

North Carolina FFA Center

Summer Camping Guide 2026



Camping Program Mission

The North Carolina FFA Camping Program is designed to further promote the educational and leadership experience by providing a safe and fun environment for developing leadership, building social relationships, personal skills, cooperative attitudes, and individual identity.

General Guidelines for Camper Conduct

The following are general procedures and guidelines designed by the state staff and center management for making your stay at the FFA Center a safe and pleasant experience. We hope that your time with us is enjoyable; therefore, we ask that you help by familiarizing yourself with the following guidelines. If a camper fails to follow these guidelines, action may be taken by the FFA Center staff, program staff, or advisor in response to that failure. Exceptions to these guidelines may be made by the center director.

1. Campers and visitors are bound by all guidelines set forth by their advisor and local school system. While staying at the NC FFA Center, campers must also conduct themselves in a manner consistent with the FFA Code of Ethics as described in the Official FFA Manual.
2. Everyone at camp must wear a camp-issued identification wrist band at all times. Campers must wear their wrist band to participate in camp activities. Lost wrist bands may be purchased only by advisors and cost \$5 each to replace them.
3. No camper is allowed to leave the NC FFA Center unless their advisor accompanies them.
4. All campers are required to attend general camp sessions, meals, the talent show, the social, morning activities, and evening reflection sessions.
5. Advisors are requested to notify the center director in a timely manner if they plan to miss any meal and/or take their chapter members off the property.
6. Only registered campers are allowed to attend the camp social.
7. All visitors must report to a camp staff member or center director upon their arrival on campus.
8. Campers must remove hats and wear shirts and shoes inside the dining hall.
9. Persons caught stealing from the NC FFA Center, store, other campers, staff, etc. will be turned over to local law enforcement for investigation and possible prosecution.
10. Any student involved in a fight or physical altercation may be sent home; determination will be made by the center director.
11. Public display of affection is prohibited.

12. All campers are to help keep the NC FFA Center in proper condition by not damaging center property.
13. Campers must participate in camp work detail and clean up the facilities and grounds whenever appropriate.
14. Center furniture must be kept in its designated location (ex. benches on the porch of the Alumni building and lodge must remain on those porches).
15. Water guns, water balloons, fireworks, alcohol, weapons, and drugs are prohibited.
16. Campers may not possess or use tobacco products of any kind while at camp including nicotine products, vapes, Juuls or e-cigarettes. These items will be confiscated if found.
17. Radios and all speakers are to be kept inside cabins/dorms and at a level that cannot be heard in other cabins. Portable Bluetooth speakers of any type are not allowed outside of the camp cabins/dorms.
18. Shoes must be worn on the softball field. We recommend that students wear shoes at all times on camp property.
19. Balls should only be thrown in areas designated by camp staff.
20. No fast pitch baseball or softball on center grounds.
21. Vehicles must not exceed a 5-mph speed limit while on the center grounds. All vehicles should be parked in lined areas or at the fence (not along the streets or by the store).
22. Mobile phone usage during program time is inappropriate. Please show respect during any program by not texting, making calls, or being on any electronic device.
23. The use of hammocks/ENOs are not allowed anywhere at the NC FFA Center.
24. No food delivery services are allowed during the camping program.
25. No pets are allowed at the NC FFA Center.

Reflections

Evening reflections are a time at the end of the day to reflect on the day's events. Morning reflections are a time at the beginning of each day to motivate and inspire campers for the day's events. Students should remove hats and assume an attitude of reverence and respect during reflections. Cell phone and earbud/headphone usage is not allowed during reflections.

General Guidelines for the NC FFA Center

1. During weeks of camp, students are not allowed in lodge guest rooms unless given special permission by the center director.
2. During weeks of camp, students are not allowed to use the Canon Conference room unless accompanied by an advisor.
3. Every chapter must have a male chaperone for male students and a female chaperone for female students. Chaperones may have rooms in the lodge but must sleep in the cabins/dorms with students throughout the night.
4. Lodge guests should follow camp policy and be in their rooms at night after lights out/taps.
5. Lodge guests should control noise in each room at night and be respectful of those guests staying in surrounding rooms.
6. Lodge guests should store equipment such as floats, chairs, beach towels, etc. in areas that do not impede movement on porches, walkways, and halls.
7. The laundry room is off limits to lodge guests unless given special permission from the center director.
8. Camp guests are not allowed to get ice from the dining hall.
9. Lodge guests should be mindful that campers will be assigned work details in and around the lodge in the morning prior to breakfast which may be noisy.
10. At checkout, lodge guests should remove all items from the room refrigerators.
11. Lodge guests are not allowed to use the lodge kitchen without the permission of the center director.
12. Lodge guests will be responsible for any room damage. All lodge mattresses have covers and if they become soiled, notify the camp manager upon checkout.
13. Lodge room keys must be turned in to the camp staff prior to leaving. Lost keys will result in a \$25.00 charge to the FFA chapter.
14. Lodge guests are only allowed to swim during the posted swim hours.
15. Camp policy dictates that adult camp guests of the opposite sex will only be assigned rooms together if married.

NC FFA Camp Dress Code

Please be advised that the following dress code will be enforced for all individuals attending the camp including staff, counselors, and chaperones.

1. Clothing: All clothing shall be neat, clean, and acceptable in repair and appearance and shall be worn within the bounds of decency and good taste as appropriate for FFA events.
2. Articles of clothing which display profanity, products, or slogans which promote tobacco, alcohol, drugs, sex, or are in any other way distracting, are prohibited. Any items that display confederate flags are prohibited. Clothing displaying gang signs, symbols or colors are not allowed at camp.
3. Excessively baggy or tight clothing is prohibited. No bandanas are allowed.
4. Items of clothing which expose bare midriiffs, bare chests, undergarments, or that are transparent (see-through) are prohibited. Tank tops with straps wider than one inch are permitted. Please be advised that spaghetti straps, shirts which expose a bare back, halter tops, and tube tops are prohibited.
5. Swimming (For all water recreation):

- a. Swimsuits for men: Swim trunks (No gym or athletic shorts, or Speedos)
- b. Swimsuits for women: One-piece suits recommended, however, two-piece suits are allowed if they are modestly cut. No string, thong, or crochet suits will be allowed.
- c. Swimsuits may only be worn during swimming activities.

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Dress Code Violation Examples



Emergency Management

Severe Weather

In the event of hail, dangerous winds, or lightning, all planned center activities are suspended and campers should be assisted to safe shelter.

Lightning and Thunder Situations

Keep watch for lightning and listen for thunder. If either is seen or heard, all campers and guests must exit the water. Under a severe thunderstorm warning, all campers and staff shall take shelter until the warning is over. If lightning is within 10 miles of the NC FFA Center, all campers and guests must exit the water. If lightning is within 5 miles of the NC FFA Center, all campers and guests must seek indoor shelter.

Tornado Watch/Warning

In the event of a tornado **watch**, the staff will monitor EMS and the National Weather Service broadcasts and will notify all campers of the potential threat of severe weather. In the event of a tornado **warning**, the staff will suspend all planned center activities and assist campers in finding safe shelter. All residents of the lodge will be notified of imminent dangerous weather. Occupants will then be moved to a safe shelter – Canon Conference Room, girls' dorms, or boys' cabins.

1. The center director will monitor weather radio and keep staff updated.
2. The center director will secure all lodge guests in the Canon Conference Room in the lodge.
3. Female staff will secure all female campers in the girls' dorms.
4. Male staff will secure all male campers in the boys' cabins.

When Weather Interferes with Activities

In the event that weather interferes with the daily activities, the center director will work with staff to reschedule activities so that events can be completed safely.

Fire

In case of fire, everyone should evacuate all buildings and assemble on the basketball court. Each advisor is responsible for ensuring that all of their members/guests are present. They will report that to the center director.

Suspicious Person

Every person at camp is issued a wrist band. If you see someone without a wristband that is not a camper/guest for the week, please report that immediately to the center director. The center director will handle this situation.

Intruder/Active Shooter

In case of an unwelcomed intruder or active shooter situation, call 911. Your order of response should be: RUN, HIDE, FIGHT. Help others you feel you can safely help.

Waterfront and Swimming Guidelines

1. Campers, advisors, and guests may only swim during designated swim times. A lifeguard must be on duty at all times when swimming or canoeing is taking place.
2. NO JUMPING OR DIVING INTO THE LAKE! The swimmer must enter the water using the piers or ladders. Anyone caught jumping or diving into the lake will be sent home immediately. Flipping off the piers is not permitted.
3. No food, drinks, or snow cones are allowed on the piers.
4. Horseplay (pushing people or throwing people into the lake, wrestling, chicken fighting, etc.) in the water is prohibited.
5. Campers should not turn over, sink, or abuse the canoes.
6. Campers must remain inside the designated swim area and may not hang, sit, or pull on the swim line. The swim line and the two piers mark the designated swim area. Campers must stay between both piers and may not swim under the piers.
7. Swimmers must use the buddy system and may not swim alone.
8. Piers close to all traffic at 9:50pm and remain closed until 6:00am – unless granted by center director.
9. For safety purposes, camp staff should not be thrown or pushed into the lake at any time during the week.
10. Instructions given by lifeguards and camp staff should be followed at all times.
11. It is recommended that campers wear shoes while walking on the piers.

Camper Residence Areas

1. Male campers are restricted from entering female living quarters. Male campers must not go past the south end of the dining hall, or in the area directly in front of the female dorms.
2. Female campers are not to enter male cabins or facilities. Also, they may not walk in the grassy areas around male cabins or on the entryways in front of the cabins.
3. Campers are not allowed to loiter in the general parking area for buses located between the highway and the Alumni Building.
4. The lodge office and reception area as well as the Alumni Building are off limits to campers unless permission is granted from center staff. Campers require supervision in these areas by advisor/chaperone.
5. Female campers should properly secure their dormitories each evening immediately following lights out at 11:00 pm.
6. All radios, speakers, and noise devices are to be turned off in cabins/dorms at lights out.

Visiting Hours

Visiting hours are from 8:00am until 8:00pm. Exceptions may be made by the center director.

The Game Plan

Monday

- 11:00am - 3:00pm** Campers arrive and check in
- 4:00pm** Advisors and chaperones meeting in the Alumni Building
- 5:00pm** Dinner
- 6:00pm** Orientation under the rec hall for all campers and guests
Demonstrations for all advisors and team captains of FFA chapters
- 7:00pm** Free-throw and 3-point competition on the basketball court
- Soccer Skills Competition immediately following
 - Tug-of-War in the outfield of the softball field
- 9:00pm** Girls talk at the female dorms; Guys talk on the basketball court
- 9:50pm** Pier lights off and both piers cleared of all campers
- 10:00pm** Reflections in the rec hall
- 10:45pm** First whistle
- 11:00pm** Taps – lights out

Tuesday

- 7:00am** Reveille
- 7:15am** Morning activities on the basketball court
Flag raising, exercise, reflections, & work detail
- 8:00am** Breakfast and cabin inspections
- 9:00am** Competitive events begin (softball, volleyball, waterball)
- 12:30 pm** Lunch
- 1:30pm** Competitive events continue
- 5:30pm** Dinner

- 6:30pm** Leadership activity
- 7:00pm** Canoeing – two-person
Canoeing – four-person
These events will take place at the cottage pier.
- 8:30pm** Basketball competition
- 9:50pm** Pier lights off and both piers cleared of all campers
- 10:00pm** Reflections in the rec hall
- 10:45pm** First whistle
- 11:00pm** Taps – lights out

Wednesday

- 7:00am** Reveille
- 7:15am** Morning activities on the basketball court
Flag raising, exercise, reflections, & work detail
- 8:00am** Breakfast and cabin inspections
- 9:00am** Competitive events continue (softball, volleyball, waterball)
- 12:30pm** Lunch
- 1:30pm** Competitive events continue
- 5:30pm** Dinner
- 6:30pm** Leadership activity
- 7:15pm** Tug-of-War finals
- 8:30pm** Talent show in the rec hall (immediately following tug-of-war)
- 9:50pm** Pier lights off and both piers cleared of all campers
- 10:00pm** Reflections in the rec hall
- 10:45pm** First whistle
- 11:00pm** Taps – lights out

Thursday

- 7:00am** Reveille
- 7:15am** Morning activities on the basketball court
Flag raising, exercise, reflections, & work detail
- 8:00am** Breakfast and cabin inspections
- 9:00am** Swim Meet
- Shallow water run starts from the short pier.
 - Races and underwater distance swim staging at the pier house in front of the lodge.
- Canoeing Tug-of-War
This event will begin immediately after the swim meet. All boats pit along the cottage pier.
- 10:00 am** Track & Field (immediately following the swim meet)
- 12:30pm** Lunch
- 1:30pm** Competitive events continue (softball, volleyball, waterball)
- 2:30pm** Individual events under rec hall beginning at 2:30 OR when competitive events have concluded.
Note: Students are only allowed to participate in one individual event. Individual events will proceed until finished. If schools leave campus prior to the end of individual events they will forfeit their participation.
- 5:30pm** Dinner
- 6:30pm** Leadership activity
- 7:15pm** Basketball finals
- 8:30pm** Camp Social
Only registered campers are allowed to attend the camp social.
- 9:50pm** Piers closed
- 10:00pm** Reflections in the rec hall

10:45pm First whistle

11:00pm Taps - lights out

Friday

7:00am Reveille

7:15am Morning leadership activities on the basketball court
Flag raising, exercise, reflections, & work detail

8:00am Breakfast

8:30am Cabin check-out begins

9:00am Competitive events championships
Schedule announced at breakfast

12:30pm Lunch and awards ceremony

Swim Hours

Piers open at **6:00am**

9:15am - 12:00pm

1:30pm - 5:00pm

7:00pm - 8:30pm

Piers close at 9:50pm

Camp Store Hours

9:15am - 12:00pm

1:30pm - 5:00pm

7:00pm - 10:00pm

FFA Code of Ethics

We will conduct ourselves at all times in order to be a credit to our organization, chapter, school, and community by:

1. Dressing neatly and appropriately for the occasion.
2. Showing respect for the rights of others and being courteous at all times.
3. Being honest and not taking unfair advantage of others.
4. Respecting the property of others.
5. Refraining from loud, boisterous talk, swearing and other unbecoming conduct.
6. Demonstrating sportsmanship in the show ring, judging contests and meetings.
7. Being modest in winning and generous in defeat.
8. Attending meetings promptly and respecting the opinion of others in discussion.
9. Taking pride in our organization, activities, supervised experience program, exhibits, and the occupation of agriculture.
10. Sharing with others experiences and knowledge gained by attending national and state meetings.
11. Striving to establish and enhance my skills through agricultural education in order to enter a successful career.
12. Appreciating and promoting diversity in our organization.

Rules, Regulations, Guidelines, and Procedures for Competitive Activities

All facilities, equipment, courts, playground areas, etc., at the North Carolina FFA Center are to be used only for the purpose designed.

The following is a brief description of each of the competitive activities included in the North Carolina FFA Center Summer Camping Program for 2026. Advisors and FFA members are urged to become familiar with these prior to participating in each event. All edits to the 2026 rules are indicated by **bold text**.

Participant Eligibility

Only active FFA members (who have paid current dues) who were enrolled in Agricultural Education in middle or high school levels the past school year or students who have registered for middle or high school Agricultural Education courses the for next year and who arrive at camp on the day of check-in, are eligible to participate in competitive activities. Violation of the eligibility rules will result in disqualification and loss of the total points from all prior competitive events. Exceptions to these rules may be approved at the advisors' meeting

Sportsmanship

Good sportsmanship must be demonstrated at all times by players, spectators and advisors. The use of profanity will result in immediate ejection of the offender for the current game. Advisors are asked to model proper sportsmanship and stress the importance of proper sportsmanship to their campers.

Officiating

The camp staff works hard to be fair and consistent in all event officiating. Camp staff follows all rules, regulations, guidelines and procedures established for the camping program. These rules, regulations, guidelines and procedures are outlined in this document. Camp staff will record the beginning and end of the track & field meet and the swim meet. Camp staff may use instant replay on the track & field meet and the swim meet. All calls made by the camp staff are final.

Team Qualifications

Should a chapter not have enough members in attendance to participate in team sports, they may borrow up to two persons without splitting points. The persons borrowed may not participate with any other group. Exceptions to these rules must be agreed upon during the first day of the camping week. When this is done, the chapters combined will split the points they earn in each event.

Equipment

With the exception of softball gloves, all equipment used in competitive events shall be provided by the NC FFA center (ping pong paddles, bats, putters, etc.).

Event Scoring

Points are given to teams in each event based on their final placing. Points are awarded in the following events:

- Basketball
- Canoeing – 2 Person
- Canoeing – Tug-of-War
- Canoeing – Relay
- Talent Show
- Volleyball
- Horseshoes
- Free-Throw Shooting
- Softball
- Miniature Golf
- Shuffleboard
- Track & Field
- Waterball
- Pickleball
- 3-Point Shooting
- Checkers
- Ping-Pong
- Swim Meet
- Tug-of-War
- Soccer Skills
- Corn Hole

Please note that all track & field events combine to form an overall winner for the event. This method of scoring is also used with the swim meet.

Point System for Bracket Sports

The overall weekly winner is determined by the team that earns the most points during the week in the competitive events. The list below outlines the points assigned based on the placing in each competitive event.

- 5 points:** entry
- 10 points:** teams that win at least one game
- 15 points:** teams that advance to the finals bracket
- 20 points:** second place team
- 25 points:** first place team

For track & field and swim meet, a 5,4,3,2,1 placing will be given in each of the component events. The cumulative rank of individual events in track & field and the swim meet determines the total final placings and points awarded.

- 5 points:** entry
- 10 points:** fourth place
- 15 points:** third place
- 20 points:** second place
- 25 points:** first place

Chapter Conduct

Each chapter will be given fifty (50) conduct points at the beginning of each camping week that will be included in the calculation of the overall weekly winner. Chapters that demonstrate appropriate behavior and good conduct will keep all 50 points. If a member, chapter advisor, or guest behaves inappropriately, conduct points will be taken away according to the following scale:

- Inappropriate conduct (individual) – subtract 5 points each instance
- Inappropriate conduct (group) – subtract 10 points each instance
- Inappropriate conduct (major infraction) – subtract 25 points each instance

A chapter that loses all 50 points will be asked to leave camp with no refunds. This will be determined by the center director. Chapter members that fight may be sent home as determined by the center director. If a chapter loses conduct points, points will be deducted from all teams from that chapter. The center director will share any point deductions with chapter advisors at the end of each day.

Cabin/Dorm Inspections

Each chapter will be given fifty (50) cabin/dorm inspection points at the beginning of each camping week that will be included in the calculation of the overall weekly winner. Chapters must pass cabin/dorm inspections and maintain neat and orderly cabins/dorms in order to keep all 50 points. Each time a chapter fails a cabin/dorm inspection, 10 points will be subtracted.

Leadership Activity

Each chapter will be given fifty (50) leadership points at the beginning of each camping week that will be included in the calculation of the overall weekly winner. Chapters must attend and participate in leadership activities to keep all 50 points. If a chapter member is not present or does not participate in a scheduled leadership activity, 5 points will be subtracted each instance. If a chapter is not present or does not participate in a scheduled leadership activity, 10 points will be subtracted each instance.

Basketball

Games will be played half court.

A team will consist of three (3) players. The game will consist of the first team to score fifteen (15) points or the highest scoring team at the end of fifteen minutes. Event scoring will be: three points (3) for baskets shot from behind the three-point line, two (2) points for baskets made on or inside the three-point line, one (1) point for made free throws. Players committing intentional fouls will immediately be disqualified from the game. Players will be ejected from the game on their second foul. Players must take the ball behind the three-point line with every possession change. Otherwise, standard basketball rules apply.

The final game to determine the champion will consist of the first team to score twenty-one (21) points or the highest scoring team at the end of fifteen minutes. Event scoring will be: three points (3) for baskets shot from behind the three-point line, two (2) points for baskets made on or inside the three-point line, one (1) point for made free throws. Players committing intentional fouls will immediately be disqualified from the game. In the championship game a player will be ejected on their third personal foul. Players must take the ball behind the three-point line with every possession change.

A representative (student or teacher) from each chapter will be asked to sit side by side at center court to keep score and tally fouls for the basketball competitions. Both representatives should record the score and fouls and must agree on the score at all times.

Basketball: Free Throw Shooting

One player represents a chapter. Each contestant will be allowed 20 free throw attempts with one point awarded for each free throw made. If two or more contestants in the top four spots achieve the same high score, a "shoot off" using sets of 10 free throw attempts will be conducted to break the tie and determine the placings.

Basketball: Three-point Shooting

One player represents a chapter. Each contestant will be allowed 10 three-point attempts (from behind a designated line) with three points awarded for each three-point shot made. If two or more contestants achieve the same high score, a "shoot off" using the same rules will be conducted to break the tie and determine the placings.

Canoeing: Two-person Relay

Two contestants represent a chapter for the two-person relay. All contestants will have their PFD's (personal flotation devices) properly tightened prior to the beginning of the competition. At a signal, contestants will get into a designated canoe and paddle to and from a designated point, crossing that point with the entire canoe. The four fastest times place in consecutive order, 1st, 2nd, 3rd, 4th. Competitors must remain in the canoe until they reach the finish line.

Canoeing: Four-person Relay

Four contestants represent a chapter for the four-person relay. All contestants will have their PFD's (personal flotation devices) properly tightened prior to the beginning of the competition. In the four-person relay, two contestants start at a designated point, paddle to their relay team members and get out of the canoe. The team members will get into the canoe, without the assistance of the previous team members, and paddle back to the starting line. Students are competing against the clock.

- Spread out canoes. Canoes should be appropriately distanced at the beginning of the race.
- Participants must pass poles before jumping out.
- Paddles must be passed before participants jump out of the boat.
- The back of the canoe must pass the pole markers for the event.

Disqualification: Contestants in wait to exchange cannot touch the canoes until riding contestants have exited the canoes. Contestants exiting the canoes after leaving the canoes cannot touch the canoes or paddles. Paddles must be placed in the canoe before a participant exits the canoe. Participants must pass the poles and wait for the staff to clear them. The back of the canoe must pass the poles.

Canoeing: Two-Person Tug-of-War

Two participants will represent a team. Two canoes representing two different teams will be tied together with a mark in the middle of a 10' rope. The participants must paddle their canoe to pull the opposing team's canoe past the markers in the water. Canoes that are capsized will result in a disqualification for the team. Canoes will pull perpendicular to the piers.

Checkers

Each player has twelve (12) checkers that may only move forward on the diagonals. When a pawn advances to the opponent's back row, the pawn becomes a King and may move backward on the diagonals as well as forward.

Pieces may move to empty squares only. All pieces move only one (1) space at a time unless you can make a jump, in which case you may move two spaces to the empty space just beyond the opponent's piece. Pieces that are jumped are removed from the board. After a jump, if there is

another jump that can be made by the same piece that did the jumping, the player must also jump the next piece and so on until there are no more jumps. It is not allowable to continue a jump in which a pawn was made into a King. The move stops at the king row. If a pawn CAN make a jump, then the pawn MUST make a jump. If there is more than one jump that can be made, the player may choose which jump to make. If at any time, a player is blocked so that he cannot make any move, then the player that cannot move loses the game. Only one game will be played, and the red player will move first. No cell phones are allowed in checkers.

Corn Hole

- A. Boards should be placed 27' apart. Each player must pitch the bags from behind the front of the boards. Boards are measured front end to front end.
- B. Two players represent a chapter. Each team has four (4) bags.
- C. The preliminary rounds shall consist of one game to a score of twenty-one (21) or more points.
- D. Team members should announce the score prior to the first pitch and both teams should be in agreement on the score.
- E. Cancellation scoring is used for all rounds. The scoring of points shall be as follows:
 - a. A bag that goes through the hole = 3 points
 - b. A bag that lands on the playing surface = 1 point
 - c. A bag that is hanging into the hole = 1 point
 - d. A bag that is hanging off the surface, but not touching the ground = 1 point
 - e. Roll on bags do not count.
- F. The opposing players will alternate tossing the bags until all eight (8) bags have been tossed. The player from the team that scored the most points in the last pitch shall pitch first.
- G. All bags from a side must be pitched before a winner can be determined.
- H. The semifinal and final rounds are twenty-one (21) or more point games, best two out of three. Cancellation scoring shall be used for the semifinal and final rounds.
- I. Coaching should be done before the event.

Horseshoes

- A. A team shall consist of two (2) players, each to pitch against an opponent.
- B. The preliminary rounds shall consist of one game to a score of fifteen (15) points and must be won by two points. In all rounds, there will be a 10-minute time limit for each game. At the end of the 10 minutes the team with the highest score will be the winner. If both teams are tied, teams will alternate pitching one shoe at a time and the first to score a point will be the winner.
- C. The scoring of points shall be as follows:
 - a. Ringer = 3 points
 - b. Two ringers = 6 points
 - c. A near shoe = 1 point
 - d. Two near shoes = 2 points
- D. An opponent's ringer on another ringer cancels the points for both ringers, and next near shoe scores.
- E. For one shoe to count, it must be within six inches of stake or width of the mouth of the shoe.

- F. The team scoring the most points shall have the “honor” of pitching first. Player must pitch both shoes in succession.
- G. A ringer is a shoe that is around the stake such that points of the shoe can be touched by a straight object.
- H. A “leaning shoe” counts only as a near-shoe or one point.
- I. Players may not “visit” their partner’s pit to investigate a horseshoe.
- J. The finals rounds are 21-point games, best two of three, and must be won by two points. In all rounds, there will be a 10-minute time limit for each game.
- K. No cell phones are allowed in horseshoes.
- L. Closed-toed shoes are recommended.

Miniature Golf

Two players represent a team. Teammates should not start on the same hole. Standard miniature golf rules will be followed. The entire course of 18 holes will be played. The scores will be added together and the chapter with the least number of strokes will be declared the winner. If there is a tie for the fewest strokes, the team with the lowest individual score will be declared the winner. If the match is still tied, then a “sudden death” round will determine the winning team. Official scorecards will be kept by the opposing player. Scorecards must be signed by both players. No cell phones are allowed in miniature golf.

Pickleball

- A. Pickleball official rules via usapickleball.org will be utilized.
- B. Pickleball will be played as doubles (two players per team).
- C. The Serve
 1. The server’s arm must be moving in an upward arc when the ball is struck.
 2. Paddle contact with the ball must not be made above the waist level.
 3. The head of the paddle must not be above the highest part of the wrist at contact.
 4. A ‘drop serve’ is also permitted in which case none of the elements above apply.
 5. At the time the ball is struck, the server’s feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
 6. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
 7. Only one serve attempt is allowed per server.
 8. Any fair method can be used to determine which team has first choice of side, service, or receive.
- D. Service Sequence
 1. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game).
 2. The first serve of each side-out is made from the right-hand court.
 3. If a point is scored, the server switches sides and the server initiates the next serve from the lefthand court.
 4. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.

5. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game*).
6. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
7. Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

E. Scoring

1. Rally scoring will be followed. A point is scored after every rally, regardless of which team is serving. This method rewards success after each point.
2. Games are played to 11 points, win by 2 points.
3. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.

F. Two Bounce Rule

1. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
2. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
3. The two-bounce rule eliminates the serve and volley advantage and extends rallies.

G. Non-Volley Zone

1. The non-volley zone is the court area within 7 feet on both sides of the net.
2. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
3. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
4. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
5. A player may legally be in the non-volley zone any time other than when volleying a ball.
6. The non-volley zone is commonly referred to as "the kitchen."

H. Line Calls

1. A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
2. A serve contacting the non-volley zone line is short and a fault.

I. Faults

1. A fault is any action that stops play because of a rule violation.
2. A fault by the receiving team results in a point for the serving team.
3. A fault by the serving team results in the server's loss of serve or side out.
4. A fault occurs when:
 - a. A serve does not land within the confines of the receiving court
 - b. The ball is hit into the net on the serve or any return

- c. The ball is volleyed before a bounce has occurred on each side
- d. The ball is hit out of bounds
- e. A ball is volleyed from the non-volley zone
- f. A ball bounces twice before being struck by the receiver
- g. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play
- h. There is a violation of a service rule
- i. A ball in play strikes a player or anything the player is wearing or carrying
- j. A ball in play strikes any permanent object before bouncing on the court

Ping Pong

One player represents a team. Standard ping-pong rules are followed. A game consists of 21 points with at least a 2-point margin of victory. A match consists of the best two out of three games. Players are not allowed to touch the table during a point. Touching the table will result in the loss of the point. Players must play with the paddles provided. Ping-pong coaching should be done before the event. No cell phones are allowed in ping-pong.

Shuffleboard

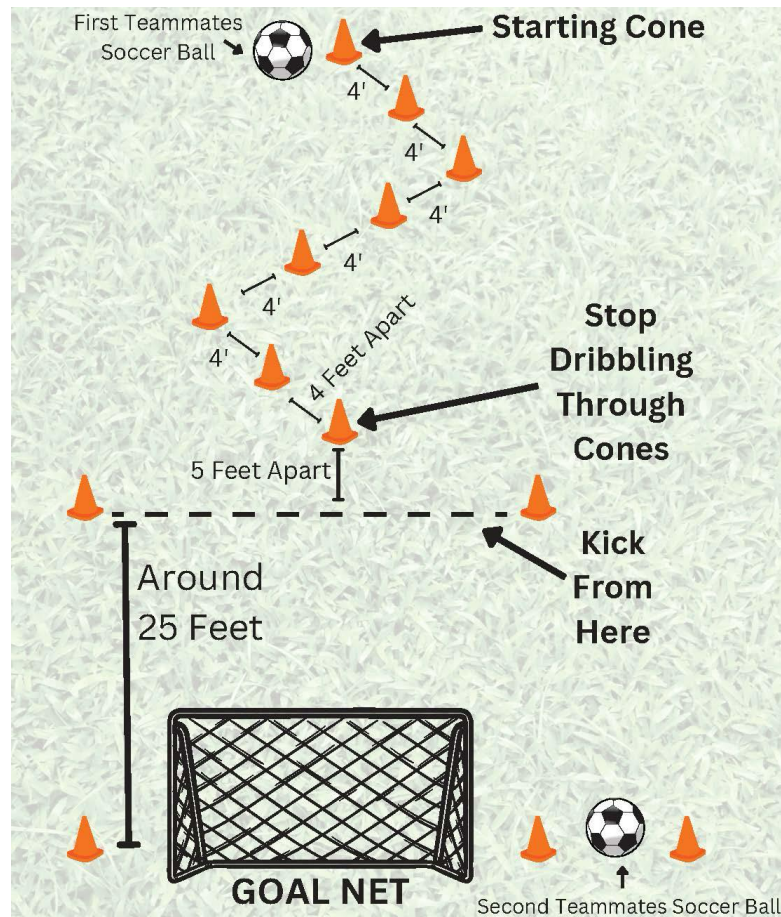
Two players represent a team. Players use eight flat discs, four red and four black. The discs are pushed down the court with a cue. The object is to place the discs in certain squares or triangles, each numbered with a score. Players try to place their discs in good scoring sections. They also try to nudge their opponent's disc from good positions. If a disc lands anywhere on the "10-Off" square, 10 points are deducted. Negative points should not be assigned. Points are only scored if discs are clear of all lines. Twenty-five (25) points constitutes a game. The starting rotation is determined by the camp staff member present. The honor of shooting first will go to the team scoring the most points on the previous rotation. All shots must be made from a side before a winner can be determined. Shuffleboard coaching should be done before the event. No cell phones are allowed in shuffleboard.

Soccer Skills

Two players represent a team. The first player will dribble the ball with their feet through a series of cones and then attempt a goal shot. After taking the goal shot, the second player will kick a second ball to the first player who will attempt to shoot the ball into the goal. The second player will then repeat the scenario. Penalty time will be awarded for event infractions. This event is a timed event and the team that completes the skills in the least amount of time will be the winner. The course will be set up according to the following diagram with each cone set 4 feet apart.

Penalties:

- 5 seconds for each cone touched by the ball or a player's body part.
- 10 seconds for each kick made past the cones and line for kicking the goal.
- 15 seconds for each missed shot.
- 60 seconds for a handball.



Softball

- A. Slow pitch softball rules apply.
- B. A team shall be made up of a maximum of nine (9) players or as many students as a chapter has registered. Players must not be borrowed from other teams after a team is formed.
- C. A game shall consist of 3 innings or, in case of a tie, until a team wins after an even number of innings for each team.
- D. A base runner may not leave the base until the bat has touched the ball. No stealing is allowed.
- E. A pitcher must deliver the ball underhand, with one motion with one foot on the pitcher's mound.
- F. The "strike zone" for the batter is the batter's knee to the top of shoulders.
- G. No bases will be awarded by being hit by a pitch.
- H. Local ground rules apply in all cases of softball and the umpire's judgment is final.
- I. The "in-field fly rule" is in effect.
- J. Out-of-play balls will add one base.
- K. A "ground-rule double" applies when a hit ball goes under or bounces over the fence or hits an obstruction in the field of play (i.e. pine tree limbs).
- L. If the third out is a "forced out" no runs count during that play.
- M. The "10-run" mercy rule applies after any complete inning.
- N. If the batter fouls on the third strike, the batter is out. On the third foul the batter is out.
- O. If double-elimination is being used, the "second chance" bracket games will consist of only two innings. OPTION: Advisors at the beginning of the week may opt for "single pitch - 3 innings.
- P. Catcher and pitcher must wear a mask provided by the center and have a glove at all times.
Catchers and pitchers are allowed to wear their own personal masks.
- Q. A team playing with less than 9 players must designate outs in the lineup to fill 9 spots in the batting order.
- R. No metal cleats are allowed.
- S. No bunting is allowed.
- T. Do not sling the bat. This action will result in being called out.
- U. There is a maximum of three (3) out of the park homeruns per team per game. The fourth will be called as an out.
- V. Students are not allowed to enter the field of play (inside the backstop fence area) during live action and should exit the playing field immediately after crossing home plate.
- W. Campers are not allowed to hold or place fingers through the chain link fence behind and around home plate. Teams will be given one warning and will be charged with an out for additional infractions.
- X. After the third inning, if no teams have scored, the international tie breaker rule (runner placed on second) will apply for subsequent innings until a winner is determined.
- Y. The NC FFA Center will provide all softballs and softball bats used in play. Campers are allowed to use their own gloves.

Swim Meet

A range finder will be used to set up the swim meet parameters. The following events make up the swim meet.

- 50-yard swim - 1 person
- 50-yard relay swim - 2 people
- Underwater swim - 1 person
- Shallow water run - 1 person

The camp staff will explain in detail each event prior to starting it. Basic rules and procedures are:

- 50-yard swim - 1 person: Any stroke may be used. The American Free Stroke is suggested since it is the fastest.
- 50-yard relay swim - 2 people: Each swimmer will swim 25 yards. The first swimmer must touch the hand of their teammate to complete the relay. The finishing swimmer must touch a designated object to complete the swim.
- Underwater swim - 1 person: The object is to swim underwater the greatest total distance as measured by a straight line from the starting point. The swimmer starts from a standing position in the water. When a swimmer "breaks" the surface of the water with any body part, the swim is over. A range finder will be used to measure the distance from a set starting point on the pier.
- Shallow water run - 1 person: The object is to run through water with the greatest speed. The distance will be approximately 35 yards. Runners may not launch, leap, or dive to cross the finish line and finish the meet.

Talent Show

This event is open to every chapter and to all members in each chapter. Any form of skit, entertainment or skills may be presented. Major factors to be judged are "creativity," "originality," "degree of difficulty," and "general effect" (degree of enjoyment of audience). Talent must be performed in the designated area. Only one event (one person or one group) from each chapter will be judged for points.

The camping program staff and judges have the right to modify judging and/or refuse any entries for the talent competition if those entries are deemed unsuitable for the camping audience, and do not reflect a performance of original talent.

Talent acts must be appropriate and suited for all age groups. Appropriate behavior and attire must be displayed during the talent competition.

Talent Show Scorecard

School Name	Comments / Talent	Degree Of Difficulty	Creativity	Crowd Reaction	Overall Talent
1.		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
2.		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
3.		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
4.		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Track & Field

A rangefinder will be used to set up the track meet parameters. Below is the list of events that comprise the track & field competition. Camp staff will explain in detail each event prior to its start. If participants fall, they must attempt to get back up.

- Relay race – 4 people
- Dash run – 1 person
- Standing broad jump – 1 person
- Pull-ups – 1 person
- Shot put – 1 person

Shotput

One student will represent a team. The shot must be released above the height of the shoulder, using only one hand. Participants may touch the inside surface of the tow board but must not touch the top or outside of the toe board, or the ground beyond the circle. Limbs may extend over the lines of the circle in the air. The participants will be ranked based on how far they throw the shot, with the furthest distance winning.

Tug-of-War

The object is for a team to pull the other team a designated distance. A team will consist of six (6) people. Participants must wear closed-toe shoes and will not be allowed to wear gloves or wrap

rope around themselves in any manner. Participants must remain on their feet while tugging and must not release the rope until the contest is over. If a participant falls, they must attempt to get back up, but should not stop pulling. No cleats are allowed in tug of war. The tug-of-war pit will be tilled.

Volleyball

- A. Official indoor volleyball rules apply.
 - B. A team shall consist of 6 players.
 - C. A "set" shall consist of two 21-point games (rally point instead of side out points), and a winner is to be decided by a best of three set series. If a set goes to a third and final game it will be played to 15 points. All games must be won by two (2) points.
 - D. "On the line" is good.
 - E. Players may alternate hitting the ball while in play but may not hit it twice in succession; this is a violation.
 - F. Players may not touch the net or run into the net.
 - G. A player continues to serve until he loses his serve. Players must rotate in a clockwise motion each time they win serve from the opponent service. Players must stay in their original service position on the court and may not switch places with other players during play.
 - H. A player may be substituted anytime the ball is not in play, but they may not return to the same set. They may return for the next set.
 - I. A player may not reach over or across the net.
 - J. A player failing to stop in their own court, and crossing the center line into the opponent's court, merits judgment of the official who shall determine if an opponent interfered with the play, touched the net, or violated any rule.
 - K. The ball may be hit with any part of the hand, fist, arm or body above the waist.
 - L. Carrying occurs whenever a ball does not rebound from a player hitting it from their arms or hands but rather is caught, thrown, or lifted with extended contact, often with the palms facing upwards.
 - M. The ball must be returned from one court to the opponent's court over the net, with a minimum of 1 hit or a maximum of 3 hits.
 - N. A block is not considered a hit.
 - O. Unsportsmanlike conduct shall forfeit a game to the opponent. Final judgment is the official's decision.
 - P. NOTE: In the "second chance" bracket, there is only one set of 21 points.
 - Q. If a serve touches the net, it is still in play (rally rules).
 - R. Failure to roll the ball under the net during a dead ball will result in loss of the serve.
 - S. Each team will be allowed two timeouts per set.
- *The volleyball court will be flagged off for out of bounds. If the ball hits any object outside of the court play is dead and a point is awarded to the appropriate team. The ball may be played of the tree limbs directly over the court on the side of hitting team. If the ball hits overhead limbs as it goes over the net to the next court, it is considered a dead ball and the point is awarded. Balls are considered dead if they hit a light pole or tree trunk.

Waterball

All rules of baseball (including 9 players) apply to waterball, with the following exceptions/additions:

- A. The batter must grasp the bat with the attach rope over the wrist with a twist in the rope when stepping up the plate. Teams will receive one warning and afterwards batters will be called out upon stepping to the plate without the rope twisted over the wrist. Batters that sling the bat will be called out.
- B. Any ball that crosses the plate, which the batter is able to reach with an extended bat, is in the "strike zone."
- C. The pitcher must use a basketball push or a two-handed chest pass to pitch the ball to the batter.
- D. Any fly ball caught by the catcher before it hits the water is an out.
- E. If a base runner is hit or touched by the ball, the runner is out. If a base runner carries the bat to first base, the base runner is out if the bat is hit or touched by the ball.
- F. Once a pitched ball has crossed home plate, the runner can advance at their own risk.
- G. The game shall consist of three (3) innings. An "eight-run" mercy rule applies after any complete inning. In double elimination, there are six (6) outs for each team. The team with the most runs at the end of six (6) outs wins.
- H. The base runner must touch each base with the hand clearly visible to the umpire.
- I. On force plays to the bases the defensive player must clearly touch the base with the ball in plain sight of the referee for an out.
- J. If the third out is a force, no runs count for that play.
- K. Players should maintain contact with the base until the pitched ball crosses the home plate.
- L. A team playing with less than 9 players must designate outs in the lineup to fill 9 spots in the batting order.
- M. There is no in-field fly rule in waterball.
- N. A busted ball is a dead ball, regardless of fair or foul.
- O. The runner must be tagged out above water between base lines.
- P. Any ball that goes under the pier or under the trees will be considered a dead ball and the play will end.
- Q. After the third inning, if no teams have scored, the international tie breaker rule (runner placed on second) will apply for subsequent innings until a winner is determined.
- R. Warm-up games will be played in a one-inning game batting through all nine batters for both teams.

North Carolina FFA Association

See Something, Say Something

The North Carolina FFA Association Board of Directors approved the use of an ethics and compliance service during the February 2024 board meeting. If you notice inappropriate behavior at a North Carolina FFA regional or state event, we want to hear from you. Bias, harassment, misconduct, suspicious activity, and/or unethical behavior is not tolerated at any North Carolina FFA regional or state event.

To file a report, visit: <https://portal3.redflagreporting.com/file-a-report-login>

Use the code **NCFFA**.

You may also text **RFR** to 234-231-9005 or call 877-647-3335.



The safety and well-being of our members, teachers, and stakeholders is the most important part of our mission, and the North Carolina FFA Association maintains a strict no-tolerance policy regarding any type of abuse or harassment, especially when involving minors or vulnerable adults. We encourage any individual with concerns to immediately report them to the See Something, Say Something hotline for prompt investigation. Individuals may also report to local, state, or federal law enforcement. In certain situations, a report may be required by applicable law.

If you or someone else is in danger or have been injured, please call 911 first.

NC FFA Statement of Belonging

In the North Carolina FFA Association, we are welcoming on purpose.

We choose to create space for everyone through our thoughts, words, and actions.

As people and as an organization, we are always evolving. We welcome all perspectives and honor the dignity and individuality of every person, recognizing that each story adds value.

Belonging begins with respect—for ourselves and the world we share. Together, we foster a sense of community, grounded in compassion and strengthened by our similarities and differences. We embrace a global vision for agriculture and leadership, knowing that who we are matters—and who we include matters even more.

As FFA members, agriculture teachers, and supporters, let's lead with kindness, hold each other accountable, and take care of one another.



North Carolina FFA Association

*FFA makes a positive difference in the lives of students by developing their potential for **premier leadership, personal growth, and career success** through agricultural education.*