

G R A N D

T O W E R S

D I S T R I C T

S P R I N G

C A M P O R E E

LAEMMLI AREA

BEAUMONT SCOUT RESERVATION

OCTOBER 18-20, 2002

Ron Jones, Campmaster

Ralph Wafer, Advisor

ATTENTION:

SCOUTMASTER

HERE IS THE MANUAL FOR THE 2002 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 will allow the Patrol to practice the Patrol Method in campsite responsibilities and to practice for the events described in this Manual.

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 at the Fall Encampment may have more than 8 members.

Each troop's Patrol structure should be formed before the Fall Encampment and each Patrol should practice for the events as a unit. All activities are designed for Patrols and the most successful Patrols will be the ones who have practiced together. Do not mix boys from different Patrols at the Fall 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 Camporee. They will also be accepted on Friday evening or Saturday morning by the Campmaster.

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NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check in with the District Headquarters when arriving at Laemmli Area. Every Troop will be given a map showing the Troop camping areas and where all events and activities will be held. Set up tents only in the areas designated for camping.

2. Patrol and Scout Participation

The Fall Encampment Staff will work to ensure that every scout in a Patrol participates in Events. The emphasis of the Fall Encampment Events is to encourage Patrol participation, cooperation and teamwork.

3. Organization

Scorecards: Each Patrol will be issued a scorecard at the Opening Ceremony. It 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 each event in order for the Patrol to receive an official score. Staff Members will also keep scorecards, but only as a reference. Bring a clipboard for carrying and protecting the Patrol's scoreboard. Scorecards will be collected at the Evening Retreat and the results posted on the District Scoreboard at District 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. He will conduct the personal evaluations of the Patrols to which he is assigned and check their campsites before they leave on Sunday.

4. Timekeeping

To keep the Camporee 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 Grand Towers District, through the St. Louis Area Council, will invite clergy to the Fall Encampment to conduct religious services on Saturday evening. Every one is encouraged to attend the Service 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. Leave-No-Trace Camping

Leave-No-Trace Camping means taking and using only what is needed by the Patrol and not damaging or leaving a mark at campsites.

- a) The water hydrants are to be used for filling a Patrol's water containers only.
- b) No cutting of trees is permitted for firewood.
- c) Reduce trash and garbage by carefully planning the Patrol's menus for the Fall Encampment. Organize food into the correct quantities and repack it into plastic bags. That way there should be no waste food and minimum waste packaging at the end of the weekend.
- d) Dig a fire pit instead of building fires on the ground
- e) Recycle all aluminum, glass and plastic containers. Special plastic bags will be issued to use for recycling.
- f) Place all trash in heavy-duty bags to keep your campsite clean. Consolidate the trash so there's room for every troop's trash in the dumpsters at the Cub World parking area.

7. Council Equipment

Council tentage is available to Troops who make reservations with Council for renting tents, dining flies, etc. A deposit may be required. Upon return of the equipment in satisfactory condition, part of the deposit is returned. These arrangements must be made by the individual troop directly with the Camping Department at Council (361-0600). For further information, call District Executive, Robbie Robinson (256-3082). The Fall Encampment staff cannot take any responsibility for securing, setting up, striking, folding or returning Council tentage for any Troop.

8. Webelos Dens and Leaders are Welcome at Fall Encampment

Webelos Dens are encouraged to attend and participate aty the Fall Encampment. The Dens will do the same events as the Boy 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 Boy Scout Troops must have their own leadership present and participate as a Den. Webelos may not be blended in to the ranks of the Troop.

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

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SCHEDULE OF EVENTS

FRIDAY, OCT. 18TH

- 5:00-9:00 PM Troops arrive at Laemmlli Area. **Check-in at District Headquarters and receive map showing Camping Areas. Do not arrive before 5:00 PM.**
- 6:00-9:00 PM Eat Supper and Set-up Camp.
- 9:00 SPL checks that all Scouts in his Troop have space in a tent.
- 9:15 SPLs' Meeting at District Headquarters
1) Turn in Troop/Patrol roster and fees to Campmaster.
2) Discuss rules of Fall Encampment and of Camporee events.
- 9:30 SPLs' and Scoutmasters' **Cracker Barrel** at District Headquarters. Each Troop brings a contribution to share with others.
- 10:00 Campsites quiet. All lights out.

SATURDAY, OCT 19TH

- 6:30 AM Wake-up
- 6:30-8:30 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. Distribution of Scorecards and Event Schedule cards to Patrols.
- 9:00-12:00 **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 12:00-1:15 PM **Lunch and Cleanup**
- 1:15-1:30 Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script now.
- 1:30-4:30 **Patrol Events.**
- 4:30-5:00 Tug-of-War
- 5:00-5:30 Clean-up and prepare for Personal and Uniform Evaluation. Rehearse Skits

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SATURDAY OCT. 19TH (continued)

- 5:30-5:45 **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 5:45-6:00 **Religious Services.**
- 6:00-8:00 PM **Supper.** Be sure to allow time for **Clean-Up** so that at 8:00 pm everything is cleaned and put away.
- Use the rest of the time to Rehearse Skits.
- 8:00 **EVENING PROGRAM.** Assemble at Flag Pole to be led to the Evening Campfire site.
- 8:15-9:45 **CAMPFIRE: Skits and Entertainment by Patrols and Staff**
- The Grand Towers Order of 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, OCT. 20TH

- 6:30 AM Wake-up
- 6:30-9:00 Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00-10:00 Begin Breaking Camp. Compact and securely close all trash bags.
- Take bags of aluminum cans, glass and plastic jugs home to be recycled.
- 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 Bags are to be removed by each Troop/Patrol and deposited in the dumpster at the Cub World parking area.

GRAND TOWERS 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 pm, 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 pts
	Day-only Pre-Camporee	50 pts

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 Camporee. Five points will be awarded to each Patrol that shows its flag and gives its yell after each Event. The Patrol will not be reminded to give its yell.

Scoring:	5 pts. per Event
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TUG - OF - WAR

Patrols will face each other in the tug-of-war in the afternoon following the Patrol Events. Small patrols, 3-5 members, will face small patrols. Large patrols, 6-8 members, will face large patrols. Thus, there will be two winners. Staff members will challenge the winning patrols.

Scoring:	First Place -	100 points
	Second Place -	75 points

I AM IRONMAN

Every Patrol should select its strongest member (and best story-teller) to tell the Camp at the Evening Retreat just how strong he is. In one minute he should describe an event that proves his enormous strength. The winner (and his Patrol) will be chosen by the amount of applause his story gets from the other Patrols. The winner will receive a special award.

Scoring:	First Place -	50 points
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CAMPFIRE SKIT

Equipment Supplied by Patrol: Props and Costumes

The object is to create an original, humorous skit to perform at the Evening Camp-fire Program to entertain the audience and the Judges. Skit descriptions must be on the form provided in this Manual and submitted at the 1:15 pm Assembly. BE CREATIVE. THINK ABOUT YOUR SKIT BEFORE THE CAMPOREE. The Skit must be approved in order to be performed. Three/Fourths of the Patrol's score will be determined by Staff Judges when the Skit is performed on the basis of it's originality, creativity, and stage presence.

Scoring:	Submitted at 1:15 pm and Approved for Performing	25 pts
	Performance Evaluation by Judges: Maximum Points	75 pts

PATROL EVENTS

SERVICE PROJECT

Equipment: Work Gloves, Rakes and Shovels Supplied by Patrol:

Every Patrol should help with the Service Project. The Patrol should check-in with the Service Project Leader before starting work in order to receive instructions and get credit.

Scoring:	Completion of Work to Satisfaction of Staff	100 pts
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EAGLE EYE

Equipment: Pen or pencil; paper: supplied by Patrol

Your patrol will be allowed to look at a tray of 25 assorted objects from nature for 90 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:	4 points
	Maximum:	100 points
Reference:	Field Book - Chapter 18	

LEAVE-NO-TRACE CAMPING

Equipment: Pen or pencil and paper; supplied by Patrol

This event will be a quiz in which the Patrol members will be asked 'true/false' questions about Leave-No-Trace Camping. The Staff will describe a camping or hiking activity and ask if it fits the definition of Leave-No-Trace. Each question will be directed to a specific Patrol Member.

Scoring:	For Each Correct Answer:	4 points
	Maximum:	100 points
Reference:	Hand Book pp: 232-235, 242-256, Field Book: pp: 3-7	

CAN YOU FIND YOUR WAY HOME?

Equipment: Compass provided by patrol

Each patrol will be asked first to orient then to "read" a map of Beaumont Scout Reservation. Each Patrol member will be asked to "read" a symbol or topographical feature on the map. Then 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.

Scoring:	Correct orientation of map	25 points.
	Correct ID of map symbols and features: 10 @ 4 each	40 points.
	Correct Bearing, Distance and Mark	<u>35</u> points.
		Total: 100 point

Reference: Handbook: pp. 66-74; 118-121
Fieldbook: pp. 21-36
Orienteering Merit Badge Pamphlet

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 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. No Patrol member may tie more than one lashing.

Scoring:	Correct Chair Design	30 points.
	Correct Lashings	30 points.
	Cooperation/Teamwork	30 points.
	Smooth Ride/No Spills	<u>10 points.</u>
		100 points.

Reference: Handbook: pp. 137-147

STRING MAZE

Your patrol will be shown the "strenuous string maze" for 2 minutes. You will then be blind-folded 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:	Successful Navigation of the Maze	100 points
	Every Mistake: Deduct 10 points	

ROPES AND KNOTS

Equipment: Suitable length of rope for tying knots supplied by Patrol

The Patrol should come ready to tie at least one different knot or lashing per scout. At least five must be tied regardless of the number of patrol members and they must be from the Scout Handbook or Fieldbook. Sample knots or lashings that can be tied are: 1) the square knot; 2) the bowline; 3) the clove hitch; 4) the timber hitch; 5) the taut-line hitch; 6) two half-hitches 7) square lashing and 8) diagonal lashing.

Scoring: For each correctly tied knot up to five at 15 points each - 75 points
For each correctly tied knot over five at 5 points each
(Maximum five extra knots) - 25 points
100 points

Reference: Handbook: pp: 8, 35-37, 138-150

SCAVENGER HUNT

Equipment: Scout handbook, Fieldbook (old edition), collection bag

Each patrol will be given a scavenger list at the Opening Ceremony. From the list of 25 items, the patrol must find at least 10 different items to score any points. The items will be those found in nature at Beaumont or in the campsite.

All found items to be turned in and identified at District Headquarters no later than 4:30 p.m. on Saturday.

Scoring: First 10 Items (Min. of 10 required to Score) at 5 points - 50 points
Additional Items at 3 points (15 possible items) - 45 points
Bonus Points for all 25 items - 5 points
100 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: Five Phrases successfully repeated at 20 points - 100 points
(Each Word will count two points)

2 x 4 BOARDWALK

Equipment: 2"x4" Boards Supplied by Staff

Your Patrol will be asked to use the 2"x4"s as the vehicle to walk fifty (50) yards. This is an activity requiring everyone to work together as a unit so the vehicle will move. Every Patrol Member will stand on each of the 2"x4"s, grasp a loop of rope attached to each board, and in concert lift the right board and then the left one to walk the designated distance.

Scoring: 25 yards in 2 minutes or less – no mishaps - 100 points
(Any mishap or fall costs 10 points)
25 yards in over 2 minutes - no mishaps - 75 points

Personal and Uniform Evaluation

The members of every Patrol will be evaluated at the Evening Retreat by the following criteria:

- 1) Is every Scout wearing his Scout Shirt? 10 points
- 2) Is every Scout in the Patrol in Full Uniform? 10 points
- 3) Are insignia properly placed and badge of rank worn? 5 points
- 4) Are Scouts clean and presentable? 25 points
50 points possible

Campsite Evaluations: What is Expected

Campsite and Equipment evaluations 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. Patrols should make sure that their campsite is ready to be inspected before they leave for the patrol events.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
<u>Campsite Area</u>		
1. Campsite Layout	5	Tents away from cooking area
2. Adequate Protection	5	Drainage, Circulation, and Wind
3. Tents and Dining Fly	5	Properly raised; no ropes in pathways
4. Patrol Area	5	Tents arranged in a line or cluster
5. Patrol Flag	5	Posted or prominently displayed
6. Duty Roster	5	Posted and filled out completely
Bonus: Campsite Entrance	5	Gateway constructed with lashings
Identification	<u>5</u>	Sign or name of patrol and troop
	40	
<u>Equipment</u>		
1. Personal	5	Stored in tents; out of sight
2. Troop or Patrol	5	Adequate Camping Equipment
Bonus: Ax Yard	<u>5</u>	Safe; equipped with proper tools
	15	
<u>Cooking Area</u>		
1. Property Located	5	Away from tents (not in pathway)
2. Food Supplies	5	Adequate Food Properly Stored
3. Menu	5	Posted; Variety in Meals
4. Adequate Cooking Equipment	5	Clean pots, pans, and skillets
5. Adequate Dish Washing Equipment	<u>5</u>	Large pots, dish rack, scrub pads
	25	
<u>Safety and Sanitation</u>		
1. First aid kit	5	Displayed; fully equipped
2. Garbage Disposal Location	5	Away from Food Prep. Area
3. Firewood	5	Out of the way; under a tarp
4. Care and Disposal of Garbage	5	Container with a closeable top
Bonus: Compacting	10	Boxes flat and compact
Recycling	<u>15</u>	Alum. cans, glass, plastic separated
	45	

Maximum Score 125

GRAND TOWERS FALL ENCAMPMENT, FALL 2002
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 pm Camp Assembly.

GRAND TOWERS FALL ENCAMPMENT, FALL 2002

Fall Encampment Scoring System

Patrol Events	1,000 points
Patrol Spirit	50 points
Pre-Camporee	100 points
Skit	100 points
Tug-of-War	100 points
IronMan Competition	50 points
Campsite Evaluation	125 points
Personal Evaluation	<u>50</u> points
Maximum Possible Score	1,575 points

Fall Encampment Awards

Every Patrol participating in the Fall Encampment will be recognized, but only those competing and earning points will receive Award Recognition.

PATROL AWARD OF HONOR AND MERIT	1,575 to 1,376 points
PATROL AWARD OF MERIT	1,375 to 1,176 points
PATROL AWARD	1,175 to 776 points
PARTICIPATING PATROL	775 points or less

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 Patrol Events

On the following pages the Patrol Events are described. The sources of information listed can help the Patrol in its preparation. The sources referenced are:

Handbook: is the The Boy Scout Handbook, 11th edition, 1998

FieldBook: is the Fieldbook, Boy Scouts of America, 3rd edition, 1984

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