



## GRAND TOWERS 2003 FALL CAMPOREE

In 1803, Thomas Jefferson purchased the Louisiana Territory, more than 820,000 square miles, from France for \$15,000,000. France had recently acquired the territory from Spain and needed money to continue its wars in Europe. Jefferson had initiated talks in 1802, intending to purchase the port of New Orleans; Napoleon Bonaparte countered with an offer to sell the entire territory. Jefferson accepted, purchasing the land for about three cents and acre and more than doubling the size of the nation.

Prior to the purchase, Jefferson had petitioned Congress for money to explore the lands west of the Mississippi for scientific and commercial reasons. He commissioned Meriwether Lewis, his personal assistant, to lead the expedition. Lewis recruited his former army commander, William Clark, to join him. Clark's older brother, George Rogers Clark, had previously turned down an offer from Jefferson to lead an expedition west in 1783. The War Department granted Lewis the rank of Captain, but only gave Clark the rank of Second Lieutenant. The two men nonetheless agreed to jointly command the expedition and all the men on the journey addressed Clark as 'Captain'. The mission's objectives were

*"...to explore the Missouri river, & such principal stream of it, as, by it's course and communication with the waters of the Pacific Ocean... may offer the most direct & practicable water communication across this continent for the purposes of commerce" (Thomas Jefferson, in a letter to Lewis).*

After the purchase was completed, the mission assumed a diplomatic function as well: to establish relations with the Indian tribes encountered along the way.

The Louisiana Territory was transferred from France to the United States in a ceremony in St. Louis on March 10, 1804, and the Corps of Discovery (as the expedition was called) set forth a few months later. On May 15<sup>th</sup>, 1804, Lewis and Clark led a party of 50 men and one dog (Lewis' newfoundland Seaman) with a keelboat and two pirogues out of Camp Dubois (north of St. Louis on the east side of the river) on the first stage of their journey. After stops at the villages of St. Charles and Femme Osage, the expedition left La Charette on May 26<sup>th</sup>, the last settlement along the Missouri River and headed into the unknown.

During the next six months, the group traveled 1600 miles up the Missouri against the current through what are now Kansas, Iowa and Nebraska and into the Dakotas. In late October they stopped and built a settlement – Fort Mandan – for the winter. They wintered there, interacting with the local tribes, the Mandans and the Hidatsas. They resumed their journey April 7, 1805 with six canoes and the two pirogues; the keelboat was sent back down the river with items collected during their first year. Thirty-three people headed westward from Fort Mandan, including French fur trader Toussaint Charbonneau, his Indian wife, Sacagawea, and their son Jean-Baptiste, born that winter in the Hidatsas village.

In the summer of 1805, the group traveled up the Missouri River and into the Rockies. On August 12, 1805, expedition member Hugh McNeal straddled a small rivulet and *"thanked his god that he had lived to bestride the mighty &*

## GRAND TOWERS 2003 FALL CAMPOREE

*heretofore deemed endless Missouri*" (Lewis). That same day, Lewis reached the top of the ridge that marked the Continental Divide (near present day Lemhi Pass in Idaho). The expedition had been expecting a single ridge of mountains separating the east from the west; instead, Lewis saw mountains as far as the eye could see. The dream of a Northwest Passage, connecting the Pacific Coast with the Great Plains, was dead. Instead, nearly 150 miles of mountains separated the headwaters of the Missouri from the Columbia River basin. Still, the expedition pressed on, determined to reach the Pacific before winter.

Near the Continental Divide, they encountered the Shoshones, the tribe of Sacagawea. They traded for horses, left their canoes and much of the heavy gear behind and departed on September 11, 1805 west across the mountains. On October 7 they set newly made canoes into the Clearwater River and headed downstream. They reached the Columbia River on October 16, and in November of 1805 they reached the Pacific Ocean. There they built Fort Clatsop, where they stayed during the winter.

The following spring, on March 23, 1806, the expedition set out back towards Missouri, and on September 23, 1806 they arrived at St. Louis, where they started their trip more than two years and nearly 8000 miles earlier. During the journey, the explorers recorded their observations on the terrain, plants, animals and natives of the region. The expedition identified 178 new plant species and 122 animal species. Clark drew nearly 200 maps of the territory, including a great map of the full western territory they had traversed. In addition to the journals of Lewis and Clark, the three sergeants were each required to keep a written record, and others were encouraged to do so. One of these sergeants, Charles Floyd, died of illness just three months into the journey; he was the first US soldier to die in service west of the Mississippi, and the only member of the expedition to die on the journey. He was buried along the Missouri River near the present Sioux City, Iowa.

After their triumphant return, Lewis was appointed governor of Upper Louisiana; he worked out of an office in St. Louis. Clark was placed in charge of Indian affairs for the same region. Clark thrived in his new position, marrying twice before his death in September 1838. Lewis never adapted to his new life. He began drinking heavily and ran into financial difficulties. On October 11, 1809, he committed suicide in Grinder's Stand, Tennessee while on a trip to Washington D.C. to straighten out his affairs. The last known living expedition member was Patrick Gass, who replaced Floyd as sergeant on the expedition; he died in 1870 at the age of 99.

Additional information about the Lewis and Clark Expedition may be found in the museum under the Gateway Arch, and also at the Jefferson Memorial in Forest Park. Your local library is also certain to have some books on the subject.

## **ATTENTION: SCOUTMASTER & SR. PATROL LEADER**

HERE IS THE MANUAL FOR THE 2003 FALL CAMPOREE.

The 2003 Fall Camporee commemorates the 200<sup>th</sup> Anniversary of the Lewis and Clark Expedition. The events have been chosen to tie in with this theme.

This manual explains 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 Camporee by preparing for it. The requirements for each event are clearly described in this Manual. At the next Patrol Leaders Council meeting, review the Manual with your Leadership Corps and Patrol Leaders. Each Patrol Leader should have a copy.

Your Leadership Corps should conduct demonstrations and instruction at troop meetings. The Patrols can practice the skills they have learned in their Meetings.

### PRE-CAMPOREE:

Prior to the Fall Camporee 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 Camporee may have more than 8 members.

Each troop's Patrol structure should be formed before the Fall Camporee 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. Try to avoid mixing scouts from different Patrols at the Fall Camporee, as that reduces the time to develop the teamwork used in the Patrol Method.

### REGISTRATION:

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

## GRAND TOWERS 2003 FALL CAMPOREE

### ATTENTION: PATROL LEADERS

#### 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 or Saturday morning. You can 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. **Do not cut down live trees.**
3. **Use of Water** – Water spigots are for 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

Adhering to these policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

1. **Lanterns** – No type of open flame is allowed in any tent (candles, kerosene lamps, 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.

## GRAND TOWERS 2003 FALL CAMPOREE

### NOTES TO PARTICIPANTS

#### 1. Troop Campsite Locations

Check in with the District Headquarters when arriving at the Camporee 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 Camporee Staff will work to ensure that every scout in a Patrol participates in Events. One emphasis of the Fall Camporee 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 Camporee. 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 Camporee 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 Camporee 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 6:00 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 Camporee. 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 Camporee 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 Camporee

Webelos Dens are encouraged to attend and participate at 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 Camporee.**

## GRAND TOWERS 2003 FALL CAMPOREE

### 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.

## GRAND TOWERS 2003 FALL CAMPOREE

### SCHEDULE OF EVENTS (Continued)

#### SATURDAY OCTOBER. 4th

- 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

GRAND TOWERS 2003 FALL CAMPOREE

**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

### 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

## GRAND TOWERS 2003 FALL CAMPOREE

### 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

### 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

GRAND TOWERS 2003 FALL CAMPOREE

**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

**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

## GRAND TOWERS 2003 FALL CAMPOREE

### 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

### 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

### 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

<b>Bonus points:</b>	Fastest time	30 points
	Second fastest time	20 points
	Third fastest time	10 points

## GRAND TOWERS 2003 FALL CAMPOREE

### 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	
<b>Maximum Score</b>	<b>125</b>	

GRAND TOWERS 2003 FALL CAMPOREE

**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**

GRAND TOWERS 2003 FALL CAMPOREE

**GRAND TOWERS FALL CAMPOREE, 2003**

**CAMPFIRE SKIT DESCRIPTION FORM**

Patrol name \_\_\_\_\_ Troop \_\_\_\_\_

Title of Skit \_\_\_\_\_

**Brief 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 2003 FALL CAMPOREE

### **Fall Camporee Scoring System**

Patrol Events	900 points
Pre-Camporee	100 points
Skit	100 points
Storytelling Competition	50 points
Scavenger Hunt	100 points
Patrol totems	100 points
Campsite Evaluation	125 points
Personal Evaluation	<u>50</u> points
Maximum Possible Score	1,525 points

### **Fall Camporee Awards**

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

PATROL AWARD OF HONOR AND MERIT	1,525 to 1,301 points
PATROL AWARD OF MERIT	1,300 to 1,101 points
PATROL AWARD	1,100 to 701 points
PARTICIPATING PATROL	700 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, 11<sup>th</sup> edition, 1998

FieldBook: is the Fieldbook, Boy Scouts of America, 3<sup>rd</sup> edition, 1984

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