsites. To further enhance the experience of camping like a Civil War soldier, Troops are encouraged to set up their campsite based on the "Typical Infantry Company Camp Layout" available on the District web page. Vehicles and trailers will not be allowed at these campsites. Each campsite must be identified with a Troop banner, sign or gateway. Troops must provide for and prepare all meals, except for Saturday lunch. Troops may use propane fueled stoves only to prepare meals. Other than walking over to the Mountain Farm area of the park, where the activities will take place during the day on Saturday, all campers must stay within the campsite area.

Campfires: No open fires will be allowed. This ban includes the use of charcoal. Please plan on using propane stoves for all cooking. Gasoline or white gas fueled stoves or lanterns are not allowed.

Water: There will be several potable water tanks on site, located on the perimeter of the camping field. Please use this resource wisely - it is for drinking, cooking and cleanup only. Washing up, cooling off or playing with the water is not allowed at these tanks.

Sanitation: Portajohns and hand washing stations will be located in three areas, along the perimeter of the camping field. All participants must wash their hands after using the portajohns. No loitering or playing in or near the portajohns will be allowed. A dumpster will be located at the east end of the parking area. There will be garbage cans located in the campsite area that will be emptied by park personnel until 7:00 pm Saturday. You will be in bear country, so please be sure to dispose of all cooking waste and other trash in these cans by that time. After 7:00 pm Saturday, you must take all trash to the dumpster. Please do not store cooking waste or trash at your campsite Saturday night.

Sick Bay at Scout Campsite: The "Sick Bay" will be located in the campsite staff area. Any injury or illness, which is beyond the capability of a unit to address, will be treated there. If a scout cannot recover at Sick Bay, a troop leader will be asked to call his parents so he may be picked up and taken

home or to a place where medical care can be properly administered. In the case of an life-threatening emergency, leaders should immediately use their cell phone to dial 911 and then report the emergency to a staff member. A staff member will then meet the medical response vehicle at the entrance to camp and direct it to the location of the emergency. All Units are reminded to have all their medical forms with them during this campout.

EMT's at Activity Area: There will be a stand-by ambulance and crew on site at the Mountain Farm area of the park during the day on Saturday. Participants should seek medical help from these EMT's in the case of a medical emergency, illness or accident which is beyond the capability of the unit leaders to address. A 911 call will not be necessary as long as the ambulance and crew are on site and are able to respond.

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) 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, palm pilots, radios, tape players (unless needed to participate in a camporee activity).

Honor Troop Award: Campsite inspection and participation in all activities, such as the leaders meetings, opening & religious ceremonies, will count towards honor troop. Campsites will be inspected for cleanliness, neatness, use of the patrol method, health and sanitation, fire safety, troop spirit (entranceway, troop and American flag).

Friday Night Leader's Meeting and Crackerbarrel: There will be a leaders meeting and crackerbarrel on Friday night - see the schedule for the place and time. Each troop should send their Scoutmaster, Senior Patrol Leader and Assistant Senior Patrol Leader, or the people acting in their capacity, to this meeting.

Saturday Activities: All Saturday activities will take place in the Mountain Farm section of the park, which is a separate area from the troop campsites. These activities will be open to the public, since this event is being cosponsored by the Hunterdon Count Department of Parks and Recreation. For this reason, all youth participants must be accompanied by their adult leaders while in the Mountain Farm section of the park. The schedule of events will give the times for the scheduled activities. Some of these activities will be led by the reenactor's and should include: School of the Soldier and Company, Weapons Firing, Period Cooking Demonstration, Artillery Demonstration and a reenactment of a small-scale tactical maneuver. Other unscheduled activities, such as the displays, exhibits and demonstrations will be open all day and should include: living history exhibits with original Civil War artifacts, memorabilia, and weapons; a display of battlefield medicine and vintage farm tools; historic music as provided by Mr. Lemuel's Red Mill Serenaders, 4-H petting zoo and other living history displays. Please note that all display items and materials used at this event are for historical purposes only.

Reenactor's Camps and Displays: The camping area for the reenactor's is off limits except for the planned activities and tours. Re-enactors and Living History people have spent many hundreds (often more than a thousand dollars) on their authentic uniforms, equipment, weapons, and other items. Please ask before handling anyone's equipment or belongings. Consider all weapons as loaded and handle them properly!

Historical Trails Patch: The Boy Scout Patrols that wish to participate in the "Historic Scavenger Hunt" will receive a handout with questions related to the Civil War and the local history of Teetertown area. Patrol members will be able to find answers to these questions within the park and are

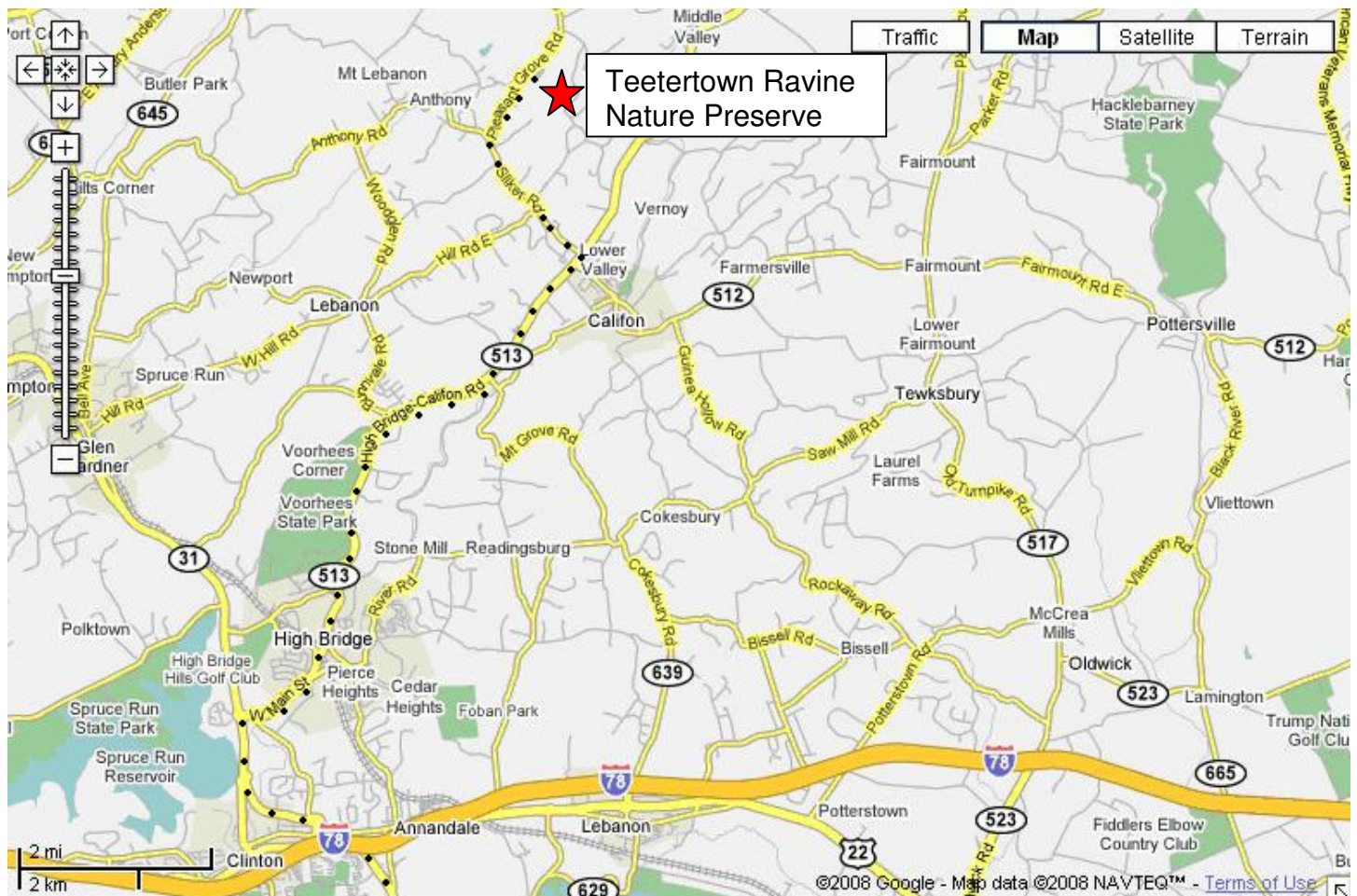
encouraged to ask the reenactor's and park personnel for the answers. Submitting this completed handout will qualify each scout in the patrol to earn the Historic Trail Patch.

Saturday Lunch: Lunch is included in the price of the camporee. Each troop will receive a lunch voucher for each registered participant. This voucher may be redeemed at the food tent for one "meal deal", which includes one hot dog, a bag of chips, one apple and one twelve-ounce-canned soda or drink. Participants may purchase additional items at the food tent at their own cost.

Religious Services: Scouts and Scouters are encouraged to participate in Jewish, Catholic and Interfaith religious services on Saturday or Sunday at a time and a place to be announced.

Campfire Ceremony: The campfire ceremony will be located adjacent to the campsites and will be led in part by some of the historians and reenactor's. Participants can bring their camp chairs to this ceremony. There will be a brief leader's meeting following this campfire. Each troop should send the Scoutmaster, Senior Patrol Leader and Assistant Senior Patrol Leader - or the people acting in their capacity to this leader's meeting.

Sunday's Activities and Check-Out: There will be planned activities for Sunday morning up until approximately 11:00 am. Scouts, Reenactor's and Living Historians are invited to participate in a mock tactical maneuver and there will be a dress parade, review and closing ceremony for the entire encampment. Except for emergencies, troops that need to leave before 11:00 am must make special arrangements with the staff beforehand. All campsites will be inspected prior to checking out. Each Troop must send a representative to the staff area when they are ready for inspection. Once inspected, units will be given their patches and allowed to depart.



Driving Route to Teetertown Ravine Nature Preserve from Route 31