



## For Honor and Duty

**St. Clair Brooks Park**  
**145 Butler Road, Fredericksburg, VA 22405**  
**October 26-28, 2012**

The ODD Fall Camporee will be held in Fredericksburg on October 26-28 in honor of the 150th anniversary of the Fredericksburg battle. The Old Dominion District will set up camp in Fredericksburg, in fact right where Union Artillery units were stationed, and throughout the Camporee, visit the town, explore the battlefield and get to know the history of the era and area.

Register by **October 12, 2012** to ensure you have a camping spot. The cost is \$20.00 per Scout or Adult for the entire weekend. This includes the camping fee, program supplies, council fees and a patch for each participant.

Check-in begins at 5:00 pm on Friday evening for all program levels. Events will

be conducted on Saturday morning and afternoon. Half of the Troops will hike, while the remaining will participate in the activities at the campground. After lunch, the Troops will reverse so everyone will have an opportunity to participate. **Plan on bringing a bag lunch to eat on the trail.**

The Webelos and Venture Scouts will have a separate program.

Troops are encouraged to invite Webelos over for meals in order to help them get to know the troops. Webelos leaders are encouraged to let Troops know if you will be attending the camporee.

On Sunday morning we will conduct a service project for St. Clair Brooks Park.

### Important Information

**When:** **October 26-27, 2012**

**Where:** **St. Clair Brooks Park, 145 Butler Road, Fredericksburg, VA 22405**

**How Much:** \$20 per person for weekend. Hiking patch is a separate fee – rates highlighted in the Program section.

**Registration:** Register online <http://www.boyscouts-ncac.org/olddominion>

If you have any challenges registering please contact Steve Scherr at [webmaster@oddbsa.org](mailto:webmaster@oddbsa.org)

**Health Forms:** Everyone that attends the camporee must have Parts A and B of the Annual BSA Health and Medical Record (2011 Printing)

([http://www.scouting.org/filestore/HealthSafety/pdf/parts\\_ab.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/parts_ab.pdf)). All injuries requiring more than a Band-Aid must be reported to the First Aid Station.

### History of St. Clair Brooks Park and Battery “D”

The St. Clair Brooks Memorial Park is located on Stafford Heights overlooking the Rappahanock River and Fredericksburg. During the Civil War it was a Federal stronghold and nearby Chatham Mansion was used as a field hospital and command post.

Encamped at the northern end of the park was the Independent Battery "D", 1st Regiment Light Artillery (43rd Volunteers) of Pennsylvania commanded by Capt George W. Durell. This unit was recruited in Berks and Bucks county of Pennsylvania in September of 1861. They had about 170 men and six 10 pound Parrott cannons.

At the southern in was Battery D of the Fifth U.S. Artillery (also known as the West Point Battery), under the command of Lt. Charles E. Hazlett. This battery was a similar size and was stationed at West Point before the outbreak of the Civil War. They also had six 10-pound Parrott Cannons.

All the cannons were made at the West Point Iron and Cannon Foundry and were designed by Capt Robert Parker Parrott, USMA, and mathematics professor at the USMA. The Parrott Cannon is distinguishable by the reinforcing band of wrought iron around the base of the barrel. It was a 2.9-inch bore and could throw a 10 lb shell between 2400 and 3000 yards. It could fire a solid iron ball, but most often they used a fused shell.





# BOY SCOUT PROGRAM INFORMATION

## Overview

The theme of this Camporee is “For Honor and Duty” and we will be actually camping on part of the Fredericksburg battlefield. This is unique opportunity for your Scouts to learn about the history of this county by visiting the battlefield and gaining an understanding of the Civil War. We encourage the leaders to discuss the significance of this battle with your Scouts before the Camporee. Encourage them to see the movie “Gods and Generals” or read the book. There is a wealth of material online about the Civil War and Fredericksburg. Consider having a Scout do a report on the battle and give a short presentation at one of the Troop meetings (public speaking merit badge). You should review the program options and decide which events you want to participate in before you arrive Friday evening.

**Two deep leadership (adults) must accompany patrols when they leave the campground to hike the trails. NO swimming in the river.**

## **Goolricks – Ice cream, shakes and more**

Address: 901 Caroline Street (corner of George and Caroline)

Phone: 540 373 9878 (recommend call ahead orders for larger groups)

Shakes: Chocolate, vanilla, strawberry, root beer, cherry, mocha and coffee. \$4.75

Ice cream: single \$3.00, double \$3.75

## Boy Scout Camporee Patch Requirements

### **Segment 1 – Complete one**

- Scouts complete the Troop 847 Fredericksburg Historical Trail (earn separate patch-\$4) (7 miles – 4 hours)
- Complete the Sunken Road Walking Trail and watch the movie at the National Park Visitor Center (5 miles + 20 minute movie (plus wait) – 4 hours)

### **Segment 2 – Complete one**

- Participate in the Patrol Challenge (3 hours)
- Visit with the historians (1 hour)
- Attempt to find the Geocaches along the Fredericksburg Historical trail (7 miles – 4 hours, 1.5 hours to find 8 @ 10 minutes each – 5 to 6 hours)

### **Segment 3 – Participate in a service project**

## **BATTERY D PATROL CHALLENGE**

### ***Program Notes for Adult Leaders***

Thank you for volunteering your unit to run one of the activities in the Battery D Patrol Challenge at the Spring 2004 Camporee. This program was developed with three goals in mind

1. Teach the boys to function as a patrol
2. Practice some Scouting Skills
3. To have fun!

In the package you will find:

- This letter of general instructions for all activity leaders
- Copy of the patrol scorecard
- List of all the activities
- Copy of more detailed directions for your particular activity

### ***PROGRAM NOTES***

This patrol Challenge program will run for three hours in the morning and three hours in the afternoon. There are seven activities and each one should take appropriately 30 minutes. It is designed so a patrol can complete all six activities in a morning or an afternoon session. The patrols need to complete only six of the activities.

- You should expect two or maybe three patrols at the start of your activity. The materials and format works best for two patrols but you may have to be flexible.

- It is your responsibility to score each patrol for your activity. Each patrol will have a scorecard and you should mark down their score as they complete the activity. Each activity is worth a maximum of ten points and you can determine the score anyway that makes sense to you and is fair. Please don't give every patrol a perfect score of 10. If every outpost routinely gives out a perfect score then we will never be able to figure out a winner. On some activities you may have little choice (like the compass course), but generally you should be able to spread your scores. Likewise, we would hope that even if a patrol totally messes up an activity that they would receive some points for trying. No one likes a "zero"
- Feel free to modify your activity to make it better or adapt it to staff considerations or to make it run better.
- If a Scout is injured or needs assistance, please use the buddy system and have them report to the first aid station at the Headquarters tent.

**BATTERY D PATROL CHALLENGE**

1. **KNIFE THROWING.** One of the favorite activities of Civil War soldiers was knife-throwing competitions. These activities helped pass the long hours while waiting for the action to start. This activity will allow each member of the patrol to try his hand at throwing knives at a target 25 yards away. Points will be awarded for each “stick” and patrol score will be all the individual scores totaled and divided by the number in the patrol.
2. **SIGNALING.** There were no cell phones or radios during the Civil War. Communications were by runner or signal flags. In this activity the Scouts will learn how Civil War soldiers using signal flags. The patrol will be divided into two sections and separated by one hundred yards. They will then use the signal flags to send message back and forth. Each patrol will be scored based on the number of correctly communicated messages.
3. **COOKING.** Cooking during the Civil War was simple and usually over an open fire. In this activity the patrol will light a fire and cook a biscuit in a cast iron skillet. The biscuit must be prepared, cooked and eaten and swallowed. Fastest time gets the highest score and every member of the patrol must contribute to the activity.
4. **FIND YOUR WAY.** In order for Battery D to be effective and fire their guns in the right direction, each member had to understand compass points and direction. In this exercise the patrol will follow a compass course to various points throughout camp. Each patrol member must take a turn at finding the correct direction. High score for finding all the points with the allotted time.
5. **HEAVY LIFTING.** There is a weighty box of explosive that has fallen off a supply cart and landed on top of the Captain’s maps. The Captain needs his maps to make sure the guns are correctly placed. The patrol’s challenge is to make a device out of the materials at hand (lashing poles, rope, block and tackle) and raise the box (safely) and high enough to retrieve the Captain’s. Maps. Quickest time gets the highest score.
6. **FORDING THE RIVER.** A cart loaded with trunks, boxes, barrels, etc must for a river. It must first be unloaded, the goods carried across, and then reloaded. Points for time AND for functioning as a patrol (teamwork, leadership, everyone plays a part).
7. **FETCH THE CAN.** The supply sergeant has lost his keys to the food locker. If the patrol doesn’t find the keys then they will miss supper. The keys are spotted in a tin can that was left on a riverbank. Unfortunately the river has risen and it too deep to ford. The patrol must use the materials at hand (poles, sticks, length of rope, etc) to retrieve the container. If a Scout steps in the “river” the patrol must start over again. Quickest time gets the highest score.

### INDIVIDUAL ACTIVITY GUIDE

#### 1. KNIFE THROWING

**Equipment:** 15 throwing knives, two wooden targets, yellow caution tape (all provided)

**Staff:** Two adults or more adults to supervise this activity

**Activity:** Setup the two targets some 25 yards away from the throwing line. Make sure the area behind the targets is free of Scouts and other objects that knives might damage. Use the yellow caution tape to mark off the “safe area”. Mark a throwing line. Explain the safety rules and allow the boys to complete by patrol. Each boy should get a chance to throw the knives several times.

**Scoring:** Give a point for each “stick” and more for knives in the “heart or in one of the bands. Total up the score for the entire patrol and divide by the number in the patrol (evens out patrols with different number of boys).

**Other Notes:** Recommend bringing some stakes to help rope off the safety area and maybe something to mark the throwing line. Also recommend you be hard over on safety – these knives are sharp and it’s no place to be goofing around. The knives are painted with red or white handles –easier to find in the grass.

### INDIVIDUAL ACTIVITY GUIDE

#### 2. SIGNALING

**Equipment:** *Four signal flags (two red and two white), several sets of “cheat sheets”(provided)*

**Staff:** *Two to three adults or older Scouts*

**Activity:** Briefly explain the significance of signaling during the Civil War. Give each patrol a red and a white flag. Let them practice a little until they understand the process. Then divide the patrol into two sections. Give each section a card with messages on it and send them to opposite ends of the field (hundred yards apart). Let them send signals back and forth until they have completed their messages. Every Scout should have a turn at transmitting and receiving messages. Have each section return and score the results.

**Scoring:** Points should be given for each correctly communicated message.

**Other notes:** Recommend you experiment some with the types of messages and how difficult it will be to transmit information using this method. If you use whole words then the Scouts can guess letters they miss. If you just send numbers (like a compass direction) then it will be much harder. Probably want to include some easy words and some that are more difficult. You will need to prepare the cards that contain the messages you want transmitted.

**INDIVIDUAL ACTIVITY GUIDE**

**3. COOKING**

**Equipment:** *Two fire pans, strike anywhere matches, 2 cast iron skillets (all provided)*

**Staff:** *Two or more adults*

**Activity:** Lay out the fire pan, matches, and cast iron skillets and a paper cup of bisquick mix and some Crisco. You may want to provide some tinder and kindling. Provide water at some distance away. At the start signal, the patrol runs to fetch water, mix the biscuit dough, while laying and starting a fire and then cook the biscuit. The biscuit must be fully cooked, eaten and swallowed.

**Scoring:** The fastest time wins, but every member of the patrol must contribute to the activity.

**Other notes:** You will need to provide paper cups, bisquick, Crisco, and some water and possibility some tender or kindling. Recommend you provide them one or two matches and deduct points if they need more matches. You could make it more interesting by putting the materials at either end so there is lots of running back and forth to get the water, frying pan, matches etc.

**INDIVIDUAL ACTIVITY GUIDE**

**4. FIND YOUR WAY.**

**Equipment:** *Instruction sheets, markers, compasses (couple in case the Scouts forget)*

**Staff:** *Two adults*

**Activity:** Basically, you need to lay out a compass course in the camping area with at least six to eight points. We will provide the red and white markers from a previous Camporee. There are at least a dozen markers and punches. The patrol should following the compass course with each Scout taking a turn in leading a section.

**Scoring:** The patrol who finds all the markers in the quickest time gets the highest score.

**Other notes:** This activity will take an hour or so the afternoon before to lay out the course. Recommend you make it a little challenging by placing a couple of markers at several sites, so only one will be correct. The Scouts that end up at the wrong marker will of course get a lower score. If you follow the compass course that is sold in the Scout Shop, they usually start and finish at a row of stakes with numbers on them. The goals is to end up a the right stake.

### INDIVIDUAL ACTIVITY GUIDE

#### 5. HEAVY LIFTING

**Equipment:** *Two heavy objects, rope, poles, block and tackle (all provided)*

**Staff:** *Two adults*

**Activity:** There is a weighty box of explosive that has fallen off the supply wagon. Unfortunately it landed on top of the Captain's log of maps. Your task is to building something out of the materials at hand to raise the box high enough to remove the maps and return them to the Captain. The patrol may not attempt to pick up the box by hand.

**Scoring:** The patrol that completes the task in the shortest time gets the highest score.

**Other notes:** The obvious solution to this problem is for the patrol to lash together a tripod and use the block and tackle to raise the box. The box will be several concrete blocks strapped together and will weight at least 100 pounds. The Captain's maps will be a 2-foot by 2-foot piece of plywood. This is a good lesson in what you can lift with a block and tackle. However, there is probably more than one solution – you could rig a fulcrum and lever and also raise the box. Once again be careful with safety – some Scout tripods fall apart quickly.

### INDIVIDUAL ACTIVITY GUIDE

#### 6. FORDING THE RIVER.

**Equipment:** *Two very large cardboard or wooden box to serve as the "cart," objects from the box (empty sealed cardboard boxes, cinder blocks, large rocks, logs etc).*

**Staff:** *One or two adults*

**Activity:** Create a river by painting two lines (20 feet apart) on the grass. The load cart is on one side of the river. Each unit must (using teamwork) empty the cart, carry the contents over the river ("wading" one at a time) and then get the cart of the ford then repack the cart (correctly, not just throwing things in.) All patrol members must contribute. Fastest time wins.

**Scoring:** All patrol members must contribute. Fastest time wins.

**Other notes:** This activity should be challenging. Be sure to include some heavy things (bag of sand) and make it a bit difficult to fit everything back into the card quickly.

## **INDIVIDUAL ACTIVITY GUIDE**

### **7. FETCHING THE CAN.**

**Equipment:** *Two cans with bales, assortment of sticks and poles, rope and two planks (all provided)*

**Staff:** *One or two adults*

**Activity:** Find a spot where you have a flat field next to some trees. Create a river by painting a line 20 feet away on the grass (the edge of the riverbank). On the other side hang the can with bale in one of the trees or place it on the ground. The task is for the patrol to use the available materials (poles, rope, plank, etc) to construct something to reach across the “river” and get the can and bring it back safely. If a Scouts steps into the “river” deduce points for make them start over.

**Scoring:** All patrol members must contribute. Fastest time wins.

**Other notes:** At this campground the ground is flat with some steep ravines. You may be able to find a “nature” river spot to use for this activity.

# PATROL CHALLENGE SCORECARD

Patrol Name: \_\_\_\_\_

<b>STATION</b>	<b>SCORE</b>
<b>1 - KNIFE THROWING</b>	
<b>2 - SIGNALING</b>	
<b>3- COOKING</b>	
<b>4- FIND YOUR WAY</b>	
<b>5- HEAVY LIFTING</b>	
<b>6- FORDING THE RIVER</b>	
<b>7- FETCH THE CAN</b>	
<b>TOTAL</b>	

## HEADQUARTERS, MILITARY DIVISION OF WEST MISSISSIPPI

New Orleans, LA, July 11, 1862

The following Code of Signals having been adopted as the “General Service Code,” the instructions of this Manuel will be strictly observed.

By Order of Major General E.R.S. Canby

### INSTRUCTIONS FOR USING THE CODE

The whole number opposite each letter stands for that letter. The numbers are made by motions of the flag or signal, to the right or left or front of vertical position.

### POSTIONS AND MOTIONS

There are one position and three motions. The first position is with the flag held directly above the head, the flag staff vertical. To make the first motion or “one” or “1” the flag is waved to the ground to the right, and instantly brought to the first position. To make the second motion or “two” or “2” the flag is waved to the ground to the left, and instantly brought to the first position. To make the third motion “three” or “3” the flag is waved to the ground in front and instantly brought to the first position.

### TO SEND A MESSAGE

First call “attention” by waving the flag successively from side to side, until it is seen and answered by the opposite station. The station called will answer by making 22.22.22.3., the general signal for assent or affirmation, to signify that it is ready to receive the message. The communicating station then makes 22.22.22.3, signifying “I see you are ready to received the message”. Then proceed to transmit the message letter by letter. A pause is made at the end of each work, the flag is waved to the ground directly in front “3” to show that the word is finished. At the end of each sentence there is a pause, and the flag is waved to the ground twice directly in front “33” to show that the sentence is finished. At the end of the message the flag is waved to the ground three times directly in front “333,” showing the message is finished.

When the signal “333” “end of message” is made it indicates communication is complete: I await your answer. The station receiving the message will upon noticing the signal “message complete”, if the message has been correctly received, immediately answer with the signal of assent “22.22.22.3.” If however the message was not correctly received the station will make the signal for “Repeat” “121.121.121.3.”

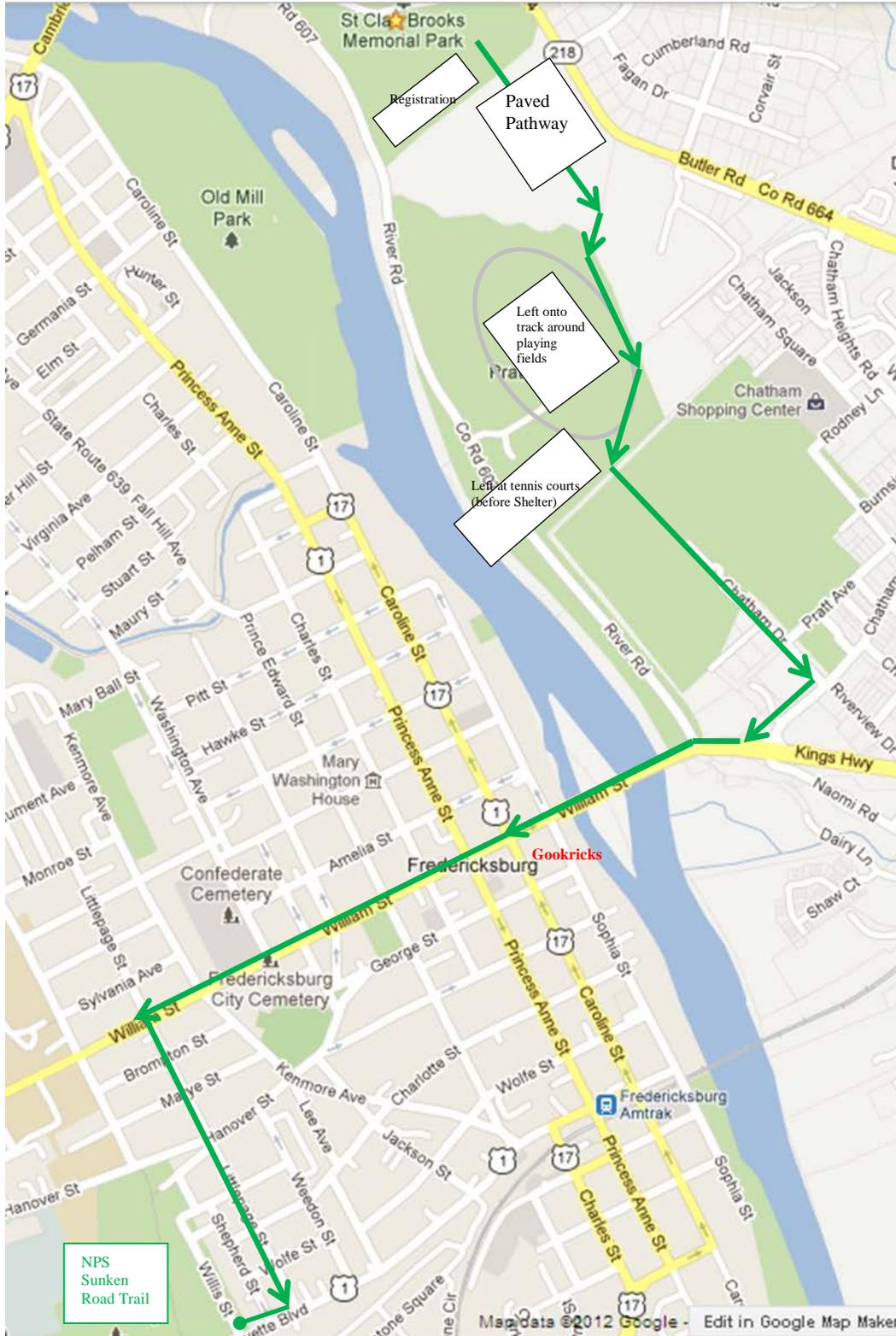
**GENERAL SERVICE CODE**

A	22
B	2112
C	121
D	222
E	12
F	2221
G	2211
H	122
I	1
J	1122
K	2121
L	221
M	1221
N	11
O	21
P	1212
Q	1211
R	211
S	212
T	2
U	112
V	1222
W	1121
X	2122
Y	111
Z	2222

1	I
2	T
11	N
12	E
21	O
22	A
111	Y
112	U
121	C
122	H
211	R
212	S
221	L
222	D
1121	W
1122	J
1211	Q
1212	P
1221	M
1222	V
2112	B
2121	K
2122	X
2211	G
2221	F
2222	Z

- 3 – End of word
- 33 – End of sentence
- 333 - End of message
- 22.22.22.3 –Understood
- 121.121.121. - Repeat

**MAP FROM ST CLAIR BROOKS PARK TO FREDERICKSBURG**



**St Clair Brooks Park to Town**

**For all Scouts**

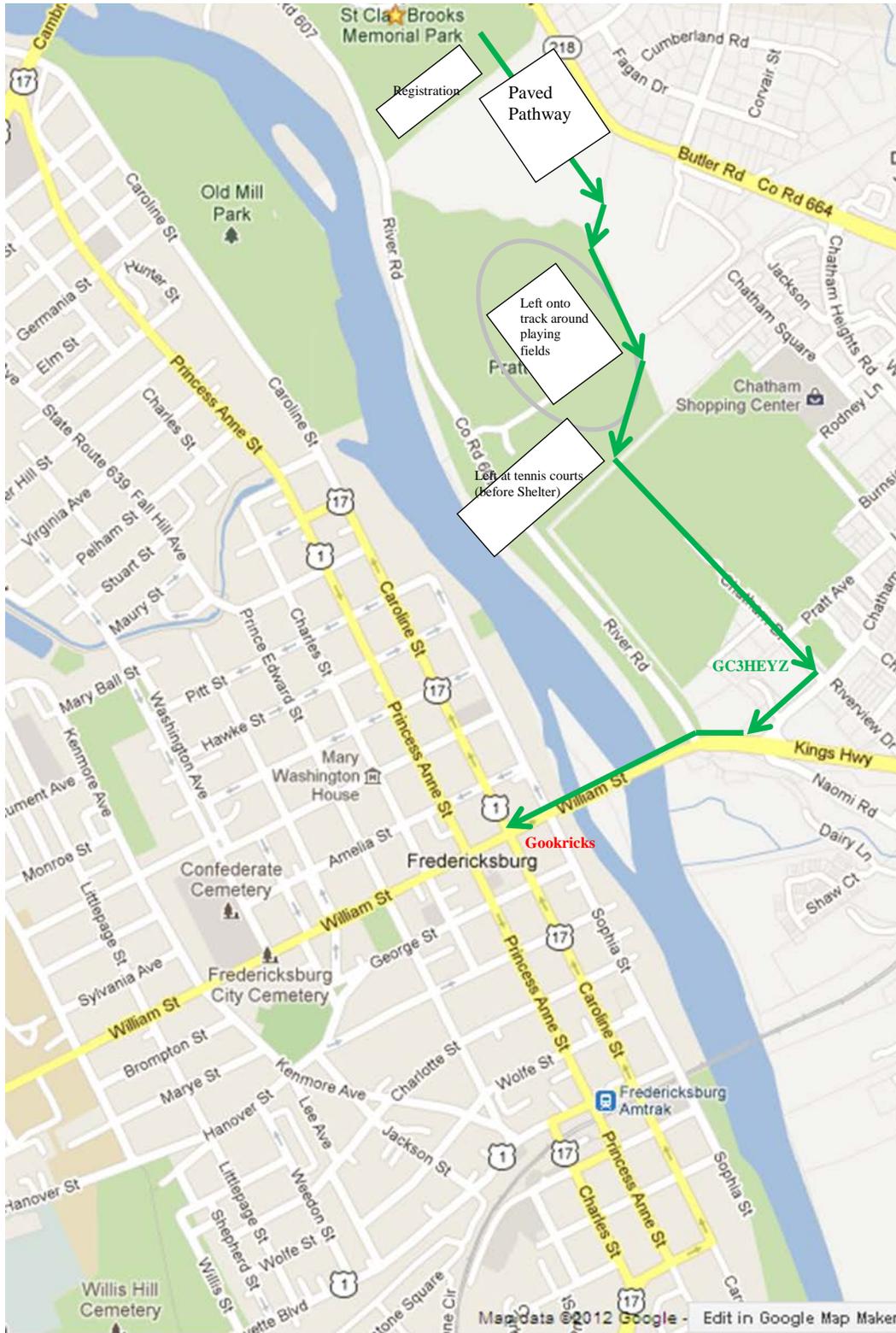
**Direct Route to NPS Battlefield Visitor Center**

**Option for Segment 1:**

**Complete the Sunken Road Walking Trail and watch the movie.**

See the Historic Hike map for other points of interest.

MAP FOR GEOCACHING



St Clair Brooks  
Park to Town  
For all Scouts

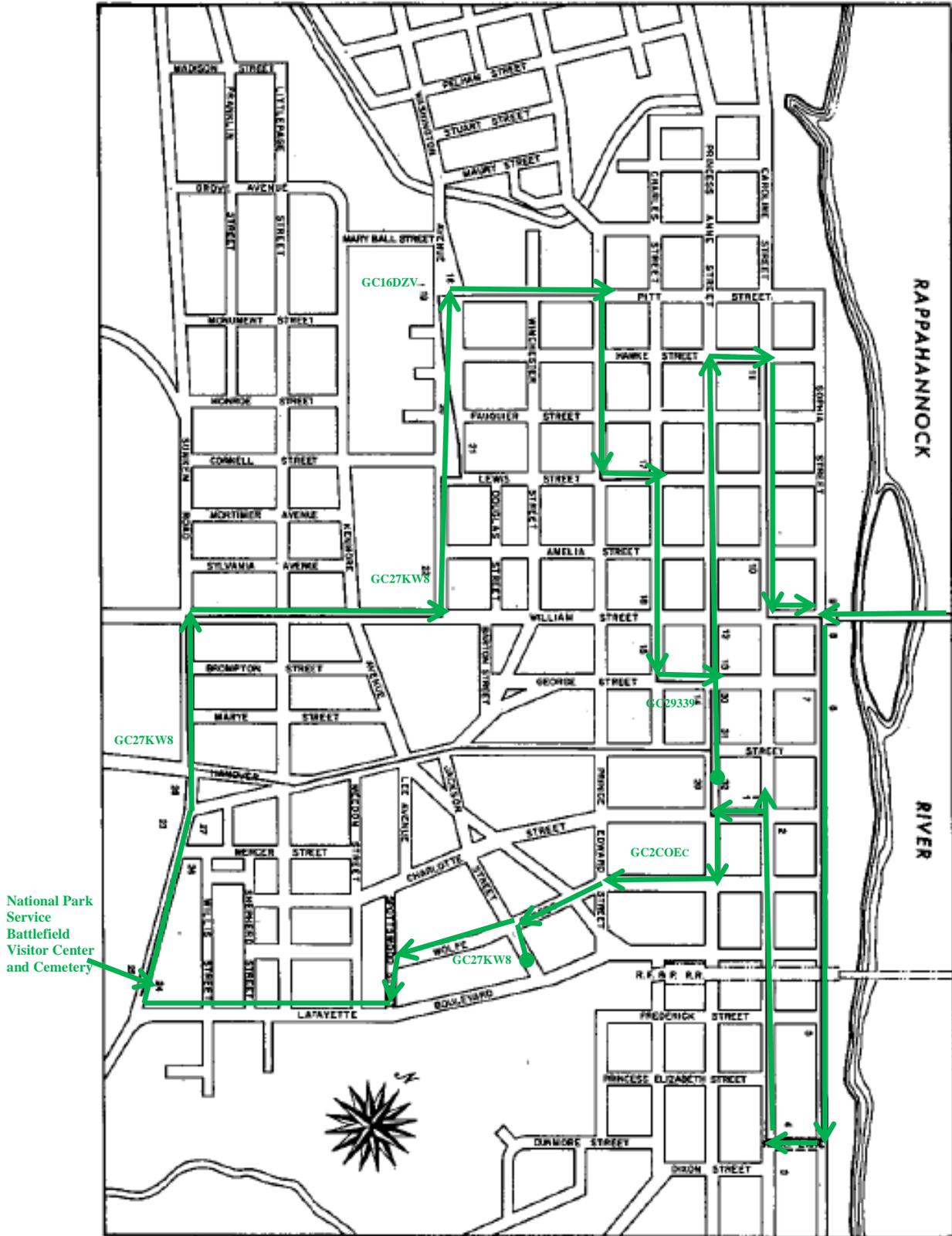
Option for  
Segment 1:

Scouts  
complete the  
Troop 847  
Fredericksburg  
Historical Trail

See the Historic  
Hike map for stops  
and questions.

Option for  
Segment 2:

Attempt to find  
Geocaches along  
trail. See enclosed  
for caches.



## Geocaching Activity

This activity completes the requirement for Segment 2: Attempt to find the Geocaches along the Fredericksburg Historical trail (7 miles – 4 hours, 1.5 hours to find 8 @ 10 minutes each – 5 to 6 hours)

These caches are located along the route from St Clair Brooks Park to Fredericksburg and the Historical Trail mapped out by Troop 847. In order to earn the Historical Trail patch, the stops outlined in the hike must be visited and the questions answered. Refer to the booklet.

**These micros – BYOP! (Bring your own pen)**

### 1) GC3HEYZ - Fredericksburg Military Park

A cache by [BeachBeans](#)

Difficulty: Terrain: Size: (small)

**N 38° 18.501 W 077° 27.218**

Make sure you secure the cache as found. There is one car parking just before the entrance to the park (*Chatham Manor Park*) and the cache is well off park grounds.

### 2) GC2COEC - “64”

A cache by [weirdharold](#)

Difficulty: Terrain: Size: (micro)

**N 38° 17.956 W 077° 27.522**

You will be looking for an unusual micro container that is hidden in plain sight. This cache is located next to a public sidewalk near the city post office. There is parking within 15 ft. of the cache. Use some stealth when needed, BYOP and please replace the container as found.

### 3) GC27KW8 -The Mosaic Mural Micro

A cache by [weirdharold](#)

Difficulty: Terrain: Size: (other)

**N 38° 17.818 W 077° 27.675**

You will be looking for a small micro cache that is hidden in plain sight. The cache is located at the 500 Block of Jackson Street in Fredericksburg. You can't miss this location because there is a large and beautiful piece of community art that I promise will make your trip here worth while. My wife was one of many the volunteers who helped create this delightful and little known piece of art. The names of all the volunteers are posted at the site.

**You do not need to touch the mural.** The cache is a magnetic nano.

### 4) GC1EAJE - Chuck Taylor's Little All-star cache

A cache by [weirdharold](#)

Difficulty: Terrain: Size: (micro)

**N 38° 17.838 W 077° 28.152**

You are looking for a micro cache hidden in an unusual container. This is not a typical in plain sight Weirdharold hide. I got the inspiration for this one from the Girls and I who often hide their cache in unusual containers. This one is just for fun and will hopefully put a smile on your face. There is parking very close by and should be a quick and easy. Don't forget to bring your own writing utensil. As usual please replace the container as found. Good luck!

### 5) GC1GCAR - Confederate Cemetery

A cache by [Union Soldier](#)

Difficulty: Terrain: Size: (micro)

**N 38° 18.073 W 077° 27.974**

Just an interesting historic location...

This was originally a logic puzzle that got out of hand. Decided to just make it a nice historic location to visit if you are wandering around the 'burg. Nano, not too tough, but a mighty amount of stealth may be necessary.

Every map I have looked at so far has these coordinates on the south side of the street...they are not. Would the finders please post coordinates (if really out of spec) when they find. Thanks.

*Note: The cache doesn't open. Hopefully, the owner will replace the container. It's a traditional micro.*

## 6) GC16DZV - The Other Washington Monument

A cache by [Bozo](#)

Difficulty: ★☆☆☆☆ Terrain: ★☆☆☆☆ Size:  (micro)

**N 38° 18.351 W 077° 28.139**

A little Fredericksburg history lesson. Take a look around...see if you can find a nano.

## 7) GC29339 - Really Lame Micro...Princess Anne & George

A cache by [Mr. R. Ely Lame](#)

Difficulty: ★☆☆☆☆ Terrain: ★★☆☆☆ Size:  (micro)

**N 38° 18.133 W 077° 27.602**

Lame: Lacking needful or desirable substance

Micro: Very small

## BONUS Cache (located in St Clair Brooks Park):

## 8) GC26PHR - The Food of Love: Two Sides of The River

A cache by [NooYawka](#)

Difficulty: ★★☆☆☆ Terrain: ★★☆☆☆ Size:  (regular)

**N 38° 19.224 W 077° 27.901**

In the opening lines of Twelfth Night, Shakespeare said, "If music be the food of love, play on." I couldn't agree more. So here's the 2nd in a series of music themed caches.

*May be stocked with Scout swag. If you take something leave something!*



# WEBELOS PROGRAM INFORMATION

## Overview

The Webelos Program includes camping all weekend. Eating meals with different Boy Scout Troops, and on Saturday we will have a full day of activities planned. The program activities include making Ducktape Billfolds; Readyman Activities; Obstacle Course; Wrist Rockets Range; Letterboxing; Ring Toss Game; Goop and Stick Game; Corn Cob Toss into baskets; Leave No Trace; Digital Scavenger Hunt (bring a digital camera); Fishing, Woodcraft and additional Handyman activities. A hike to the Fredericksburg Battlefield will be established. Leaders will also be provided information on a Historical Walking Tour of Fredericksburg

**Two deep leadership (adults) must accompany dens when they leave the campground to hike the trails. NO swimming in the river.**

We will provide a final list of activities once we have more definitive registration information. We are asking that ALL registered Packs have a representative attend the two (2) Webelos Camporee meetings that will be held as follows:

## **Webelos Camporee Meeting #1**

Date: Thursday, October 11, 2012  
Time: 7pm (before ODD Roundtable)  
Location: Irving Middle School, 8100 Old Keene Mill Rd, Springfield

## **Webelos Camporee Meeting #2**

Date: Monday, October 15th, 2012  
Time: 7pm  
Location: Sydenstricker United Methodist Church, 8508 Hooes Rd, Springfield

Program information will be provided by email and instructions will be provided at the main Webelo leaders meeting Saturday morning from 8:30 – 9:00.

For additional information contact:  
Donnie Bullock at 703-455-2668  
bullockdl@verizon.net

## **Webelos Camporee Patch Requirements**

**Segment 1** – Camp

**Segment 2** – Participate in activities

**Segment 3** – Attend Campfire



*(Will have a Green border)*

## VENTURING OUT ACTIVITIES

***FOR CREWS, VARSITY SCOUTS,  
SEA SCOUTS and older Scouts***

### **Planned Activities**

Primary Venture Out activity:

- Bike Trek on the Greenway Bike Trail  
(Cyclists Appalachian Trail through  
Fredericksburg historic battle fields -  
10.6 miles)

Other activities that may be planned at the  
Unit level:

- Canoe the Rappahannock
- Historic Road Rally Race
- Geocaching
- Summer High Adventure Film Festival in  
the evening with Old Dominion Oscar  
Awards
- Run a Webelos Activity Station

For additional information contact:  
Venture/Varsity/Ship Program Director,  
Adair Petty  
703.913.1124  
[ppetty1@cox.net](mailto:ppetty1@cox.net)

### **Venture Camporee Patch Requirements**

**Segment 1** – Camp

**Segment 2** – Participate in Venturing Out  
activities

**Segment 3** – Participate in a service project.

## **Campfire Program**

**More details to follow.**

## **Service Project – Good Turn for America**

On Sunday from 9:15 to 11:00 we are planning on conducting a service project. More details on type of project and any specific required equipment will be provided as the camporee date approaches.

Generally, units should plan to attend the closing ceremony in work clothes, and then depart for service project assigned areas. When the service project is complete units may go home.

This service project along with providing significant assistance to the camp will also be part of BSA's involvement in the "Good Turn for America".

**Webelos will not participate in the Service Project.**



## Camporee Staff

For general questions contact the Camporee Director.  
Otherwise, see below for the right contact person for specific questions.

- **Camporee Director**, Jerry Prentice  
703.425.1589  
jerry@prenticegroup.com
- **Boy Scout Program**
  - **Co-Chair**, Tom Buckner, [T.Buckner@sbcglobal.net](mailto:T.Buckner@sbcglobal.net)
  - **Co-Chair**, Bill Wilson, [bill.wilson03@gmail.com](mailto:bill.wilson03@gmail.com)
- **Venture/Varsity/Ship Program Director**, Adair Petty  
703.913.1124  
ppetty1@cox.net
- **Webelos Program Director**, Donnie Bullock, bullockdl@verizon.net  
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## For Honor and Duty

### Revised Schedule of Events for Troop / Team / Crew / Ship / Den

#### Friday, October 26, 2012

Start	End	Activity
11:00 AM	4:00 PM	Physical Arrangements by Staff
5:00 PM	8:00 PM	Arrival/Campsite Set-up
5:00 PM	8:00 PM	Registration at Headquarters
8:30 PM	9:45 PM	Leaders Meeting (SM, SPL; CM; Coach, CPT; Advisor, Pres; Staff) at HQ
9:00 PM		Cracker Barrel for all OA members - WEAR YOUR SASH
10:30 PM		Taps (Lights Out, Quiet)

#### Saturday, October 27, 2012

6:30 AM		Reveille
6:45 AM	8:15 AM	Breakfast / Cleanup in Campsites
8:15 AM	8:30 AM	Opening Ceremony
8:30 AM	9:00 AM	Webelos Leaders Meeting
8:30 AM	12:00 PM	Program Activities (3.5 hours)
12:00 PM	1:00 PM	Lunch at Campsite or on Trail
1:00 PM	4:30 PM	Program Activities (3.5 hours)
4:45 PM	5:30 PM	Brotherhood Walk (meet at trading post)
5:30 PM	7:00 PM	Dinner in Campsites
7:00 PM	8:00 PM	Religious Services (Locations to be announced)
8:00 PM	8:30 PM	Assemble for Campfire
8:30 PM	9:30 PM	Campfire
		Brotherhood Ceremony – immediately following Campfire
10:30 PM		Taps ( <i>Lights Out, Quiet</i> )

#### Sunday, October 28, 2012

7:00 AM		Reveille
7:15 AM	8:30 AM	Breakfast in Campsites, strike camp & pack all gear
8:45 AM	9:00 AM	Closing Ceremony
9:15 AM	11:00 AM	Service Project
9:00 AM	11:30 AM	Pick up patches/Head Home
12:00 PM		Everyone must be out of campsites; Staff departs

# Sunken Road Walking Trail



Walking tour  
Exhibits



Brompton (private)

Brompton is a private home. Please do not trespass.

MARYE'S HEIGHTS

SUNKEN ROAD

ORIGINAL WALL

2004

WALL RECONSTRUCTED 2004

WALL RECONSTRUCTED 1930S

Ebert House Site

Kirkland Monument

Innis House

Stephens Cemetery

Stephens House Site

Cobb Monument

Richardson House (postwar)

Confederate Artillery

Cemetery Lodge

Start Here

PARKING

Bookstore

Visitor Center

PARKING

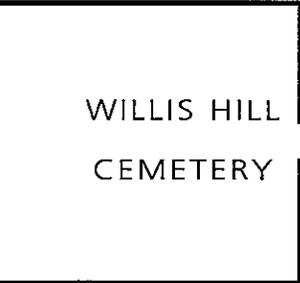
Lafayette Boulevard

Mercer Street

Willis Street

WILLIS HILL CEMETERY

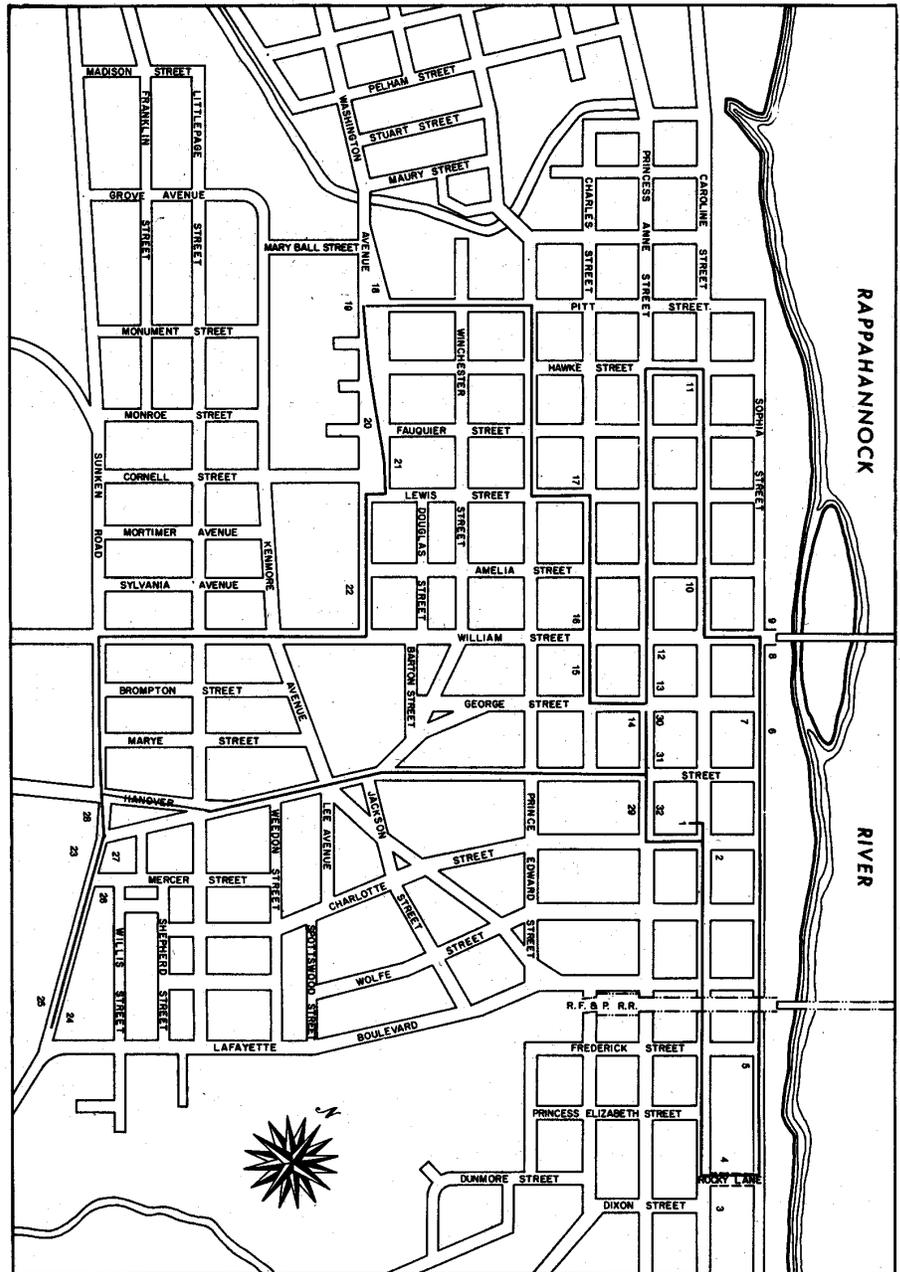
FREDERICKSBURG NATIONAL CEMETERY



# The Fredericksburg, Virginia Historical Trail

ABOUT A 5 MILE CIRCULAR HIKE

1. FREDERICKSBURG VISITOR CENTER
2. THE CHIMNEYS
3. SENTRY BOX
4. ROCKY LANE
5. COMMISSION HOUSE
6. FREDERICKSBURG CENTER FOR THE CREATIVE ARTS
7. WELLS HOUSE
8. STONE WAREHOUSE
9. "THE LEASELANDS" HISTORIC MARKER
10. HUGH MERCER APOTHECARY SHOP
11. RISING SUN TAVERN
12. TOWN HALL AND MARKET HOUSE
13. ST. GEORGE'S CHURCH AND GRAVEYARD
14. PRESBYTERIAN CHURCH
15. JAMES MONROE MUSEUM
16. OLD AUCTION BLOCK
17. MARY WASHINGTON HOUSE
18. RELIGIOUS FREEDOM MONUMENT
19. MARY WASHINGTON MONUMENT
20. HUGH MERCER MONUMENT
21. KENMORE
22. CONFEDERATE CEMETERY
23. BROMPTON
24. NATIONAL PARK SERVICE BATTLEFIELD VISITOR CENTER
25. NATIONAL CEMETERY
26. MARTHA STEVENS HOUSE
27. KIRKLAND MONUMENT
28. BATTLE OF FREDERICKSBURG MARKER
29. FREDERICKSBURG UNITED METHODIST CHURCH
30. THE COURT HOUSE
31. MASONIC LODGE
32. FREDERICKSBURG CITY HALL



Fredericksburg has been called "America's Most Historic City." This area was the home of many American patriots, such as George Washington, James Monroe, Fielding Lewis, John Paul Jones, and Hugh Mercer.

Fredericksburg was founded in 1728 and is said to have been named for Frederick, Prince of Wales. Many of the streets are named for Princesses, Princes, Queens, and Kings.

In its earliest days, Fredericksburg was a great shipping port for trade with England since it was situated at the head of the navigation on the Rappahannock River.

Fredericksburg is located halfway between Richmond, the capital of Virginia, and Washington, D.C., the capital of our nation.

Many of the buildings have been restored to their original appearance when the early settlers lived in this port town.

## STOP NUMBER 1

The Fredericksburg Visitor Center is located in the center of the Fredericksburg historical area. The building was renovated by the city of Fredericksburg and Historic Fredericksburg Foundation, Inc. in 1975. Begin your hike by viewing the slide presentation in the Visitor Center. The center is located in the \_\_\_\_\_ House.

## STOP NUMBER 2

The Chimney's, once the home of Nell Herndon, wife of President Chester A. Arthur, was built in 1769 by Charles Yates. The house has served as a private residence, a museum and office, and a restaurant. How many massive brick chimneys can be seen on the house? \_\_\_\_\_

## STOP NUMBER 3

The Sentry Box. What Revolutionary War General lived here? \_\_\_\_\_

## STOP NUMBER 4

Walk down to Rocky Lane which leads from the former ferry landing to Caroline Street. The center pontoon bridge, used by the Union Army to attack Fredericksburg at the Battle of Fredericksburg, was located near the foot of this lane. What are the dates for the Battle of Fredericksburg? \_\_\_\_\_

## STOP NUMBER 5

Commission House. Sophia and Frederick Streets. How is the Commission House used now? \_\_\_\_\_

## STOP NUMBER 6

Fredericksburg Center for the Creative Arts, 813 Sophia Street. About when was this house built? \_\_\_\_\_

## STOP NUMBER 7

Captain Wells House, 818 Sophia Street. What is the date of the construction of this house? \_\_\_\_\_

## STOP NUMBER 8

The Stone Warehouse. William at Sophia Street. This warehouse was used as a place to process and store salt fish. Who built this warehouse? \_\_\_\_\_

## STOP NUMBER 9

"The Lease Land" marker. William and` Sophia Street. Who were the first settlers of the "Lease land"? \_\_\_\_\_

## STOP NUMBER 10

Apothecary Shop. This great historical shrine

contains the furnishings and articles that Dr. \_\_\_\_\_ would have used if it were still the Revolutionary period. He was a physician, soldier, and patriot.

## STOP NUMBER 11

The Rising Sun Tavern. "Where Statesmen lodged". It was first called the "Eagle Tavern" or "The Golden Eagle". It was a stage coach stop. Parties and balls were held here from time to time. The house was built in 1760. George Washington often visited his brother here. Who built this building? \_\_\_\_\_

## STOP NUMBER 12

Town Hall and Market House. This building was erected 1814-1816. It served as Fredericksburg's City , Hall until 1982. What does this building house today? \_\_\_\_\_

## STOP NUMBER 13

St. George's Episcopal Church. St. George's Parish was organized in 1721. The present building, built in 1849, is the third built on this site. St. George's cemetery. (Plaque) "The \_\_\_\_\_ of Fredericksburg sleeps here. 1732"

Enter the cemetery grounds. John Paul Jones' brother is buried here. His monument was restored September 23, 1930. What is the brother's name? \_\_\_\_\_

## STOP NUMBER 14

The Presbyterian Church. Princess Anne at George Street. The present structure of Greek Revival style was erected in 1833. When was the church founded? (white plaque) \_\_\_\_\_

During the Battle of Fredericksburg, the pews were removed and the church was used as a hospital for the sick and the wounded. The church bears many wounds itself from the battle. How many cannon balls are imbedded in the pillar on the front of the church? \_\_\_\_\_ (plaque) "In memory of \_\_\_\_\_ founder of the \_\_\_\_\_, a devoted nurse and tireless organizer who knew no enemy but for the unfeeling heart. We walk the ways she took in easing the suffering at the Battle of Fredericksburg when the churches became military hospitals."

## STOP NUMBER 15

James Monroe Law Office and Museum. The museum was the law office for James Monroe, our fifth President, and contains the original furnishings which he purchased in France in 1794, and later used in the present White House during his presidency. (plaque) Here James Monroe practiced law from \_\_\_\_\_ to, \_\_\_\_\_ following his return from the

American Revolution as Lieutenant Colonel.

James Monroe was \_\_\_\_\_ of the United States from 1817 to 1825.

He was the promulgator of the \_\_\_\_\_ in 1823. What is imbedded in the wall to the left of the entrance? \_\_\_\_\_

### **STOP NUMBER 16**

Old Auction Block. Charles and William Streets. From this stone block, \_\_\_\_\_ were sold in Fredericksburg prior to the Civil War. The slaves were made to step up on the block so that they could be viewed better by possible buyers.

### **STOP NUMBER 17**

Mary Washington House. 1200 Charles Street. George Washington purchased this house for his mother. She moved here from Ferry Farm where she had lived since 1738. (white marker) This was the home of Mary Washington, mother of George Washington, from \_\_\_\_\_ to \_\_\_\_\_

### **STOP NUMBER 18**

Religious Freedom Monument. The monument commemorates the drafting of the Virginia Statute of Religious Freedom by Thomas Jefferson, George Mason, Edmund Pendleton, George Wythe, and Thomas Ludwell Lee. On what dates were the meetings held in Fredericksburg to draw up the Religious Freedom Statute?

### **STOP NUMBER 19**

Mary Washington Monument. This tall shaft style monument is dedicated to the memory of Mary Washington, mother of our first president, and marks the spot where her body is buried. This was a favorite spot for her. She would read to her grandchildren here. President Grover Cleveland was the speaker at the dedication of the monument on May 10, 1894.

How many steps lead up to the monument? \_\_\_\_\_

Proceed to the left around the monument past the site of the Gordon's Cemetery. They were the late owners of Kenmore. At the rear of the monument is Meditation Rock (plaque). "Here, Mary Washington prayed for the safety of \_\_\_\_\_ And \_\_\_\_\_ during the dark days of the Revolution." Continue around the monument.

The Colonial George Eskrige Tree. April 29, 1937 (plaque). What kind of tree was transplanted here from "Sandy Point" Westmoreland County? \_\_\_\_\_

### **STOP NUMBER 20**

Hugh Mercer Monument. This monument is dedicated in memory of Hugh Mercer, Brigadier General in the U.S. Army, who died on \_\_\_\_\_ from wounds received on January 3rd near Princeton, New Jersey.

### **STOP NUMBER 21**

Kenmore Mansion was built in 1752 on the Kenmore Estate which originally consisted of 863 acres. (white marker) It was the home of \_\_\_\_\_, and \_\_\_\_\_ sister of George Washington.

### **STOP NUMBER 22**

The Confederate Cemetery is located about one mile east of the National Cemetery. It was about in the middle of the site of the Federal positions during the Battle of Fredericksburg. (date over entrance gate)

Enter the cemetery and go to the Confederate Soldiers Monument (the tall statue to the right of the entrance walk). How many shield-shaped plaques encircle the monument? \_\_\_\_\_ What are the symbols around the base on the rear of the statue immediately under the man? \_\_\_\_\_ The monument was erected on \_\_\_\_\_ in memory of the Confederate soldiers who died for the cause. There are 1,470 soldiers buried here and of this number 1,170 are unknown.

### **STOP NUMBER 23**

Brompton. The Marye Mansion was built in the 1830's by John Lawrence Marye. He named it Brompton after the district in London where his great-grandmother had lived. The house was used as a command post by southern officers during the Battle of Fredericksburg. Brompton is now the home of the President of \_\_\_\_\_

### **STOP NUMBER 24**

The National Park Service Battlefield Visitor Center stands at the foot of Marye's Heights beside the Sunken Road and the Stone Wall along which the Confederate troops stood their ground against Union forces during the Battle of Fredericksburg. At the rear of the Visitor Center there is a map in glass covered case. When was the Battle of Fredericksburg? \_\_\_\_\_ Enter the Visitor Center. See the presentation in the auditorium. View exhibits on the main floor and then go to the basement to view additional exhibits.

## STOP NUMBER 25

U.S. National Cemetery for the Union dead (across from the Visitor Center). Enter grounds, remember these are consecrated grounds.

(plaque) The muffled drums sad roll has beat  
The soldiers' last tattoo  
No more on life's parade shall meet  
\_\_\_\_\_

At the top of the hill is located the Fifth Corps Monument (large statue right of walkway surrounded by upright cannon barrels) erected by:

Brigadier General \_\_\_\_\_  
3rd Division, 5th Army Corps

(on upright cannon barrels)

U.S. National Military  
Cemetery established in

\_\_\_\_\_  
15,243 interments; 2,473 known.

How many unknown? \_\_\_\_\_

## STOP NUMBER 26

Follow the historic trail behind the Visitor Center to the Martha Stevens House.

The Martha Stevens House Site. She was a heroine of the Battle of Fredericksburg. She was a mid-wife and a practical nurse.

Martha Stevens died on \_\_\_\_\_  
at the age of 64 and is buried in a private graveyard adjacent to the house site.

## STOP NUMBER 27

The Richard Rowland Kirkland Monument was erected by the state of South Carolina and the Commonwealth of Virginia. The sculptor was Felix DeWelden. (on monument) Kirkland - born Kershaw Co., S.C., August 1843, killed in action Chickamauga

\_\_\_\_\_  
(on monument) "At the risk of his life, this American soldier of sublime compassion brought water to his wounded foes at Fredericksburg. The fighting men on both sides of the line called him " \_\_\_\_\_"  
\_\_\_\_\_".

## STOP NUMBER 28

Battle of Fredericksburg marker, Sunken Road at Hanover Street.. Who commanded Confederate forces during the Battle of Fredericksburg? \_\_\_\_\_  
Who commanded Federal troops? \_\_\_\_\_

## STOP NUMBER 29

Fredericksburg United Methodist Church. The congregation was officially constituted in 1812. (white marker) Who was the first minister appointed to serve the church? \_\_\_\_\_

## STOP NUMBER 30

The Court House was erected in 1851-1852. On display is the will of Mary Washington (mother of George), also a copy of George Washington's speech when he visited Fredericksburg in 1784, and the expense sheet for Lafayette's reception which was held at the Town Hall in 1824. The brick walls were stuccoed in 1916.

(plaque) Who was the Mayor at the time that the Court House was built? \_\_\_\_\_ The shingled roof was changed to \_\_\_\_\_ in 1926.

The bell was presented to the city by Silas Wood of New York in 1829. (plaque) Where was the bell made?

## STOP NUMBER 31

Fredericksburg Masonic Lodge No. 4, A.F. & A.M. The lodge has been at this site since It is one of the oldest Masonic Lodges in America. Before that, it had been in active operation since possibly 1725.

## STOP NUMBER 32

The Fredericksburg City Hall. How many full steps lead up to the front entrance? \_\_\_\_\_  
Continue one block past the City Hall to Charlotte Street, then one block left to the Fredericksburg Visitor Center.

### INFORMATION FOR PATCHES AND MEDALS

Patches	\$3.00 each
Medals	\$4.00 each
Cannon tie tac (Second time)	\$2.00 each
Cannonball tie tac (Third time)	\$1.50 each

Plus postage and handling as follows:

1 to 5 items, \$1.50

6 to 10 items, \$3.00

11 to 15 items, \$4.50, etc.

Send requests for patches and medals and make checks payable to:

**BOY SCOUT TROOP 847**  
**c/o Tabernacle United Methodist Church**  
**7310-A Plank Road**  
**Fredericksburg, VA 22407**