

OCTOBER 2,3,4

BEAUMONT SCOUT RESERVATION

NUSSER CAMP SITE



KEYSTONE DISTRICT

1992 FALL CAMPOREE

*****SCHEDULE*****

FRIDAY, 2ND

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 prepared 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, 3RD

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 p.m.

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

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, 4TH

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.

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 preparations 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 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.

NOTES

AXES, SAWS, AND KNIVES:

For reasons of safety we must insist that NO AXES OR SAWS MAY BE UNSHEATHED OR USED OUTSIDE OF AN APPROPRIATELY MARKED AX YARD. (The only exception is the use of STAFF equipment in cutting wood for the campfire.) We must also insist that, having been outlawed by the Boy Scouts of America, NO SHEATH KNIFE SHOULD EVER BE UNSHEATHED OR BE IN THE POSSESSION OF ANY SCOUT, OR SCOUTER, OUTSIDE HIS OWN TENT. Furthermore we request that NOT SHEATH KNIVES SHOULD BE BROUGHT TO FUTURE COUNCIL EVENTS.

QUESTIONS, COMMENTS, ETC:

These proceedings should be taken up with the Campmaster, who can be reached by inquiring at the headquarters fly in the STAFF area.

NOTICE:

THE STAFF AREA IS ABSOLUTELY OFF LIMITS! (except when making inquiries, comments, or other official business.) Also, please respect your fellow Scouts by staying out of each other;s campsites, and remaining quiet after 10:30 p.m. in the evening. (If you troop or patrol has trouble with either of these problems feel free to consult a STAFF member).

PATROL PROJECTS

PERCEIVE-A-PROJECT

The patrol is to come up with an original camporee project. The project must not be from any previous camporee manual or this manual. It must be typed or written neatly in ink. If the submitted project is not easy to follow and it is not neat and in order, it will not be accepted. The copy turned in must include a scoring system, detailed description of the project, equipment supplied by the patrol, and references. If all of the required information is not in the copy submitted, the patrol will not be given full credit. Must be turned in by 4:30 p.m., Saturday.

Scoring: 100 pts

PRE CAMPOREE

The patrol should attend a pre-camporee at least two weeks in advance to the camporee. A written statement along with the Scoutmaster's signature and the patrol leader's signature must be turned in by 4:30 p.m., Saturday.

Scoring: 100 pts

CAMPFIRE SKIT

Patrols wishing to participate in the campfire program are required to submit a typed or written in ink description of their skit. The skit description must be passed by the judge in order to be preformed at the campfire. Patrols that have not turned in a description will not be allowed to perform. Skits done in bad taste or "fight" skits will not be permitted. Be prepared to perform your skit in front of the judge. Skits must be turned in by 4:30 p.m., Saturday.

Scoring: 100 pts

SERVICE PROJECT

This requires bow saws and manpower because your patrol will help gather and cut wood for the campfire.

Scoring: 100 pts

PATROL SPIRIT

Patrols should bring their flags and yells to the projects. Five points will be given to each patrol that brings its flag to a project and gives its yell after the project is completed. The patrol will not be reminded by the staff to do so.

Scoring: 100 pts

MAN OVERBOARD

The task is simple: tie a bowline in one end of a rope, coil it correctly for throwing, and try to loop one of four posts in the ground each set 10 feet apart. Each member of the patrol gets two throws, the best score will be taken and used for the patrol score. Points will be awarded for how close the rope is to the post.

Scoring:

First Pole	20 pts
Second Pole	40 pts
Third Pole	60 pts
Fourth Pole	80 pts
Bowline Tied Correctly	10 pts
Rope Coiled Correctly	10 pts
Total	100 pts

RESCUE

Scouts will be required to treat a patient and carry him 50 feet using a stretcher. The injuries will be told to the patrol ahead a time. After the patrol is told the injuries, the entire patrol will not be allowed to speak until the project is completed. This includes sign language, grunts, groans, noise of any kind and pictures and diagrams.

Scoring:

Proper First Aid Procedure	40 pts
Properly Made Stretcher	20 pts
Patrol Cooperation	40 pts
Total	100 pts

BEWILDERED

Patrols are required to follow a trail through the woods using compass bearings. For the second part Scouts are required to identify map symbols.

Scoring:

Trail Followed Correctly	80 pts
Symbols Identified	20 pts
Total	100 pts

NATURE WATCH

Twenty different types of leaves, bark and berries are laid on a board. Some of the twenty are edible. The patrol is asked to identify the plants, all twenty, and which of the twenty are edible.

Scoring:

Plants Correctly Identified	80 pts
Edible Plants Correctly Identified	20 pts
Total	100 pts

FLAPJACK

The patrol is given five min. to gather wood and start a fire. Then the patrol will be required to mix a batch of pancakes, cook one over their fire, than flip the pancake over a line. After the pancake is cooked, it will be given to the patrol leader to eat.

NO SPATULAS WILL BE PERMITTED TO BE USED IN FLIPPING THE PANCAKE.*

Scoring:

Fire Built Within Time Limit	50 pts
Pancake Properly Flipped	25 pts
Patrol Leader Eats Pancake	25 pts
Total	100 pts

FLAPPING IN THE BREEZE

The patrol will be given 5 pieces of wood with which to construct a flag pole for their patrol flag. All 5 pieces of wood must be used. Lashings are the only way in which the patrol is permitted to hold the wood together. One more thing, this must be a working pole, which means that the patrol flag must be able to be raised and lowered. A length of rope will be provided by the staff to be used as the flag line. ALL OTHER ROPE WILL BE PROVIDED BY THE PATROL.

Scoring:

All 5 Pieces of Wood Used	25 pts
Working Design	25 pts
Correct Lashings	25 pts
Patrol Cooperation	25 pts
Total	100 pts

LEAVE ONLY FOOTPRINTS

For this project the patrol is required to identify 10 mammals found in Missouri by their tracks. But wait, there's more, the patrol is also required to identify 10 bird found in Missouri by their appearance. Some of the mammals and birds will be endangered species. The patrol is also required to point out the animals that are endangered.

Scoring:

Mammals Correctly Identified	50 pts
Birds Correctly Identified	30 pts
Endangered Species Correctly Identified	20 pts
Total	100 pts

BLINDMAN'S BLUFF

Now comes the fun part. The patrol will be given a task to complete, but be warned, the patrol may loose its sight, hearing, speech or may be handicapped in another way. The patrol will be graded on how well it completes the task. The time limit for all the tasks is 10 min. The time also includes the time involved in planning the course of action used to complete the task.

Scoring:

Task Completed in Time Limits	50 pts
Patrol Cooperation	50 pts
Total	100 pts

ODDBALL CAMPSITE

A mock campsite, based on summer camp standards, will be set up and the patrol will be required to go through the campsite and write down everything that they find wrong with it.

Scoring:

Problems Correctly Identified	100 pts
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MUSH DOGGIE

Scouts are instructed to lash four poles together in an 'A' frame. The patrol leader must then be carried a distance to be set by the project judge. The patrol leader MUST NOT touch the ground during his trip.

Scoring:

Proper Lashings Used and Quality of Lashings	65 pts
Patrol Cooperation	25 pts
Patrol Leader Successfully Carried	10 pts
Total	100 pts

FIRST INSPECTION

1) Tents are correctly set up and neat	25 pts
2) Patrol equipment clean and neatly stored	25 pts
3) Safe axe yard	25 pts
4) All fires properly located	25 pts
5) Bonus for any and all gadgets	10 pts
Total	110 pts

SECOND INSPECTION

1) Cleanliness and orderliness of Scouts	25 pts
2) All Scouts wearing uniform	25 pts
3) Insignia properly placed	25 pts
4) Proper patrol formation (each scout arms length apart, patrol leader in front, asst. patrol leader in back. Patrol leader holding patrol flag).	25 pts
Total	100 pts

LUNCH

The purpose of this lunch is to test the skills of patrol in dutch oven cooking. The main course of the patrols lunch is to be cooked in a dutch oven.* When your lunch is finished and ready to be eaten, send your patrol leader and asst. patrol leader down to the staff area, with your patrol flag and get a staff member to test your cuisine. Lunch must be prepared in the time frame given. (see schedule)

*DUTCH OVENS MAY BE ACQUIRED AT THE SCOUT SERVICE CENTER LOCATED ON WEST PINE.

Scoring:

Originality of Meal Cooked	30 pts
Edibility	40 pts
On Time	30 pts
Total	100 pts

REFERENCES

MANOEVER BOARD

Boy Scout Handbook, Ed. 10, p. 131

RESCUE

Handbook, ed. 10, p 401

Fieldbook, p. 176

First Aid Merit Badge Book

PATROL IS REQUIRED TO FURNISH ALL EQUIPMENT FOR THIS PROJECT.

BEWILDERED

Handbook pp. 192,455

Orienteering Merit Badge Book

PATROL IS TO FURNISH ITS OWN COMPASS(ES).

NATURE WATCH

Handbook p. 321

Fieldbook p. 553

FLAPJACK

Handbook, ed. 9, p. 120

Cooking Merit Badge Book

PATROL IS TO PROVIDE A GREASED SKILLET, PANCAKE MIX, AND MATCHES TO START FIRE.

FLAPPING IN THE BREEZE

Handbook, ed. 9, p. 99

Pioneering Merit Badge Book

PATROL IS TO PROVIDE ROPE FOR LASHING AND OWN DESIGN FOR FLAG POLE.

LEAVE ONLY FOOTPRINTS

Handbook, ed. 9, pp. 251,269

Fieldbook

BLINDMAN'S BLUFF

All the equipment that is needed is the patrol

ODDBALL CAMPSITE

Camping Merit Badge Book

Fieldbook

PATROL IS TO PROVIDE PEN AND PAPER

MUSH DOGGIE

Handbook ed. 9, p. 96

Pioneering Merit Badge Book

PATROL IS TO PROVIDE EQUIPMENT FOR LASHINGS.

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) Subtotal₁: \$ _____

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

_____ for _____ scouts, divided
by _____ servings per _____ = _____
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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) Subtotal₂: \$ _____

Subtotal₁: \$ _____

+ Subtotal₂: \$ _____

FINAL TOTAL: \$ _____

PATROL DISH WASHING

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

"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.

OTHER SCOUTS DO THIS



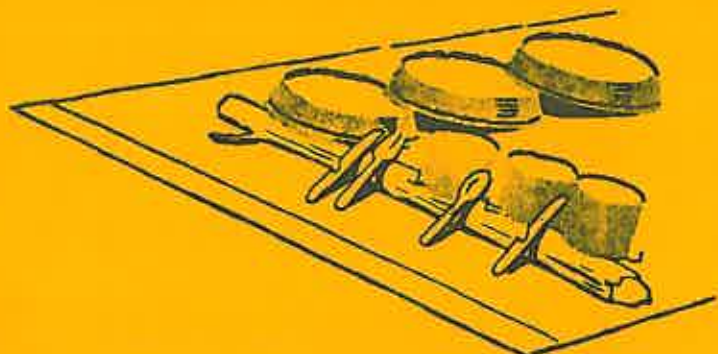
4. Each Scout wipes off his own eating utensils.



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.

MENU AND DUTY ROSTER FOR THE _____ PATROL / TROOP _____

MENU	BREAKFAST	LUNCH	SUPPER	BREAKFAST	LUNCH
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.

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