

*Math
Wilson*

October 20, 21, 22

BEAUMONT SCOUT RESERVATION

NUSSER AREA

KEYSTONE DISTRICT



1989 FALL CAMPOREE

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 Saturday evening.
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 those 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.

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.

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

- 5:00-7:30 p.m. Check in, send complete roster and list of patrol names to the Keystone headquarters.
- 6:00-7:00 p.m. Dinner (should be prepared ahead of time.)
- 10:00 p.m. Campsites quiet, lights out.
- 10:10 p.m. Senior Patrol Leader meeting at the H.Q. fly.

Saturday

- 6:30-8:00 a.m. Wake up, breakfast and clean-up.
- 9:00-9:30 a.m. Opening ceremony, final notes.
- 9:30-11:15 a.m. Patrol Projects.
- 11:15-1:30 p.m. Lunch period, begin cake preparation.
- 1:30-4:00 p.m. Patrol Projects.
- 4:00-5:15 p.m. Free time, prepare for second inspection.
- 5:15-5:45 p.m. Retreat ceremony, second inspection.
- 5:45-7:30 p.m. Dinner preparation and clean-up. Also Religious Service.
- 8:00 p.m. Assembly for campfire.
- 8:30-9:30 p.m. Campfire Ceremony, skits.
- 9:45 p.m. Return to campsites.
- 10:00 p.m. Campsites quiet, lights out.

Sunday

- 6:30-9:00 a.m. Wake up, light breakfast, and campsite clean-up.
- 9:00-10:00 a.m. Troop, patrol, and individual pack-up.
- 10:00 a.m. Closing ceremony, awards handed out.
- 10:30- a.m. Break camp, have a STAFF member inspect the site.

CLASS ONE:

STARBURST III *20*

EQUIPMENT TO BRING:

- (1) COMPASS
- PAD AND PENCIL
- (1) LUNCH BAG
- (4) PATROL TOTEMS

INSTRUCTIONS:

EACH PATROL WILL CAREFULLY FOLLOW THE SET OF DIRECTIONS GIVEN TO THEM.

GRADES:



- FULL COMPLETION OF COURSE..... A (4.0)
- PARTIAL COMPLETION B (3.0)
- PROPER PLACEMENT OF TOTEM BAG.. C (2.0)
- ARRIVING WITH EQUIPMENT..... D (1.0)
- FAILURE TO ANY OF THE ABOVE.... F (0.0)

FOR DETAILS, REFER TO PATROL LEADER'S HANDBOOK PAGE 157.

CLASS TWO:

MAP USAGE *20 min*

EQUIPMENT TO BRING:

YOUR KNOWLEDGE OF GEOGRAPHY AND MAPS

INSTRUCTIONS:

BE PREPARED(!) TO IDENTIFY:

BASIC MAP SYMBOLS, FIVE MAJOR COUNTRIES ON A WORLD MAP (YOUR CHOICE), FIVE U.S. STATES ON A NATIONAL MAP, AND LOCATE ST. LOUIS ON BOTH.

GRADES:

- MASTERY OF ALL SKILLS..... A (4.0)
- GETTING ANY 3 OF THE 4..... B (3.0)
- " " 2 " " 4..... C (2.0)
- " " 1 " " 4..... D (1.0)
- " " 0 " " 4..... F (0.0)

EXTRA CREDIT:

- IDENTIFY ALL FIFTY STATES..... (+1.0)
- IDENTIFY 10 MORE NATIONS..... (+0.5)

CONSULT A WORLD ATLAS, YOUR SOCIAL STUDIES BOOK AND YOUR SCOUT HANDBOOK PAGE 187

CLASS THREE

ODDBALL CAMPSITE *10 min*

EQUIPMENT:

Your knowledge of proper campsite practices.

INSTRUCTIONS:

Your Patrol will observe the Oddball Campsite, which has 10 camping practice mistakes in it. You will be required to correct these mistakes by telling the judge what your Patrol would do to correct them.

GRADES: Identify at least nine.....A (4.0)
 " " " seven.....B (3.0)
 " " " five.....C (2.0)
 " " " three.....D (1.0)
 " " " two or less.....F (0.0)

EXTRA CREDIT: Identify all ten.....+(0.5)

REFERENCES: Scout Handbook and Field Book

CLASS FOUR PLANT IDENTIFICATION *10-10-11*

EQUIPMENT: Ten (10) correctly identified samples (small) of native inseason plants.

INSTRUCTIONS: Come to class ready to identify 10 different plant samples that you have collected.

GRADES: Bring and identify all 10 samples...A (4.0)
 " " " eight samples....B (3.0)
 " " " six samples.....C (2.0)
 " " " four samples....D (1.0)
 " " " three or less....F (0.0)

EXTRA CREDIT: Identify five plant samples of teacher's choosing.....+(1.0)

REFERENCES: Scout Handbook and Field Book

CLASS FIVE FIRST AID *10 min*

EQUIPMENT: Patrol first aid kit, knowledge of proper first aid etiquette and procedures.

INSTRUCTIONS: Instead of the traditional "First Aid Hike", where scouts are given a two hundred pound injured victim in which to care and carry, we are opting for a "First Aid Clinic" in which you are responsible for the victim you are assigned. You must properly diagnose and treat all injuries.

GRADES: Grades for this event will be individually awarded by the victim and teacher. Help will be given upon request, but is considered (+ or -) when grade is determined.

REFERENCES: Red Cross Basic and Advanced First Aid Manuals (available at Red Cross Headquarters on Lindel), Scout Fieldbook

and Handbooks.

First Aid MB.

NOTE: Due to the out datedness of the Scout Handbook and Fieldbook it is strongly recommended in training that you use the latest Red Cross manual.

CLASS SIX **ALL THE WORLD IS A STAGE** *20 min*

EQUIPMENT: Anything necessary for your skit or song.

INSTRUCTIONS: This will in two parts.

 Part 1: Attend a seminar on how to put on a campfire skit. Teacher will guide each patrol in developing and critiquing their skit or song.

 Part 2: Actually perform your skit or song at The Campfire.

GRADES: Participate in both parts.....A (4.0)
 Participate in either one.....C (3.0)
 Participate in none.....F (0.0)

This is soooo easy, everyone can make an A!

REFERENCE: Campfire Manual and Patrol Leader's Manual (Both available at your local council office). Also recommended-YOUR IMAGINATION!

CLASS SEVEN **CAMP ECONOMICS**

EQUIPMENT: **FOOD!** But make it nutritionally sound, economically priced, and easily prepared.

INSTRUCTIONS: Prepare a simple lunch costing no more than three dollars per scout. It must include a maindish, a vegetable, bread, a drink (other than water), and a desert. Please bring receipts to verify.

GRADING: This is at the discretion of the judges.

REFERENCES: FB:Pg.121; HB:Pg. 17; PLH:Pg. 170

CLASS EIGHT **PERCEIVE A PROJECT**

EQUIPMENT: None.

INSTRUCTIONS: Each patrol will be asked to come up with a

written idea of a project for the spring camporee. It should be typed or neatly printed. It may not be a project contained in this, the Spring '89 manual, or the Fall '88 manual. Your patrol's entry should contain a list of all references, equipment, a detailed description, and above all--ORIGINAL! Submissions should be turned in at STAFF HEADQUARTERS by NOON Saturday.

GRADES:

This will be done by what you do--i.e.:

A typed entry will receive.....+(1.5)
A printed entry will receive.....+(0.5)
An original entry will receive.....+(1.5)
An unoriginal entry will receive.....+(0.5)
On time entries will receive.....+(1.0)
Untimely arrivals.....(0.0)
No entry at all (tich-tich).....(0.0)

To determine your grade, simple add your scores:

A.....(4.0)
B.....(3.0)
C.....(2.0)
D.....(1.0)
F.....(0.0)

CLASS NINE

SERVICE PROJECT

EQUIPMENT:

Bow saws, gloves, rope--Supplied by patrol.
NO AXES!!!! YOU HAVE BEEN WARNED.....

INSTRUCTIONS:

Scouts will be asked to collect wood, cut it into suitable lengths for campfire, and help staff members prepare fire area. This must be done under STAFF supervision to gain credit.

GRADES:

An A (4.0) will be given to all who participate cheerfully. Points can be lost for bad attitudes, little effort, and axes that are brought.

CLASS TEN

FELLOWSHIP GAME

REQUIREMENTS:

None

INSTRUCTIONS:

Done with your projects? Want an extra "A" (4.0)? Remember the Fellowship your Patrol was a part of this morning? At 4:00 p.m.

go to your campsite, pick up a card with your part of the word "FELLOWSHIP" from your SPL, go out and find two other Patrols, lock arms, and form the word "FELLOWSHIP"!! Go immediately to Staff HQ to get your points, FUN! ENTERTAINMENT! AMAZE YOUR SCOUT MASTER! But hurry! The game lasts only until 4:30 p.m.

NOTE: You may only participate in the Fellowship Game once. You must have three complete patrols to receive credit. SPL'S SHOULD PICK UP FELLOWSHIP GAME CARDS FOR THEIR TROOP AT 3:50 p.m.

TROOP _____ ROSTER
(to be presented at camp)

Camp _____ Site _____ Dates: From _____ To _____

District _____

(NOTE: Please list Scouts by Patrols)

Name of Scout	Address	Phone	Rank	Age
1				
2				
3				
4				
5				
6				
7				
8				
1				
2				
3				
4				
5				
6				
7				
8				

Adult Leaders	Address	Phone	S	M	T	W	T	F	S
1									
2									
3									

Please list all leaders and indicate period each will be in camp in space provided.
IMPORTANT: If for a two week encampment, list all boys for the first week on one sheet and all boys for the second week on a second sheet.

MENU AND DUTY ROSTER FOR THE _____ PATROL / TROOP _____

	BREAKFAST	LUNCH	SUPPER	BREAKFAST	LUNCH
MENU					
DUTY ROSTER					
FUEL & WATER					
COOKING					
CLEANUP					

Fuel & Water: Maintain water supply; maintain supplies of tinder, kindling and fuel (protected from the weather); start and maintain cooking fire.

Cooking: Assemble food supplies; prepare meal according to menu and recipes; serve meal on time; put food away; put water in cook pots to soak; put wash/rinse water on fire before serving meal.

Cleanup: Setup wash and rinse water; after individual's wash personal utensils, then clean cooking pots and utensils; clean kitchen and dining area; store cooking equipment; dispose of garbage/trash; put out fire.

PATROL DISH WASHING

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

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.

"CLEANUP SCOUTS" DO THIS



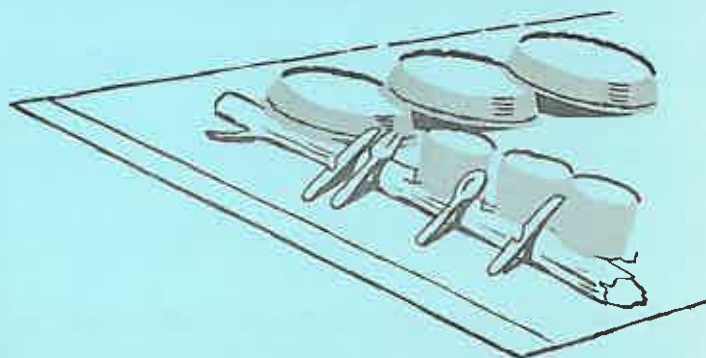
1. Start with full pot of boiling water. Some of this, mixed with cold water and liquid soap, becomes the wash water.



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.



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



FALL CAMPOREE REGISTRATION FORM
KEYSTONE DISTRICT

NOTE: The encampment registration fee is \$1.25 per Scout. This fee includes the emblem. No refunds will be given. Registration form should be in the office at least one week prior to encampment. Leaders may purchase emblems for 75c each.

Please register Troop _____ of _____ District.

Enclosed you will find our registration fee of \$ _____ for _____

Scouts. We will have _____ patrols participating.

Signed: _____

Address: _____

City: _____ Zip _____

Phone: H) _____

B) _____

Mail this form and encampment fee to:

611
Keystone District
Spring Camporee
St. Louis Area Council, BSA
4568 West Pine Blvd.
St. Louis, MO. 63108

FOR OFFICE USE ONLY

Date application received _____ Total Spring Camporee

Fee paid: \$ _____ Receipt NO. _____

Received by: _____

T 34-2

201-1

132-2

91-2