

# ATTENTION MR. SCOUTMASTER

## HERE'S YOUR FALL CAMPOREE MANUAL.

Explaining troop and patrol participation, registration data, the projects inspections, the point scoring system, and other data. **INSPECTIONS AND PATROL PROJECTS WHICH ARE TO BE USED ARE EXPLAINED IN THIS LEADER'S MANUAL.**

Your troop will derive its biggest benefits from the preparation you and your leaders make in advance. Preparedness can only result in a well-built capable team, the PATROL. Preparedness can result in but one type of award, that of the highest for both the patrol and the troop. Underlying such preparedness we find the development of the patrol system, the development of boy leadership, the sharpening of camping and Scouting skills, and troop pride in achievement.

The Camporee will operate strictly on a patrol system; natural patrols will be used.

Thus, each Patrol Leader will require one (1) of the Camporee Manuals which outlines what is expected of the patrol.

In a Troop Leader's Council Meeting, go over the manual very carefully with your patrol and troop leaders.

After complete discussion and understanding, plan the forthcoming patrol and troop meetings so as to be in readiness for the Camporee. Special bonus points will be awarded for a "practice" campout, on your own, of at least 24 hour duration.

Then at least three (3) weeks before the Camporee date, fill in the attached form and mail. Be sure that your patrol names are included on this form. This will enable the district to begin setting up scoring and campsite assignment procedures.

If your troop lacks necessary camping gear, please call the council office so that proper arrangements may be made to service your requirements.

Other troop officers, such as your Senior Patrol Leader and Junior Assistant Scoutmasters will assume their regular duties as assigned them in the Scoutmaster's Handbook. (Chapter 11) They may not be members of a patrol, but they could serve on the Encampment staff.

# ATTENTION MR. PATROL LEADER

## IMPORTANT INFORMATION

1. Troop records...A camporee roster of those Scouts and leaders in attendance should be turned into the District Headquarters on Friday evening. Use the form enclosed in this manual. Additional copies are available at the Council Service Center.
2. Fire Fuel.....Patrols should use wood or charcoal fuel. No live trees should be cut down.
3. Use of water....Water spigots are for the purpose of drinking and filling water containers only.
4. Religious Observance....."A Scout is reverent". Differing services will be provided on Sunday morning.
5. Equipment.....Besides your patrol gear, other equipment will be needed for patrol projects. Please note and fulfill these needs.
6. Camping Code.....The Scout Oath and Law shall be the law of camp.
7. Parking.....Parking will be directed by the district. No parking behind the traffic poles is permitted.

## BASIC POLICIES

The following five policies must be adhered to:

Adhering to these policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

1. Lantern.....No type of open flame is allowed in any tent. (candles, kerosene, etc.)
2. Liquid fuel.."The use of pressurized (either high or low pressure) stoves or lanterns on council reservations is prohibited."
3. Fireworks...Absolutely no fireworks are permitted on council camps.
4. Alcohol/Drugs...No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our council camps.
5. Smoking...Smoking is discouraged on council property.

# SCOUT LAW

## TRUSTWORTHY

A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People can depend on him.

## LOYAL

A Scout is true to his family, Scout leaders, friends, school and nation.

## HELPFUL

A Scout is concerned about other people. He does things willingly for others without pay or reward.

## FRIENDLY

A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

## COURTEOUS

A Scout is polite to everyone regardless of age or position. He knows good manners make it easier for people to get along together.

## KIND

A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

## OBEDIENT

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them.

## CHEERFUL

A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

## THRIFTY

A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects and conserves natural resources. He carefully uses time and property.

## BRAVE

A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

## CLEAN

A Scout keeps his body and mind fit and clean. He goes around with those who believe in living by these same ideals. He helps keep his home and community clean.

## REVERENT

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

# SCHEDULE

## FRIDAY

5:00-9:00 p.m. Check in, send complete roster and list of patrol names to District Headquarters.

6:00-7:00 p.m. Supper- (should be prepared ahead and brought to camp).

9:00-9:30 p.m. Initial check by all leaders to ensure comfort and readiness for tomorrow's activities.

10:00 p.m. Campsites quiet - lights out

10:10 p.m. S.P.L. meeting at Camporee Headquarters for instruction and discussion. Questions and final details.

## SATURDAY

6:30-8:00 a.m. Wake-up, breakfast and clean-up, PROJECT PREPARATION.

9:00 a.m. Opening Ceremony, instructions on projects.

9:30-11:30 a.m. Patrol project period (1st inspection)

11:30-1:00 p.m. Lunch period (Project #5) and clean-up

1:00-4:00 p.m. Patrol Project period

4:00-5:30 p.m. Free time and "surprise" program to be announced

5:30-6:00 p.m. Retreat Ceremony (2nd inspection)

6:00-7:30 p.m. Supper preparation, supper and clean-up

8:00 p.m. Assembly for campfire

8:30-9:30 p.m. Campfire

9:45 p.m. Call to quarters

10:00 p.m. Lights out

## SUNDAY

6:30-9:00 a.m. Wake-up, breakfast and camp clean-up

9:00-10:00 a.m. Religious observances (to be announced later)

10:00 a.m. Closing district ceremony - awards handed out

10:00-12:00 nn Break camp, police grounds, check out. Send S.P.L. to headquarters to obtain staff member to inspect site.

# PATROL PROJECTS

## FIRST AID

1. Equipment: Bandages (Neckerchiefs)  
Splints } Supplied by Patrol  
Material for stretcher }

Description: This project is designed to test basic first aid skills and abilities. The patrol will be sent to find an "injured scout" along a trail. After finding and treating (or suitable explaining how to treat) four (4) of the following possible injuries:  
broken arms/legs, broken collar bone,  
broken/bruised ribs, snakebite, shock,  
sprains, severe bleeding (severed major artery/vein), or accidental loss of a limb;  
the patrol will be required to carry the "injured scout" back to safety, using either a homemade stretcher or any other approved means.

Scoring: Correct Treatment.....50 pts.  
Moving Scout.....20 pts.  
Patrol Responded Quickly.....10 pts.  
Teamwork.....20 pts.  
  
TOTAL 100 PTS.

## 2. ORIENTEERING

Equipment: Map and Compass (provided by STAFF)

Description: This project has two parts. First, the patrol will be call upon to demonstrate the use of a compass and map (provided), take bearings from one point to another, and identify various symbols used on a map. Then the patrol will be given a bearing to follow. They will follow this bearing untill reaching a colored marker. They will then report this color the Project Judge for scoring.

Scoring: Correct use of Map and Compass.....50 pts.  
Correctly identifying Map Symbols.....20 pts.  
Correctly finding colored marker.....30 pts.  
(-5 pts. for each marker off)

TOTAL 100 PTS.

3. ROPES & KNOTS

*References: P.S. Handbook, Fieldbook, Scoutbook, Frontiers*

Equipment: Suitable length of rope for tying knots Supplied by Patrol

Description: The Patrol should come ready to tie at least one different knot per scout. At least five knots must be tied regardless of the number of patrol members and they must be from the Scout Handbook or Fieldbook. A few traditional favorites are: (1) the square knot; (2) the bowline; (3) the clovehitch; (4) the timber hitch; (5) the taut-line hitch; and (6) two half-hitches.

Scoring: For each correctly tied knot up to five...10 pts.  
For each correctly tied knot over five.....5 pts.  
(Maximum 10 extra knots)

TOTAL 50 PTS.  
100 MAX.

4.

LUNCH WITHOUT UTENSILS

Equipment: Supplied by Patrol

Description: Once again, we come to the fun part of the Camporee, LUNCH! Just as the title suggests, your patrol will have to cook up a complete, well-balanced meal without using utensils. Your lunch, because it must be complete, should have cooked meat, vegetables, bread, and a dairy product. A dessert is an optional, added treat for which extra points will be given. As for allowable serving and personal gear: Plates, cups, spoons, and pitchers are allowed. For cooking, however, ONLY aluminum foil OR a grill is allowed! Nothing else may be used. In the event of a disagreement or infraction of the rules, the Campmaster is the final authority on the matter. For scoring and tasting a staff member will be around to each campsite at lunchtime. Remember to be prepared for him!

Scoring: Hot, complete meal.....60 pts.  
Meal is good tasting.....15 pts.  
Teamwork.....15 pts.  
Clean cooking and serving area.....10 pts.  
Dessert...(optional).....10 pts.

TOTAL 100 PTS.  
110 MAX.

5. FUN AND GAMES

Equipment: Your Patrol and blindfolds (neckerchiefs) Supplied by Patrol  
the rest provided by the local Staff

Description: This project was designed especially to test your Patrol's teamwork skills in two separate events. First half of the Patrol will be blindfolded and then verbally directed through a "minefield" of tin cans without hitting any. The object is to retrieve a piece of equipment left on the other side of the minefield and come back. This piece of equipment is vital to the second part of the project. As soon as the blindfolded crew returns, they are to give the rest of the patrol the piece of equipment that they went into a minefield for, a piece of rope. With this rope, the remaining patrol members are to pick up and move a container of nuclear waste (a tin can with water in it) without coming within five feet of it. They are then to pour the waste (water) into a safe storage tank (another can) without spilling any.

REMEMBER: It is very important NOT to spill  
or get within five feet of any  
nuclear waste!  
That stuff is DANGEROUS!

Scoring: Getting all Scouts through safely.....45 pts.  
(-10 pts. for every Scout lost)  
Retrieving piece of equipment.....5 pts.  
Picking up and moving nuclear waste.....15 pts.  
Safely putting waste in container.....15 pts.  
Teamwork.....20 pts.

TOTAL 100 PTS.

CAMPFIRE **SKIT**

Equipment: Whatever props you need, provided by your Patrol

Description: Your Patrol may earn points by performing a skit at the campfire. Make sure the skit is within the bounds of the Scout Law and Oath as far as tastefulness is concerned and then register your patrol's name, Troop number and the name of your skit at the headquarters by 7 p.m.

Scoring: Participation.....100 pts.

\* \* \* CAMPWIDE SERVICE PROJECT \* \* \*

Equipment: Saws, axes, wood, and Scouts provided by your own Patrol. Patrol may only use the tools that it brings

Description: In order to bring you the biggest, best campfire possible, we need your help. Your Patrol should show up at the far end of camp to help gather, sort, cut, and stack wood to be used that night. All workers are welcome. In order to receive credit, just make sure to sign in your patrol name and troop number with a staff member at the site before and after you work.

Scoring: Points awarded will be determined by amount of work done by patrol as a whole.....100 pts. MAX

CAMPOREE SCORING SYSTEM

Points shall be earned as follows:

Patrol Projects (including campfire participation).....	610 pts.
Service Project.....	100 pts.
First Inspection (campsite).....	110 pts.
Second Inspection (personal Inspection).....	100 pts.
Bonus awarded for pre-campsite.....	100 pts.
Bonus awarded for troop signed up for summer camp.....	50 pts.
TOTAL	1070 PTS

(Bonuses are awarded for exemplary achievement in projects - see Patrol Projects for bonus point totals)

CAMPOREE AWARDS

Every Patrol will be presented a streamer, based on their score earned. Likewise, every troop will be awarded a streamer, based on the average of their patrol scores.

Honor Patrol.....1210 to 1000 points

Merit Patrol.....999 to 800 points

Award Patrol.....799 to 600 points

Troop awards are based on same point spreads.

INSPECTIONS PATROL PROJECTS AND SCORING

During the Camporee, those inspections as outlaid in the Patrol section of this manual will take place. All nine projects also listed there are mandatory and should be performed by every patrol.

The current Boy Scout Handbook and the Fieldbook will be used as the settling authority for the settlement of disputes\*. Comments or complaints should be referred to the Campmaster.

\* The Campmaster will be the final authority regarding infringements upon the rules of projects. This addition is in light of the problems experienced in the past with Project #5, LUNCH WITHOUT UTENSILS.

## INSPECTIONS

Two patrol inspections will be held at the Fall Camporee. The first will be made during the morning patrol project period and will judge:

- |   |           |
|---|-----------|
| 1) Tents are correctly set up and neat      | 25 points |
| 2) Patrol equipment clean and neatly stored | 25 points |
| 3) Safe axe yard                            | 25 points |
| 4) All fires properly located               | 25 points |
| 5) Bonus for gadgets                        | 10 points |

The second inspection will be held at Saturday's retreat ceremony. Scouts should be in uniform and/or clean and orderly. It will check:

- |  |           |
|--|-----------|
| 1) Cleanliness and Orderliness of Scouts | 25 points |
| 2) All Scouts wearing a uniform          | 25 points |
| 3) Insignia properly placed              | 25 points |
| 4) Patrol leader assumes leadership role | 25 points |

Although Scouts are encouraged to own their own uniform, scoring will take into account that not every Scout can easily obtain one.

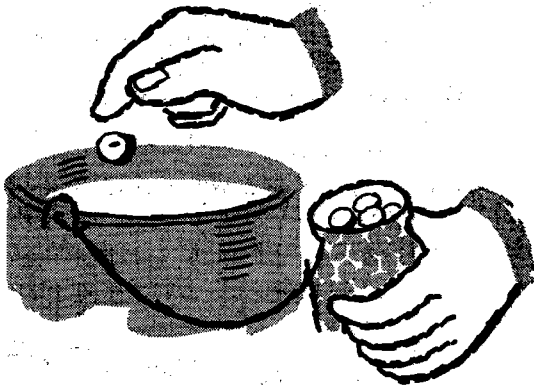
# PATROL DISH WASHING

Good dishwashing techniques involve everyone. Both "cleanup Scouts" and other patrol members have responsibilities.

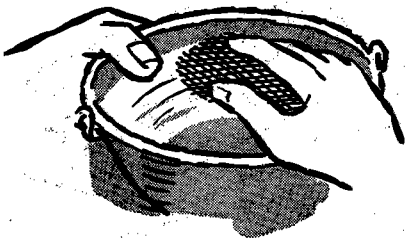
## "CLEANUP SCOUTS" DO THIS



Start with full pot of boiling water. Some of this, mixed with cold water and liquid soap, becomes the wash water.



2. Add sterilizing agent to the remaining hot water for rinse water.

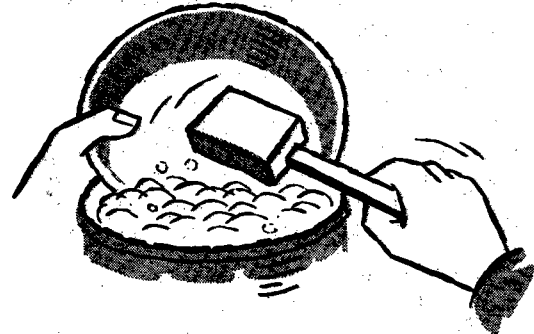


3. While other Scouts wash their utensils (see next column), "cleanup Scouts" begin cleaning cooking pots.

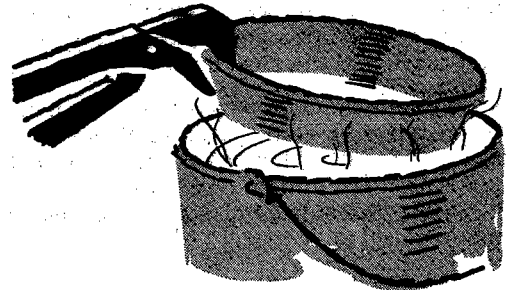
## OTHER SCOUTS DO THIS



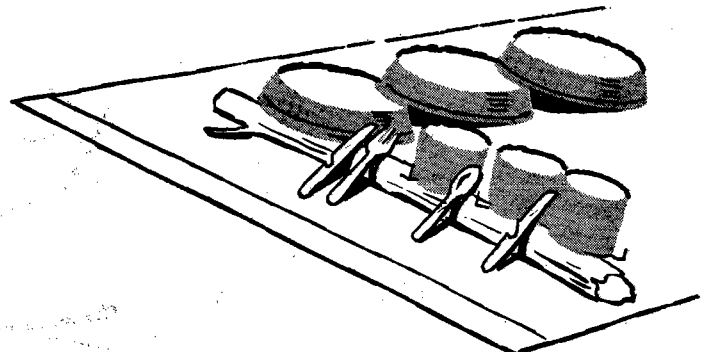
4. Each Scout wipes off his own eating utensils.



5. Then he washes them in pot of wash water.



6. Now he rinses and sterilizes utensils by dunking them in pot of rinse water.



7. Finally, he air-dries utensils by placing them on a plastic sheet.

One fact is for sure—efficient patrol dishwashing is necessary to successful patrol cooking.

Actually, the task should not take longer than 20 to 25 minutes if it is a *teamwork* job. The two "cleanup Scouts" set up and supervise the operation, but each patrol member takes care of washing and rinsing his own personal eating gear. Here are the steps to follow:

- The first thing cooks should do to start the meal is to put a large pot of water over the fire. This is used for hot drinks, soups, cooking, etc., during the meal preparation. This pot is refilled with water and placed over a good hot fire *before* the patrol sits down to eat.

- Right after dinner, cleanup Scouts prepare dishwashing water in a second pot by adding soap to a mixture of hot and cold water in the smaller pot. Leave the rinse water over the fire as long as possible to keep it boiling. Spread out a plastic sheet to air-dry dishes. For handling utensils in hot rinse water, use hot-pot tongs.

Note: New chemical germicides are now available which maintain stability in very hot water. When used, the rinse water should be kept as hot as possible to aid air-drying of utensils, but it no longer needs to be kept at a rolling boil if a sanitizing agent has been added.

- Each patrol member wipes out all food particles and grease from his personal eating gear with leaves, dry grass, snow, or paper towel before washing them. (Be sure to burn grass, leaves, or paper.) Two patrol members volunteer to do the personal dishes of the cleanup Scouts; they should be first in the dishwashing line. Cleanup Scouts start scraping out cook pots.

- Each patrol member washes his own dishes. After they are washed in the hot soapy water, the dishes are dunked in the boiling rinse water for a minute, then placed on the plastic sheet to air-dry. Towels should not be used for drying. All of the personal dishwashing should not take longer than 5 or 6 minutes at the most. At this point the other patrol members may leave and the cleanup Scouts finish the job.

- Using a minimum of water with a soft metal scouring pad or abrasive cloth, cleanup Scouts wash out the inside of all pots. They wash and rinse cook pots, then place near fire to dry. (An important tip on pot washing—soap the outside of pots before using them over the fire.)

- Cleanup Scouts spread garbage on the fire to burn. Cans are burned out and crushed and glass containers are washed out and placed in trash disposal or tote-litter bag.

Note: Every patrol should have tote-litter bags with disposable plastic liners to carry out all unburnable trash and garbage. A tote-litter bag is easily made by lining a cloth or heavy paper bag with a plastic bag which is closed with a rubber band or twist sealer. The bag is carried out in the boys' packs where food was carried in. Dispose of inner bag with trash and garbage at nearest recognized disposal or take it all the way home. *Do not bury it.*

- Store dishes and cook pots in a dry, flyproof place such as patrol food box, plastic bags, equipment packs, etc.

- Clean up fireplaces and police the area. Clean, hang up, or put away all dishwashing equipment in a place where it will dry out thoroughly. Check fire before leaving to be sure that it is completely out. *Remember:* This whole process is easily completed by a well-organized patrol in a half hour or less!

## PATROL EQUIPMENT FOR DISHWASHING

Two large pots—one for rinsing (6 to 8 qt.), one for washing (4 to 6 qt.)

In long-term camping, larger pots are more convenient

One dish swab

Liquid soap in plastic container

Chemical sanitizing agent

Two or three scouring pads of soft metal or abrasive cloth

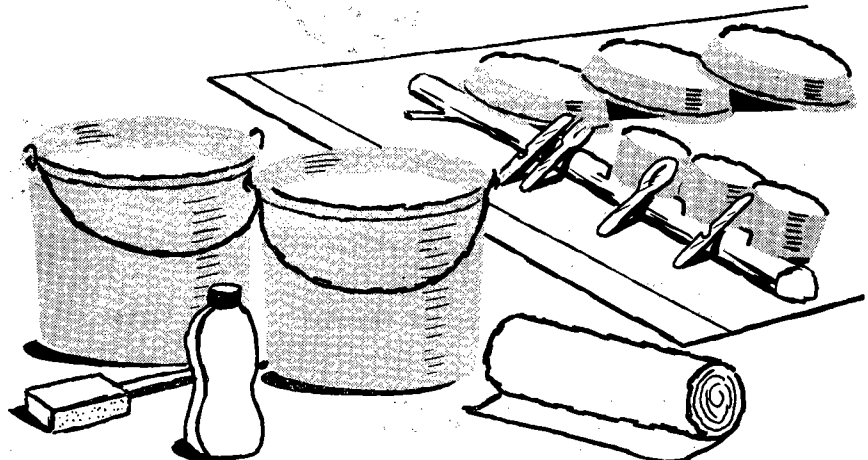
Dunking equipment (hot-pot tongs and net dunking bag, if desired)

One plastic sheet, 4 by 4 feet, on which to air-dry dishes

Water container

Two or more large plastic storage bags for dishes

Roll of paper towels



CAMPING SERVICE  
PATROL ROTATION OF RESPONSIBILITIES FOR SHORT TERM CAMPING

\_\_\_\_\_ PATROL

The jobs connected with your meals boil down to three main areas: fuel & water, cooking and clean-up. The assignment of responsibilities is based on the buddy system; the Scouts buddy up on the jobs while the Patrol Leader is free of regular assignment so he can give a hand where needed; it is his job to see that everything gets done.

Assignments change after each meal; the Scout at the top of the list goes to the bottom and everyone moves up one slot, getting a new buddy for the meal.

Days								
Jobs								
Fuel and Water								
Cooking								
Cleanup								

**NOTE TO PATROL LEADER:** Get into a huddle with the gang, then line up the first meal buddies. Be sure ALL the Scouts of your Patrol know the responsibilities they will have. Assign buddies to duties, but adjust assignments to suit duties fairly. Keep the system flexible to get things done - the job is the big thing.

**FUEL & WATER BUDDIES:** Maintain water supply; maintain supplies of tinder, kindling, and firewood/charcoal protected from weather; start fires in time for cooks to have meals ready on time.

**COOKING BUDDIES:** Assemble food supplies; follow menus and recipes exactly; serve meals on time; put away food; put cook pots to soak; have cleanup water supply on fire before serving meals.

**CLEANUP BUDDIES:** Set up wash and rinse water for dishwashing; clean cooking pots and utensils; cleanup kitchen and dining areas; store all group equipment; dispose of garbage and trash; put out fire.

CAMPOREE MENUS

POST ON PATROL BULLETIN BOARD

Saturday

<u>Breakfast</u>	<u>Lunch</u>	<u>Supper</u>
Eggs Waffles, Milky beacon, orange juice		

Sunday

<u>Breakfast</u>		<u>Lunch</u> <u>Optional</u>

TROOP \_\_\_\_\_ ROSTER

\_\_\_\_\_ DISTRICT

EVENT: \_\_\_\_\_ DATES: \_\_\_\_\_ PLACE: \_\_\_\_\_

(Note: Please list Scouts by Patrols)

\_\_\_\_\_ Patrol

Scouts Names	Address	Phone
1		
2		
3		
4		
5		
6		
7		
8		

\_\_\_\_\_ Patrol

1		
2		
3		
4		
5		
6		
7		
8		

Adult Leaders Names

Address

Phone

1		
2		
3		

KEYSTONE DISTRICT  
FALL CAMPOREE REGISTRATION FORM

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NOTE: Troop registration is \$2.00 per/Troop plus 50¢ fee for each Scout attending

PATCHES: All patches are 75¢ each.  
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Please register Troop \_\_\_\_\_ of KEYSTONE DISTRICT for the 1987 Fall Camporee. Enclosed you will find our troop registration fee of \$ \_\_\_\_\_ and \_\_\_\_\_ for our Scout fee of 50¢ per Scout. We will have \_\_\_\_\_ patrols participating.

SIGNED: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE: \_\_\_\_\_

Please mail this form and Camporee fee to:

Keystone District  
Fall Camporee  
St. Louis Area Council  
4568 West Pine Blvd.  
St. Louis, MO 63108

\*Make check payable to: St. Louis Area Council, B.S.A.

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FOR OFFICE USE ONLY

Date application received \_\_\_\_\_ Troop # \_\_\_\_\_ Scout # \_\_\_\_\_

Receipt # \_\_\_\_\_