

VICTORY BOGOREE
“A Knight in the Bog”

UNIT LEADER GUIDE



Sept 13-15, 2019

Victory, VJ

Read this packet completely. It contains a lot of important information regarding this event and will make your experience most enjoyable. Ignore it and Ye shalt be nothing more than a stepping stone for those clawing their way to the top.

Let it be known throughout the land that a truce will be ordered for all Kingdoms that hath been deterined worthy enough to receive this message. Lords and Ladies of every Noble House hath been issued an invitation to the Kingdom of Victory to participate in Medieval competitions.

Each Noble House shalt bring forth their strongest and bravest "Order of Knights". There are many castles in the Kingdom of Victory and each Order will pay a duty \$15.00 for each Knight, Squire and Heads of the Noble Houses

All Divisions will compete in the same events, but against those of the same Knighthood (age). There are 2 types of events;

- Order of Knights (Patrol competition)
- One Knight Stands (Individual/Division competitions)

KNIGHT DIVISIONS

Webelos / AOL

Age 13 and under

Age 14 & 15

Age 16 & 17

Age 18> (Registered)

Squires

Blue Knights

Red Knights

White Knights

Dukes/Duchess of Earle

Sa-weeeet awards given for events and one for each Division

Pre-Registration: Each Scout Troop is requested to "pre-register". This allows you to select your campsite allowing you additional set up time upon your arrival. All attending troops are asked to let us know ye are coming before September 7th. We will maintain a list of pre-registered troops and site locations. (See registration form below). Email questions to Kristy Walker k_walker333@yahoo.com

2019 BOGOREE SCHEDULE

September 13, 2019

- 5:00 – 8:00pm Orders of Knights arrive at the Bog
8:30 – 9:00pm Round Table (weapons be left outside!)

September 14, 2019

- 8:00 – 8:30am Opening Ceremony & Shield Placement
9:00am – noon Medieval Challenges & Competitions
12:00 – 1:30pm Lunch Break
1:30 – 4:00pm Catapult Competition
4:00 – 6:30pm Supper Break
6:30pm Award Presentations
(Following awards) **Battle of the Bands**

September 15, 2019

- 8:30 – 9:00am Religious Service & Closing Ceremony:
9:00 – 10:30am Return to home kingdoms

(Times and events subject to change)

Will We Get Awesome Patches? - Not just any patch! Ye will get the patch to complete the collection. We are expecting a record crowd this year and we have ordered plenty. In case ye missed the 2019 Klondike Derby or Spring Camporee, you can purchase them for \$10 each or 2 for \$20. 😊



ORDER OF KNIGHTS EVENTS



STORM THE CASTLE - Ye finally dialed in the catapult and made your own entrances. Gold, silver, jewels and weapons are yours for the taking. Don't take what you need, take what you can take!



CROSS THE MOAT – it wouldn't be the Bogoree without a water challenge. You can't swim wearing 130 pounds of armor. Find another way over the deep black water or be named Sir Sinkalot.



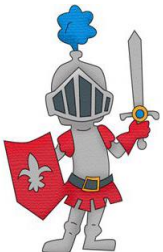
THE GOLDEN THRONE – It's time for you to sit in the big chair. Can you command your army to fight their way to Victory or be just a Royal Flush?



BATTERING RAM – “Knock, knock”, “Who's there?” “Standah”, “Standah who?”
“Standah way from the door because were knocking it down!”



YIELD TO THE SHIELD - Win and all other Orders will Yield to Your Shield and recognize your dominance on the field of battle. Showing up on the battlefield with no shield is like jousting with a hot dog. (See attachment for complete rules)



KNIGHTS IN SHINING ARMOR – this award goes to the best dressed Order of Knights wearing their shiniest armor, helmets and garb. Ye will be judged at high noon at the Victory Castle. We be looking for the mean knights, not the clean knights! Dressing to match your shield is a plus.

“ONE KNIGHT STANDS”



JOUSTING – Show off your horsemanship, balance and aim as you excel at the Jousting Competition. Prove your Knighthood, get on that horse and ride to Victory!



SWORD THROW – Ye launch 10 pounds of cold hard, razor-sharp steel at the dragon's chest. Impale his heart and you are a hero. Miss and he will roast you like a marshmallow. I smell S'Mores!



ESCAPE THE DUNGEON - You're in the dungeon of an evil king. You discover a secret tunnel and it is your only way to escape. You need to move fast and work your way through the darkness.



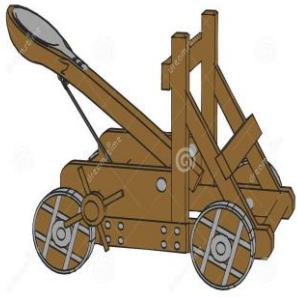
HOG TOSS – Castle sieges were not pretty. Sometimes a wild hog was thrown over the wall to intimidate the defenders and infect their food supplies. If asked if pigs fly, tell them swine flu.



APPLE BASH – Have you ever had an argument with a smart apple and frustrated to no end? SURE, we all have. Show him who's boss and end the conversation with a blast.



Tomahawk Range – A Bogoree favorite returns! Check out our new and improved tomahawk range. An expert will be on hand to perfect your skills. (Only registered Boy Scouts, Scouts, BSA & Pack/Troop Leaders may participate)



CATAPULT CONTEST – This will be the feature event of the afternoon. Projectiles will fly, towers will fall, castles destroyed and Kingdoms conquered. (See attachment for complete rules)

Bog Beaver Day – a week before the big event, we go to the Bog and make sure sites are cleared and the grounds will be ready to accommodate everyone. One year there were several Troops that came together and cleaned up a disaster that was left by a logging operation. We are expecting 5 additional units and we need extra room. Some are coming from far away and we need to be good hosts and prepare their sites as well. The dates will be September 7+8, 2019. Please keep a roster of your beavers and the service hours. Any adult or Scout that works during Bog Beaver Day is eligible for the \$15.00 registration fee.

CLASS A UNIFORMS – All Scouts and Leaders are expected to wear Class A uniforms to opening ceremony and Sunday morning vespers. A Scout is Reverent. Other than that, we encourage you to dress, act, talk and walk like a medieval Knight! Ye will get messy, muddy, cruddy, dung up, wet, and worn out, so make sure ye ain't wearing your fanciest and schmanciest clothes. Please, NO Hawaiian camo, or flip flops.

Drinking Water: NONE! Ye must bring an adequate supply of water for drinking, cooking and minimal cleaning for the weekend.

Firewood: If it's down, you can burn it. Please do not cut down ANY trees. We will have plenty of firewood on site, **DO NOT BRING ANY FIREWOOD!**



BATTLE OF THE BANDS!

AHOY YE BUNCHA KNIGHT LIGHTS! BACK BY POPULAR DEMAND BATTLE OF THE BANDS. YE CREW MUST DO A LIP-SYNC PERFORMANCE ON STAGE WITH MUSIC BLASTING ON PROFESSIONAL SOUND EQUIPMENT, BRIGHT LIGHTS, AIR GUITARS, AND A CROWD OF 200 SCREAMING KNIGHTS.

YOUR ORDER OF KNIGHTS IS ALLOWED 5 MINUTES STAGE TIME SO THERE WILL NOT BE ANY 22 MINUTE VERSIONS OF "FREEBIRD". ONLY ONE SONG PER TROOP. YE WILL BE JUDGED BY A BUNCHA SCRAGGLY OLD JESTERS. THESE ELDERS BE SO OLD, THEY CAN HONESTLY TELL YE THAT DINOSAUR REALLY DOES TASTE LIKE CHICKEN.

SONG MUST EITHER BE ON A COMMERCIAL CD OR IPHONE. WE WILL HAVE AN ADAPTOR TO ADAPT THE ADAPTION THINGY. I'VE DUG DEEP INTO THE DUNGEONS OF THE HOUSE OF TRIPLE EIGHTS AND FOUND ME OLD GUITARS AND GIT FIDDLES THAT WILL BE AVAILABLE FOR YOUR USAGE.

PRACTICE DOES NOT MAKE PERFECT, PERFECT PRACTICE MAKES PERFECT, SO GET GOING. PICK A SONG, REHEARSE AND BE READY TO ROCK THE BOG!

IT IS WELL UNDERSTOOD THAT UNIT LEADERS MAKE SURE THAT THE SONG, COSTUMES AND CHOREOGRAPHY IS APPROPRIATE. IT SHOULD NEED NO OTHER EXPLANATION THAN THAT. ALL UNITS WISHING TO PERFORM AT BATTLE OF THE BANDS MUST SEND THE NAME OF THE SONG TO KRISTY WALKER K_WALKER333@YAHOO.COM ANY QUESTIONS JUST ASK.

Long Trail District 2019 Fall Bogoree



Pack (AOLs)
(with Host Troop)

"A KNIGHT IN THE BOG"

Girl Troop
 Boy Troop

Unit # _____ District _____

District/Council Member

Contact _____ Unit Position _____

Address _____ Email _____

Phone _____

City, State, Zip _____ Site Requested: _____

Early Bird Registration (received by Aug 31) - \$15.00 After that fee is \$20.00, However any Scout, Adult and Leader that works on Bog Beaver weekend for clearing sites, improvements and community projects on Sept 7-8 will be at the \$15.00 rate. Please keep a roster and number of service hours (including travel)

_____ Early Bird Scouts at \$15.00

_____ Scouts at \$20.00

_____ Early Bird Adults/Leader at \$15.00

_____ Adults/Leaders at \$20.00

_____ Bog Beaver Scouts at \$15.00

_____ Bog Beaver Leaders at \$15.00

Total Amount Due: \$ _____

Leader approval for \$ _____ from unit account (from GMC units only)

Check enclosed for \$ _____ Payable to "Green Mountain Council BSA"

One time charge of \$ _____ to my credit card

This box for Credit Card Processing only Visa MasterCard Discover

Name as it appears on Credit Card: _____

Account #: _____ Expiration Date: ____/____/____

Amount Authorized: \$ _____ CVC Number: _____

Signature: _____ Date _____

All payments will be confirmed by email to the address that is listed above

Send form to;
Green Mountain Council, BSA
PO Box 557
Waterbury, VT 05676

Phone #: (802) 244-5189
Toll Free: (800) 704-3089
Fax #: (802) 244-5259
Email questions to Kristy Walker
k_walker333@yahoo.com

Early Bird?	Bog Beaver?	Name of Registered Scout	Age on 09/14/2019
Check if YES			
Early Bird?	Bog Beaver?	Name of Registered Adult/Leader	If over 18, it doesn't matter, you're old
Check if YES			

Use other page if needed

2019 Bogoree Catapult Challenge

Rules and Regulations

The most exciting event at the 2019 Bogoree will be the Catapult Challenge. On Saturday afternoon, each Order of Knights will compete to be named, “Champion of Catapults”.

This competitive event will test lashing, construction and design of each Knight and their Order. Although this is a fun and exciting event there are several RULES and REGULATIONS that each Order must abide by to be able to compete.

Catapults use tension, torsion, weights, levers, slings, gravity, kinetic energy (and other words you should have learned in physics class) to hurl an object. There are 4 main types of Catapults; Onager, Mangonel, Trebuchet and Ballista. The Ballista is like a large crossbow and is not allowed by Scouts, BSA Safety Standards. To be crystal clear, Ballistas are forever forbidden from the property.

It is encouraged for Catapults to look like Medieval weapons made of natural materials and not something built in a junkyard. For safety reasons man-made materials may be used, including but not limited to: pulleys, springs, wire, metal, bolts, nuts, screws, ratcheting devices, etc... however there will be a prize for “Coolest Catapult” that appears to be the closest to the period device.

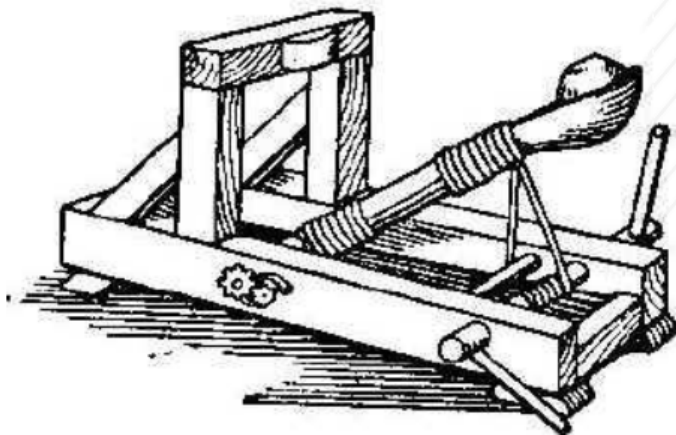
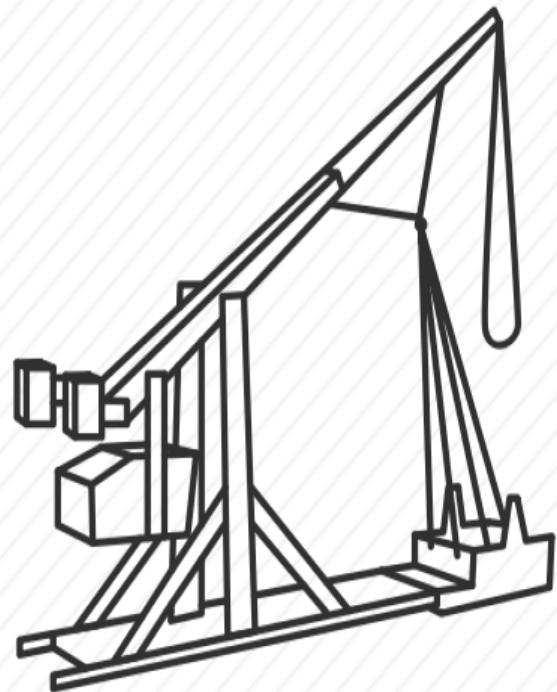
1. It is the responsibility of the Duke or Duchess to make sure the building process and the Catapult is in safe working order before arrival.
2. This is not a “Punk’n Chunk’n” contest. It will not be for distance, but for accuracy. A stationary target will be placed **250-300 feet** away and each Catapult will have 3 chances to hit the target, so it is important to be able to make range adjustments.
3. Knights are to construct the entire Catapult from beginning to end. The Duke or Duchess may give guidance, but are not to assist in tying lashings or participate in any other construction of the Catapult. This is a Knight competition. (The use of power tools is the exception)

4. NO materials will be given to Orders upon arrival at the Bogoree. Orders must bring all the materials needed to construct, assemble and launch their Catapults. If you were to roll up to a castle
5. Orders need to BYOP, (Bring Your Own Projectiles). Only fruits or vegetables will be used as projectiles. The Sasquatch family, Moose and Buffalo that reside in the Bog will clean up the area. The projectiles must be free of stickers, wrapping, pesticides and anything you wouldn't eat. , Please be sensible and rinse pesticides and wax off.
6. Only 1 projectile may be shot at a time, not a shotgun strategy. Use sense when choosing, a grape is too light, a banana will wobble and a watermelon might be too heavy. Please test your Catapult by feeding the wildlife in your back yard.
7. The Catapult, including all its weights, arms, base, spare parts, tools, projectiles, etc... must be carried by no more than 8 Knights from the "Lodge Field" to the battlefield, near "Fire Rock" (carrying distance of approximately 200 feet). It may be carried as a whole unit or in pieces and assembled on the battlefield. If needed, Knights can set the items down to rest and pick them back up to continue, but from start to end it can take no more than 4 minutes to make the crossing.
8. The order of crossing will be determined by drawing a number out of a hat. Once crossing through hostile territory a Knight can't go back to help another. Knights can swap or adjust their loads as long as they make forward progression. For example;
 - Knight #1 carries a heavier load than Knight #2. If they walk side by side, they can set the objects down and switch loads, however K1 can't walk ahead, set his/her load down and go back to swap or assist K2.
9. Once all Knights cross to the set up location, anything dropped, lost, left behind, forgotten or stolen is just a memory and can't be used.
10. Orders with less than 8 Knights may use substitutes as agreed upon at the time of the event.

11. No wheels, mobility device or mechanical advantage for transport can be used. Items can't be rolled, dragged, thrown or teleported. Knights can't crawl, roll or slither. **Carry means carry!** Bags, back packs, stretchers, slings, baskets and carrying devices may be used as long as they don't touch or drag on the ground.
12. Once at the designated location the Catapult will be assembled by the Knights. The Duke or Duchess may supervise the assembly, but may not touch any part of the Catapult or its components, tools, spare parts or weights. Before use the Duke or Duchess and Battlefield Commander will inspect the Catapult and concerns may be addressed within a reasonable amount of time.
13. Each Order must identify their Catapult with at least their Order Name and Number. This will allow the Bogoree Royal Court to clearly identify each Catapult and each Order participating.
14. Slingshots and Centrifugal (spinning wheel) devices will NOT be allowed in this competition. Compressed air, liquid, explosive propulsion systems are NOT allowed. The projectile must launch from the energy created and stored within the Catapult's system using tension, torsion, weights, levers, slings, gravity and/or kinetic energy.
15. Knights will place, aim, fire and reposition their Catapult as needed. The Duke or Duchess may offer advice, but the Knights are the only ones to touch the Catapult until the end of the competition.
16. Each Order is expected to remove all parts and pieces of their Catapult and discard of it properly. The Battle Field is to be left better than when the event began. The only things left behind will be destroyed castles, anarchy and mayhem.
17. The Bogoree Royal Court will judge the competition. All rulings are final. If your Order is disqualified for any reason they may still be allowed to participate if it deemed safe, however the Order will not be competing for the event awards or points.
18. The Catapult must have a pull pin or trigger type release where the Catapult can be activated by pulling a rope from no less than 20 feet away.

The rope must be at least 25 feet long with a loop or handle on the end for better grip. Only a Knight may pull the rope.

19. If the Catapult is in the cocked and locked position and will not properly fire, the event will pause. The Duke or Duchess and Battle Field Commander will visually inspect the Catapult to see if it can be fired. If not, it is considered a “misfire” and count as 1 of the 3 launches.
20. The Royal Court reserves the right to change, alter or add conditions in the sake of safety and fair play. Any changes will be announced immediately



YIELD TO THE SHIELD

*These are the rules; **LEARN, EXPLAIN, BUILD, & WIN.***

- 1. **Learn about Heraldry***
- 2. **Explain you know what it means***
- 3. **Build a shield representing your order (patrol) and bring it to the 2019 Bogoree***
- 4. **Win and all other Orders will yield to your shield and recognize your dominance on the field of battle.***

"Yield to the Shield" - LEARN

WHAT DOES HERALDRY MEAN?

Heraldry is about showing people who you are. In England it started in the later 1100s, when knights began to wear helmets which covered their faces, and they couldn't be recognized. So they began to paint unique combinations of colors, shapes and animals, called their 'arms', on their shields and banners. Only one person was allowed to use these arms, so when people saw a knight wearing them in a battle or tournament, they could tell who he was.

When heraldry began, knights and their families spoke Norman French. Expert 'heralds' still use this language to describe coats of arms. You don't have to know this 'code' for your shield, but it's a very precise way of describing coats of arms, and it can be fun.

THE COLORS OF HERALDRY (see image)

The five traditional colors are, with their heraldic names:

- Red = Gules
- Blue = Azure
- Green = Vert
- Black = Sable
- Purple = Purpure

THE METALS OF HERALDRY (see image)

Plus the two 'metals'

- Gold = Or
- Silver = Argent

THE FURS OF HERALDRY (see image)

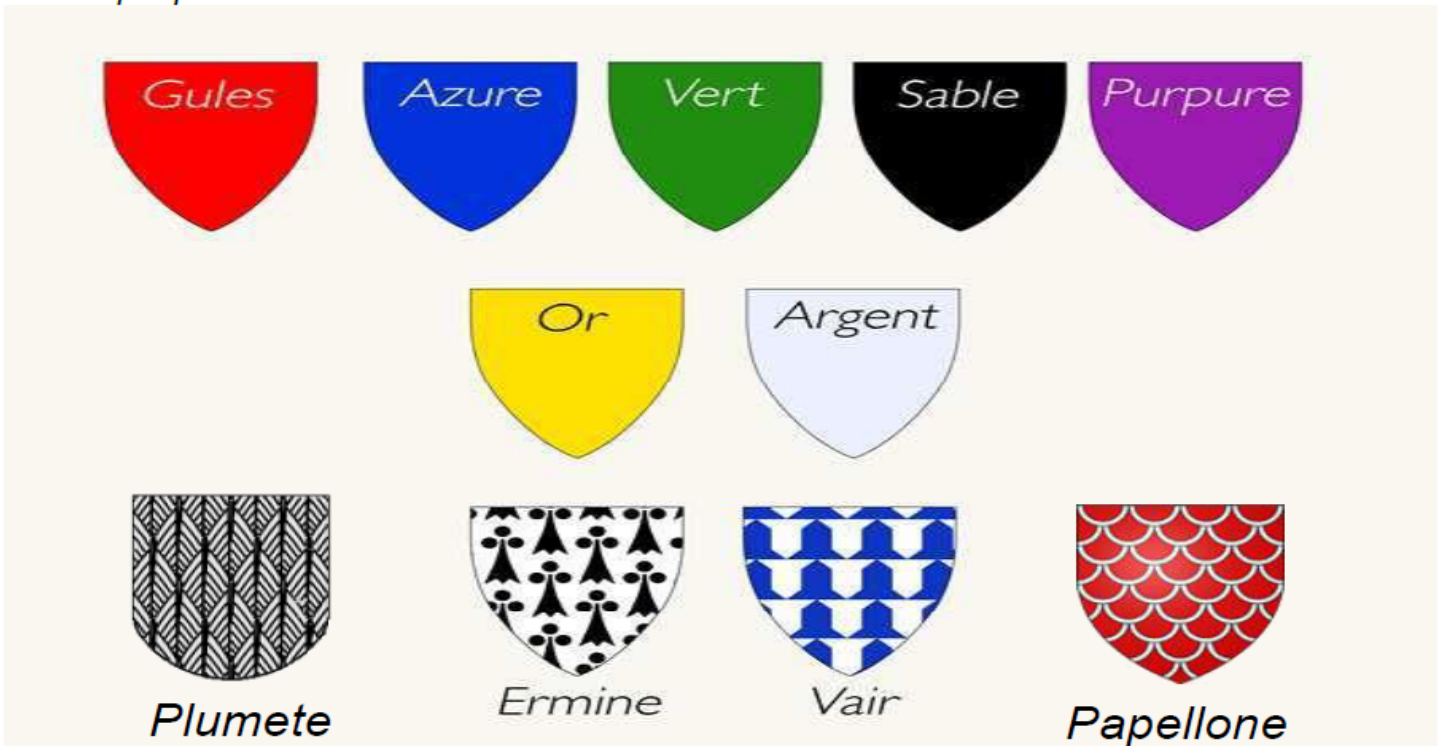
There are also 'furs', the most common being:

- Ermine: representing the white winter fur of stoats, with their black tail tips.
- Vair: representing squirrel skins, in blue and white.

OTHER PATTERNS OF HERALDRY

- Papellone = Scales on a fish, snake, lizard or dragon
- Plumete = Feathers

If something (say a dog or badger) is shown in its natural colors, it's called proper.

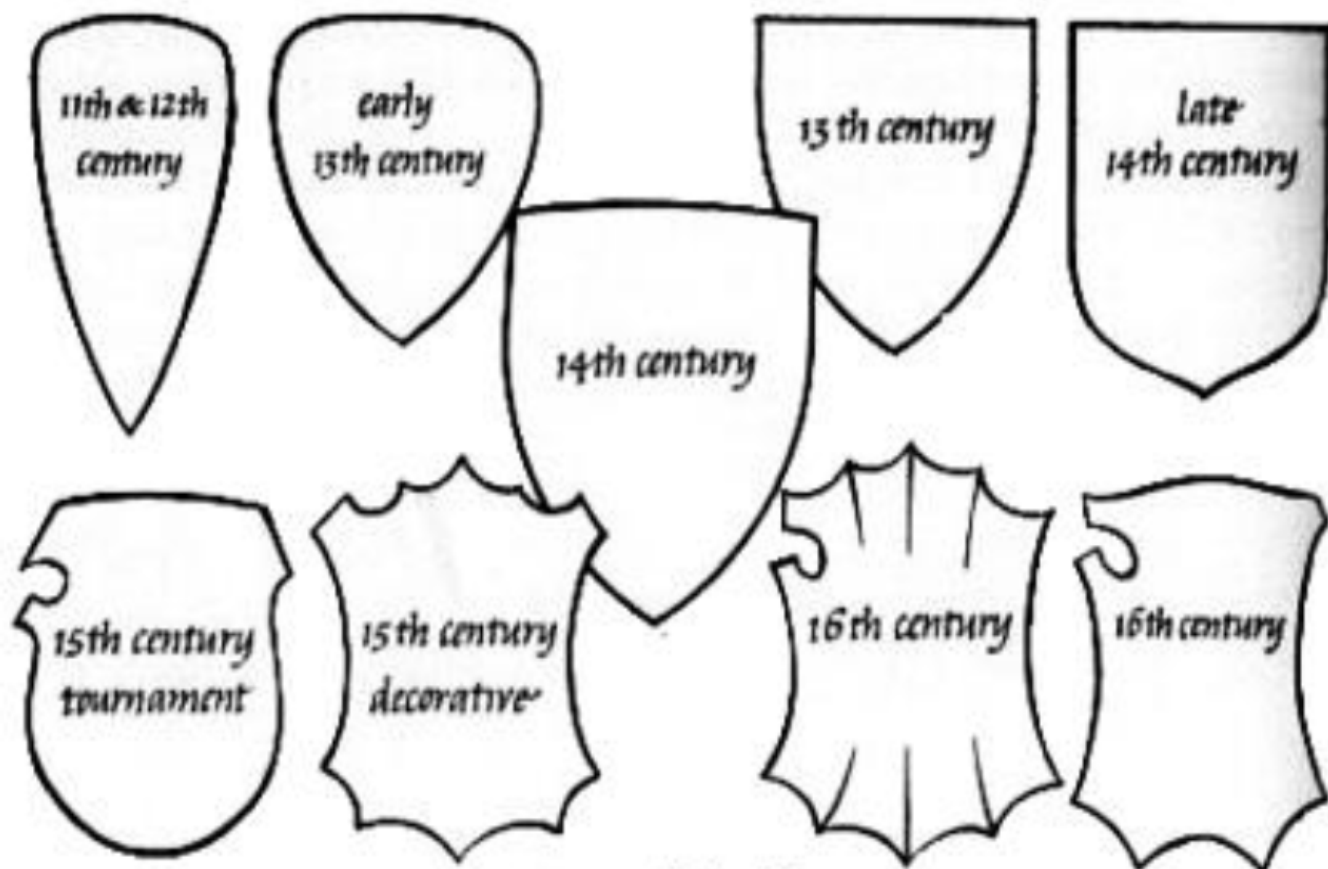


HERALDIC SHIELD ("ESCUTCHEON")

The shield, or escutcheon as it is also known, has a surface area called a field and it is the central area on which symbols and figures are painted that represents a coat of arms. In some cases, people today referred to coat of arms as a family crest.

The shapes of shields have changed through time and have been adapted to the type of warfare or purpose that they served. For example, the top of a warrior's shield was cut straight at the top to protect the shoulders and chest area, and pointed at the bottom for easier mobility when sitting on a steed with knees up. To complete a knight's ensemble, the coat a knight wore over his armor would match the markings on the shield that was carried, hence the derivation of the phrase "coat of arms."

This image shows you shape changes throughout the years. On the bottom you will see a decorative shield that wasn't practical in combat and 3 that had notches for a lance,



'Forms of Shields

HERALDIC ORDINARIES

Ordinaries are the simple shapes used on heraldic shields, against a color, metal or fur background. When making your design, choose one of these main ordinaries:

- Fess = horizontal stripe across the shield
- Pale = vertical stripe down the shield
- Bend = diagonal stripe
- Chevron = like a house gable, pointing upwards
- Cross = a plain cross
- Saltire = a 'St. Andrew's cross'
- Chief = bar across top edge of shield
- Bordure = border round edges of shield
- Pile = downward-pointing triangle



Fess



Pale



Bend



Chevron



Cross



Saltire



Chief



Bordure



Pile

HERALDIC CHARGES

Charges are emblems added to the shield, on the background, the 'ordinary', or both. There can be one big charge, or several smaller repeated ones. Here are some of the common charges you could use:

- *Crosses - of many different types*
- *Stars*
- *Fleur de Lis*
- *Rings*
- *Balls*
- *Swords*
- *Weapons*
- *Crescents*
- *Diamonds*
- *Flowers*
- *Trees*
- *Flags*
- *Other recognizable shapes and symbols*

*They can be any color, but remember **never put color on color**, for example a green star on blue, **or metal on metal**, for example a white flower on yellow.*

Banners were often used to display a name or short motto. The banner would have 1 main color and 1 color metal.

HERALDIC CHARGE COLORS

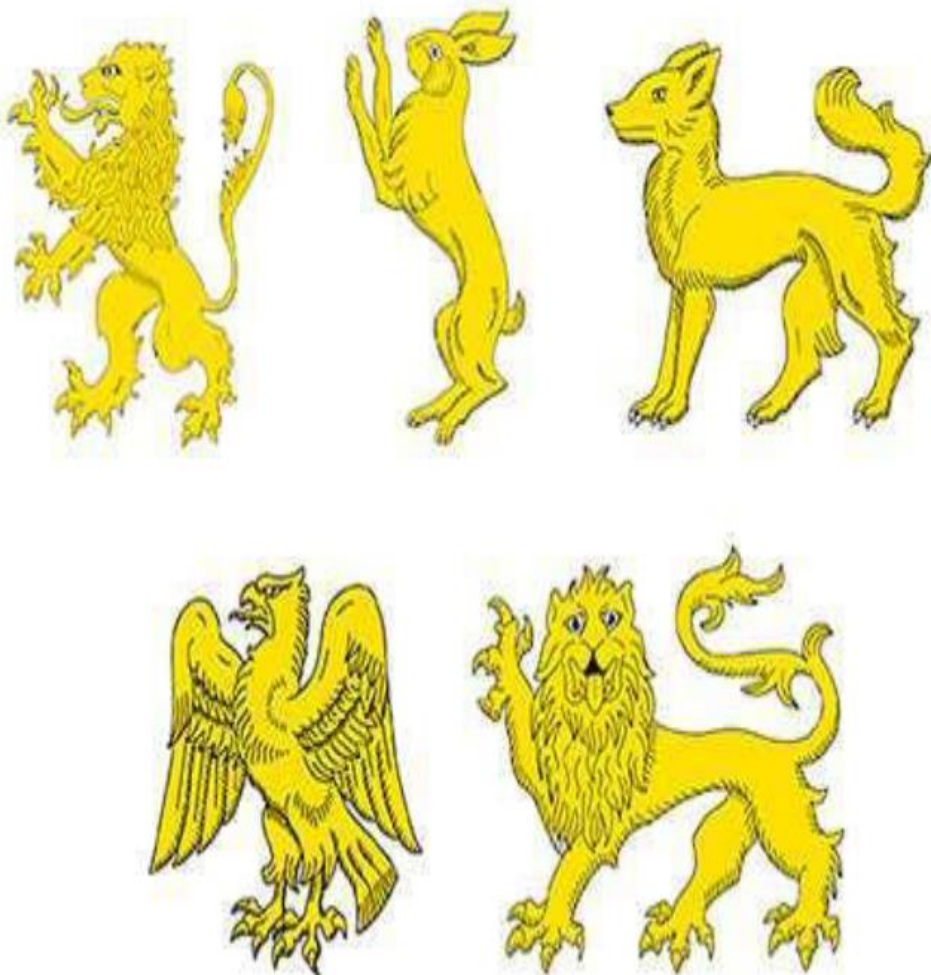
- *Gold metal – Generosity*
- *Silver metal - Peace and sincerity*
- *Red - Military strength*
- *Maroon - Patient in battle, and yet victorious*
- *Black - Mourning*
- *Blue - Truth and loyalty*
- *Green - Hope, joy, and loyalty in love*
- *Purple - Royal majesty and justice*
- *Orange - Worthy ambition*

ANIMAL CHARGES & STANCE (Body Language)

Any animal - either one big5 one or several smaller - can be used as a charge. They can be shown in many different ways, for instance:

- Rearing up - like the lion and the hare in the pictures
- Standing - like the dog
- For birds, with wings outstretched - like the eagle
- Walking along - like the other lion

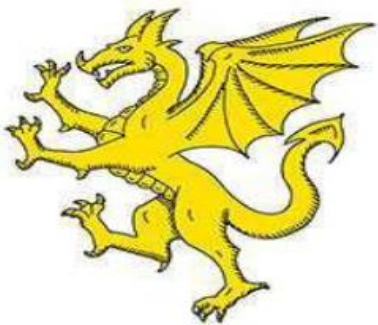
If the animal is looking towards you, it is also guardant or 'on guard'. So the lion in the picture is passant guardant. The ancient royal arms of England are three golden lions, one above the other, walking along on a red shield: or in heraldic code gules three lions passant guardant



FABULOUS BEASTS

Though often used as 'charges', these fabulous beasts never really existed. But some people believed they did, maybe because they'd heard about them in stories made up by travelers to distant lands, like crusading knights or merchant adventurers. Here are some you could use:

- Dragon: the earliest and most common fabulous beast, also used as a badge by Romans, Anglo-Saxons and Welsh. A brave and cunning defender of treasure.
- Griffin: a combination of lion and eagle. Symbolizes watchfulness and courage - and also guards treasure.
- Cockatrice: a cross between a rooster and a dragon, supposedly hatched by a snake or toad. Could kill by looking at you, and symbolized protection.
- Manticore or 'man-tiger': a fearsome man-eating creature with a lion's body, man's face, tusks, horns and a deafening trumpet-like voice.



“Yield to the Shield” - EXPLAIN

WHAT HAVE YOU LEARNED

Now that you've got to grips with the basic rules of heraldry, you are now ready to head into battle, right?

Hold on their shortcake, let's test your knowledge. In case you meet a Knight in the Bog you need to be able to figure out if they are friend or foe.

This is what happens when 2 important people get married and a new crest is made. (Hint – it was created in 2013) Study it before using Google. What Heraldic Charge stands out and what could it mean?



"Yield to the Shield" - BUILD

DESIGN YOUR OWN HERALDRY

Now that you've got to grips with the basic rules of heraldry, your patrol must make a design your own coat of arms. You could even make your own shield to display your design.

CHOOSE THE SHAPE OF YOUR ESCUTCHEON

You can select any shape that you wish for your shield, but bear in mind that historically, a knight's shield was generally square at the top and coming to a point at the bottom and by about the year 1250, the shields used in warfare were almost triangular in shape, referred to as heater shields.

COLORING YOUR SHIELD

You can divide your shield into two colors, either vertically or horizontally, or into four different-colored quarters.

You don't have to use an ordinary, but if you do remember to **never put a color on color or a metal on a metal**. Try to remember this heraldic rule: colors don't show up well against colors, or metals against metals. This also applies to charges.

CHOOSING YOUR ANIMAL, CHARGES AND ORDINARIES

Animals symbolize different qualities. So for instance:

- Lions = bravery
- Dogs = faithfulness, reliability
- Stags = wisdom and long life
- Eagles = power and nobility
- Hares = speed
- Badgers = endurance or 'hanging on'



You could also design your own animal charge--for instance a cat, horse or other favorite pet. Or you could choose a fabulous beast.

(There is a ton of information online for this stuff)

2019 Bogoree "A Knight in the Bog"

Below are some sample shields. Don't forget to include your unit number and the name of your Order of Knights, for example;

- Arlington Ax Men
- Barre Dragon Slayers
- Danville Dungeon Dwellers
- Knights of New York

(Be creative, have fun and show your pride in your order)



BUILDING REQUIREMENTS

- *Shield shall be no more than 60 inches in height*
- *Shield shall be no more than 36 inches in width*
- *Must be able to be carried by 1 Knight.*
- *Must be made of a solid material; wood, metal, dragon scales, etc... Please do not use cardboard, paper or kitten fur.*
- *Must have a way to hang it from the wall, like the wire on back of a picture frame.*
- *Must have unit number and patrol name on front of shield.*
- *Don't just splash some paint on a crooked piece of plywood. Take pride in your shield.*

"Yield to the Shield" - WIN!

Win and all other Orders will Yield to Your Shield and recognize your dominance on the field of battle.

Showing up on the battlefield with no shield is like trying to cut down a tree using a hot dog. Not advisable!

The Unit Leader of the winning shield will receive an honor that has never been given to anyone in the history of the Bogoree. It will be a first, and may be the last.

Do not let this opportunity slip by; it is the way for Scouts to pay their Unit Leader. But keep in mind, only 1 will be paid in full, all others will return home wishing their shield was as worthy.