

# 2006 Fall Camporee Grand Towers District

A “Leave No Trace” Camporee



*“Leave nothing but footsteps. Take nothing but memories and photographs.”*

**September 29-October 1, 2006**

## GRAND TOWERS 2006 FALL CAMPOREE

### **Introduction to Leave No Trace**

Leave-No-Trace is a comprehensive approach to living and behaving in the outdoors which encompasses not just camping, but also hiking, backpacking, and even just going to the park for an afternoon. The 2006 Fall Camporee will explore the seven principles of the Leave No Trace code. These principles are:

- \* Plan Ahead and Prepare
- \* Travel and Camp on Durable Surfaces
- \* Dispose of Waste Properly
- \* Leave What You Find
- \* Minimize Campfire Impacts
- \* Respect Wildlife
- \* Be Considerate of Other Visitors

Leave No Trace is not a series of hard and fast rules about what to do in any situation: How far should you camp from running water? What surfaces should you camp on? This type of information is part of Leave No Trace, but not all of it. Leave No Trace is an attitude and an ethic. Leave No Trace is about respecting and caring for wilderness, about doing your part to protect our limited resources and future recreation opportunities. Once the principles are embraced, the techniques follow.

The entire camporee will be an exercise in Leave No Trace. The seven principles given above will form the core of not just the events, but of the entire weekend. Your troop is encouraged to practice Leave No Trace as you camp at your campsite, as you set-up and take down your tents, as you move around the camporee area. Camping areas will be inspected after the event to see which Troops truly “Left no Trace”. You don’t have to go to the back-country to practice Leave No Trace camping.

Further information on Leave No Trace can be found in the Scout Handbook, at the BSA web site ([www.scouting.org](http://www.scouting.org)), and at the Leave No Trace website ([www.lnt.org](http://www.lnt.org)).

#### **The Outdoor Code**

*As an American I will do my best to-  
Be clean in my outdoor manners  
Be careful with fire  
Be considerate in the outdoors  
and  
Be conservation-minded.*

## GRAND TOWERS 2006 FALL CAMPOREE

### **LOCATION:**

The 2006 Fall Camporee will be held at Pere Marquette State Park, 5 miles west of Grafton, IL. Pere Marquette State Park comprises 8,050 acres making it Illinois' largest state park. The Park is famous for the beauty of its fall colors and as a home for bald eagles in the winter, as well as spectacular views of the Illinois and Mississippi rivers from several scenic overlooks.

The 8,000 acre preservation area was named for Father Jacques Marquette, a French missionary who was among the first group of Europeans to reach the confluence of the Mississippi and Illinois rivers in 1673.

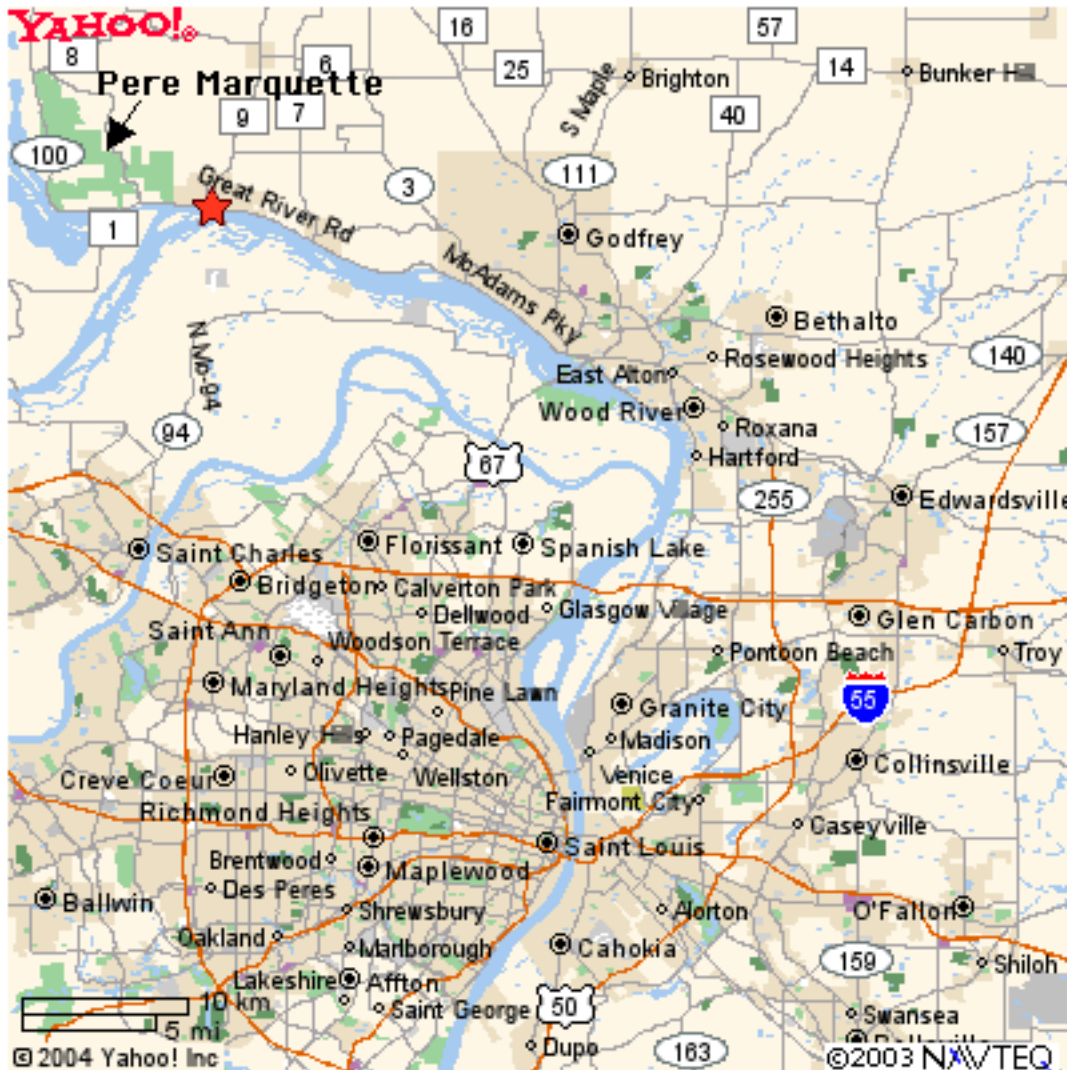
To get to Pere Marquette from St. Louis:

Go north to I-270

Take I-270 to MO-367

Take MO-367 North to Il-100 in Alton

Take Il-100 North to Pere Marquette



GRAND TOWERS 2006 FALL CAMPOREE

We will be staying at the Youth Group Area (see the map below).

State Park Phone #: 1-618-786-3323



## GRAND TOWERS 2006 FALL CAMPOREE

### **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 the expectations for 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.

## GRAND TOWERS 2006 FALL CAMPOREE

### 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.
- 2) **Fire Fuel** – Patrols should use wood or charcoal fuel. Build fires in accordance with the Leave No Trace guidelines. **DO NOT CUT DOWN TREES, LIVE OR DEAD.**
- 3) **Use of Water** – Water spigots are for drinking and filling water containers only. Do not wash your dishes at the water spigots. Dispose of waste water in accordance with Leave No Trace practices.
- 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, and will be in designated areas only. No parking or driving is permitted in the camping areas.

#### 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 at the camporee.
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 2006 FALL CAMPOREE

## 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, leaving the remainder of the area 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 on Saturday morning. 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 on Saturday and the results posted on the Main Scoreboard at Camporee 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. **Council Equipment**

Council tents are available to Troops who make reservations with Council for renting tents, dining flies, etc., if the Camporee is held on Council property (i.e Beaumont or S-F Ranch). 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), or by contacting the Grand Towers District executives. The Camporee staff cannot take any responsibility for securing, setting up, striking, folding or returning Council tentage for any Troop.

### 6. **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 2006 FALL CAMPOREE

### SCHEDULE OF EVENTS

#### Friday, September 28th

- 5:00 – 9:30 PM Troops arrive at Camporee Area. **Check-in at District Headquarters and receive map showing Camping Areas**
- 9:30 – 10:00 PM Leaders/SPLs' Meeting at District Headquarters.  
Discuss any additional rules for Camporee events.
- 12:00 PM Campsites quiet. All lights out.

#### SATURDAY, APRIL 29th

- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:00 – 9:30 AM Patrols should register at Staff HQ during this time for the morning “Leave No Trace” hike. Upon registering, the patrol will be assigned a time between 9:30 and 11:30 for its hike to begin.
- 9:30 – 11:30 AM “Leave No Trace” hikes. See events for details.
- 11:30 AM – 12:45 PM **Lunch. Be prepared for patrol activities to start at 1:00 PM.**
- 12:45 PM Assemble at the flagpole for announcements.
- 1:00 – 4:00 PM **Patrol Events.**
- 4:00 – 5:00 PM A Campwide event may be held at the discretion of the staff.
- 5:00 – 5:30 PM **Free Time.** Clean-up and prepare for Personal and Uniform Evaluation.  
Rehearse Skits.

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**SCHEDULE OF EVENTS (Continued)**

**SATURDAY, APRIL 29th**

5:30 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.

**SUNDAY, APRIL 30th**

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.

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.

## GRAND TOWERS 2006 FALL CAMPOREE

### 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
	<u>Day-only Pre-Camporee</u>	<u>50 points</u>
		<b>Maximum 100 points</b>

#### 2) ASSIGNED CAMPFIRE SKIT

Each patrol will be randomly assigned a skit on Saturday morning to perform at the campfire on Saturday evening. The patrol should rehearse the skit in advance, and every patrol member should participate if possible. Upon completion of the skit, a panel of staff judges will score and critique the skit.

Scoring:	<u>Performance Evaluation by Judges:</u>	<u>50 points</u>
		<b>Maximum 50 points</b>

#### 3) ORIGINAL 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>	<u>70 points</u>
		<b>Maximum 100 points</b>

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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                         |

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**Maximum 100 points**

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

## GRAND TOWERS 2006 FALL CAMPOREE

### **Leave No Trace hike on Saturday morning**

On Saturday morning, each patrol will be taken on a 30 minute hike by a staff member. Part of this hike will be through the camp grounds, and part of the hike will be through 'wilderness'. During this hike, the patrol will be asked questions about what they see and encounter as it relates to Leave No Trace. For example, they may be asked how a campsite layout fits the Leave No Trace guidelines on camping. Or they may be asked where might be an appropriate spot to go to the bathroom in their immediate vicinity.

The patrol will also be judged based on their following the Leave No Trace guidelines during the hike. They should hike and behave accordingly.

**The hike on Saturday will be worth 100 points.** The exact nature of the scoring is to be determined.

There will be no other events on Saturday morning. Patrols should check in at Staff HQ between 9:00 and 9:15 AM to get assigned a slot for their hike. They will be given a Patrol Scorecard at this time and assigned a skit for the evening campfire. They should return to Staff HQ approximately ten minutes before their assigned time prepared for a 30 minute hike. They should have their scorecard with them at this time.

**Patrols may not begin the events until they have checked in at HQ and received a scorecard.**

### **Field Events**

These events will be conducted Saturday afternoon. Patrols should be prepared as needed before they arrive at the event station. Each event will have two short phases which help illustrate aspects of the Leave No Trace code. All events will be scored based on a 100 point maximum for successful completion of the event. Almost all of the events will require the scouts to have pens and paper.

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.

As this is a Leave No Trace event, patrols which are deemed in violation of Leave No Trace principles during the weekend (for example throwing trash around the camporee area) may be penalized by a staff member after an initial warning. Penalties will start at 5 points per violation, and will increase to 10 points after five violations. Please behave accordingly.

## GRAND TOWERS 2006 FALL CAMPOREE

### 1) Plan ahead and prepare

The first principle of Leave No Trace is planning ahead. Planning ahead ensures that the group is properly prepared for the trip and brings equipment and supplies appropriate for the destination. Canned goods are not the best option when you need to pack out your trash over several days, but may be perfect for a no-pot meal on a quick overnight event where fires can be used. Stoves may be required in National Parks where fires are prohibited. Know the rules and regulations of the areas you are visiting and plan accordingly.

The patrol should arrive at this event with two representative packs for a patrol outing. These will be used in the first phase.

In the second phase, the patrol will be asked to plan an outing to a specific location. They will be given 10 minutes to develop a list of supplies for the trip.

Scoring:	First phase	40 points
	Second phase	40 points
	Patrol teamwork and cooperation	<u>20 points</u>
		<b>Maximum 100 points</b>

### 2) Travel and camp on durable surfaces

Think about the camps at S-F Scout Ranch – dusty, packed earth, well-worn paths through from one area to another. This is the result of hundreds of scouts each summer walking the same trails, camping at the same spots. In the back country, there is a time to follow the established path and a time for each scout to walk his own line. To minimize your impact on the areas you visit, you must know the appropriate places to walk and camp.

The scouts will be given maps for two different regions and asked to set up a camp in each. They will be given ten minutes for each region.

Scoring:	Properly located campsites, up to 40 points per region	80 points
	Patrol teamwork and cooperation	<u>20 points</u>
		<b>Maximum 100 points</b>

## GRAND TOWERS 2006 FALL CAMPOREE

### 3) Dispose of waste properly

Garbage is one of the most ubiquitous signs of previous human presence in an area. An old soda can visible at the bottom of the river as you canoe by. A plastic wrapper from a candy bar discarded along the side of the trail. These are obvious forms of waste, and should be packed out (or avoided all together by planning properly). But there is also dirty water from washing pots or brushing your teeth – this cannot be packed out. And then there is human waste, which you definitely do not want to pack out.

For the first activity, the patrol will be given five minutes to sort a variety of waste items by the length of time it takes for those items to decompose if they are left in the wilderness. In the second part of the event, the patrol will be asked how to properly dispose of each of these items.

Scoring:	First phase	40 points
	Second phase	40 points
	Patrol teamwork and cooperation	<u>20 points</u>
		<b>Maximum 100 points</b>

### 4) Leave what you find

In the Petrified Forest in the southwest, there are photos of old petrified trees which are no longer present because over many years, everyone who visited took a small piece. Leave nothing but footprints, take nothing but memories and photographs.

In this event, the patrol will be sent to survey a wilderness area and report on what they find and what they learned from what they found. They will also be asked to reconstruct a picture from the pieces they find.

Scoring:	Survey of site and discussion	80 points
	Patrol teamwork and cooperation	<u>20 points</u>
		<b>Maximum 100 points</b>

### 5) Minimize campfire impacts

Scorched dirt can take a long time to properly regenerate to fruitful soil. Light back-packing stoves can be a simpler, quicker and more effective means of cooking on a back-packing trip. Still, the images of roasting marshmallows on a stick or telling tales around the campfire are an enduring image of Scouting, and there are ways to build fires while minimizing the impact on the woods around you. The patrol will be asked to build a small fire following Leave No Trace principles. (They will not need to light the fire.) Then they will pretend to extinguish it and dispose of the remains appropriately.

Scoring:	Properly laying the fire according to LNT	50 points
	Properly disposing of remains	30 points
	Patrol teamwork and cooperation	<u>20 points</u>
		<b>Maximum 100 points</b>



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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.**

GRAND TOWERS 2006 FALL CAMPOREE

**TROOP ROSTER**

**Unit #** \_\_\_\_\_

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

**# Adults:** \_\_\_\_\_

**# Scouts:** \_\_\_\_\_

List names of attendees below. Use reverse side if needed.