

2005 Fall Camporee Grand Towers District

**October 14-16, 2005
Beaumont Scout Ranch
Laemmler Area**

Advisor: Paul Winter

(314) 291-6620

ATTENTION: SCOUTMASTER & SR. PATROL LEADER

This manual explains Troop and Patrol participation, registration procedure, the schedule of activities, the patrol events, the scoring system, and campsite and Patrol Evaluations.

PREPARATION:

Your Troop and Patrols will derive the greatest benefit from the 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 provide instruction at troop meetings. The Patrols can practice the skills they have learned in their Meetings.

PRE-CAMPOREE:

Prior to the 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 Camporee should have more than 8 members.

Each troop's Patrol structure should be formed before the 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 Camporee, as that reduces the time to develop the teamwork used in the Patrol Method.

Patrols are encouraged to show their patrol spirit by carrying their patrol flag to events and sharing their patrol yell at the successful completion of the events.

UNIFORMS:

Scout uniforms will not be required during the camporee events, but part of scout spirit is the uniform, and scouts are encouraged to wear scouting-related shirts during the day. Uniforms are required at campwide assemblies (such as the flag ceremonies and the campfire). Please wear your full uniform for these gatherings.

REGISTRATION:

Use the Registration Forms in this Manual or copy them for use at the 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.

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ATTENTION: PATROL LEADERS

IMPORTANT INFORMATION

- 1) **Troop Records** – A roster of those Scouts and Leaders in attendance at the Camporee 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. Do not wash your dishes at the water spigots.
- 4) **Equipment** – Besides your patrol gear, other equipment will be needed for patrol projects, as described in this manual. Please note and fulfill these needs.
- 5) **Camping Code** – The Scout Oath and Law shall be the law of the camp. Scouts should also practice 'Leave No Trace Camping.'
- 6) **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.

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NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check in with the District Headquarters when arriving at the Camporee Area. Please set up camp in the Troop camping areas only (the far end of the Laemmi Area), leaving the near end of the field for the campfire and camporee events.

2. Patrol and Scout Participation

The Camporee Staff will work to ensure that every scout in a Patrol participates in Events. One emphasis of the 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 entire 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.

Patrol Counselor: A Camporee staff member will be assigned as a Staff Counselor for each Troop. 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.

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5. 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 water containers only.
- b) No cutting of live 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 is room to take it with you and dispose of it properly.

6. 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.

7. 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.

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SCHEDULE OF EVENTS

FRIDAY, OCTOBER 14th

- 5:00-9:00 PM Troops arrive at Camporee Area. **Check-in at District Headquarters and receive map showing Camping Areas**
- 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 Leaders/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.
- 10:00 PM Campsites quiet. All lights out.

SATURDAY, OCTOBER 15th

- 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 **Morning 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 at this time.
- 1:30-3:00 PM **Patrol Events.** Campsite evaluations may continue during this period.
- 3:00-5:00 PM **Troop competition**
- 5:00-6:00 PM **Free Time.** Clean-up and prepare for Personal and Uniform Evaluation. Rehearse Skits.

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SCHEDULE OF EVENTS (Continued)

SATURDAY, OCTOBER 15th

- 6:00 PM **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 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 this time to further 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 Astronomy session. Gather at the flagpole. Lights out for those not participating. All camps should be quiet following the session.

SUNDAY, OCTOBER 16th

- 6:30 AM Wake-up
- 6:30-9:00 AM Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00 AM **Awards Ceremony and Closing**
- 9:00-10:00 AM Break Camp. Compact and securely close all trash bags.
- Take bags of aluminum cans, glass and plastic jugs home to be recycled.
- 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.

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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, a one-day event may be substituted. **To gain credit each Patrol should turn in at Staff Headquarters 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
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		Maximum 100 points

2) CAMPFIRE SKIT

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 to Staff Headquarters by 4:30 PM. The Scoutmaster must sign the submission.** 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. Please write legibly, and include your troop and patrol name with your submission so that you receive credit.

Scoring:	Submitted by 4:30 PM and Approved for Performing	30 points
	<u>Performance Evaluation by Judges:</u>	70 points
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		Maximum 100 points

3) LEAD A CAMPFIRE SONG

Each patrol will teach the campfire assembly a scout-related campfire song. First, the patrol will sing the song for the assembly, and then the patrol will lead the assembly in singing the song. Points will be awarded based on how well the patrol succeeds in teaching the song. **The song title and lyrics should be submitted to Staff Headquarters by 4:30 PM so that we can avoid duplication of songs. The Scoutmaster must sign the submission.** Please write legibly, and include your troop and patrol name with your submission.

Scoring:	Submitted by 4:30 PM and Approved for Performing	10 points
	<u>Successful teaching of the song to the assembly</u>	40 points
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		Maximum 50 points

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4) PATROL INSPECTION

Patrol inspections will take place at the evening ceremony before dinner. Patrols should arrive with patrol flags and be prepared to give their patrol yell. Scouts should be clean and in uniform. The members of every Patrol will be evaluated at the Evening Retreat by the following criteria:

- | | | |
|----|---|-----------------------------------|
| 1) | Is every Scout wearing his Scout Shirt? | 5 points per scout, to 25 maximum |
| 2) | Is every Scout in the Patrol in Full Uniform? | 5 points per scout, to 25 maximum |
| 3) | Are Scouts clean and presentable? | 25 points |
| 4) | Does the patrol have a patrol flag? | 15 points |
| 5) | Did the patrol give the patrol yell? | 10 points |

Maximum 100 points

(Patrols with fewer than five scouts will receive maximum points for 1 and 2 if all scouts are properly in uniform.)

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Field Events

These events will be conducted Saturday morning and early Saturday afternoon. Patrols should be prepared as needed before they arrive at the event station. All events will be scored based on a 100 point maximum for successful completion of the event. Bonus points may be awarded in some events.

Even though some of these events may involve only a single patrol member at a time, teamwork is a part of every score, even if it is not specifically mentioned. Patrols should report to events as a group, and the patrol leader should be prepared to present the patrol score card to the staff member. Patrol members not actively participating should be supporting those who are, including assisting other patrol members where appropriate.

1) FIRST AID

The Patrol will be presented with symptoms of various illnesses and/or injuries, and will be asked to diagnose the problem and then suggest treatments. They may also be asked to demonstrate first aid techniques, such as carries and wrappings. The questions will be based on the requirements through First Class and the First Aid Merit Badge.

Scoring:	Building the first aid kit	45 points
	Demonstration of use of items in kit	45 points
	<u>Teamwork</u>	<u>10 points</u>
		Maximum 100 points

2) TRANSFER THE TOXIC WASTE

A bucket of toxic waste has been left near the camping area, and your patrol has been asked to move it to a safe distance. The waste is so dangerous that the two scouts who are moving it are not allowed to touch the container, or even approach within five feet. Further, they must wear protection gear so bulky that they cannot see, so their actions must be guided by their fellow patrol members. The patrol will be given two ropes to use in moving the waste. Two sets of patrol members will team up to move the waste in stages to a safe location, guided by their teammates.

Scoring:	Successful transfer without spillage (two moves)	50 points
	Proper communication and leadership directing move	25 points
	<u>Patrol teamwork</u>	<u>25 points</u>
		Maximum 100 points

3) BLIND SQUARE

The patrol will be supplied with a fifteen foot length of rope and blindfolds. The patrol members will blindfold each other, pick up the rope, and form a circle. After that, they will be asked to form various shapes (e.g. square, equilateral triangle, hexagon) without looking and without letting go of the rope. One of these will need to be formed without speaking.

Scoring:	All shapes successfully formed	60 points
	<u>Patrol teamwork and cooperation</u>	<u>40 points</u>
		Maximum 100 points

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4) LOW IMPACT CAMPING

The patrol will be asked a series of true-false questions about low impact camping and leave no trace camping. All patrol members are expected to answer some questions.

Scoring:	Correct answers, 5 points per question	80 points
	<u>Patrol cooperation and attentiveness</u>	<u>20 points</u>
		Maximum 100 points

5) PATROL LEADER CHARIOT

The patrol must make a "chair" with which to carry its Patrol Leader 50' without spilling the cup of water he is holding. The patrol's job is to construct sturdy device using a minimum of three poles with the correct lashings. They then pick up the patrol leader and carry him 50' without dropping him.

Scoring:	Good design of 'Chariot'	25 points
	Correct and tight lashings	25 points
	No spills or dropping	30 points
	<u>Patrol cooperation and attentiveness</u>	<u>20 points</u>
		Maximum 100 points

6) ROPING CATTLE

Each Patrol member must correctly use a bowline to tie a loop in a rope and then coil the rope. They will then get two chances to toss the loop around one of four posts set in the ground at varying distances. The best two throws from all of the patrol members will be used to determine the patrol score. Points will be awarded based on how close to the post the throws are.

Scoring:	Correctly tying a bowline (All scouts)	20 points
	Properly coiling the rope (All scouts)	10 points
	First post (nearest)	20 points
	Second post	25 points
	Third post	30 points
	<u>Fourth post (farthest)</u>	<u>35 points</u>
		Maximum 100 points

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7) SKILL RELAY

This event will cover all skills and requirements from Scout up through First Class. Each patrol member will be required to participate, giving at least one answer. The patrol will line-up in a single file line, and then one-by-one they will go over to the counselor and answer the question or perform the task he requests. These tasks may include demonstrations of scout skills (such as use of compass, knot tying or first aid skills) or answering questions (such as repeating the Scout Law or motto). If the patrol member is unable to answer the question, he may leave and send another scout over; that scout will then have to answer the question. The patrol must successfully answer eight "questions". Scoring will be based on the number of scouts needed to answer the questions, with five points being deducted for each scout who is unable to answer his question.

Scoring:	Correct answers, no misses	80 points
	Under ten minutes	30 points
	Under fifteen minutes	25 points
	Under twenty minutes	20 points
	Over twenty minutes	15 points
	<u>Patrol cooperation and attentiveness</u>	<u>20 points</u>
		Maximum 130 points

8) MYSTERY EVENT

The details of this event will be revealed at the camporee. It will require no advanced preparation by the patrol. The patrol must be prepared to follow directions completely. Points will be awarded based on successful completion of the task assigned, as well as teamwork, participation and cooperation of all patrol members.

Maximum 100 points

9) SERVICE PROJECT

Demonstrate scouting spirit and help gather wood for the evening campfire. Points based on participation and quality of help. This event will be conducted during the hours of the field events in the morning and afternoon.

Scoring: **Maximum 100 points**

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Camp-wide Events

These events will be held in the afternoon, and will involve the entire camp. Patrol competitions will be scheduled so that the patrols will be able to participate in all of the events. Patrols should check in at staff headquarters in the morning to register for these events so that a schedule can be prepared by the staff in advance to the activities. Points will be awarded based on participation. Patrols with fewer members may be combined, and will share in all scores. **Troops/patrols which do not register will not be allowed to participate.**

9) ALL-CAMP TOURNAMENT

A tournament will be conducted between patrols in the afternoon. Depending on the level of participation, patrols may be combined into one team. Scoring will be based on participation and sportsmanship. This event will likely be either soccer, football or tug-of-war.

Scoring:	# of patrol members participating	20 points each, to 80 max	
	<u>Good sportsmanship from all participants</u>	<u>20 points</u>	
		Maximum	100 points

10) MEET THE NEIGHBORS

At the afternoon assembly, all patrols will be given four cards, each containing part of a common scouting phrase. For example, one patrol may get "Be", while another might get "Prepared". Patrols should write their Troop and Patrol name, as well as the name of the patrol leader, on their cards as soon as they get them. During the afternoon, they should find the patrols which hold the other halves of their phrase. They should write that Troop and Patrol name, as well as the name of the patrol leader, on their card. All cards should be returned to Staff Headquarters by 4:30 PM. Patrols which return their cards with the other patrol correctly identified will get 25 points per card.

Scoring:	<u>25 points for each card, up to four cards</u>	<u>100 points</u>	
		Maximum	100 points

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CAMPFIRE SKIT DESCRIPTION FORM

Patrol name _____ Troop _____

Title of Skit _____

Brief Description:

Scoutmaster signature: _____

This form should be completed and submitted at Staff Headquarters no later than 4:30 PM on Saturday.

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CAMPFIRE SONG DESCRIPTION FORM

Patrol name _____ Troop _____

Title of Song _____

Lyrics:

Scoutmaster signature: _____

This form should be completed and submitted at Staff Headquarters no later than 4:30 PM on Saturday.

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Fall Camporee Scoring System

Event	Maximum points
Pre-Camporee	100
Campfire Skit	100
Campfire song	50
Personal Evaluations	100
Field Events	930
Campwide Events	200
Total (without bonus points)	1480

Camporee Awards

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

PATROL AWARD OF HONOR AND MERIT	1,201+ points
PATROL AWARD OF MERIT	901 to 1,200 points
PATROL AWARD	701 to 900 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.

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TROOP ROSTER

Unit # _____

(Please indicate if Cub Scout, Webelos or Boy Scouts)

Adults: _____

Patrol name: _____

Scouts: _____

List scouts below, identifying the patrol leader. Use reverse side if needed.
Add listing for each patrol.

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**TROOP/PACK
PATROL NAME**

Event	Maximum Score	Score (0-100)	Patrol Leaders Initials	Judge's Initials
1) FIRST AID	100			
2) TOXIC WASTE	100			
3) BLIND SQUARE	100			
4) PATROL LEADER CHARIOT	100			
5) LOW-IMPACT CAMPING	100			
6) ROPING CATTLE	100			
7) SKILLS RELAY	130			
8) MYSTERY EVENT	100			
9) SERVICE PROJECT	100			
10) TOURNAMENT	100			
11) PERSONAL EVALUATIONS	100			

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Event:

Judge's name:

Troop/Pack	Patrol name	Score (0-100)	Patrol Leaders Initials	Judge's Initials
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