



Scoutwartz 2022

Sept 30 – Oct 2, 2022

Arrowhead and Massabesic Districts are holding a Fall Camporee this year at Camp Carpenter! We will be camping for two nights at the campground—feel free to stay for two nights, one night, or just visit for the day! There will be lots and lots of MAGICAL activities for your scouts to enjoy!

Location: Camp Carpenter, 300 Blondin Rd, Manchester, NH 03109
Google Maps: <https://goo.gl/maps/k8Vh3NB1ktDobbVW8>

Registration & Costs

Registration for the event is by unit (Pack / Troop / Crew) and is available [here](#). Cost for the event is \$10 per scout and \$5 per leader or parent.

PLEASE DO NOT REGISTER INDIVIDUALLY! Each unit (pack / troop / crew) should have ONE registration to cover all their attendees. Reach out to CJ Bourn for help if needed! (bourn.cj@gmail.com)

LATE FEE

After 9/18/2022, a late fee of \$3.00 will apply to all registrants.

Units will need to check in at Platform 9¾ upon arrival, turn in an attendance roster and BSA health forms for all attendees including registered scouts & leaders and non-registered attendees, (yes parents). Registration times are shown in the overall schedule below. Once registered, your pack / troop will be assigned to a House (Gryffindor, Slytherin, Hufflepuff, or Ravenclaw).

Rules & Safety

- **Fires only in the fire pits at each campsite.** You can bring a portable fire pit as well. BYO water buckets for fire safety. Please be sure to completely extinguish your campfire each night (read: do not let it “burn itself out”).

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- **Water will likely be available at your campsite** but is weather dependent. If temperatures dip to near freezing for the weekend, water will be shut down at the sites and will be available behind the Dining Hall. See the camping rules from the Camp Ranger at the end of the packet. If it feels that cold, please also be sure to watch out for Dementors. Think happy thoughts and have your wand with you at all times!
- **Firewood is typically available near the front parking lot.** Do not bring firewood from across county lines please! See the camping rules from the Camp Ranger at the end of the packet. Use of Fiend Fire is strictly prohibited.
- **The Buddy System is always enforced!** Scouts **must** be with buddies when outside of their campsite. Children must be always accompanied by an adult.
- **Running in Scoutwarts is prohibited.** Madame Pomfrey will be on vacation, so magical healing will likely not be available. Please avoid tripping on a root & falling.
- The **Camp Health Officer will be always on-site** to deal with any muggle medical issues. The CHO will be available at HQ.
- **Each attendee must have a muggle BSA medical form turned in** to medical staff at HQ. Form is available online [here](#). (or search for “BSA Medical Record” online). Fill out Parts A & B along with a copy of the insurance card. **No Doctor signatures are needed!**
- **Parents, guests, non-registered scouts, and other muggles must also have a BSA medical form** for the event.
- A Scout is Clean: **Trash is to be carried out.** Do not leave any trash at the campsite. Plan on carry-in / carry-out. Please leave your campsite cleaner than you found it. Copies of Gilderoy Lockhart’s “Household Cleaning Spells” will be available at HQ.
- Your unit (pack or troop) is **providing your food** on this event—there are no meals provided by the Scoutwarts House Elves! Please also remember that Gamp’s Law of Elemental Transfiguration indicates that food is one of those things cannot be transfigured. “Accio salmon” *might* work with the pond.
- **Closed-toe shoes only** please: no sandals or ‘cros’.
- Packs must **follow BALOO camping rules** per the [Guide to Safe Scouting](#).

Questions

For any questions, please reach out to the Wizard School Staff:

- CJ Bourn, Arrowhead District Activities, bourn.cj@gmail.com
- Tonya Pinet, Massabesic District, tonyapinet@gmail.com

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Schedule of Events

Friday

- 5:00pm Check-in opens. Arrive, check in, set up camp. Dinner and campfire on your own.
- 8:00pm Friendship Fire at the Council Ring (optional)
- 10:00pm Taps / Lights Out

Saturday

- 7:00am Reveille & breakfast (provided by your Pack / Troop)
- 8:00am Day Attendee Check-in opens for anyone coming for the day or staying over *just* Saturday night
- 8:45am Opening flags behind Manning Hall (Class A uniforms please!)
- 9:00am Cub Activities Open
Quidditch & Chess Morning Brackets Open
- 11:30pm Lunch break (provided by your Pack / Troop, bag lunch suggested!)
- 12:30pm Activities Re-open
Quidditch & Chess Afternoon Brackets Open
- 3:00pm Activities areas close, clean-up of areas, free time until 4pm
- 4:00pm Quidditch Tournament Final on sports field
Wizard Chess Final behind Manning Hall
- 5:30pm Dinner (provided by your Pack / Troop)
- 8:00pm Campfire Program at Council Ring
- 9:00pm Return to campsites / downtime
- 10:00pm Taps / Lights Out

Sunday

- 7:00am Breakfast (provided by your Pack / Troop)
- 8:30am Interfaith Service at CC Chapel
- 9:00am Closing Flags, Awards for Quidditch and Wizard Chess Champions
- 9:30am Pack Out and Dismissal

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Cub Adventure Activities

Scoutwatts will be full of FUN activities for all our Cub Scouts! You can camp for one or two nights, and you will find activities all around the lake:

- Aragog's Web in the Forbidden Forest
- Beedle's Bard Practice
- The Remembrall...
- Fanged Frisbees
- Dobby's Sock Toss
- Centaur Archery
- Potions
- Platform 9¾

And much much more! And like the staircases at Scoutwatts, you will find these activities have changed during the day...

Troop Activities

Quidditch! This year, we will be holding a Quidditch tournament!

Quidditch teams are made up of 5 players (2 chasers, 1 beater, 1 keeper, and 1 seeker) and will be broken into Senior and Junior teams. Senior teams are 14+. Junior teams are 11-13.

Teams will compete for their assigned House (Gryffindor, Slytherin, Hufflepuff, or Ravenclaw) and will play in either the morning or the afternoon session, assigned by our Wizard Referees. The winning team of each session will then compete against each other for the Quidditch Cup!

When you register your troop, please register the number of teams you will be bringing to compete. If you have some players that want to play but don't have enough to make up a team, please contact Chris Bourn at bourn.paploo@gmail.com to inform of your "free agent" players. Additional teams will be made up of the free agent players.

Rules and guidelines for Quidditch can be found later in this document under "Quidditch Rules and Guidelines".

NOTE: CUB SCOUTS ARE NOT PLAYING QUIDDITCH. All attendees are invited to watch the finals in the late afternoon on Saturday and cheer for their House!

Wizard Chess! We will be holding a Wizard Chess tournament!

The wizard chess tournament is open to all Scouts BSA scouts and no age brackets. Scouts will compete individually against each other in a bracket style tournament in either the morning session or the afternoon session. The winner of each session will then play for the championship with live players serving as the pieces!

When you register your troop, please note the number of players from your troop that will play in the chess tournament so we can set up the brackets for the morning and afternoon sessions. All your chess players will be assigned to one session or the other.

NOTE: CUB SCOUTS ARE NOT COMPETING IN CHESS. Cub Scouts are welcome to play chess, but players will not be counted in the tournament. All attendees are invited to watch the finals in the late afternoon on Saturday and cheer for their house!

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What To Bring...

Scoutwarts always feels like home, but to be a *prepared* young wizard...

Personal Gear – Day Trippers

- Day pack / Backpack
- Class A Uniform
- Bandana (or your neckerchief)
- Weather gear: rain gear, bug repellent, sunscreen,
- Boots / hikers
- Notebook & Pen
- Cub Scout Handbook / Scouts BSA Handbook
- Water Bottle and Water **(NO ADULT BEVERAGES!)**
- Lunch & Snacks
- Trash bag (for your personal trash)
- Wizard Costume or Wizard Wear!
- Wand
- Broom for Quidditch (Scouts BSA only)

Personal Gear – Overnights

- Day Trippers Gear (above)
- Tent
- Camping Chair
- Sleeping bags & Sleeping pads
- Change of Clothes (stick to the synthetics!)
- Toiletries
- Flashlight

Pack / Troop Gear

- Pack / Troop Flag
- Roster
- Med Forms for all attendees
- Pack / Troop First Aid Kit
- Song/Skit for Saturday night Campfire! Remember to practice it ahead of time!
- **ALL MEALS FOR YOUR STAY**
- Trash bag(s)

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Keep In Mind...

- There *should* be water at the camp sites on this weekend, unless Dementors are about and it is uncommonly cold (see Rules & Safety above). Water is available behind the Dining Hall year-round.
- Please carpool as much as possible! Parking is limited at Scoutwarts!
- Please follow the directions of the Parking Attendants or be hexed accordingly!
- No vehicles are allowed at the campsites. All cars will be parked in designated parking areas only! You can use a vehicle to bring your pack / troop trailer to the campsite, but then your vehicle needs to return to the parking lot.
- If the weather is too muddy, trailers will not be allowed on camp roads and will have to be kept in the parking lots. Plan accordingly!
- Any magicked muggle vehicles are STRICTLY prohibited and is subject to seizure by the Department of Law Enforcement per recommendation of Arthur Weasley.
- **All your meals are provided by your Pack or Troop. There is no food being provided by Scoutwarts House Elves!**
- Bring your magical SCOUT SPIRIT!

Don't miss out...

Magic is everywhere...

Let me show you...

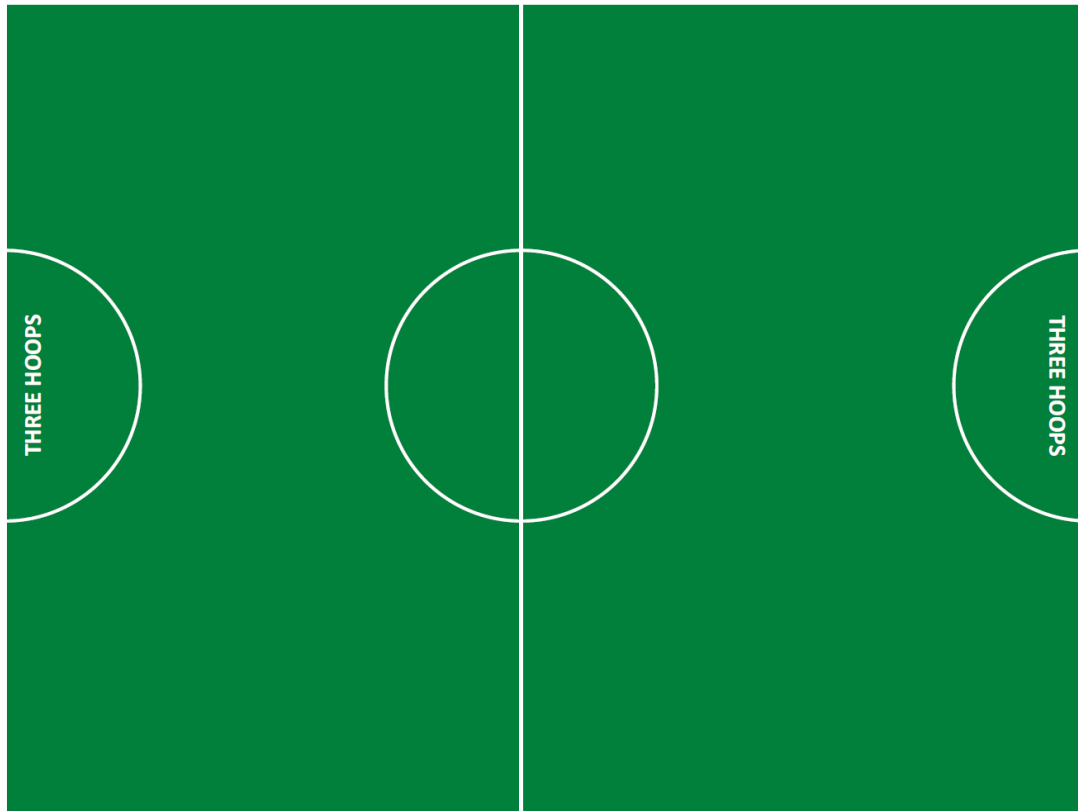
Revision: Sep-10-2022

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Quidditch Rules and Guidelines

Quidditch is a great game played on your broomsticks! The object of the game is to score more points than your opponent and catch the golden snitch to end the game.

Your quidditch team (a co-ed team is allowed) is made up of 5 players: 2 chasers, 1 beater, 1 keeper, and 1 seeker. The pitch is setup with 3 hoops at either end that looks something like this:



Quidditch play makes use of 3 different balls: the quaffle, the bludger, and the golden snitch.

Play begins in the middle of the field where the referee will toss up the quaffle and the chasers will then try to get the quaffle, pass to each other and attempt to score by throwing the quaffle through the hoops at the far end. Chasers must score from outside the keeper arc. Each score is worth 10 points. After each score, the teams reset to the middle of the field and play begins again. Chasers on the opposing team can block or intercept a pass but are not allowed to take the quaffle from an opposing chaser. If a chaser drops the quaffle or a pass is otherwise blocked, the quaffle is then turned over to the opposing team.

The referee has the discretion to award the quaffle to either team if play becomes too rough or un-Scout-like.

The referee has the discretion to award a penalty shot to a team if play becomes too rough or un-Scout-like.

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The bludgers (one for each side) are used by the beater. The beater will try to tag the opposing chasers with the bludger (head shots do not count). When the chaser is hit by a bludger, the chaser must drop the quaffle and then the quaffle is turned over to a chaser on the other team.

Finally, the seekers spend their time searching the pitch for the Golden Snitch. The snitch is a very small ball that will be hidden somewhere on the pitch. The Seeker that finds the Golden Snitch earns 50 points for his/her team and the game is over. The team with the most points is the winner.

Please bring your own broomstick! Brooms must be a standard size sweeper (no big push brooms please) at most 54" in length. Players must keep one hand on the broomstick at all times while playing and run the pitch with the broom between his/her legs. Broomsticks will likely be protected with a tennis ball and duct tape at the end to help prevent undesired injuries.

A small set of spare broomsticks will be available at the Quidditch Pitch.

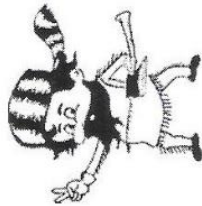
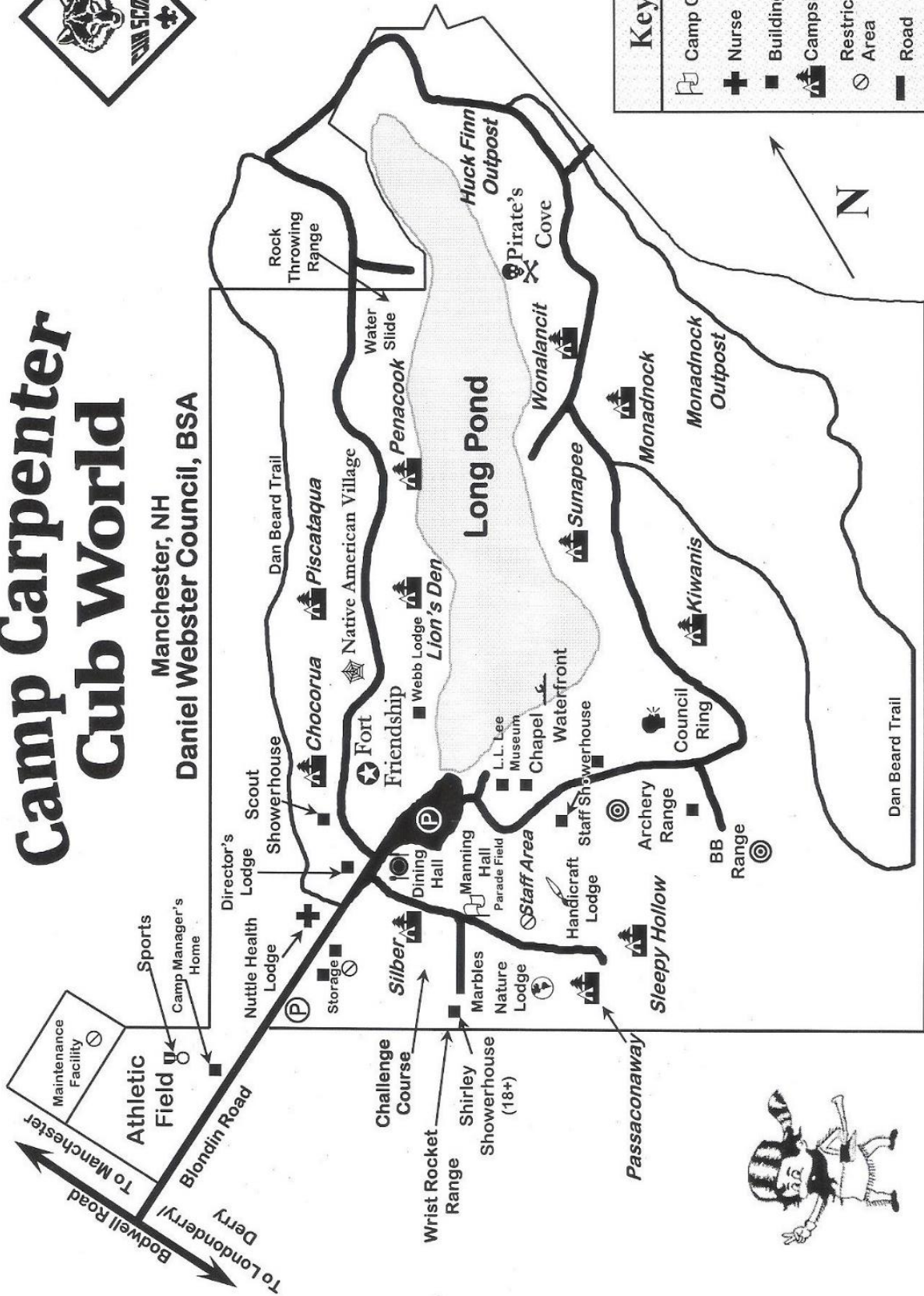
These rules are based on the version of the game at this website: <https://kid-games.wonderhowto.com/how-to/play-real-life-game-quidditch-279474/>



Camp Carpenter Cub World



Manchester, NH
Daniel Webster Council, BSA



**DANIEL WEBSTER COUNCIL
1500 BODWELL ROAD
PHONE (603) 625-6431 or 1-800-221-0009**

**BOY SCOUTS OF AMERICA
MANCHESTER NH 03109**

Policies for Short Term Use of Camp Carpenter (September – May)

Reservation fees are not refundable or transferable to another weekend.

Check in and out with the Camp Ranger or designee.

Unit leaders are responsible to check in late arrivals.

Please provide a roster of adults and youth during check in. Also please provide the leader's mobile phone number.

Units must follow all National BSA and Daniel Webster Council policies in addition to the policies listed below:

Units must come prepared to backpack in all equipment. Only one vehicle is allowed, conditions permitting, to deliver gear to campsite and return to the parking lot. Do not drive into the campsite. Park along the road without blocking the road. All other vehicles are to remain in main parking lot.

Granite Base Camp program areas are open to Granite Base Camp participants. Please refrain from entering these program areas (Fort, Pirates Cove, Miniature Golf, etc) if you are not participating in the Base Camp Programs.

The Camp Ranger or designee must be informed of any emergencies.

Out of Council units are required to provide their own insurance.

No pets are allowed (whether restrained or not). No alcohol, generators, firearms or fireworks are allowed.

Do not remove tent frames from tent platforms.

The buddy system must be used and leaders should know the location of their scouts at all times. Camp areas that have not been reserved by the unit are off limits to the unit. Units with members that set off security alarms will be charged a fee of \$50.00.

Helpful Information:

Firewood may be available. Please contact the Camp Ranger on the status of firewood availability.

Latrines are located in or near campsites. Sinks are for hand washing only. Water may not be available at the campsites.

Drinking water is available at the spigot at the rear of the Dining Hall.

Rubbish may be placed in the dumpster beside the Storage Building. Please do not use the compactor at the Dining Hall loading dock.

Camp Carpenter is the home to the Lawrence L. Lee Scout Museum and Max I. Silber Library.
For information call (603) 867-2051.

Camp Carpenter is the home to the Manchester Scout Shop. For information call (603) 622-5060.

Camp Manager: Steve Hambleton (603) 785-2260 (call or text), stephenp.hambleton@scouting.org

(Please turn in completed roster at check-in)

Unit Roster

Unit Type & # (e.g.: "Troop 15")	
Primary Leader Name	
Cell #	
Secondary Leader Name	
Cell #	

Additional Leaders & Parents (use the back for more entries)

Each leader and parent require a completed BSA Health Form (Parts A&B + ins card)

#	Name	Camping? (Y or N)
1.		
2.		
3.		
4.		

Scouts (use the back for more entries)

Each scout requires a completed BSA Health Form (Parts A&B + ins card)

#	Name	Camping? (Y or N)
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		