

A SCOUTS ODYSSEY

Saint Basil Academy Garrison, New York May 3rd and 4th

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EASTERN ORTHODOX COMMITTEE ON SCOUTING E.O.C.S BOY SCOUT CAMPOREE SCHEDULE

Saturday May 3rd, 2025

9:00 AM to 10:00 AM Registration

Breakfast in patrol sites

9:45 AM to 10:00 AM Deadline for patrol flag contest, all patrol

flags are to be at the main house for judging

10:00 AM to 10:30 AM Opening ceremonies at main house

Complete uniforms and all flags required

10:30 AM to 11:00 AM All judges will setup for Skills Events

11:00 AM to 4:00 PM Skills contests & Campsite inspections

4:00 to 6:30 PM Patrol cooking event

6:30 PM to 8:00 PM Dinner & Campfire

11:00 PM Taps

Sunday May 4th, 2025

7:00 AM Breakfast at patrol campsites

10:00 AM to 11:15 AM Church Services in complete uniform

11:30 to Noon Awards presentation & closing ceremonies

12:00 PM Lunch & breakup camp

Log into EOCS Instagram during camporee for more info and updates, @easternorthodoxscouting

GENERAL INFORMATION

1. REGISTRATION

Registration will begin Friday evening and continue on Saturday morning as per schedule. Your approximate attendance figure is necessary so we can estimate the number of patches needed. In case of a shortage, troops and packs registering on time will be given priority. Registration payment will only be accepted from Scoutmasters and Cub masters for their entire unit. Individual payments will not be accepted. Please pay one check per unit. Provide an estimate of the attendance total via e-mail to Sokratis Galitsis, S.Galitsis@verizon.net

2. ARRIVAL

Upon arrival, report to the check-in desk located at the main house for assignment of campsite, collection of all required forms, and check-in information. The road to campsites will be closed so therefore, pack accordingly -- everything must be carried in!!

3. PARKING

All vehicles shall be parked in the area around the old chapel. Vehicles which shall be parked overnight must have identification displayed on the dashboard, stating their name and unit number. No vehicles are allowed on the campsite trail or at campsites because of the Fire Marshall's regulations. This will be strictly enforced by the local authorities!!!

4. ADULT SUPERVISION

A minimum of two [2] adults per unit at all times [National BSA requirement]. Competent adult leadership shall be present and in evidence continually all weekend. The unit leader shall be responsible for all fires, equipment, and conduct in his unit at all times. This includes unnecessary noise between taps and revile.

5. CAMPSITES

Campsites shall be assigned on unit size and needs. All campsites shall be assigned at check-in. No adult shall help a patrol set up. Care must be exercised to protect campsite fire.

6. FLAGS

American, troop and patrol flags shall be correctly displayed in your campsite. All flags shall be required for opening and closing ceremonies.

7. PATROL FLAG CONTEST

All patrols are urged to enter their homemade patrol flags. See page 17 for Patrol Flag Criteria. No commercial production is allowed on the flags. They must be hand crafted. The top three flags will be awarded special recognition. All patrol flags to be judged are to be presented at the main house by 10:45AM on Saturday morning. Flags not submitted by 10:45 AM will not be judged.

8. WATER SUPPLY

Water shall be available at the front of the gym. **Bring drinking water**.

9. WOOD SUPPLY

There is ample dead wood available for cooking in the area. No standing timber is to be cut.

10. FIRES

Cooking fires shall be as per Scout handbook and camping merit badge pamphlet. Each troop must display in plain sight of all patrols at least one air horn having the range of 1/2 mile minimum. Each air horn shall have a label [minimum of 3" by 5"] affixed to tank and shall read as follows: IN CASE OF FIRE -- SOUND 3 LONG BLASTS THEN 3 SECONDS OF SILENCE – REPEAT -- also send runner to headquarters for help.

11. FOOD STORAGE

No refrigeration pits be dug. Food shall be stored in such a manner as to stay clean and safe from animals.

12. UTENSIL SANITATION

Patrols shall have three pot washing containers. One with soapy water for washing one with clean water for rinsing and the other for sanitizing. The sanitizing water must have sanitizing tablets or bleach added.

13. KNIVES AND AXES

All sheath knives shall be prohibited! Axes and bow saws shall be permitted and shall be only used by Scouts who are qualified and carry the "TOTIN' CHIP" card.

14. GARBAGE DISPOSAL

Patrols shall supply their own heavy-duty garbage bags to collect and deposit garbage. When full, these bags shall be deposited in the dumpster at the parking lot. Absolutely no loose garbage.

15. AWARDS

E.O.C.S 2025 Spring Camporee patches shall be given to all Scouts and adults who have registered. Patrol awards shall be given to those patrols who meet the various qualifications.

- 1. Patrol flag competition awards for 1^{st} , 2^{nd} , & 3^{rd} place.
- 2. Skills Certificates shall be awarded to each patrol, who in the judge's opinion, showed excellence in each event.
- 3. Awards to 1^{st} , 2^{nd} & 3^{rd} place patrol with highest total points in Skills competition.
- 4. Overall competition---- ribbons for 1^{st} , 2^{nd} , and 3^{rd} place in the skills events.
- 5. Overall 1st, 2nd, and 3rd place patrols determined by total scoring in these three

areas, with a maximum point total of 300.

Skills competition 180 points Cooking competition 30 points

16. HEADQUARTERS

Will be at the EOCS Lodge or announced at check -in.

17. FIRST AID

A Troop first aid kit shall be maintained at each unit campsite throughout the entire weekend. All injuries and illness, major and minor, must be reported to the unit leader and to the camporee chairman, immediately. All Scouts attending the camporee must have an emergency medical treatment authorization form signed by his parent/guardian.

18. LATRINES

No latrines shall be dug. Everyone shall use the port-a-poties supplied for the camporee. No Scout shall use the bathroom facilities in the gym.

19. UNIFORMS

All Scouts and leaders are expected to wear full Scout uniforms during the opening ceremonies, skills competitions, church, and closing ceremonies.

20. CHURCH SERVICES

All Scouts and leaders are expected to attend church services on Sunday morning and in complete uniform. Scouts and leaders wishing confession shall leave their names and unit number with camporee chairman.

21. TAPS

Out of respect for us old folks, Scouts should be in their tents and must not make excessive noise or disturb others after taps.

22. PERSONAL ELECTRONICS

All battery-operated radios, smart phones, electronic games, etc are brought at the risk of the individual. The EOCS Committee does not take responsibility for loss or damage.

23. CHECK - OUT

All campsites shall be left in the same or better condition as when you found them. All units are expected to be moved out by 2:00 PM Sunday.

RULES

- 1. All Scouts through the age of 17 are eligible. SPLs and ASPLs are not eligible for competition.
- 2. All scoring is done on a patrol basis.
- 3. Top patrols will be honored for different aspects of the competition [see awards page]
- 4. Competition begins at check in:

At check in the unit leader must submit the EOCS Camporee registration form listing all adults including positions, patrol roster, and skit registration form by 10:45 AM Saturday.

- 5. All patrol flags to be entered in the patrol flag competition should be turned in at the main house by 10:45 AM Saturday.
- 6. Skills Competition:

Knots	30 points
Compass Course	30 points
Lashings	30 points
First Aid	30 points
Fire Building	30 points
Nature Identification	30 points
Team Building/Catapult	30 Points

Skills Total Points 210 points

Time limit four hours [5] for total of the events!!! Pace yourself accordingly!!!

CAMPOREE STAFFING AND JUDGES

Volunteers will be required to assist and judge the following:

PROGRAMMING

- 1 Registration
- 2 10:00 am Formation
- **3** Campsite Inspection
- 4 Patrol Flag
- 5 Cub Scout Program

SKILLS COMPETITION

- **1** Knots (Troop 715)
- 2 Compass Course (Troop 268)
- 3 Lashings (Troop 25)
- 4 First Aid (Troop 715)
- 5 Fire Building (Troop 23)
- 6 Nature Identification (Troop 715)
- 7 Team Building/Catapult (Troop 268)

Instructions and score sheets will be provided for all events and competitions by the Camporee Committee

PATROL COOKING EVENT

	ach patrol will prepare a meal using the provided ingredient Ieal to be made on gas stove. 6 patrols will compete at the sa			
	Scoring	Points earned	remarks	
1.	Patrol unity, teamwork, leadership.	5		
2.	Originalityof meal	5		
3.	Originality of cookery used.	5		
4.	Palatable taste.	5		
To	otal points	20 max		
Ju	dge:			
Ju	dge:			
Ju	dge:			

Troop # _____Patrol name _____

NOTICE TO ALL UNIT LEADERS

THE FOLLOWING MUST BE TURNED IN AT REGISTRATION!!!!!

UNIT LEADERS MUST TURN IN AT REGISTRATION:

Unit registration form for EOCS Complete patrol registration form(s)

UNIT LEADERS MAKE EXTRA COPIES OF FORMS NEEDED FOR PATROL LEADERS:

Rules and Skills events for each patrol
Patrol flag competition information for each patrol
Patrol skit or song form for each patrol
Patrol registration form for each patrol
Campsite judging information

FEE: \$25.00 per participant

[to be turned in at unit registration]
To cover Porto-Johns, awards, patches, and a donation to Saint Basil Academy

PATROL FLAG COMPETITION

Each patrol from each troop should make a patrol flag. The flag shall be made prior to attending the Camporee. Patrol flags will be judged on Saturday morning and shall be left at the main house by 10:45 AM Saturday.

PATROL FLAG CRITERIA

Must include troop number

Must have patrol name

Must have town name

Must have church name

Must be made by present patrol members

Must be hand crafted without any commercial production

Cannot be a previously submitted flag

FLAGS WILL BE JUDGED for

Originality of design Scouting symbolism Workmanship Creative use of materials

Awards for first, second, and third place will be given.

SKILLS EVENTS ~TH < SIR < N > BIN > ~

Knots

Welcome Scouts! Prepare to walk in the footsteps of Odysseus on his journey home. You will have to use all your Scouting skills to make it back safely. In The Odyssey, Odysseus famously ordered his crew to tie him securely to the mast of his ship, using expertly crafted knots, so he could hear the alluring song of the Sirens without succumbing to their deadly lure. In this challenge, your knowledge of essential knots will be tested, as you demonstrate the skill and precision needed to secure your place among heroes.

EQUIPMENT: Ten pieces of rope about 6 feet in length. All materials are to be provided by the

Camporee Committee.

PREPARATION: Knowledge of basic scout knots. Square knot, two half hitches, taught line,

sheet bend, bowline, and timber hitch.

ACTION: Each member of the Patrol will tie multiple knots per the BSA

Handbook. No time limit.



Compass Course

In this event, your patrol will follow the journey of Odysseus, as the leader, blindfolded and only able to see their compass, must guide the team through an open field. Like Odysseus navigating unknown lands, the rest of the patrol must rely on their skills and communication to help steer the leader in the right direction, testing both accuracy and teamwork as you race against time.

EQUIPMENT: Each scout to have a standard BSA compass (No cell phones).

PREPARATION: Knowledge of compass use per the BSA Handbook.

ACTION: Each patrol will be given instructions to follow with bearing and distance

in open field. The Scout with the compass will have a bag on their head so as to only be able to see downwards. You will be judged on accuracy and

time.

~THE STRAITS OF SCYLLA AND CHARYBOIS~

In The Odyssey, Odysseus and his crew often found themselves navigating perilous terrain, from treacherous cliffs to raging rivers, relying on their resourcefulness to forge paths where none existed. When the crew encountered the sacred island of Thrinacia, they had to use their wits to cross dangerous waters without to avoid the monsters Scylla and Charybdis. Now, your team faces a similar challenge: constructing a sturdy monkey bridge that can carry one scout across a symbolic "chasm."

EQUIPMENT: Poles and rope to be supplied by committee.

PREPARATION: Knowledge of basic scout knots and lashes such as square lash, diagonal

lash, round lash and sheer lash.

ACTION: Scouts will be required to construct a monkey bridge over which one

scout will pass. Illustration on page 19. No time limit.

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Team Building/Catapult

For this event, your patrol will channel the ingenuity of Odysseus and his crew, using lashing and poles to construct a catapult that could have been used to blind the fearsome Cyclops. With teamwork and precision, you'll assemble your catapult, testing both your engineering skills and the strength of your knots to launch a "projectile" and prove your mastery in the art of siege

EQUIPMENT: Provided by Camporee Committee.

PREPARATION: Teambuilding and coordination.

ACTION: Timed event, Scouts will use lashing to construct a catapult and throw an

object as far as possible, Scouts will be judged on teamwork,

coordination, knowledge of knots and lashing, and distance the object is

thrown. Illustration on page 19.

~THE WOUNDED HERO~

First Aid

In this event, your patrol will respond to a series of injuries encountered by Odysseus and his crew on their perilous journey. After providing first aid to the wounded, your team will demonstrate your resourcefulness by constructing a stretcher and carrying the "patient" to safety, all while ensuring the injured are treated with care and speed—much like Odysseus' crew tending to their own when adversity strikes.

EQUIPMENT: Each patrol will be responsible to "Be Prepared" to handle a First Aid

situation using whatever means necessary, i.e. belts, rope, neckerchiefs,

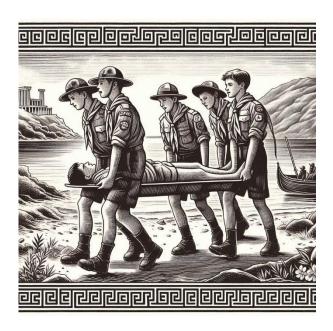
first aid kits, tarps, blankets, shirts, sticks, etc.

PREPARATION: Knowledge of all aspects of first aid as per the Boy Scout Handbook.

ACTION: The committee will inform the patrol of the extent of the injuries for which

the patrol will perform first aid to the victim. When first aid is completed the patrol will make a stretcher and place the patient on it and carry the

patient to safety.



~THE FLAMES OF ITHACA~

Fire Building

Fire is a recurring symbol of survival and hope in The Odyssey, a vital force that sustains life and wards off danger. Imagine yourself as Odysseus, stranded on a desolate shore after a shipwreck, needing to kindle a fire to protect your crew from the chill of the night and the lurking threats of unknown lands. In this challenge, you must summon the resourcefulness and determination of the great hero to create fire from the tools and materials at hand.

EQUIPMENT: Pocket knife, flint and steel, matches, and Totin' Chip card. The

committee will supply 3 matches and cup of water.

PREPERATION: Totin' Chip and Scout knowledge of fire building.

ACTION: At the signal the Patrol must build and light a functional fire using either a patrol

supplied flint and steel or the committee supplied 3 matches. Once the fire is lit, you must boil the cup of water supplied by the committee. There is a 20-minute time limit on the event with points awarded if you complete the event in 15

minutes or less.

NOTE: No paper or special fire-starting material allowed. No use of an axe or saw is

allowed. Knife use will only be permitted to those who show proper proof of qualification. Improper use of any of tools will result in point penalties, confiscation of the tool and Totin' Chip card, and possible disqualification of the patrol. The Patrol Leader must state his plan to use either the flint and steel or the 3 matches before the event begins. Only one option may be used. The event will be considered over with possible partial credit if: the water is spilled, the fire is extinguished after the third match is used, repeated safety violations, the 20-

minute time limit is reached without boiling the water.



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Nature Identification

In this event, your patrol will embrace the wisdom of Odysseus as they navigate the wilds of ancient lands, identifying the natural world around them. From the leaves of trees to animal tracks and species, your team will test your knowledge of the wilderness, using your keen observation skills to recognize the clues nature provides, just as Odysseus relied on his surroundings to survive his journey.

EQUIPMENT: Each patrol member will be responsible to be able to identify plants and

animals.

PREPERATION: Know the leaves of tree, animals and tracks of animals.

ACTION: Each patrol member will be shown a picture and must identify the plant

or animal in the picture.

~THE FEAST OF OLYMPUS~

Cooking

In this event, your patrol will step into the role of Odysseus' resourceful crew, preparing a feast fit for the gods using limited provisions. With a secret ingredient revealed at the start, you'll need to channel your creativity and teamwork to craft a meal that showcases your culinary skills, proving your worth as champions of the kitchen.

EQUIPMENT: Patrol must bring full cookery kit to the competition to be determined

by the meal we select to be cooked.

PREPERATION: Knowledge of proper handling of food, fire safety around stoves, creativity

teamwork, speed and most importantly taste as all these will be judged!

ACTION: Patrols will be given a basket of ingredients and one secret ingredient

that must be incorporated into a meal they cook simultaneously with

other Patrols. See page 8 for more details.

PATROL TOTAL SCORE SHEET

PATROL NAME	
TROOP #	
NUMBER OF BOYS IN PATROL	
SKILLS EVENTS	SCORE
Knots	
Compass Course	
Lashings	
First Aid	
Fire Building	
Nature Identification	
Alligator Walk	
Total points	210 max

UNIT REGISTRATION FORM

Unit number:	Church name:	
Unit leader:	<u>.</u>	
SPL:		
ASPL:		
Number of patrols:		
Adults & Jr. Leaders Name	attending, include position:	Position
		,

PATROL REGISTRATION FORM

Patrol name:	
Unit number:	
Patrol leader:	
Patrol members attending, include position:	
Name	Position

Do you have a patrol flag? _____

Monkey Bridge

