

OCTOBER 18, 19, 20

BEAUMONT SCOUT RESERVATION

NAGEL EXPLORER BASE



KEYSTONE DISTRICT

1991 FALL CAMPOREE

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 (!) 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 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.

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.

Menu to Shopping List Converter

This is to aid the patrol in converting its menu into a shopping list. Just fill in the blanks with the appropriate information as shown in the example. Copies can be made if necessary.

corn for 12 scouts, divided
 by 4 servings per can = 3 cans
3 cans multiplied by \$ 0.37 per unit =\$ 1.11

 _____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
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_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

(Add all the dollar amounts on this page) Subtotal: \$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
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by _____ servings per _____ = _____
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_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

(Add all the dollar amounts on this page) Subtotal₂: \$ _____

Subtotal₁: \$ _____

+ Subtotal₂: \$ _____

FINAL TOTAL: \$ _____

*****SCHEDULE*****

FRIDAY, 18th

5:00-9:00 p.m.

Troops arrive at camp. Check in with Headquarters for campsite assignment. Turn in Troop roster to Campmaster.

6:00-8:00

Supper-should be prepare in advance and brought to camp.

8:00-9:00

SPL and Scoutmaster check to make sure that all Scouts have a place to bed down for the night.

9:30

SPL meeting at Headquarters Fly. Final comments and questions.

10:00

Campsites quiet...lights out...all Scouts in bed!

SATURDAY, 19th

6:30 a.m.

Wake-up

7:00

Flag raising and opening ceremony.

7:30-9:00

Prepare breakfast, eat, and clean up. Get ready for Patrol projects.

9:00-9:30

SPL and Patrol Leaders meeting at Headquarters Fly.

9:30-11:30

Patrol projects

11:30-1:30

Lunch and clean-up

1:30-4:30

Patrol projects

4:30-6:00

Clean up start supper and get ready for 2nd inspection.

6:00-6:30

Retreat and 2nd inspection

6:30-6:45

Clean up and rehearse for campfire.

6:45-7:30

Religious services

SATURDAY, 18th cont.

7:30-8:00

Rehearse for campfire

8:00

Assemble at parade field
for campfire program.

10:00

Lights, out, campsites,
quiet, all Scouts in bed!

SUNDAY, 20th

6:30 a.m.

Wake Up

7:00-8:45

Breakfast and campsite
clean-up

9:00

Closing ceremony with
awards presentation.

10:00

Break camp, police area,
send a Scout to
headquarters for a staff
member to inspect your
campsite so you may
leave. Please leave your
area cleaner than you
found it.

PATROL PROJECTS

All references given are from the 1990 edition of the Boy Scout Hand book and the 1978 edition of the Boy Scout Fieldbook.

STRING MAZE

Equipment: None

Description: Your patrol will be shown the "strenuous string maze" for 2 minutes. You will then be blindfolded and led to the ends of one of the strings and told to find your way to the other end. Further instructions will be given at the project...so pay attention!!!

Scoring: Cooperation.....50 pts.
Ending up on correct string..50 pts.
Maximum possible.....100 pts.

PYROTECHMICS PERFORMANCE

Equipment: Fuel for fire, fire starting equipment...supplied by patrol

Description: Two strings will be set up between two rods. One to determine limit of height of fire fuel, the other which you will attempt to burn through. Lighters and matches will not be allowed. Methods to choose from are listed below.

Scoring: Fire ignited by:

Fire by friction kit.....80 pts.
Flint and steel.....70 pts.
Hot spark kit.....65 pts.
Magnifying glass.....50 pts.
Battery and piece of steel
wool no larger than
1 cm³.....40 pts.
Binder twine burned through
in 2 minutes or less.....20 pts.
in 2-5 minute.....10 pts.
in 5 or more minutes.....5 pts.
Maximum possible.....100 pts.

If you plan to use magnifying glass you may want to bring an alternate method due to the fact that the STAFF can't control weather.

References:S.H. Chptr.4

F.B. Chptr.8

CHARIOT RIDE

Equipment: Rope for lashings supplied by patrol

Description: Your patrol leader decides he wants to take a ride. No problem! The patrol will simply build a chariot out of poles supplied by STAFF and the rope you have brought. While he's riding he must pick up and carry a cup of "coffee".

Scoring:

Proper lashings on chariot.....	60 pts.
Teamwork.....	30 pts.
Not spilling "coffee".....	10 pts.
Maximum possible.....	100 pts.

References: S.H. Chptr.6

F.B. Chptr.7

BAKE A CAKE

Equipment: Cake mix, whatever utensils necessary for baking of cake.

Description: This will test your patrol's culinary skills and creativity. Your patrol will bake a cake using one of the methods listed below. the cake must be finished within the time allotted for lunch. A serving should be saved for the judge who will come around towards the end of lunch.

Scoring:

Totally baked cake.....	50 pts.
Cooking cake by:	
Dutch oven.....	10 pts.
Cake just wrapped in foil..	15 pts.
Foil oven.....	20 pts.
Rotating on spit.....	25 pts.
Solar oven (sunlight).....	30 pts.
Cake overly burned.....	-15 pts.
Judge's opinion on taste and appearance.....	+ or - 10 pts.
Proper clean-up.....	+ or - 10 pts.
Cake not completed but attempted.....	-15 pts.
Maximum possible.....	100 pts.

References: S.H. Chptr. 5

F.B. Chptr. 9

EAGLE EYE

Equipment: Pen or pencil; paper: supplied by patrol

Description: Your patrol will be allowed to look at a tray of 30 assorted objects from nature for 60 seconds. The tray will then be covered and your patrol will go off to the side and write down as many objects as you can remember.

Scoring: for each item remembered: 3 points

Maximum: 90 points

Reference: S.H. Chapter 14;
F.B. Chapter 18

OBSTACLE COURSE

Equipment: None

Description: Each member of your patrol will be given a different obstacle to overcome. Some of the obstacles may be sit-ups, push-ups and squat-thrusts. You will be given a certain time limit for each obstacle.

Scoring:

All obstacles overcome.....100 pts.
Over time limit for an obstacle.....-10 pts.
Maximum possible.....100 pts.

References: S.H. Chapter 16 F.B. chapter 10

PUTTIN' ON THE RITZ

Equipment: Whatever props required for campfire skit, script for skit

Description: Your patrol will perform your skit for the judge. Then you and he will go over the skit and he will give any advice to help make it better. If possible.

Scoring:

Fully prepared with skit
memorized and script with you.....50 pts.
Skit performed at campfire.....50 pts.
Maximum possible.....100 pts.

LAND NAVIGATOR

Equipment: Compass supplied by patrol

Description: Your patrol will be given 10 map symbols to identify. You will be asked to orient a map of Beaumont and to follow a given bearing to a certain spot. There you will be given a "mark" to take back to project judge.

Scoring:

- Correct identification of map symbols.....5 pts. (per each)
- Correct orientation of map.....25 pts.
- Correct "mark".....25 pts.
- Maximum possible.....100 pts.

References: S.H. Chapter 8 F.B. Chapter 3

FIRST AID

Equipment: Bandages (neckerchiefs), splints, material for stretcher supplied by patrol

Description: The patrol will be sent to find an "injured scout" along a trail. After finding and treating (or satisfactorily 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.
- Maximum possible.....100 pts.

References: S.H. Chapter 17 F.B. Chapter 13

SERVICE PROJECT

Equipment: Saws, rope and work gloves (no axes)

Description: Each patrol will gather wood. Your patrol must check in with the project leader when you get there to receive credit. The more wood gathered, the better the campfire will be. Hint: credit depends on checking in with project leader!

Scoring:

Completed service project.....100 pts
Maximum possible.....100 pts.

References: S.H. chapter 3 F.B. Chapter 6



CAMPOREE SCORING SYSTEM

Points shall be earned as follows:

Patrol Projects.....	890 pts.
Service Project	100 pts.
First Inspection (campsite)	110 pts.
Second Inspection (personal inspection)	100 pts.
Bonus awarded for pre-camporee	100 pts.
 TOTAL	 1300 pts.

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.....1300 to 1100 points

Merit Patrol.....1099 to 900 points

Award Patrol.....899 to 500 points

Troop awards are base on the same point spreads.

INSPECTIONS

First inspection will be while patrols are at projects and will be a campsite inspection. Points awarded for clean campsite, camp gadgets, duty roster posted, and neat tent area.

Second inspection will be a uniform inspection at the evening retreat. Points awarded for proper display of insignia, neatness and cleanliness, orderliness, and if uniforms are worn by those scouts who own them.

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.

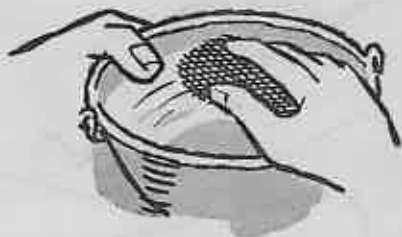
"CLEANUP SCOUTS" DO THIS



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



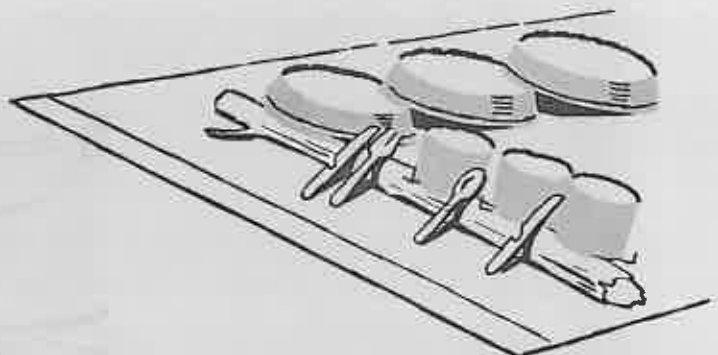
4. Each Scout wipes off his own eating utensils.



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

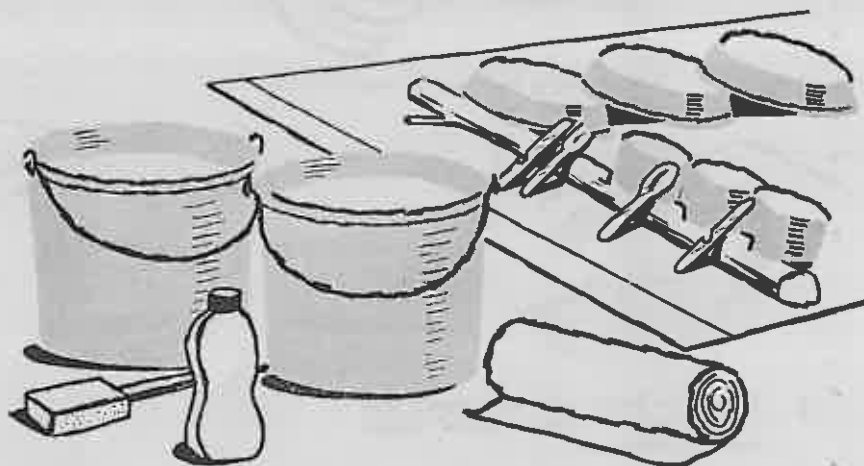
Dunking equipment (hot-pot tongs and net dunking bag, if desired)

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



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 individuals wash personal utensils, then clean cooking pots and utensils; clean kitchen and dining area; store cooking equipment; dispose of garbage/trash; put out fire.

St. Louis Area Council

Boy Scouts of America

KEYSTONE DISTRICT
1991 FALL ENCAMPMENT
EQUIPMENT RENTAL FORM

EQUIPMENT REQUEST

We would like to rent _____ tents for _____ Scouts.
The unit leader will be held personally for all tentage
issued.

Signed
Name _____

Address _____

Zip Code _____

Phone _____

Tear top portion off and send it with Encampment
registration form. Enclose check for \$2.00 per tent. Each
tent will hold 2 boys comfortably. Rental must be made at
least one week in advance of Encampment date, and must be
picked up by the unit at the Quartermaster building.

ST. LOUIS AREA COUNCIL

BOY SCOUTS OF AMERICA

FALL CAMPOREE REGISTRATION FORM
KEYSTONE DISTRICT

NOTE: The encampment registration fee is \$1.50 per Scout. This fee includes the emblem. No refunds will be given. Registration form should be in the office at least on week prior to encampment. Leaders may purchase emblems for \$1.00 each.

Please register Troop _____ of Keystone District.

Enclosed you will find a registration fee \$ _____ for _____

Scouts. We will have _____ Patrols participating.

Signed: _____

Address: _____

City: _____ ZIP: _____

Phone: H) _____

B) _____

Mail this form and encampment fee to:

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

FOR OFFICE USE ONLY

Date application received _____ total Fall Camporee

Fee paid \$ _____ Receipt No. _____

Received by: _____

RETURN THE COPY TO DISTRICT ASAP

THANK YOU

