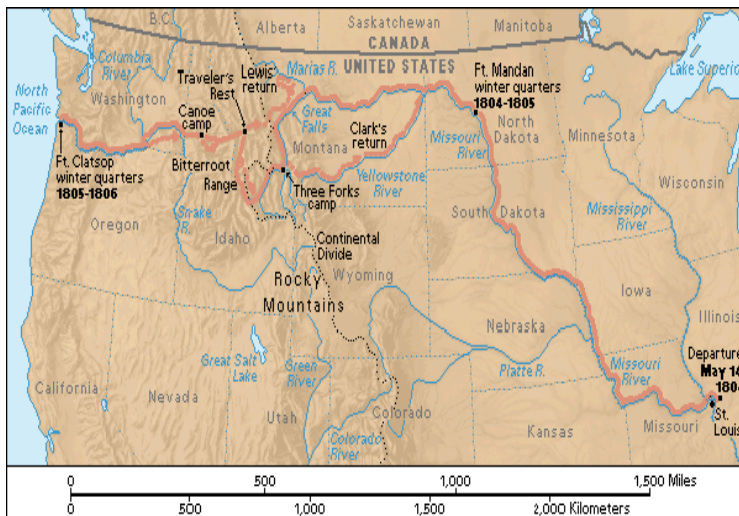


2003 GRAND TOWERS DISTRICT FALL CAMPOREE



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BEAUMONT SCOUT RESERVATION October 3-5, 2003

Juwan Sanders, Campmaster
Daron Holloman, Assistant Campmaster
Ralph Wafer, Advisor
Paul Winter, Assistant Advisor

SCHEDULE OF EVENTS

FRIDAY, OCTOBER. 3rd

- 5:00-9:00 PM Troops arrive at Camporee 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 PM SPL checks that all Scouts in his Troop have space in a tent.
- 9:15 PM SPLs' Meeting at District Headquarters
1) Turn in Troop/Patrol roster and fees to Campmaster.
2) Discuss rules of Fall Camporee and of Camporee events.
- 9:30 PM SPLs' and Scoutmasters' **Cracker Barrel** at District Headquarters. Each Troop brings a contribution to share with others.
- 10:00 PM Campsites quiet. All lights out.

SATURDAY, OCTOBER 4th

- 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 AM **Opening Ceremony.** Flag Raising. Introduction of Camporee Staff. Distribution of Scorecards and Event Schedule cards to Patrols.
- 9:00-11:30 AM **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30 AM-1:15 PM **Lunch** and cleanup
- 1:15-1:30 PM Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script now.
- 1:30-4:30 PM **Patrol Events.**
- 4:30-5:30 PM Free Time. **Scavenger Hunt items should be brought to HQ for review no later than 5:15 PM.**
- 5:30-5:45 PM Clean-up and prepare for Personal and Uniform Evaluation. Rehearse Skits.

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SATURDAY OCTOBER. 4th (continued)

- 5:45-6:00 PM **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff. **Bring totems to the flag ceremony for judging.**
- 6:00-6:15 PM **Religious Services.**
- 6:15-8:00 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 PM **EVENING PROGRAM.** Assemble at Flag Pole to be led to the Evening Campfire site.
- 8:15-9:45 PM **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 PM Day's End . . . Campsites quiet . . . All lights out.

SUNDAY, OCTOBER. 5th

- 6:30 AM Wake-up
- 6:30-9:00 AM Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00-10:00 AM 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 AM **Awards Ceremony and Closing**
- 10:30 AM-12:00 PM 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.

Non-Field Events

1) PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the Fall Camporee. The purpose is to practice the skills that will be needed for the projects at the Camporee. 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 points
	Day-only Pre-Camporee	50 points

2) PATROL TOTEMS

We trade with them for dressed mountain rams skins and otter skins...” – from the journal of Joseph Whitehouse, August 22, 1805.

“I also gave a string of wampum to the chief, and sent a small piece of cinnamon to a sick Indian in the town who had attached himself to me” – Meriwether Lewis, December 23, 1805.

All Patrols should make patrol totems which identifies their Patrol. These totems will be traded with other patrols attending the Camporee. Totems must be made of a natural material (wood or stone, for example). **No paper totems will be accepted.** Totems should be clearly marked with the patrol name, the troop, and the phrase “Grand Towers 2003 Fall Camporee”. Each totem may be unique, but all totems made by a patrol should contain a common element. One totem should be brought to Staff Headquarters to trade for the staff totem. All totems collected should be brought to the evening flag ceremony attached to the patrol flag to be scored; no totems will be counted at any other time before or after.

Scoring: 5 points per different Patrol Totem acquired

3) LEWIS AND CLARK QUESTIONS

Equipment Supplied by Patrol: None required

At the conclusion of each field event, the judge will ask the patrol a multiple-choice question about the Lewis and Clark expedition. Five bonus points will be awarded for a correct answer.

Scoring: 5 bonus points for each correct answer

4) SCAVENGER HUNT

"I found a black currant which I thought preferable in flavour to the yellow." – Meriwether Lewis, July 20, 1805.

Equipment Supplied by Patrol: Scout Handbook or Fieldbook, or other such reference.

As explorers of a new territory, the Lewis and Clark expedition recorded details about the plants, animals and natives they encountered along their route. Your patrol should follow in their footsteps and identify the plants and animals around the campsite. Take the Scout Handbook or Fieldbook out and identify as many species as you can. Bring your book with your specimens to the Staff Headquarters no later than 5:15 PM and receive 5 points for each item that you have correctly identified, up to a maximum of 100 points.

Scoring: 5 points for each item, to a maximum of 100 points

5) STORY TELLER

Every Patrol should select a story teller to tell the Camp at the Evening Campfire what happened to him while he was a member of the Lewis and Clark Expedition. 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 - 25 points
Participation: 50 points

6) CAMPFIRE SKIT

"Our work being at an end this evening, we gave the men a drink of spirits... the fiddle was played and they danced very merrily...." – Meriwether Lewis, July 4, 1805.

Equipment Supplied by Patrol: Props and Costumes

The object is to create an original, humorous skit to perform at the Evening Campfire 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 receive approval prior to the evening flag ceremony in order to be performed. Upon completion of the skit, a panel of staff judges will score and critique the skit.

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

Field Events

1) COMMUNICATION AT A DISTANCE

"I received, my dear sir, with unspeakable joy your letter of Sep. 23 announcing the return of yourself, Capt. Clark & your party in good health to St. Louis." – Thomas Jefferson, in a message to Meriwether Lewis upon hearing of their return.

Equipment: As needed for communication

Prior to the advent of cell phones and email, communication at a distance required either a really loud voice, or else some set of prearranged signals. The patrol will be required to communicate a message to one or more patrol members standing some distance away without writing or speaking. Possible methods include Semaphore, Morse code, or International Sign Language. One or both parties may use a reference, but points will be deducted.

Scoring:	Successful transmission of message	70 points
	(Points will be deducted for errors at judge's discretion.)	
	No use of references	15 points per party

Notes for the staff member:

You will need to have several different messages ready to give the patrols so that you do not give the same message to consecutive patrols. You should probably have them already translated into Morse code and semaphore so that you can monitor the patrol as they communicate the message across the distance. You can have the patrol send a few simple messages, or you can have them send one longer one. It is up to you to set the distance.

You should be prepared with two simple flags for signaling, and maybe keep a flashlight handy if someone wants to try Morse code.

2) COOKING WITH MINIMAL UTENSILS

“To myself I assign the duty of cook as well for those present for the party which I expect to again arrive this evening from the lower camp. I collected my wood and water, boiled a large quantity of excellent dried buffaloe meat and made each man a large suet dumpling by way of a treat...” – Meriwether Lewis, June 26, 1805.

Equipment: Cooking utensils for preparing food (no pots or pans)

Your patrol will be required to prepare a fire and cook food for one person provided by the judge using minimal utensils. You may use utensils to prepare the food (i.e. a knife for cutting), but you may not use pots or pans to cook it. There will be one meat item and one vegetable. The patrol may provide any additional spices it wishes to use; a portion of the score will depend on the overall quality of the meal. The patrol may add an optional cooked dessert (without pots and pans) for bonus points assigned at the judge’s discretion. The patrol will have 30 minutes to complete the meal.

Scoring:	Successful cooking of meal with pots/pans	50 points
	Teamwork in cooking	25 points
	Quality of meal	25 points
	Bonus points for optional dessert	TBD

Notes for the staff member:

The staff needs to decide what the meal should be well before the camporee so that food can be bought as needed. The patrol only needs to cook one serving (i.e. one burger and potato). The directions do not explicitly prohibit aluminum foil; one scoutmaster has already asked about that, so it is probably too late to exclude it.

The thirty minute time limit is a hard limit – don’t give patrols extra time. Note the start time on their scorecard so there is no disputing the time, and then give them warnings as time winds down. If the meal is incomplete at the 30 minute mark, points should be deducted. Maybe deduct some if only one item isn’t ready, more if both aren’t ready. Thirty minutes should be enough time to cook one vegetable and one meat item.

Use the discretionary points to judge the quality of the meal. Patrols should be encouraged to include some spices or other extras. A generic meal should receive fewer points than a meal that has been more elaborately prepared. The bonus dessert should also be cooked without pots or pans. Don’t give too many points for this – maybe set a maximum of 10 or 20.

While some patrol members prepare the food, others should be getting the fire ready for cooking. The staff member should start a fire (or two) before the event starts so that some coals are already available. The patrol can build it to whatever state they feel will work best for their cooking plans. Try locating the event near the campfire pit so that excess wood can be used for the campfire. Require patrols to find fresh wood rather than use the excess from the previous patrols.

3) BUILD A LEAN-TO

“I went down to the village which was built on the Island. Found their lodges in this village... in a round form large and warm covered first after the wood in willows and grass...” – Sergeant John Ordway, October 10, 1804.

Equipment: Rope and a poncho (if desired)

The patrol will be given 30 minutes to construct a shelter for their patrol leader to sleep in. The shelter should be made of all-natural materials, except that rope may be used for lashings. A single poncho may be used in the roof, but points will be deducted. The shelter will be judged for overall quality, use of materials... After the shelter is complete, the patrol leader will lie down under it, and all the patrol members may dump a bucket of water on the roof. Bonus points will be awarded if the patrol leader stays dry.

Scoring:	Successful construction of the shelter, no poncho	60 points
	Construction of the shelter using a poncho	40 points
	Teamwork in construction	20 points
	Patrol leader stays dry	20 points

Notes for the staff member:

Locate this event near the campfire pit so that the wood used for the lean-to can be burned later in the evening. Require patrols to dismantle their shelter and stack the wood for the fire. Don't let patrols use that wood. Ropes can be used for lashings, but judge the knots in this case. Require that proper lashings be used, or deduct points.

A patrol can use one tarp for the roof, but they will lose twenty points (from a maximum of 100). If the patrol leader gets wet, deduct points depending on how bad the leaks are. Notice the points are set up so that a patrol leader who stays dry with a tarp roof gets the same points as one who gets completely wet with no tarp. Even partial success without a tarp should do better than complete dryness with a tarp.

4) FIRST AID

“The Indian woman much better today; I have still continued the same course of medicine; she is free from pain clear of fever her pulse regular...” – Meriwether Lewis, June 17, 1805.

Equipment: Slings and other first aid supplies

How do you deal with wounds from a bear attack? What do you do if someone in your party gets hit by a stray musket ball? Your patrol will be required to provide first aid to a ‘wounded’ staff member and transport him back to camp for further assistance.

Scoring:	Proper treatment for injuries	75 points
	Teamwork in providing first aid	25 points

Notes for the staff member:

This is probably the most open-ended event in the manual, as there are really no limits on what first aid you can ask for. However, try to be consistent from one patrol to the next. Don’t go easy on one and hard on the next. Possible problems include broken bones (requiring splints and/or slings), twisted ankles, severe cuts. Knowing the symptoms of a heart attack is a requirement for First Class. The transportation could be either by two-person carry or a stretcher, depending on the ‘severity’ of the wounds. The staff member should have a couple of tent poles to use in a stretcher.

5) HOW TALL IS THAT TREE?

“There are several species of fir in his neighborhood which I shall describe as well as my slender botanical skill will enable me... they frequently rise to the height of 230 feet” – Meriwether Lewis, July 15, 1806.

“McNeal returned... and informed me that... he had approached a white bear within ten feet...With his clubbed musket he struck the bear over the head... this gave him McNeal time to climb a willow tree” – Meriwether Lewis, July 15, 1806.

Equipment: As needed for your method

How do you know if the tree is tall enough to get you out of the reach of the bear? You measure its height! Practice by measuring the height of a flagpole. Full points if you are within 2 feet of the correct answer, with the scores dropping off from there.

Scoring:	Use of appropriate methods	50 points
	Accuracy of answer	50 points

Notes for the staff member:

There’s not much to this event. The staff member can measure the height of the flagpole before it is put up, and then the patrols will need to use some method to measure it while it is standing. Take off one or two points for each foot difference... whatever you think is appropriate.

If you feel really comfortable with the techniques, you could pick a tree and measure the height of it yourself, and then use that as the target.

6) ORIENTEERING

"I have completed a map of the Countrey through which we have been passing from the Mississippi at the Mouth of the Missouri to this place." - William Clark, February 14, 1806.

Equipment: Compass, paper, pencil or pen

One of the principal missions of the Lewis and Clark Expedition was to map the territory it explored. Your patrol will be required to map a course laid out by the judge, measuring the distances and bearings from one stake to another along your path. Each patrol member should map one stage of the journey. A ruler will be available to measure the length of your stride.

Scoring:	Proper use of a compass	25 points
	Accuracy of bearings	25 points
	Accuracy of distances	25 points
	Teamwork in mapping course	25 points

Notes for the staff member:

The best way to work this out is to lay out ten or fifteen stakes and measure the bearing and distance from each to the other. Give each stake a letter, and then give the patrol a sequence of stakes to map out. They should return with a rough map showing the distances and bearings from one stake to the next along the course. Distances can be figured by pace. The patrol should provide the compass and paper. The staff member should have some available, but feel free to deduct points if the patrol is not prepared (maybe five or so).

7) NAVIGATE THE MAZE

“We saw some very large beaver dams today in the bottom of the river several of which were five feet high and overflowed several acres of land...” - Meriwether Lewis, August 2, 1805.

Equipment: Provided by staff

Your patrol needs to navigate a ‘canoe’ manned by two patrol members around and through a series of beaver dams. Two patrol members will be blindfolded and take up positions at the front and back of a ‘canoe’. The rest of the patrol must give them directions to navigate them through an obstacle course without getting caught up on any of the dams or sand bars.

Scoring:	Successful navigation of course (Points will be deducted for hitting obstacles.)	75 points
	Teamwork in guiding canoe	25 points

Notes for the staff member:

Two long poles will be used to define the ‘canoe’. The patrol members will hold these on either side. A series of markers will be set up as gates, and the patrol members not in the canoe will be required to guide the canoers (from a distance) through the course. The markers will need to stick up at least three or four feet, so that if the edge of the canoe brushes a gate it will be easily noticeable. The staff member will need to provide two neckerchiefs to use as blindfolds. Tent poles can be used to form the canoe.

8) CROSSING THE RIVER

"We saw some cows on the bank which was a joyful sight to the party and caused a shout to be raised for joy." - William Clark, September 20, 1806.

Equipment: Provided by staff

You see the cows on the bank of the river, and you are hoping for a nice cold milkshake. Unfortunately, they are on the opposite side from you. All you have is one board that reaches only to a small island in the middle of the river. You need to get your entire patrol across the river. Did anyone mention that the river is infested with mean, Scout-eating fish? Don't fall in!

Scoring:	Successfully getting patrol across the river (Points will be deducted for Scouts who fall in.)	75 points
	Teamwork in crossing	25 points

Notes for the staff member:

A board and several cinderblocks will hopefully be available for this event. If cinderblocks cannot be gotten, perhaps we could use small logs. There isn't much to this event besides teamwork; once the first patrol member gets all the way across, he should be able to assist in stabilizing the board at the far end, while one scout remains in the middle to transfer the board from one side to the other.

Take points off for each scout who falls in, but penalize too much for any single scout. At some point just send the kid across and move on to the next scout.

9) RACE AGAINST THE CLOCK

Equipment: Provided by staff

Each patrol will be required to set up and take down one Council tent for every four patrol members. The judge will keep track of how much time it takes the patrol to do this, to the nearest 15 seconds. The patrols with the fastest average times per tent will earn bonus points.

Scoring:	Setting up all tents within maximum allowed time	75 points
	Teamwork in setting up tents	25 points
Bonus points:	Fastest time	30 points
	Second fastest time	20 points
	Third fastest time	10 points

Notes for the staff member:

Four patrol members should be able to set up a Council tent by themselves, with two on the poles, and two doing the staking. Three can do one tent, although it is more difficult. The staff member should keep the time to the nearest 15 seconds (round down always to avoid complaints), starting with a 'Go!'. The clock stops when the tent is properly refolded. We need to work out exactly how we will do the average time per tent – maybe including some 'handicap' for patrol size. In theory, a large patrol should be able to set up multiple tents simultaneously. However, they could opt to set one up one tent and then a second, ... I suggest the staff member keep track of the time for each tent individually, and then average those times if they set them up simultaneously. Otherwise, track the total time and divide by the number of tents.

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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

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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**