

1999 KEYSTONE DISTRICT FALL ENCAMPMENT

NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check-in with the Traffic Director when arriving at Sioux Passage Park. He will have a map showing the Troop camping area and where all events and activities will be held. It is essential that Troops camp in the designated area.

2. Patrol and Scout Participation

The Event Staff will ensure that every scout in a Patrol participates in Events. The emphasis of this Encampment is Patrol participation, cooperation and teamwork.

3. Organization

Scorecards: Each Patrol will be issued a scorecard that will be the Patrol's Official Scorecard for the Fall Encampment. At each event the Staff Member will write the Patrol's score on the card, then he and the Patrol Leader will initial it. The scorecard must be taken to every event for the Patrol to receive an official score. The Event Leader will also keep a scorecard, but only as a reference. Bring a clipboard for carrying and protecting the scorecard. The cards will be collected at the Evening Retreat and the scores posted on the District Scoreboard at Staff HQ.

Event Scheduling: At the Opening Ceremony each Patrol will also be given a schedule showing which event it is to go to first and the order of events to go to after that.

Patrol Counselor: A Fall Encampment staff member will be assigned as a Staff Counselor for each Patrol. That Staff member will conduct the personal evaluations of the Patrols to which he is assigned and check the grounds on Sunday.

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 Encampment 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 Fall Encampment 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 p.m., after the Evening Retreat and before supper. Locations of the services will be announced at the Retreat.

6. Low-Impact Camping

Sioux Passage Park will be a new experience for the troops of Keystone District. For the rules and guidelines refer to **Special Instructions** in this Manual. It is important that each Troop and Patrol do as much as possible to reduce the impact it makes on the grounds of Sioux Passage Parkway during the Fall Encampment. Among these are:

- a) The water hydrant is for filling a Troop or Patrol's containers only. Hand washing, etc., should occur at the campsite.
- b) No cutting of trees is permitted for fire wood.
- c) Reduce the quantity of trash and garbage by carefully planning the menus and packing food for the Fall Encampment. There is very limited space for trash so the less you have the better. Organize food into the correct quantities and re-pack it into plastic bags. That way there should be no waste food and minimum waste packaging at the end of the weekend.

7. Council Equipment

Since this Fall Encampment is not taking place at Greater St. Louis Area Council property, no council equipment will be available. All units should plan to supply all of their own equipment needs.

8. Webelos Dens and Leaders are Welcome at Fall Encampment

Webelos dens are encouraged to attend the Fall Encampment and to participate. The dens will do the same events as the Scout Troop patrols, but will only compete against other Webelos Dens. Leaders may bring the den for just the day on Saturday or for the whole weekend. Webelos dens accompanying Scout Troops must have their own leadership present and participate as a den. They may not be blended into the ranks of the Troop.

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

ATTENTION: SCOUTMASTER

HERE IS THE MANUAL FOR THE 1999 FALL ENCAMPMENT

EXPLAINING TROOP AND PATROL PARTICIPATION, REGISTRATION PROCEDURE, THE SCHEDULE OF ACTIVITIES, THE PATROL EVENTS, THE SCORING SYSTEM, AND PATROL EVALUATIONS.

PREPARATION:

Your Troop and Patrols will derive the greatest benefit from the Fall Encampment by preparing for it. the requirements for each event are clearly described in this Manual. At the next Troop Leaders Council meeting, review the Manual thoroughly with your Leadership Corps and Patrol Leaders. Each Patrol Leader should have a copy of the Manual.

Your Leadership Corps should conduct demonstrations and instruction at troop meetings for the benefit of the scouts in the Patrols. the Patrol members can practice the skills they have learned in their Patrol Meetings with the help of their Patrol Leaders.

PRE-CAMPOREE:

Prior to the Fall Encampment your troop should conduct a Pre-Camporee camping trip. This allows the Patrol to practice the patrol Method in campsite responsibilities and to practice in an outdoor setting for the events that will be held at the Fall Encampment.

PATROLS

Scouting works best when the Troop's members are divided into Patrols. The optimum number of boys in a patrol is 6-8. No patrol may have more than eight members.

Each troop's Patrol structure should be formed before the Fall Encampment and every patrol should practice as a unit for the Fall Encampment events. All of the activities are designed for Patrols and the most successful ones will be those who have practiced together. Do not mix boys from different Patrols at the Encampment.

REGISTRATION:

Use the Registration Forms in this Manual or copy them for use at the Fall Encampment. It is helpful, but not necessary, to have the Registration Forms completed and submitted before the Encampment. They will be accepted Friday evening or Saturday morning by the Campmaster.

SPECIAL INSTRUCTIONS FOR SIOUX PASSAGE

The 1999 Keystone District Fall Encampment is being held at Sioux Passage Park on Old Jamestown Road in north St. Louis county overlooking the Missouri River. The area reserved for keystone is at the end of Park Road at the Scout Area.

A map showing the way is bound into the Manual.

There are special conditions and rules for Sioux Passage that each troop must follow. They are different from those we employ at Beaumont Reservation. Please read the following information and incorporate it into your troop's planning.

WATER: Water is available at Sioux Passage Park. The water pump is for filling a Unit's containers only. All units should bring adequate containers for storage of water and use at their campsite.

LATRINES: Portable toilets are on site for the Fall Encampment. Respect these facilities and the privacy of those using them. One toilet will be designated for use by women scouters.

RIVER: The Missouri River forms the north edge of Sioux Passage Park. Access to it is difficult and swimming or wading in the river is strictly forbidden. Admire it from the bluff.

TRASH: There are limited containers at Sioux Passage Park for disposing of trash and garbage. Each unit should limit the amount of trash it generates and plan to pack its trash out of the Park. This is a good opportunity to practice low-impact camping techniques with the menus each unit plans.

FIRES: Ground fires are not permitted at Sioux Passage Park. **NOTE:** All fuel for the Fall Encampment (wood or charcoal) must be provided by each unit. No trees may be cut for firewood. Every unit must plan an alternative method for cooking. Suggested methods are portable charcoal grills, fires raised above the ground on metal screens or grilles or gas-fired camp stoves.

PARKING: Parking is permitted only in designated areas, which are clearly marked.

PROGRAM: 1999 KEYSTONE DISTRICT FALL ENCAMPMENT

SCHEDULE OF EVENTS

Friday, October 15th

- 5:00-7:00 p.m. Troops arrive at Sioux Passage. **Check-in with Traffic Director and receive map showing Camping Area.**
- 6:00-9:00 p.m. Supper. May be prepared in advance and brought to Camp.
- 9:00 p.m. SPL check that all Scouts in his Troop have space in a tent.
- 9:15 p.m. SPLs' Meeting at District Headquarters.
1) Turn in Troop/Patrol roster and fees to Campmaster.
2) Discuss and answer questions about Camporee Events.
- 9:30 p.m. SPLs' and Scoutmasters' **Cracker Barrel** at District Headquarters. Each Troop bring a contribution to share with others.
- 10:00 p.m. Campsites quiet. All lights out.

Saturday, October 16th

- 6:00 a.m. Wake-up.
- 6:00-8:00 Prepare and eat breakfast. Cleanup. Prepare Patrol campsites and personal gear from Campsite and Equipment Evaluation.
- 8:00-8:30 **Opening Ceremony.** Flag Raising. Introduction of Camporee Staff. Distribution of Event Schedule Cards to Patrols.
- 8:30-11:30 **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30-1:15 p.m. **Lunch.** Each Patrol should prepare and eat lunch now. When done with lunch, Patrols should clean up before going to the Flag Pole at 1:15.
- 1:15-1:30 Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script now.
- 1:30-4:30 **Patrol Events.**
- 4:30 Tug-of-War.
- 4:45-5:30 Free time. Begin Supper preparation. Cleanup and prepare for Personal and Uniform Evaluation.
- 5:30-5:45 **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 5:45-6:15 **Religious Services.**

Saturday, October 16th (cont.)

- 6:15-8:00 p.m. **Supper.** Be sure to allow time for **Cleanup** so that by 8:00 p.m. everything has been cleaned and put away.
Use the rest of the time to Rehearse Skits.
- 8:00 **Evening Program.** Assemble by Patrol at Flag Pole to be led to the Evening Campfire site.
- 8:15-9:45 **Campfire: Skits and Entertainment by Patrols and Staff.**
The Order of the Arrow Chapter will meet at the Campfire after the Patrols have returned to their campsites.
- 10:00 **Day's End...** Campsites Quiet... All lights out.

Sunday, October 17th

- 6:30 a.m. Wake-up.
- 6:30-9:00 Prepare and eat Breakfast. Cleanup. Pack personal gear.
- 9:00-10:00 Begin Breaking Camp. compact all trash, double bag and securely close all trash bags.

Keep aluminum cans, glass, and plastic jugs in separate bags so they can be recycled easily.
- 10:00 **Awards Ceremony and Closing.**
- 10:30-12:00 Complete Breaking Camp. Police grounds, Clean site.

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

Trash is to be removed from site by each patrol and deposited in the dumpster at the parking area.

Personal and Uniform Evaluation

- | | |
|--|-----------|
| 1. Are all Scouts Wearing a Uniform? | 10 |
| 2. Is insignia properly placed; is badge of rank worn? | 5 |
| 3. Does Patrol Leader assume Leadership Role? | 10 |
| <u>4. Are Scouts Clean and Presentable?</u> | <u>25</u> |
| Possible Points | 50 |

Patrol Evaluations: What is Expected

Campsite and Equipment evaluation will occur Saturday morning. The evaluation will only be made with an Adult Leader present so Leaders should make an effort to be in camp. Personal and uniform Evaluation will occur at the Evening Retreat.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
<u>CAMPSITE</u>		
1. Campsite Layout	5	Tents away from cooking area
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. Cooking area properly located	5	Away from tents (not in pathway)
6. Garbage Disposal Location	5	Away from Food Prep area
7. Safe ax 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 & menus	5	List includes all scouts; shows complete menus
11. Campsite Gateway	5	A clear entrance location
Bonus >>> Identification	5	Sign of name or no. of patrol/troop
Bonus >>> Lashings	5	Campsite gadgets
<u>EQUIPMENT</u>		
1. Personal	5	If not in use, stored out of sight
2. Troop or Patrol (Adequacy)	5	Patrol box, Lantern, Grill, Tools
3. Troop or Patrol (Care)	5	Well maintained, clean
<u>FOOD</u>		
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 dish washing equipment	5	Large pots, dish rack, scrub pads
<u>SAFETY AND SANITATION</u>		
1. First aid kit	5	Prominently displayed; fully equipped
2. Care of Food & 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	15	Alum. cans, glass, plastic separated
Bonus >>> Compacting	5	Flatten everything thrown out
5. Care and Storage of Firewood	5	Dry, proper sizes, covered
6. Cooking Location Safety	5	Away from tents, out of traffic paths
Points Possible:	120	
Bonus points possible:	30	

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Camporee Scoring System

<u>Scored Events</u>	<u>Maximum Points</u>
Patrol Events	1150
Pre-Camporee	100
Patrol Spirit	50
Campsite Evaluation	150
Uniform & Personal Evaluation	<u>50</u>
Maximum Possible Score	1500

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	1500 to 1301 points
Patrol Award of Merit	1300 to 1101 points
Patrol Award	1100 to 575 points
Participating Patrol	Less than 575 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

Merit Badge Pamphlets, where referenced, are for general information and any edition will serve.

1999 FALL ENCAMPMENT SCORING CHANCES

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 4:30 p.m., 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 to develop a yell to promote spirit and identity. Bring the flags and the yell to the Camporee. Five points will be awarded to each patrol that shows its flag and gives its yell after each Event. Patrols will not be reminded to give their yells.

Sources: Handbook, p. 538
Scoring: 5 points at each of 10 events - 50 points possible

PATROL EVENTS

CAMPFIRE SKIT

The idea is to create an original, humorous skit for the Patrol to perform at the Evening Campfire Program. The object is to entertain the audience and the Judges. Skit descriptions must be written on the form provided in this Manual and should be submitted to the Campfire Leader at the 1:15 p.m. Assembly on Saturday. BE CREATIVE! THINK ABOUT YOUR SKIT BEFORE THE CAMPOREE. The description must be approved in order to be performed at the Campfire.

Thirty points of the Patrol's score will be determined by Staff Judges when the Skit is performed based on originality, creativity, and stage presence.

Scoring: Submitted at 1:15 p.m. and approved for performing - 70 points
Performance Evaluation by Judges - Maximum of 30 points

SERVICE PROJECT

Equipment supplied by patrol: Work Gloves, Rakes and Shovels

Every Patrol should help with the Keystone Service Project. The Patrol should check-in with the Service Project Leader before starting work in order to receive instructions and get credit. This will be a new experience. Come prepared.

Scoring: Check-in, Cheerfully Do the Work Requested - 100 points
Patrol Flag & Yell - 5 points

FORESTRY BY SENSE OF TOUCH

Equipment: Blindfold & Watch Supplied by Staff

Every Patrol Member will try to identify a tree using senses other than sight. One at a time each Patrol Member will be blindfolded and turned around three times and then led in a roundabout way to a tree nearby. The blindfolded scout is to collect information about the tree using his sense of touch and smell for one minute. He will be led back to the point of beginning, his blindfold removed, and then asked to find his tree. Other Patrol members may not give direction.

Scoring: Every Patrol Member Finds His Tree	- 75 points
Finds it in less than Two minutes	- 25 points
(Cannot Find Tree is -15)	
Patrol Flag & Yell	- <u>5 points</u>
Total points possible	105 points

LOW-IMPACT CAMPING

Objective: Understanding No-Trace Camping Techniques

This event will be a quiz in which the Patrol Members will be asked "true-false" questions about low-impact camping. The Staff Leader will describe a camping or hiking activity and ask if the description fits the definition of low-impact camping. He will ask the questions of specific Patrol members.

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

Scoring: Correct Answers (20 at 4 points each)	- 80 points
Cooperation and Teamwork	- 20 points
Patrol Flag & Yell	- <u>5 points</u>
Maximum points possible	- 105 points

ESTABLISHING TRUST IN KNOTS

Objective: Learn Two very important knots and use them in a way that rewards success and penalizes failure

Equipment: Ropes Provided by Staff

Each patrol will be taught two basic scout knots. The instructor will assume that no one knows how to tie the knots and will carefully show how to tie the knots until every Patrol Member has demonstrated he knows how to tie both knots. The Patrol will be divided into groups of two and the knots will be used by each pair of scouts.

Scoring: Everyone Successful	- 100 points
(Each Failure is -10)	
Patrol Flag and Yell	- <u>5 points</u>
Possible points	105 points

RELAY THE WORD

This will test your memory skills and your ability to successfully communicate with your Patrol members.

All Patrol members will be placed at stations several feet apart. The Patrol Leader will be told a phrase at least ten words long. He will then go to the next Patrol member and repeat what he was told, word-for-word, as best he can. Each Patrol member will tell the next until the last person in line is reached. He will repeat the phrase out loud for everyone to hear. The position at the end of the line will be rotated among all Patrol members

Scoring: Ten Phrases at Least Ten Words Long	- 100 points
(Minus one point for every incorrect	
Word when the Phrase is said out-loud)	
Patrol Flag & Yell	- <u>5 points</u>
Possible points	- 105 points

SCAVENGER HUNT

Every Patrol will be given a list of twenty items that naturally occur at Sioux Passage Park or should have been brought to Sioux Passage Park by the Patrol as part of its equipment. the Patrol will have twenty minutes to find all twenty items and show them to the Staff member in charge. It is important to plan how to find all the items.

Scoring: All twenty items	- 80 points
(5 points per item)	
Patrol Teamwork	- 20 points
Patrol Flag & Yell	- <u>5 points</u>
Possible points	- 105 points

PAPER PLATE MINE GAME

Equipment: Blindfold Supplied by Staff

A potential hazardous material disaster will confront your Patrol Every member of the patrol must navigate a narrow canyon filled with land mines while blindfolded. The mines will be marked by paper plates and members of your Patrol will watch you as you make your trek and will provide the necessary guidance and instruction to bring you to safety.

Scoring: Everyone Safe, No Casualties	- 80 points
(Every Land Mine Contact is - 4 points)	
Teamwork and Cooperation	- 20 points
Patrol Flag & Yell	- <u>5 points</u>
Possible Points	105 points

KEYSTONE CHALLENGE

Objective: Teamwork to Achieve Goals and Objectives

The Staff Leader will present the patrol with two challenges. To successfully achieve the results needed to overcome the challenge, the Patrol members will have to communicate with one another clearly and plan how they are going to do it.

Scoring: First Challenge Successfully Overcome	- 20 points
Teamwork and Process Solving Challenge	- 30 points
Second Challenge Successfully Overcome	- 20 points
Teamwork and Process in Solving Challenge	- 30 points
Patrol Flag & Yell	- <u>5 points</u>
Possible Points	- 105 points

LAND NAVIGATION

Equipment: Compass provided by Patrol

Prior to the Fall Encampment, each member of the Patrol should determine the length of his pace. Patrols Members will be given three distances and three degree readings so that the Patrol can reach a predetermined destination.

Sources: Handbook: pp. 179-197; Fieldbook: pp. 21-36

Scoring: Following a Course	- 75 points
Patrol Discussion & Cooperation	- 25 points
Patrol Flag & Yell	- <u>5 points</u>
Possible Points	105 points

TUG - OF - WAR TOURNAMENT

All patrols should prepare for the Tug-of-War. Every Patrol will have at least two matches. After the first round, winners will go into the Championship bracket and losers will go into the Consolation Bracket. The winner of the Consolation Bracket will be the third place team. Brackets will be prepared by drawing Patrol names out of a hat.

Scoring: 1st Place	- 100 points
2nd Place	- 90 points
3rd Place	- 80 points
4th Place	- 75 points
Participation	- 50 points

TALL TALES CONTEST

Every Patrol should choose its strongest, bravest and most fearless member to tell the rest of Camp at the Evening Retreat just how strong he is. In two minutes he should describe an event that proves his great strength. The winners will be chosen by the amount of applause that the Camp gives each Story. The Patrol will score points and the Story Teller will be recognized and rewarded.

Scoring: First Place - 50 points; Second Place - 35 points

1999 KEYSTONE FALL ENCAMPMENT: CAMPFIRE SKIT DESCRIPTION FORM

_____ Patrol of Troop _____

Title of Skit: _____

Description:

Reviewed and Approved by: _____

This Form should be completed and submitted to the Campfire Leader no later than the 1:15 p.m. Camp Assembly.