

2010 Fall Camporee
Scouting Then and Now



October 22-24, 2010
Pere Marquette State Park
Grafton, IL
Camp Masters: Daniel McGrath, Dylan Meals
Advisor: Paul Winter

GRAND TOWERS 2010 FALL CAMPOREE

Introduction to the Camporee

The 2010 Fall Camporee celebrates 100 years of the Boy Scouts of America. We will look back at what it took to be an Eagle Scout in the past, and see if we have the stuff to become one today. This manual was created by looking at Scout Handbooks from the past and their requirements for advancement. The current handbook is the Twelfth Edition. The First Edition, published in 1911, starts with a message from the Chief Scout (Ernest Thompson Seton):

“There was once a boy who lived in a region of rough farms. He was wild with the love of the green outdoors – the trees, the tree-top singers, the wood-herbs and the live things that left their nightly tracks in the mud by his spring well. He wished so much to know them and learn about them, he would have given almost any price in his gift to know the name of this or that wonderful bird, or brilliant flower... But he was alone and helpless, he had neither book nor friend to guide him...

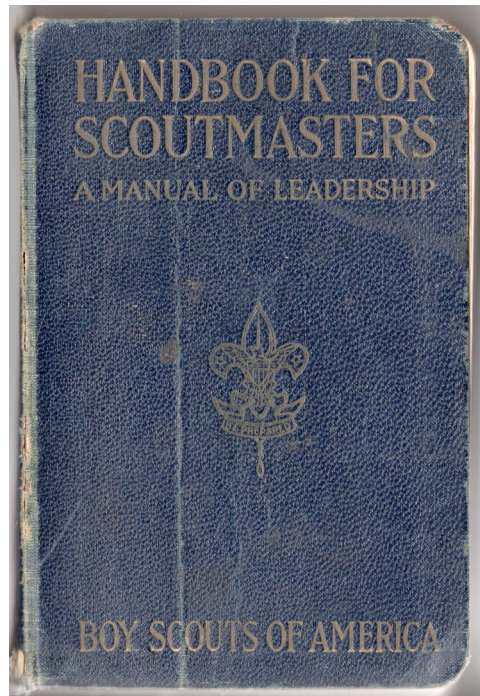
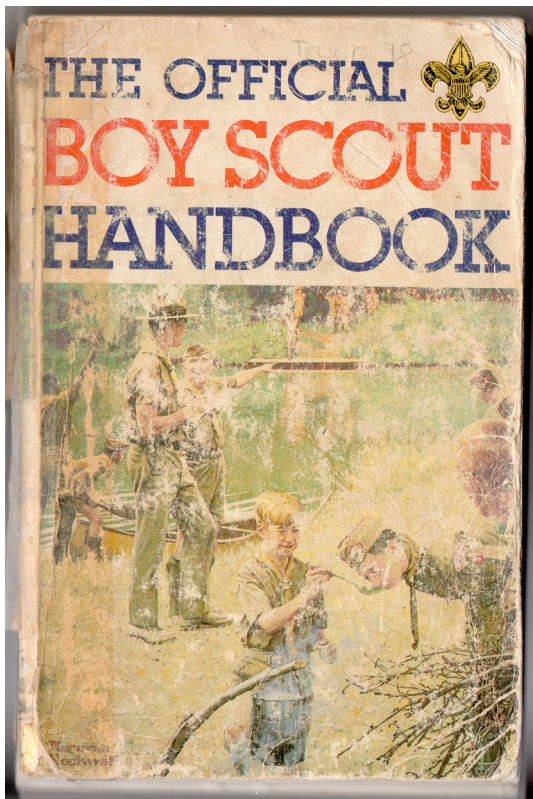
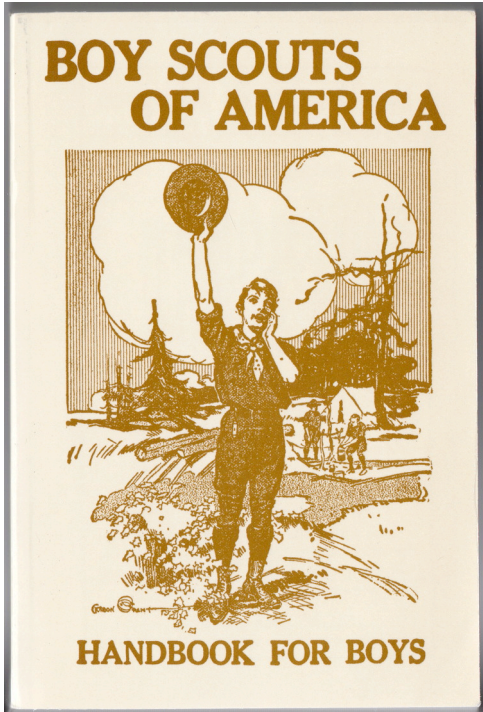
Young Scouts of America that boy is writing to you now. He thought himself peculiar in those days. He now knows he was simply a normal boy with the interest and desires of all normal boys, some of them a little deeper rooted and more lasting perhaps – and all the things that he loved and wished to learn have now part in the big broad work we call *Scouting*.”

Seton was one of the founders of the Boy Scouts of America. He initially formed the Woodcraft Indians in 1902; in 1910 this organization merged with Daniel Beard’s Sons of Daniel Boone in the founding of the Boy Scouts of America. Seton became the first Chief Scout. (Only two others have held the position of chief scout – James West and Elbert Fretwell.)

The initial scout handbook included information on Scoutcraft, Woodcraft, Campcraft, Tracking, Trailing, Signaling, First Aid, Life Saving... topics that still form the core of the Scouting Program today. It also set forth the requirements for scouts to advance from Tenderfoot, the lowest class of scout, all the way up to Eagle Scout, along with requirements for 57 merit badges, from Agriculture to Taxidermy. “*Scouts winning any of the following badges are entitled to place after their names the insignia of the badges won.*” Twenty-one merit badges were required for the rank of Eagle, just as today.

This manual has drawn heavily from the First Handbook, as well as editions from the 1940s, 1970s and 80s, and today. I hope that as you participate in this camporee, you get a feeling of what life was like for scouts back through the years, both how different it was and how much it is the same. Welcome to the Grand Towers 2010 Fall Camporee!

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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 2010 Fall Camporee will follow 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

Apply these principles as you enjoy your weekend at Pere Marquette State Park – pack out what you carry in, stay on trails, use the established fire pits, and respect others around you in the park and in camp.

Ground fires are not permitted in Pere Marquette State Park, so we need to use the existing fire pits only, as well as stoves, barbeque pits, and other means for cooking. Please share the fire pits with neighboring troops.

Further information on Leave No Trace can be found in the Scout Handbook, at the BSA web site (www.scouting.org), and at the Leave No Trace website (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.*

EVENTS	UNDER 90 LBS.	UNDER 110 LBS.	UNDER 125 LBS.	UNDER 140 LBS.	OVER 140 LBS.
(1) Running Broad Jump	12 ft.	13 ft.	14 ft.	15 ft.	16 ft.
(2) Running High Jump	3 ft. 11 in.	4 ft. 1 in.	4 ft. 4 in.	4 ft. 7 in.	4 ft. 10 in.
(3) Standing Broad Jump	6 ft. 6 in.	7 ft.	7 ft. 6 in.	8 ft.	8 ft. 6 in.
(4) Standing High Jump	3 ft. 2 in.	3 ft. 4 in.	3 ft. 6 in.	3 ft. 8 in.	3 ft. 10 in.
(5) Pull-Up	5 times	7 times	9 times	11 times	13 times
(6) 20-Yard Swim	20 sec.	18 sec.	16 sec.	14 sec.	12 sec.
(7) 40-Yard Swim	40 sec.	39 sec.	38 sec.	37 sec.	36 sec.
(8) 50-Yard Dash	7 4-5 sec.	7 2-5 sec.	7 sec.	6 3-5 sec.	6 1-5 sec.
(9) Eight-Potato Race	45 sec.	43 sec.	41 sec.	39 sec.	37 sec.
(10) 8 lb-Shot Put	*	25 ft.	30 ft.	35 ft.	40 ft.
(11) Push-Up from Floor	*	11 times	13 times	15 times	17 times
(12) Rope Climb	*	14 sec.	12 sec.	10 sec.	8 sec.
(13) 100-Yard Dash	*	*	13 sec.	12 3-5 sec.	12 1-5 sec.

*Should not attempt this event

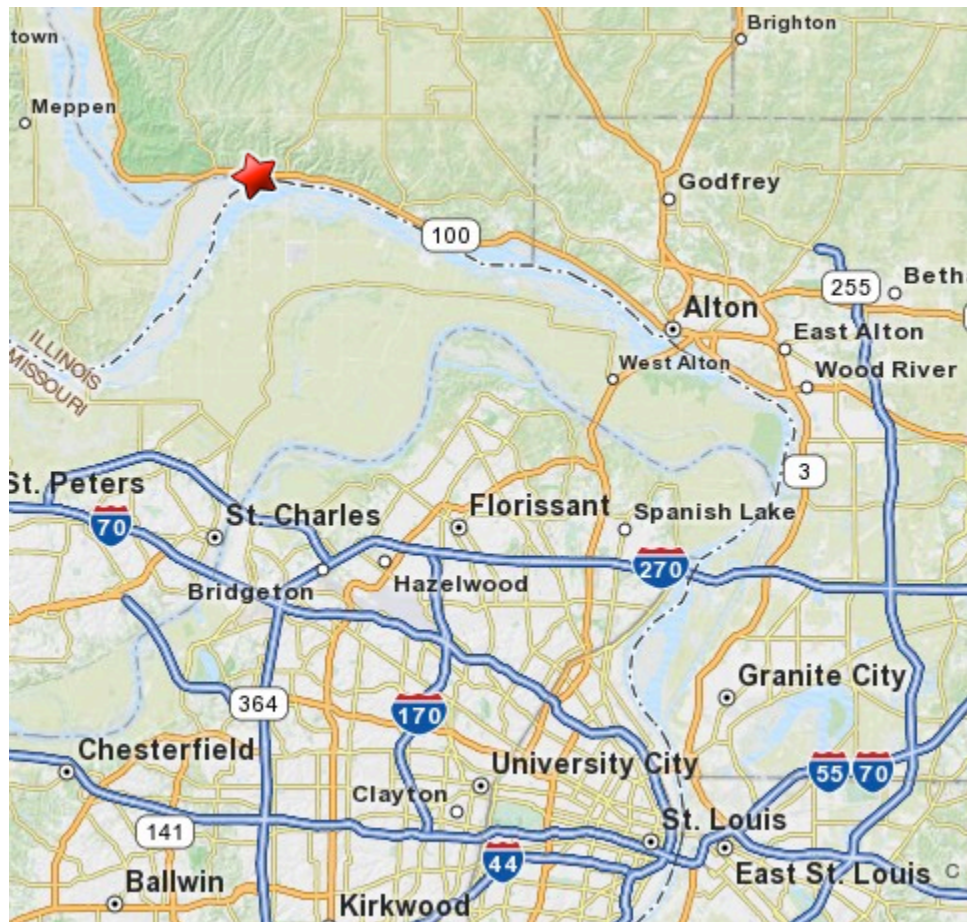
Fitness Requirements from First Edition Handbook

GRAND TOWERS 2010 FALL CAMPOREE

LOCATION:

The 2010 Fall Camporee will be held at Pere Marquette State Park, 5 miles west of Grafton, IL. Pere Marquette State Park comprises 8,050 acres, and it is 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

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



GRAND TOWERS 2010 FALL CAMPOREE

IMPORTANT INFORMATION

ATTENTION: SCOUTMASTER & SR. PATROL LEADER

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

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.

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 should practice the skills they have learned in the meetings.

BEFORE THE CAMPOREE:

Prior to the Camporee, your troop should prepare for the camporee at meetings and on camping trips. Your Patrol should practice the Patrol and prepare 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. Feel free to give your patrol yell at the end of an event.

GRAND TOWERS 2010 FALL CAMPOREE

ATTENTION: PATROL LEADERS

IMPORTANT INFORMATION

Fire Fuel – Fires should be built in designated campfire locations only. Alternatively, you can use cooking stoves or barbeque grills. NO GROUND FIRES ARE ALLOWED IN THE PARK. DO NOT CUT DOWN TREES, LIVE OR DEAD.

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.

Equipment – Besides your patrol gear, other equipment will be needed for patrol projects, as described in this manual. Please note and fulfill these needs.

Camping Code – The Scout Oath and Law shall be the law of the camp. Scouts should also practice ‘Leave No Trace Camping’ whenever possible and follow the Outdoor Code.

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.

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

Fireworks – Absolutely no fireworks are permitted at the camporee.

Alcohol/Drugs – No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council camps.

Smoking – Smoking is discouraged on Scout events. If you must smoke, please do so away from Scouts.

GRAND TOWERS 2010 FALL CAMPOREE

NOTES TO PARTICIPANTS

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.

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.

Organization

Scorecards: Each Patrol will be issued a scorecard on Saturday morning. The scorecard 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.

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.

Webelos Dens and Leaders are Welcome at the Camporee

Webelos Dens are encouraged to attend and participate in the Camporee. 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 22

- 5:00 – 9:30 PM Troops arrive at Camporee Area. **Check-in at District Headquarters when you arrive.**
- 9:30 – 10:00 PM Leaders/SPLs' Meeting at District Headquarters.
Discuss any additional rules for Camporee events.
- 11:00 PM Campsites quiet. All lights out.

Saturday, October 23

- 6:30 – 9:30 AM Wake-up, breakfast, clean-up
- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:30 – 11:30 AM **Patrol Events**
- 11:30 AM – 1:00 PM Lunch break at troop campsite
- 1:00 – 4:30 PM **Patrol Events**
- 4:30 – 5:00 PM Free time
- 5:00 PM **Retreat.** Flag Lowering. The entire camp should attend. Patrol evaluations will occur at this time.
- 5:30 – 8:30 PM Dinner at troop campsite
- 8:00 PM **EVENING PROGRAM.** Assemble at Flag Pole to be led to the Evening Campfire site.
- 8:15-9:45 PM **CAMPFIRE: 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.


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Sunday, October 18

- 6:30 AM Wake-up
- 6:30-8:30 AM Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 8:30 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.

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SCOUTS!
Chief Scout Ernest Thompson Seton has written Books without which no Scout Library is first-rate.

Here is a List of Them:

- Animal Heroes** Illustrated by the author. \$2.50
"The history of a dog, a cat, a lynx, a rabbit, two weasels and a mink... Written in a vein of fiction. Yet the general habits and mode of living of the animals are accurately described."—*Pitts. Press.*
- Monarch, the Big Bear of Tallac** Illustrated by the author. \$1.25 net
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- Legs of the Hooted** Illustrated by the author. \$2.50
There is nothing in Kipling's "Jungle Books" more intensely dramatic and absorbing than "The Story of King, the hoodney Ram, Scotty's long hunt and its ending."—*Brooklyn Eagle.*
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GENERAL EDITION
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Medical Corps, United States Army

The attention of all Boy Scouts is invited to this small TEXT-BOOK ON FIRST AID. It is now in use by a great number of Boy Scout organizations throughout the country. In no respect can the Boy Scout better fit himself for helping others than by learning First Aid and this text-book will enable him to do so in a thoroughly satisfactory manner and in the shortest space of time. The book contains everything on the subject of First Aid which the Boy Scout ought to know and is free from technical details which serve no useful purpose and only result in confusing the student.

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GRAND TOWERS 2010 FALL CAMPOREE

Non-Field Events

1) PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the 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 5:00 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
	<hr/>
	Maximum 100 points

2) TELL A CAMPFIRE STORY

People have been telling stories around the campfire ever since that very first campfire. (“Did I ever tell you the story about how I discovered fire?”) Tell a scary ghost story, a tale of brave deeds, a yarn of epic proportions, and entertain the audience. **A notification of your patrol's story should be submitted to Staff Headquarters by 4:30 PM. The Scoutmaster must sign the submission.** BE CREATIVE. PRACTICE TELLING YOUR TALE BEFORE YOU COME ON STAGE. You may read from a script, but we'll give bonus points to patrols if they recite the tale from memory. Your story does not need to be original, only appropriate.

Scoring: Story title submitted by 4:30 PM, with SM signature	25 points
Quality of story	50 points
Audience response	25 points
<u>Telling story from memory</u>	<u>25 bonus points</u>
	Maximum 125 points

3) LEAD A CAMPFIRE SONG

Lead the camp in an audience participation song, or teach the audience a suitable song. **A notification of your patrol's song should be submitted to Staff Headquarters by 4:30 PM. The Scoutmaster must sign the submission.** BE PREPARED TO TAKE CHARGE ON STAGE – THIS IS YOUR SHOW!

Scoring: Song title submitted by 4:30 PM, with SM signature	25 points
Patrol participation	50 points
<u>Audience participation</u>	<u>25 points</u>
	Maximum 100 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:

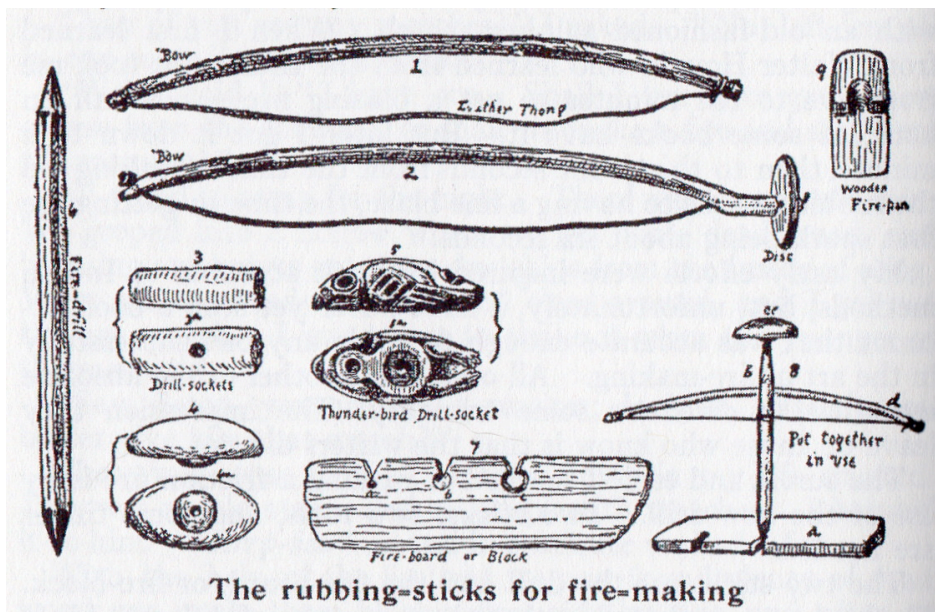
1)	Is every Scout wearing his Scout Shirt?	5 points/scout, to 25 max
2)	Is every Scout in the Patrol in Full Uniform?	5 points/scout, to 25 max
3)	Are Scouts clean and presentable?	25 points
4)	Does the patrol have a patrol flag?	15 points
5)	Did the patrol give the patrol yell?	10 points
		<hr/>
		Maximum 100 points

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

5) PRE-REGISTRATION

Troops and Packs that register by the October CSAW/BSAW weekend will receive up to 50 points for each patrol registered. Pre-registration should include at least a \$1 per scout fee, with the balance of the fees due at the camporee. The entire pre-registration fee will apply towards the balance due. Points will be awarded based on how close the pre-registered amount of scouts matches the actual attendance, with 5 points deducted for every two-scouts difference. A maximum of 50 points is possible for pre-registration. (Note: Staff members do not need to be included in the pre-registration cost, but a count would be appreciated.) The full registration cost will be \$4 per scout.

Maximum 50 points



GRAND TOWERS 2010 FALL CAMPOREE

Field events

The field events will occur on Saturday as specified in the schedule. All patrols should participate in the Field Events. Scoring for the events will be done as objectively and impartially as possible. We ask that all participants respect the judges and each other and enjoy the activities to their fullest. The Scout Law and Oath will be the guidelines for the weekend.

1) Build a Fire

The latest Scout Handbook has as a requirement for Second Class: “*3f. In an approved place and at an approved time, demonstrate how to build a fire... Note: Lighting the fire is not required.*” We want to see the flames! Your patrol will build and light a fire, using natural material gathered on site, with as few matches as possible. Scoring will be based on the time required to get the fire to burn through a string tied above the fire, approximately two feet off the ground. Five points will be deducted for each match used after the second match.

Scoring: Properly preparing a fire	30 points
Burning through the string in under 15 minutes	50 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>

Maximum 100 points

Deduction of 5 points for each match after the second

Deduction of 10 points for each five minutes over 15 minutes

2) Straight Line Orienteering

With a modern GPS and a good map, a scout can know exactly where he is, how far he has travelled, and how much farther he has to go on just about any trip. But at one point in time, the easiest way for a scout to measure distances was to walk it off. To do this, you need to know the length of your stride. (A stride is two steps, one with each foot.) On a course set by the staff, each scout will determine the length of his stride. He will then be given a compass bearing and a distance to walk. The catch? The scout will not be looking forward to where he is going, but rather solely at the compass! The object is to get as close to the target as possible. The three closest scouts will be scored based on how far away they are.

Scoring: Determining length of pace for each scout	40 points
Scores for three scouts closest to target	up to 30 points total
<u>Patrol teamwork and cooperation</u>	<u>30 points</u>

Maximum 100 points

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3) Semaphore a Tweet

Tweets can be up to 140 characters long, and can be sent to the entire world in a matter of seconds. Signals by semaphore can be as long or short as you would like, but take much longer to send, and can only be received by someone who can see you. We will provide you with a modern message to send in a distinctly traditional manner. One or two people can team up to send the message, while one or two more receive it. Points will be deducted for missed letters, and bonus points will awarded if one or both ends are not using a book for the translation.

Scoring: Correctly sending the message	80 points
Deduction of one point for each incorrectly translated letter	
Patrol teamwork and cooperation	20 points
<u>Bonus points for one end not using a book</u>	<u>+ 10 points</u>

Maximum 100 points

4) Which End is the Running End?

When tying a knot in practice, you are often using a short piece of rope with two free ends to work with. In real applications, however, one end of the rope may be inaccessible to you, so you need to tie the knot using only one end of the rope – the running end. Scouts will be provided a six foot length of rope. Each scout will tie one end of this rope to a staff using a two-half hitches. The scout will then tie in succession on the same rope an overhand knot, a bowline, a halter knot, a figure eight knot, a sheet bend (using the loop of the bowline), and a sheep shank. He will finish by tying the other end to the staff with a clove hitch. The patrol score will be based on the fastest three scouts in the patrol. The fastest three scouts will earn bonus points for their patrol.

Scoring: Correctly tying the eight knots on the rope	25 points per scouts
Deduction of 4 points for each incorrect knot	
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>

Maximum 100 points

5) First-Class Relay

Some skills and requirements have been a part of scouting since the beginning. The First Class Relay will test your patrol on up to ten different basic requirements up through First Class. Each scout must answer at least one question. Basic skills could include simple First Aid, knowledge of a compass, the square knot, the Scout Oath, Law, Motto or Slogan, proper care of the flag, ... any of the basic requirements up through First Class. The fastest three patrols will earn bonus points.

Scoring: Correctly answering the questions, 8 points each	80 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>

Maximum 100 points

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6) Patrol Challenge

The patrol method is designed to teach scouts how to be a part of a team and how to lead a team. Your patrol will be assigned a task to complete, which will require the use of the patrol method. Teamwork, cooperation, and leadership will be required to complete this task. All materials needed will be provided by the staff member for this event.

Scoring: Successful completion of assigned task	60 points
<u>Patrol teamwork and cooperation</u>	<u>40 points</u>
	Maximum 100 points

7) First-Aid Relay

The first scout handbook describes three methods for transporting an injured person – by stretcher, with a two-man carry, and the fireman’s lift. The patrol will need to use all three in covering the course.

Scoring: Successful demonstration of the three techniques	60 points
<u>Patrol teamwork and cooperation</u>	<u>40 points</u>
	Maximum 100 points

8) Mystery Event

Scouts should always be prepared. Staff will provide everything needed for this event, and no advance training is needed beyond that which scouts already have.

Scoring: To a maximum of 100 points

9) Scout trivia

100 years of BSA history leaves a lot of trivia in its wake. Each patrol will get twenty questions to test their knowledge of the history of Scouting in America and the St. Louis Area. Who founded the Boy Scouts and when? Where might the first jamboree have been held? How about the most recent jamboree? What were the original ranks in BSA? This quiz will separate the scouts from the civilians.

Scoring: 5 points per correct answer, to a maximum of 100 points

10) Tracking Merit Badge

The historic merit badge “Tracking” will be offered to scouts at this event. Scouts who participate in the badge will earn 25 points each for their patrol, up to 50 total per patrol. They will be spending most of the day on the merit badge. Any advance work would be helpful.

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Overall Scoring

Non-Field Events

	Event	Maximum Score (without bonuses)
1	Pre-Camporee	100
2	Campfire Story	125
3	Campfire Song	100
4	Patrol Inspection	100
5	Pre-Registration	50
	Total Maximum	475

Field Events

	Event	Maximum Score (without bonuses)
1	Build a Fire	100
2	Straight Line Orienteering	100
3	Semaphore a Tweet	100
4	Which End is the Running End?	100
5	First-Class Relay	100
6	Patrol Challenge	100
7	First-Aid Relay	100
8	Mystery Event	100
9	Scout Trivia	100
10	Tracking Merit Badge	50
	Total	950

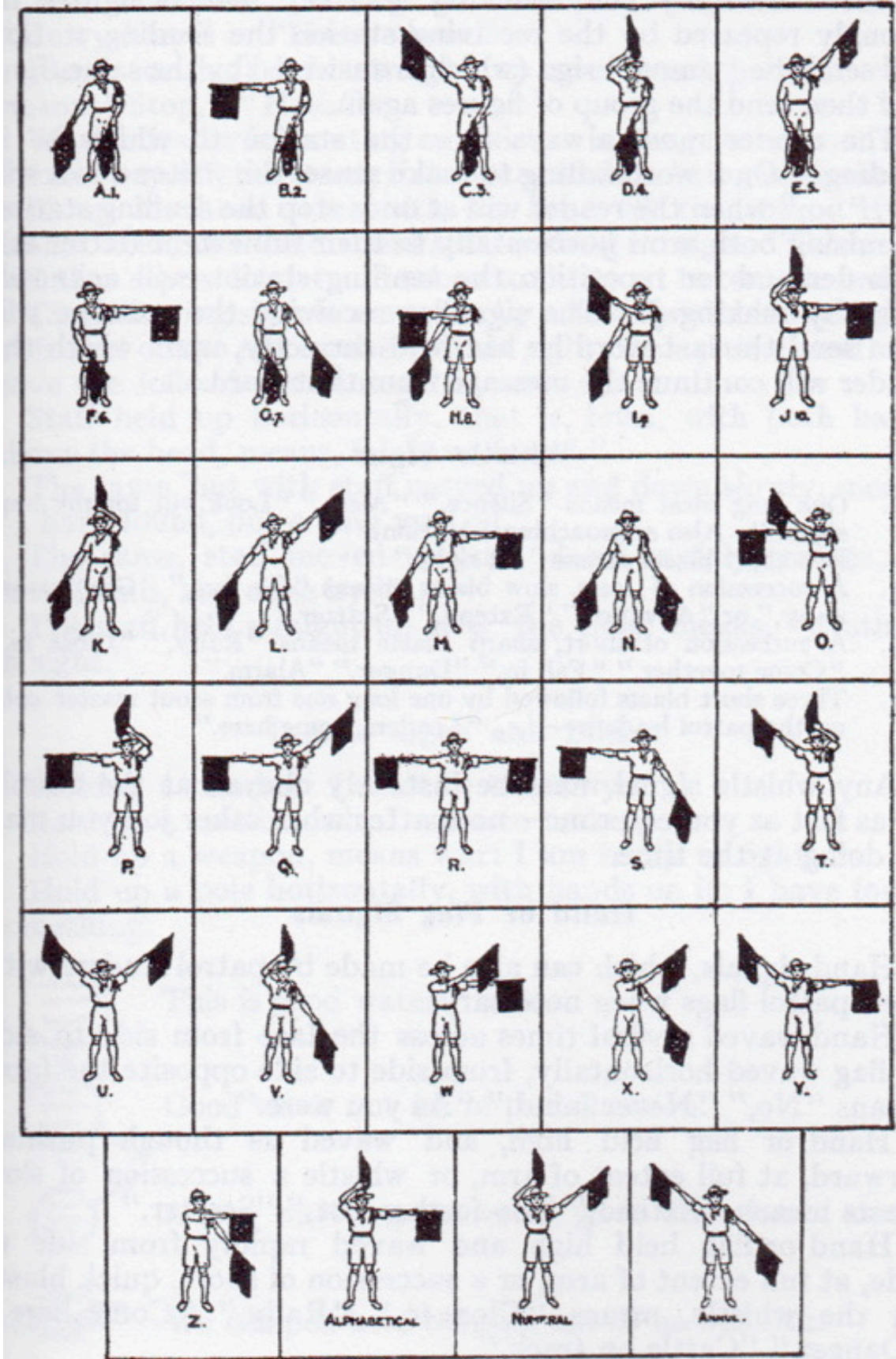
Note: Other events may be added at the discretion of the Camporee Staff. These events will not require any advance preparation, and will most likely be participation-based for scoring. Please have your SPL attend the meeting on Friday evening for up-to-date information on the weekend's activities.

We hope you enjoy the 2010 Grand Towers Fall Camporee! Be safe out there!

Tracking Requirements

1. Demonstrate by means of a tracking game or otherwise, ability to track skillfully in shelter and wind, etc., showing how to proceed noiselessly and "freeze" when occasion demands.
2. Know and recognize the tracks of ten different kinds of animals or birds in his vicinity, three of which may be domestic.
3. Submit satisfactory evidence that he has trailed two different kinds of wild animals or birds on ordinary ground far enough to determine the direction in which they were going, and their gait or speed. Give the names of animals or birds trailed, their direction of travel, and describe gait and speed; or submit satisfactory evidence that he has trailed six different kinds of wild animal or birds in snow, sand, dust, or mud, far enough to determine the direction they were going and their gait or speed. Give names of animals or birds, their direction of travel, and describe gait and speed.
4. Submit satisfactory evidence that he has tracked a human being and deduced from the trail whether it was man or woman, young or old, the gait or speed, and also give any other information deduced.
5. Submit evidence that he has scored at least 30 points from the following groups: Group (f) and 4 of the 5 groups (a), (b), (c), (d), (e) must be represented in the score of 30 and at least 7 points must be scored from (a), (b), or (c). Make a clear, recognizable photographs of:
 - a. Live bird away from nest – **4 points each**
 - b. Live woodchuck or smaller wild animal – **3 points each**
 - c. Live wild animal larger than woodchuck – **4 points each**
 - d. Live bird on nest – **3 points each**
 - e. Tracks of live wild animal or bird – **2 points each**
 - f. Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back – **2 points each**

GRAND TOWERS 2010 FALL CAMPOREE



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CAMPFIRE SONG or SKIT DESCRIPTION FORM

Patrol name _____ **Unit** _____

Title _____ **Circle one: Song 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 2010 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.