



KEYSTONE

1995

DISTRICT

FALL ENCAMPMENT

BEAUMONT SCOUT RESERVATION
OCTOBER 6, 7 & 8, 1995
LAEMMLI AREA



TO WRIGHT LODGE & HIGHWAY

CAMPFIRE



WATER

NORTH



MAP FOR
KEYSTONE
FALL
ENCAMPMENT
1995

STAFF
HQ

LATRINE

PARADE
GROUND

TROOP
CAMPING

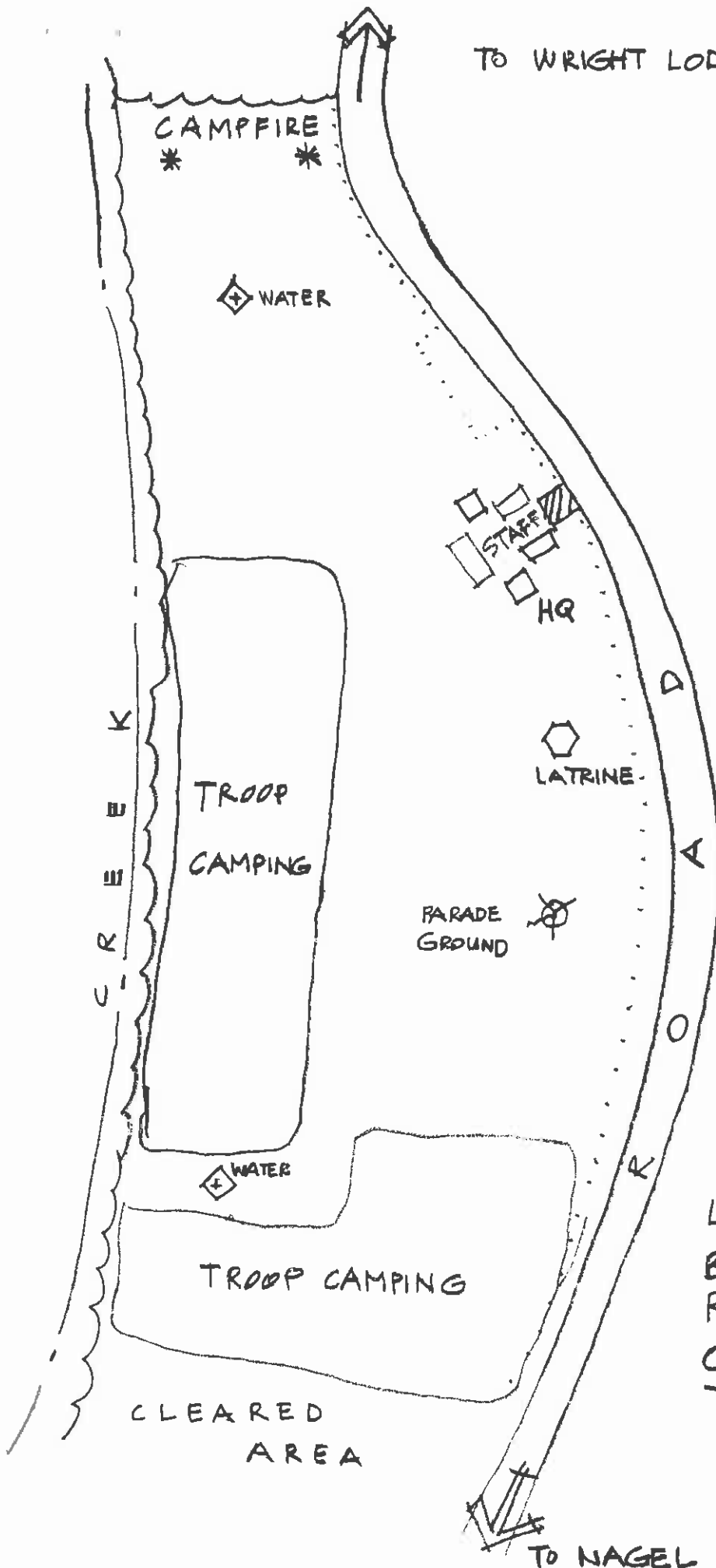
WATER

TROOP CAMPING

CLEARED
AREA

LAEMMLI AREA
BEAUMONT SCOUT
RESERVATION
OCT. 6-8, 1995

TO NAGEL



ATTENTION: SCOUTMASTER

FALL ENCAMPMENT 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 outstanding, 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" camp-out, 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.

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: 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 the camp.
7. **Parking** - Parking will be directed by the district. No parking behind the traffic poles is permitted.

BASIC POLICIES

The following four 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. **Fireworks** - Absolutely no fireworks are permitted on council camps.
3. **Alcohol/Drugs** - No beer or other intoxicating liquors, or non-medically prescribed drugs are allowed in our council camps.
4. **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 things 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.

KEYSTONE DISTRICT 1995 FALL ENCAMPMENT

SCHEDULE OF EVENTS

FRIDAY, OCT. 6th

- 5:00-9:00 PM Troops arrive at Laemli Area. Check-in at District Headquarters for campsite assignments. Turn in Troop/Patrol roster and fees to Campmaster.
- 6:00-9:00 PM Supper. May be prepared in advance and brought to Camp.
- 9:00 SPL check that all Scouts in his Troop have space in a tent.
- 9:15 SPLs' Meeting at District Headquarters for instruction and to answer questions about Camporee events.
- 9:30 SPLs' and Scoutmasters' **Cracker Barrel** at District Headquarters. Each Troop bring a contribution to share with others.
- 10:00 Campsites quiet. All lights out

SATURDAY, OCT. 7th

- 6:00 AM Wake-up
- 6:00-8:30 AM Prepare and eat Breakfast. Clean-up. Prepare Patrol campsites and personal gear for Campsite and Equipment Evaluation.
- 8:30-9:00 Opening Ceremony. Flag Raising. Introduction of Camporee Staff and orientation to events.
- 9:00-11:30 **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30-1:00 Lunch. Each Patrol prepares Utensiless Meal. Staff will visit each Patrol to judge meal preparation.
- 1:00-1:30 Clean-up. Rest. Patrol Leaders (with skit scripts) meet with Campfire Leader at District HQ to review the Campfire Program.
- 1:30-4:30 **Patrol Events.**
- 4:30-5:30 Free time. Begin supper preparation. Rehearse skits. Clean-up and prepare for Personal Inspection
- 5:30-5:45 **Retreat.** Flag Lowering. Personal Inspection by Camporee Staff.
- 5:45-6:15 **Religious Services.**
- 6:15-8:00 Supper and Clean-up. Rehearse Skits.
- 8:00 **EVENING PROGRAM.** All scouts and scouters gather at Flag Pole. The Camporee Staff will lead everyone to the Campfire site.

1995 KEYSTONE DISTRICT FALL ENCAMPMENT

SATURDAY, OCT. 7th (continued)

8:15-9:45 **Campfire Program**

10:30 Days' End...Campsites quiet...All lights out.

SUNDAY, OCT. 8th

6:30 AM Wake-up

6:30-9:00 Prepare and eat Breakfast. Clean-up.

9:00-10:00 Pack personal gear. Bag all trash. Separate aluminum cans from trash so they can be recycled.

10:00 **Closing Ceremony**

10:30-12:00 Break Camp. Police grounds, clean site. Return any Council equipment to Quartermaster at District HQ.

When ready, send a Scout to District HQ to request final inspection of campsite.

Trash is to be removed from site by each Troop and deposited in dumpster at Cub World parking lot or the Rangers' Office.

KEYSTONE DISTRICT 1995 FALL ENCAMPMENT

NOTES TO PARTICIPANTS

1. Troop Campsite Locations

The Campmaster will have a map of the Laemmler Area showing where troops may camp, where Patrol events will be held, where the Evening Campfire will be held, where the parade ground is located, etc. It is essential that Troops respect this map and set up only in the areas shown for Troop camping. Each Troop should check-in at District Headquarters immediately upon arrival at Laemmler and before unloading any gear to receive instructions and a map. The Campmaster and his Advisor will direct any Troop or Patrol that sets up in violation of this procedure to move its campsite to the proper location.

2. Patrol and Scout Participation

In the descriptions of the Patrol Projects in this Camporee Manual several say that every Patrol member will be asked a question or to tie a knot, etc. This will be true for all events. The Project Leaders will not permit one, or just a few, Scout(s) to answer all questions or to dominate an Event. The emphasis of this Camporee is Patrol participation, cooperation and teamwork.

3. Scorecards

Each Patrol will be issued a scorecard on Saturday morning that it is to carry to every event. The Project Leader at an event will mark the Patrol's scorecard at the same time as he marks his own. The official scorecard for each event is, of course, the Project Leader's. The purpose of the Patrol's card is to give it a record of how well it is doing plus serve as a guide to which events it has completed. Scores will be posted twice during the day at Headquarters. The first posting will be after lunch, the second posting will be about 5:30 pm.

4. Timekeeping

To keep the Encampment moving on schedule there will be a bell or horn kept at District Headquarters. It will be sounded at key times during the Camporee to announce the beginning and/or end of the major events.

5. Religious Observances

The Keystone District, through the St. Louis Area Council, will invite clergy to the Spring Camporee to conduct religious services on Saturday evening. Everyone is encouraged to attend the services of his respective faith. The Services are scheduled to occur at 5:45 pm, after the Evening Retreat and before supper. Locations of the services will be announced at the Retreat.

6. Low-Impact Camping

Camporees are, by nature, the antithesis of low-impact camping. Nevertheless, there is much each Troop and Patrol can do to reduce the impact it makes on the Laemli Area during the Fall Encampment. Among these are:

- a) Water hydrants are for filling containers only: not for washing hands or brushing teeth. **Leaders: review this with your Scouts.**
- b) Make a fire pit by cutting a square of sod (12"x12" +/-) and setting it aside where it can be kept moist. Dig a pit 8" deep, carefully piling the dirt where it won't be trampled. At the end of the Camporee, remove all the dead coals from the pit and scatter them in the woods. Break down the sides of the pit and fill it with the dirt set aside earlier. Place the sod back in place and tamp it lightly. Sprinkle with water. Done properly there will be no evidence of a fire having been there.
- c) Recycle all aluminum cans, plastic soda and milk jugs, and glass bottles. Bag them separately from the Patrol's trash and garbage. Make sure cans and bottles are empty before putting them in Recycling Bag. Bags for recycling will be issued to Troops as they check into Camp. Material may be turned into Headquarters upon Patrol/Troop's departure or taken back to town for recycling.

7. Council Equipment

Council tentage will be available to Troops who make reservations with Council for renting tents. A deposit of \$5.00 per tent is required. Upon return of the tent in satisfactory condition, \$3.00 will be returned to the Troop. These arrangements must be made by the individual troop. The Fall Encampment staff will not take any responsibility for securing, folding or returning tents.

8. Special Service Project

Keystone District will have a Special Service Project in which all Patrols and Troops can participate. Every Troop/Patrol should bring shovels, rakes, and work gloves. There will be no scoring for this Service Project, but will be a Good Turn opportunity for everyone to help make Beaumont a better place.

9. Webelos are Welcome at Encampment

Webelos dens are encouraged to attend the Fall Encampment and to participate. Leaders may bring the den for just the day on Saturday or for the whole weekend. Webelos dens accompanying Scout Troops should have their own leadership present and participate as a den, not be blended into the troop.

Cub Scouts who are not Webelos may not camp overnight at the Camporee.

KEYSTONE DISTRICT 1995 FALL ENCAMPMENT

Camporee Scoring System

<u>Scored Events</u>	<u>Max. Points</u>
Patrol Projects	1300
Pre-Camporee	100
Patrol Spirit	65
Campsite Evaluation	130
Uniform & Personal Evaluation	50
Total Points	1645
Bonus Points for Extra Effort in Campsite Evaluation	<u>20</u>
Maximum Possible Score	1665

Camporee Awards

Every Patrol participating in the Camporee will be recognized, but only those competing and earning points as outlined below will receive Award Recognition.

PATROL AWARD OF HONOR AND MERIT	1645 to 1390 points
PATROL AWARD OF MERIT	1389 to 1145 points
PATROL AWARD	1144 to 665 points
PARTICIPATING PATROL	Less than 664 points

Troop Awards will be given on the same point spread basis as the Patrol Awards by taking an average of the Troop's Patrol scores.

Sources of Information for Project Events

On the following pages the various Camporee Patrol projects are described. For many of the Projects, sources of information are identified to assist the Patrol in preparation. References are as follows:

Handbook: is The Boy Scout Handbook, 10th Edition, 1990
Fieldbook: is Fieldbook, Boy Scouts of America, 3rd Edition, 1984
Conservation Handbook, BSA, 1991

Missouri Dept. of Conservation pamphlets are available from
MO. Dept. of Conservation or Powder Valley Nature Center
P.O. Box 180 1715 Cragwold Drive
Jefferson City, MO 65102 St. Louis (Kirkwood) 63122
821-8427

Backpacker Magazine, June, 1995, can be found at Public Library

Patrol Evaluations: What is Expected

The Campsite and Equipment evaluation will occur on Saturday morning. An adult leader of each troop/patrol will be notified before the evaluation so that he/she can be present. The Personal Uniform Evaluation will occur at the evening Retreat.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
CAMPSITE		
1) Campsite Layout	5	Tents away from firelay, axeyard
2) Campsite Adequate Protection	5	Drainage, Circulation, and Wind
3) Tents and Dining Fly	5	Properly erected; ropes not in paths
4) Food storage	5	All food in Cooking area, not in tents
5) Fire lays properly located	5	Away from tents, not in pathway
6) Garbage Disposal Location	5	Away from Food Prep area
7) Safe axe yard	5	Roped-off and cleared, out of traffic
8) Improvising Equipment	5	Ingenuity by the Patrol
9) Flags	5	Patrol Flag prominently displayed
10) Bulletin Board, Protected from Weather with Duty Roster and Menus	5	Plastic sheet cover, Rotating duties listing all scouts, complete menus
11) Campsite Gateway	5	A clear entrance location
BONUS +++ Identification	5	Sign of name or Number of Patrol/Troop
BONUS +++ Lashings	5	Campsite gadgets
EQUIPMENT		
1) Personal (Adequacy)	5	Duffel, sleeping bag, Groundcloth, poncho
2) Personal (Care)	5	If not in use, stored out of sight
3) Troop or Patrol (Adequacy)	5	Patrol box, Lantern, grill, tools
4) Troop or Patrol (Care)	5	Well maintained, clean
FOOD		
1) Supplies	5	Adequate Food properly stored
2) Menu (must be posted)	5	Well-balanced, variety
3) Adequate cooking equipment	5	Clean pots, pans, and skillets
4) Adequate dishwashing equipment	5	Large pots, dishrack, scrub pads
SAFETY AND SANITATION		
1) First aid kit	5	Prominently displayed, fully equipped
2) Care of Food and Water	5	Refrigerated, closed containers
3) Use and Care of Tools	5	Sheaths on all saws and knives
4) Care and disposal of Garbage	5	Container with a closeable top
BONUS +++ Recycling	5	Separate aluminum cans from Garbage
BONUS +++ Compacting	5	Flatten everything that's thrown-out
5) Care and Storage of Firewood	5	Dry, proper sizes, covered
6) Fire buckets filled with water	5	One at each tent and in kitchen
7) Cooking Location Safety	5	Away from tents, out of traffic ways
	130	points possible
	+ 20	possible bonus points

Uniform and Personal Inspection

1) Did scouts who own uniforms wear them all day	10 points
2) Is scout in full uniform at Retreat ceremony	10 points
3) Is insignia properly placed, badge of rank worn	5 points
4) Is scout clean and presentable	25 points
	50 points possible

1 9 9 5 F A L L E N C A M P M E N T S C O R I N G C H A N C E S

PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the Fall Encampment. The purpose is to practice the skills that will be needed for the projects at the Fall Encampment. If an overnight pre-camporee is not possible an all day event may be substituted. To gain credit each Patrol should submit to the Campmaster by 4:00pm, Saturday, a written statement signed by its Scoutmaster and Patrol Leader describing when and where its pre-camporee was held.

Scoring: Overnight Pre-Camporee - 100 points
Day-only Pre-Camporee - 50 points

PATROL SPIRIT

All Patrols are encouraged to make a flag that identifies their Patrol and develop a yell to promote spirit and identity. Bring the flags and the yell to the Encampment. Five points will be awarded to each Patrol that shows its flag and gives its yell after each Project. The Patrol will not be reminded to give its yell.

Sources: Handbook, p. 538

Scoring: 5 points at each of 13 projects - 65 pts.

P A T R O L E V E N T S

CAMPFIRE SKIT

All Patrols are encouraged to participate in the Evening Campfire program. Skit descriptions must be written and should be submitted to the Campfire Leader by 1:00 pm on Saturday. BE CREATIVE. THINK ABOUT YOUR SKIT BEFORE THE CAMPOREE. The description must be approved in order to be performed at the Campfire. Patrols that do not turn in a description will not be permitted to perform. If the Campfire Leader has questions about a skit the Patrol may be asked to perform it for him.

Scoring: Submitted by 1:00pm, Approved and Performed - 100 pts.
Submitted after 1:00, Approved and Performed - 75 pts.

SERVICE PROJECT

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

Every Patrol should help build the Campfires and/or the Campfire Site. The Patrol should check-in with the Service Project Leader before starting work in order to receive instructions and get credit. The work may involve gathering fuel for the fires (do not cut any live trees), sawing the fuel to length, clearing the fire site, digging a fire pit, or building the fire towers.

Scoring: Check-in, Do the Work Requested - 100 pts.

CAN YOU FIND YOUR WAY HOME ?

Equipment: Compass provided by Patrol

Each Patrol will be shown a USGS map which includes Beaumont Scout Reservation. The Patrol will be asked to orient the map and then individual members of the Patrol will be asked to "read" a symbol or topographical feature on the map. Next, the Patrol will be asked the following questions:

- 1) Define and Describe: scale, contour line, contour interval, declination and bearing;
- 2) What are two ways to find your way without a map or compass?

Finally, the Patrol will be given a distance and a compass bearing to follow. The compass bearing will take the Patrol into a field where there will be several scattered marks, only one of which is correct. The closer to the correct mark the Patrol gets, the more points it will earn. The Project Leaders will have a measured distance laid out so Patrol members can learn their respective paces.

Sources: Handbook: pp. 179-197 Orienteering Merit Badge Pamphlet
Fieldbook: pp. 21-36 Backpacking Magazine, June, 1995

Scoring: Correct orientation of map - 10 pts.
Correct ID of map symbols: 5 at 4 points each - 20 pts.
Correct Definitions: 5 at 4 points each - 20 pts.
Correct Answers to Finding Way w/o Compass - 10 pts.
Correct Bearing, Distance and Mark - 20 pts.
Patrol Teamwork & Cooperation - 20 pts.
100 pts.

MATCHLESS ENGINEERING

Equipment: Fire starting devices and fuel provided by Patrol

The Patrol will be asked to prepare a fire site. When complete, two lengths of binder's twine will be strung between two steel rods: one at 10" above the ground, the other at 18". The Patrol may stack the fuel to the level of the first length of twine. The goal is to build a fire that will burn through the second length of twine. Once started, no fuel may be added to the fire. When complete the Patrol must properly extinguish the fire and restore the fire site.

Sources: Handbook: pp. 82-93
Fieldbook: pp. 115-119, 203-204

Scoring: Patrol Teamwork & Cooperation - 20 pts.
Fire built, started and twine burned in
less than 15 minutes - 15 pts.
less than 20 minutes - 10 pts.
less than 30 minutes - 5 pts.
Fire Started with
Friction - 50 pts.
Flint and Steel - 40 pts.
Hot Spark Kit - 30 pts.
Magnifying Glass - 20 pts.
Battery & Steel Wool - 10 pts.
Fire Site Preparation, Fire Properly Extinguished and Site Restored - 15 pts.

CONSERVATION ETHIC & PRACTICE: TRAIL BUILDING

The Patrol will be asked to identify trail building tools and explain their use. They will be given a list of terms used to describe the physical parts of a trail and then will be asked to apply the terms to a section of an actual Beaumont trail. They will also be asked five questions about trail design and construction. Finally they will be asked to say out loud and explain The Outdoor Code.

Sources: Fieldbook: pp. 489-503
Conservation Handbook, BSA

Scoring: Identify Trail Building Tools(10 at 3 pts. each) - 30 pts.
Trail Building Terms (5 at 5 pts. each) - 25 pts.
Questions about Trail Design (5 at 5 pts.) - 25 pts.
Know and Explain The Outdoor Code - 20 pts.
100 pts.

WHAT DO YOU HAVE WHEN YOU ARE WET & COLD?

The Patrol will be asked to explain Hypothermia and describe five basic symptoms. that a Hypothermia victim will exhibit. They will next be asked to describe firstaid for someone who has hypothermia. Then the Patrol will be asked to give three rules to follow to avoid hypothermia. Finally they will be asked to determine which of three weather situations will most likely cause hypothermia.

Sources: Handbook: pp. 431-432
Fieldbook: pp. 15, 151-152, 182, 335

Scoring: Hypothermia Symptoms (5 at 8 pts. each) - 40 pts.
Three Safe Remedies (3 at 8 pts. each) - 24 pts.
Avoiding Hypothermia (3 at 8 pts. each) - 24 pts.
Identify Hypothermia Weather - 12 pts.
100 pts

CREATIVE COOKING

Each Patrol must cook a lunch without using any man-made containers such as tin cans, skillets, pots, pans, aluminum foil or cooking aids such as forks, spoons, metal grills or spatulas. Scoring will be based on the entire preparation as well as the results. The meal must include a fresh meat, a bread, a fresh vegetable, and a dessert. Each item must be cooked to earn points. Innovative (if they are effective) cooking methods will be rewarded with higher scores. Judges will observe preparation between 12:30 and 1:00 pm and will return for tasting the food and observing clean-up between 1:00 and 1:30 pm.

Sources: Handbook: pp. 121-122
JLTC Manual

Scoring: Preparation and Cooking Method - 35 pts.
Meal Ready to eat at 1:00 pm - 15 pts.
Meat, Bread, Vegetable and Dessert
cooked and edible at 10 pts. each - 40 pts.
Clean-up - 10 pts.
100 pts.

GETTING TO KNOW THE WOODS

The Nature identification event will be held in the woods near the Encampment site. The Patrol will be led to the event and once there be taken on a short walk by the Project Leader who will ask the Patrol to identify twenty plants (or portions of a specific plant, like a fruit) that will have been marked. The Patrol will be asked to tell all it knows about the plants and their uses and what might be distinctive about them.

Sources: Handbook: pp. 318-345
Missouri Department of Conservation pamphlets

Scoring: Correct Plant Identification (20 at 3 pts. each) - 60 pts.
Correct Plant Information (20 at 2 pts. each) - 40 pts.
100 pts.

FIRST AID

Equipment: Provisions for Day Hike

The Patrol, while on a day hike at Beaumont Scout Reservation will encounter the victim of an accident. The site will be a remote area of Beaumont. The victim will be unconscious and therefore unable to communicate, but his injury will be obvious. The Patrol should take all the actions necessary to give First Aid to the victim and take other steps it deems appropriate. After the victim has been treated the Project Leader will quiz the Patrol on general First Aid procedures and techniques.

Sources: Handbook: pp. 401-443, 162-169
Fieldbook: pp. 167-193, 09-15
First Aid Merit Badge Pamphlet

Scoring: Proper First Aid procedures - 50 pts.
First Aid Quiz - 30 pts.
Patrol Teamwork/Cooperation - 20 pts.
100 pts.

DAY HIKES IN THE BACK COUNTRY

For this event, the Patrol has to be prepared, just as it did for First Aid, for a Day Hike. Assume that the Patrol is leaving early in the morning for a day hike on the Pioneer Trace, a 17-mile trail that goes through the back country at Beaumont. The Project Leader will ask you to show him the ten items that should be in every day pack, and he'll show you several more. He will ask you how long will it take you to make the hike, how much water should you drink, how to hike a trail, how to cross a stream, and to show him your most important piece of equipment.

Sources: Handbook: pp. 159-177
Fieldbook: pp. 9-19

Scoring: Ten Essential Day Pack Items (10 at 7 pts. each) - 70 pts.
Correct Answers to Hiking Questions (5 at 6 pts.) - 30 pts.
100 pts.

LOW-IMPACT CAMPING

Members of the Patrols will be shown a demonstration campsite erected by the Camporee Staff and will be asked to determine which features demonstrate low-impact camping and which do not. There will be twenty features identified. Some will involve the dress and equipment of the staff who will "inhabit" the campsite.

Sources: Handbook: pp. 27, 56-61, 127, 175, 277, 366
Fieldbook: pp 3-7.

Scoring: Correct Answers (20 at 4 points) - 80 pts.
Patrol Discussion and Cooperation - 20 pts
100 pts.

CARRY YOUR LEADER

Equipment: Rope for lashing are to be provided by Patrol
Wood Poles of Various Lengths will be Provided by Staff

The Patrol must make a "chair" on which to carry its Patrol Leader for 50' without his spilling the cup of hot soup he will be carrying. The Patrol's job is to devise the simplest and sturdiest "chair" design, lash it together properly, pick up the Patrol Leader, and carry him smoothly for 50.' No Patrol member may tie more than one lashing.

Sources: Handbook: pp. 149-155

Scoring: Correct Chair Design - 30 pts.
Correct Lashings - 30 pts.
Cooperation/Teamwork - 30 pts.
Smooth Ride/No Spills - 10 pts.
100 pts.

KEYSTONE CHALLENGE

This event will be completely new to some people, not so new to others. The aim of this event is learning how to work together to solve a problem.

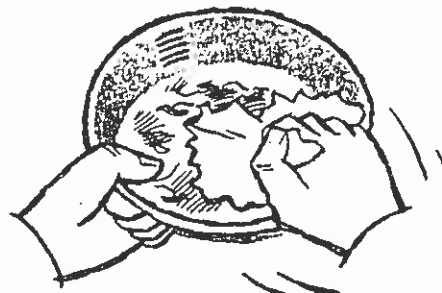
The Project Leader will present the Patrol with two physical challenges that it must overcome in order to continue on its journey through the Encampment. The solution to these physical challenges will not be obvious, the Patrol will have to really think to solve them. Cooperation and teamwork are a must! Good Luck!

Scoring: First Challenge Successfully Overcome - 20 pts.
Teamwork and Process in Solving Challenge - 30 pts.
Second Challenge Successfully Overcome - 20 pts.
Teamwork and Process in Solving Challenge - 30 pts.
100 pts.

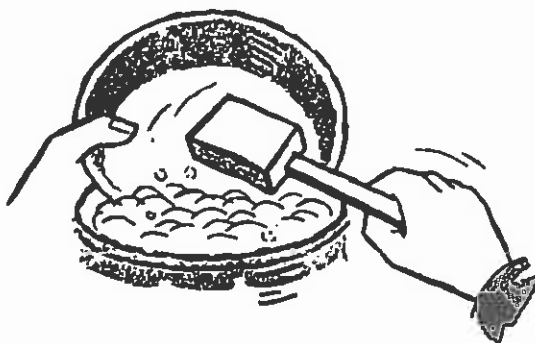
PATROL DISH WASHING

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

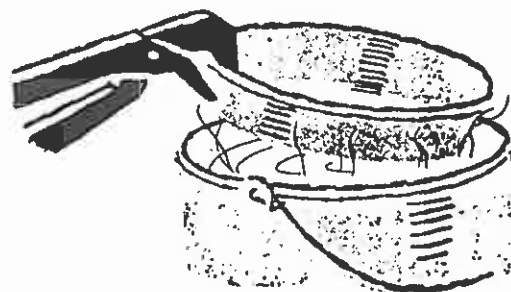
OTHER SCOUTS DO THIS



4. Each Scout wipes off his own eating utensils.

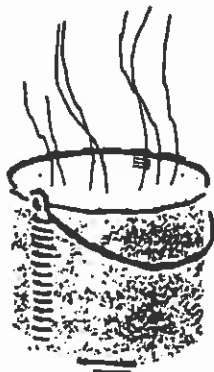


5. Then he washes them in pot of wash water.

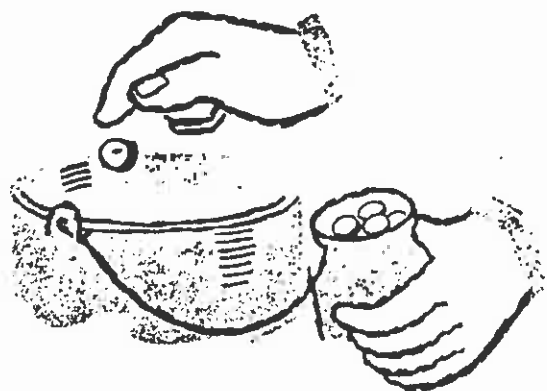


6. Now he rinses and sterilizes utensils by dunking them in pot of rinse water.

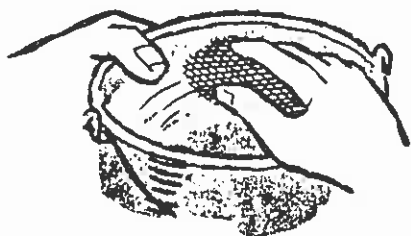
"CLEANUP SCOUTS" DO THIS



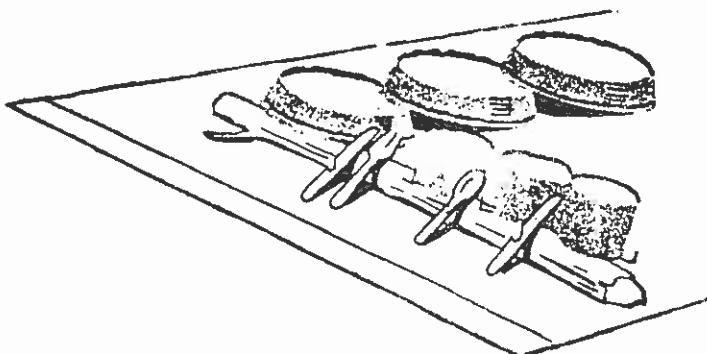
1. Start with full pot of boiling water. Some of this, mixed with cold water and liquid soap, becomes the wash water.



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.

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.

CAMP ROSTER

EVENT _____ **DATES: FROM** _____ **TO** _____

Camp _____ Site _____

Unit # _____ District _____

(NOTE: Please list Scouts by Patrols - Cubs by Dens)

Name of Cub, Scout or Explorer	Address	Phone	Rank	Gender	Age
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
Adult Leaders (2 minimum)	Address	Phone	Pos.	Gender	Period in Camp

KEYSTONE DISTRICT FALL ENCAMPMENT REGISTRATION FORM

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 one 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 _____ people.

We will have _____ Patrols participating.

Name: _____

Address: _____

City: _____ zip: _____

Phone: H) _____

B) _____

Mail this form and encampment fee to:

Keystone District
Fall Encampment
Greater St. Louis Area Council, BSA
4568 West Pine Blvd.
St. Louis, MO 63108-2179

FOR OFFICE USE ONLY

Date application received _____ total Fall Encampment

Fee paid \$ _____ Receipt No. _____

Received by: _____

RETURN THE COPY TO DISTRICT **ASAP**

THANK YOU