



National Camporama 2012

Camporama Experience Merit

Merit Requirements Checklist

At Camporama you will enjoy new and exciting experiences, and this merit is designed to help you get the most from it. During previous Camporamas, campers received an activity patch for participating in a prescribed number of activities at the camp. But at this one, you can actually earn a silver skill merit that may be used to satisfy advancement requirements.

Once you have completed the requirements below you will qualify to receive the silver Camporama Experience 2012 merit. This merit may be used to satisfy advancement requirements in the same way as any other silver merit.

Merit patches may be picked up by adult leaders during Camporama at the Camporama Store on Thursday, July 12th. As with all other merits, your group leader will determine when you have met the merit requirements.

NOTE: Only boys who are registered campers attending Camporama are eligible to receive this merit.

Merit Requirements

Date Complete Ldr Initials

PRE-CAMP REQUIREMENTS: <i>The following requirements should be completed before Camporama. However, if you didn't have the chance to get them all done they can still be completed during the camp.</i>					
1.	Read each of the following Bible passages:				
	a.	David: 1 Samuel 17; Acts 13:22			
	b.	Gideon: Judges 6-8			
	c.	Samson: Judges 13:5, 24, 25; and chapters 14-16			
2.	Review with your leader or group the meaning of the sixteen points of the Royal Rangers Emblem (red, blue, and gold).				
3.	Review with your leader or group the <i>Camporama Code</i> , <i>Camp Rules</i> , and <i>Safety and First Aid</i> information on the Camporama web site or <i>Camporama Notebook</i> and discuss the following questions: a. What can you do to prevent dehydration? Insect and chigger bits? Sunburn? b. In the event of illness or injury, where should you go? Locate on the map the regional first aid station (which is near your campsite) and the main first aid station (which on the ground level of the Johnnie Barnes Lodge in the activity field).				
AT-CAMP REQUIREMENTS: <i>These requirements should be completed during Camporama. Be sure to get them all done since they can't be done once the camp is over.</i>					
4.	Complete each of the following activities:				
	a.	Tour the Royal Rangers' History Museum and complete the Heritage Trail walk.			
	b.	Visit the FCF Village and participate in the activities.			
	c.	Visit the Missions Plex and participate in the activities.			
d.	Visit and participate in at least ONE of the following activities: Convoy of Hope, Eurasia Experience, Pathfinder Missions African Tabernacle sponsored by Builders International.				

5.	Earn a total of 25 points from any combination of the following activities		
	a. 1 point for each activity you participate in, other than those already listed above (max 10 points).		
	b. 1 point for each "Stamp-O-Rama" stamp collected in your <i>Camporama Notebook</i> (max 10 points).		
	c. 1 point for each hat pin collected and displayed on your Camporama hat (max 10 points).		
	d. 1 point for each new person you meet, getting the following information from each: name, age, outpost number, district, favorite merit or activity in RR, favorite activity at Camporama (max 10 points).		
6.	Do the daily Bible reading, thinking, and praying each morning using the space provided in the <i>Camporama Notebook</i> .		
7.	Complete the "Making it Personal" sections in the <i>Camporama Notebook</i> related to each evening rally.		
8.	Memorize the "Salvation Poem" and recite it to your leader.		
9.	Assist in cleaning up around your meal pavilion after each meal. Help keep your district camping area clean and safe. Pick up after yourself all day wherever you go.		
10.	Participate in service projects every day as assigned by your Regional Coordinator. (Ask your group leader what was assigned to your group each day).		
11.	Live by the Golden Rule by performing "random acts of kindness" each day of Camporama by finding ways to serve or assist others with a cheerful attitude and a helpful spirit.		
POST-CAMP REQUIREMENTS: <i>These requirements should be completed after Camporama as a way to help you reflect on your experiences at the camp and share them with others.</i>			
12.	Read and complete the "Taking it Home" daily devotional materials upon returning home. The content is free and can be found on the Camporama web site after camp.		
13.	Have a follow-up meeting with the leaders and guys you went to Camporama within 1-4 weeks after to review what you experienced and learned. How can you use what you learned at Camporama to live as a godly man at school this next year?		
14.	Share with your parent, leader or group what you enjoyed most about Camporama and what you learned from the morning devotionals and evening services.		