

2011 Fall Camporee

Back to Basics



*October 21-23, 2011
Pine Ridge Scout Camp
Advisor: Paul Winter*

GRAND TOWERS 2011 FALL CAMPOREE

SCHEDULE OF EVENTS

Friday, October 21

- Friday evening 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 22

- 6:30 – 9:30 AM Wake-up, breakfast, clean-up
- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:00 – 11:00 AM **Camp-wide Service Project**
- 11:00 AM – 1:00 PM Lunch break at troop campsite. **Scored event (See below)**
- 1:00 – 4:30 PM **Patrol Events**
- 4:30 – 5:30 PM Free time. Turn in items to HQ by 5 PM.
- 5:30 PM **Retreat.** Flag Lowering. The entire camp should attend. Patrol evaluations will occur at this time.
- 6:00 – 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.

GRAND TOWERS 2011 FALL CAMPOREE

Sunday, October 23

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.

GRAND TOWERS 2011 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
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	Maximum 100 points

2) CAMPFIRE SKIT

All patrols are encouraged to perform a skit at the campfire, or to lead the crowd in a song (not both). **Notification of your patrol's participation should be submitted to Staff Headquarters by 5:00 PM. The Scoutmaster must sign the submission.** Turn in a copy of the skit or song, with your Unit number, patrol name, and Skit/Song title clearly written at the top of the page. **BE PREPARED TO TAKE CHARGE ON STAGE – THIS IS YOUR SHOW!**

Scoring: Notice of participation, on-time, with SM signature	25 points
Patrol participation in skit/song	50 points
<u>Audience participation in skit.song</u>	<u>25 points</u>
	Maximum 100 points

3) 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
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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 2011 FALL CAMPOREE

4) SATURDAY LUNCH and 5) CAMPSITE EVALUATIONS

Saturday lunch will be a scored event. Patrols should start at 11 AM and use the patrol menu in preparing a lunch that includes a proper balanced meal, with at least one cooked item. A staff member will evaluate the patrol as it completes the meal, from start to finish. Scoring will be based on teamwork, success at following the patrol method, balanced menu and quality of food.

At the sametime, the staff member will perform a campsite evaluation, using the checklist presented below as a guide. Camping is more than just setting up some tents. The site will be evaluated for layout, cleanliness and organization, arrangement in preparing and cooking the meal,... Patrols should organize their campsite before the Service Project, as there may not be time to do so afterwards.

Scoring: Saturday Lunch	100 points maximum
Campsite Evaluation	100 points maximum

Campsite and Equipment Evaluation

<i>Campsite Area</i>	<i>40 points</i>	
Campsite Layout	5	Overall relationship of fire pits, tents, fly, etc...
Adequate Protection	5	Drainage, circulation and wind
Tents and Dining Fly	5	Properly raised; no ropes in pathways
Patrol Area	5	Well organized, clean and free of clutter
Ax Yard	5	Safe, properly set-up, tools stored safely
Duty Roster	5	Filled out and posted
Campsite Entrance	5	Gateway or entrance constructed with lashings
Troop/patrol Identification	5	Troop sign or flag; patrol sign or flag
<i>Equipment</i>	<i>15 points</i>	
Personal Gear	5	Stored properly in tents or out of way
Troop/Patrol Gear	5	Properly stored; sufficient for trip
Bonus: Camp gadget	5	Useful camp gadget constructed properly
<i>Cooking Area</i>	<i>25 points</i>	
Properly located	5	Away from tents, not in pathways
Food supplies	5	Food properly stored
Menu	5	Posted, well-balanced and complete
Cooking Equipment	5	Clean, stored/used properly and neatly
Cleaning	5	Proper supplies for clean-up
<i>Safety and Sanitation</i>	<i>20 points</i>	
First Aid Kit	5	Easy access, complete and sufficient
Garbage Disposal	5	Away from Food Prep. Area, contained, clean
Firewood	5	Adequate supply, properly placed, ready for weather
Compacting and Recycling	5	Area for recycling separate from trash

GRAND TOWERS 2011 FALL CAMPOREE

Field events

1) 2 x 4 Boardwalk

Equipment supplied by staff

Your patrol will use the 2" x 4"s board to navigate an obstacle course in a race against the clock. This is an activity that will require the patrol to move together as a unit. Every patrol member will stand on the 2" x 4"s, grasp the loop of rope attached to each board, and lift the boards in concert to move through the course. Left, right, left, right,...

Scoring: Completion of the course without mishaps	60 points
Fastest time	20 points
(Next fastest gets 18 points, then 16 points, ...)	
Each time more than one scout falls	- 5 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
	Maximum 100 points

On judges card, mark down patrol time as well as score. Points for place will be awarded after all the events are concluded.

Deduct points for gates hit (two points per gate) and falling down (-5 points each time more than one scout goes down) up to a maximum of 40 points deducted.

GRAND TOWERS 2011 FALL CAMPOREE

2) Patrol Leader Chariot

Equipment: Rope provided by the patrol. Poles will be provided by staff.

The patrol must lash a structure on which to carry their patrol leader, while he holds a cup full of water. The patrol will build the “chariot” using poles and lashings. Once the chariot is complete, they will carry the patrol leader through a course, while he holds a cup of water. Once they start the course, they may not set the patrol leaders down until the course is completed. The patrol leader must not spill any water.

Scoring: Chariot design, with proper lashings	40 points
Completion of course without dropping patrol leader (Subtract 5 points for each drop or setting down the chariot)	30 points
Full cup of water at end of ride (5 points for half a cup, 2 points for quarter cup, etc.)	10 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
	Maximum 100 points

Maximum of 30 points deducted for dropping or setting down the chariot.

3) Build a Lean-To

Equipment: Tarp for roof

To earn the original Camping Merit Badge, a scout had to spend a number of nights outside in a shelter improvised using materials found at the campsite. The patrol needs to build a shelter for their patrol leader for the night, using the materials found at camp, as well as twine provided by staff. They may also use one ground cloth (for the roof only, with a loss of points). Once the shelter is built, the patrol leader will get into the shelter while the staff member dumps water on it. The object is to keep the patrol leader dry.

Scoring: Successful construction of shelter, no poncho	60 points
(Construction of shelter using a poncho	40 points)
Patrol teamwork and cooperation	20 points
<u>Points for patrol leader staying dry</u>	<u>20 points</u>
	Maximum 100 points

Rate the patrol leader on a wet/dry scale, with 20 points for no water, down to 0 points for soaking wet. A few drops should rate almost the full 20 points.

GRAND TOWERS 2011 FALL CAMPOREE

4) Navigate the Maze

Equipment: Provided by staff

Your patrol needs to navigate two scouts in a 'canoe' (i.e. holding two ends of a long pole) through an obstacle course. The two scouts will take up positions at the front and back for the canoe. They will then be blindfolded. The remaining scouts will need to direct them through the course while standing along the banks of the river.

Scoring: Successful navigation of the course	75 points per scouts
(Points will be deducted for hitting obstacles)	
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	Maximum 100 points

The scouts directing the two scouts in the canoe must not go inside the pre-marked course boundaries. Deduct points for infractions after one warning.

The course will consist of large areas marked as island or sandbars (probably with twine). Watch out for the board between the two scouts crossing over these areas. Those types of errors should be small deductions (-2 points, perhaps). Scouts stepping into these areas should be a larger deduction (-5 points). Deduct no more than 50 points.

5) Nature Scavenger Hunt

Equipment: Plant guide provided by patrol, used to identify plants

The patrol will need to identify leaves/plants from up to ten different species. Once they have them, they can bring them by staff HQ for scoring.

Scoring: Correctly finding/identifying ten different species	10 points per
	Maximum 100 points

GRAND TOWERS 2011 FALL CAMPOREE

6) Patrol Teamwork Challenge

The patrol will complete a series of team-building challenges. They will be graded on teamwork and participation, and of course, successful completion of the challenges. These challenges might include such classics as: Blind Square, Paper Fold (a variation of getting everyone on a crate), Line-Up, Group Knot, passing the hula hoop, ...

Scoring: Successful each challenge	20 points per
<u>Patrol teamwork and cooperation</u>	10 points per
	Maximum TBD

There should be five challenges total. Keep them the same for all patrols. I would suggest choosing from the following list:

Blind Square – Three different shapes (square, n-sided figure, and star). For the n-sided figure, each side must be equal length, with the number of sides determined by the number of scouts. For the star, each scout should be at a point.

Line-Up – The patrol lines up by age without speaking or writing (youngest to oldest), by height without looking, and alphabetically without speaking.

Group-Knot – the scouts form a circle, then close their eyes and reach their hands into the center and grab two other hands, so that everyone is holding hands. Then they have to untangle themselves without letting go of each others hands.

Passing the hula-hoop – The scouts form a circle and hold hands around the circle. You put a hula-hoop (assuming we can get one from Cub World) around the arms, and the patrol passes the hoop around the entire circle without letting go of their hands.

Paper Fold – Everyone stands on a sheet of paper or a cloth. Then you fold the sheet in half, and they do it again. Keep folding, and see how many folds you can make before they can no longer fit the entire patrol on the cloth for a five-count (1-Mississippi, 2-Mississippi,...)

Objects on a sheet – You lay out some number of objects (say three per patrol member) on a sheet, give the patrol one minute to study the sheet without talking, and then give them three minutes to write down as many of the objects as possible.

Ball-Pass – The patrol stands in a circle, and then they pass one ball around the circle. After that is going, introduce a second ball, then a third,... No scout should have more than one ball at a time, and the balls should stay in motion.

Trust Circle – The scouts stand in a tight circle around one scout, who then stands stiff and falls wherever he is pushed by the rest of the patrol. They can do this for just a few minutes.

GRAND TOWERS 2011 FALL CAMPOREE

8) Mystery Events

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

The mystery event was intended to be casting into rings on the lake at Pine Ridge, but we can instead do casting into rope circles on the ground at Nagel. Have circles placed at three reasonable distances, give each scout three casts at each distance, and score based on successful casts.

If there is time in the afternoon, staff could organize a camp-wide activity (soccer, touch football, maybe Tug-of War) with scoring being participation-based.

GRAND TOWERS 2011 FALL CAMPOREE

The First Class Relay

Materials:

- One pole per patrol
- Two lengths of rope per patrol
- One neck-kerchief per patrol
- One ace bandage per patrol

Instructions:

This is a relay to demonstrate First Class skills and knowledge

The judge positions himself 20 – 30 feet from the patrol. He has a list of Tenderfoot, 2nd Class, and 1st Class questions. Tenderfoot questions are worth 2 points, 2nd Class questions are worth 4, and 1st Class questions are worth 6 points.

At the signal, the patrol leader from each patrol runs to his patrol's judge and tells him what level question he wants - Tenderfoot, Second Class, or First Class. The judge asks for a skill demonstration or answer to a question from that category. If the person is successful, the judge checks off the question and the person runs back to tag the next person. If the person is incorrect, he just returns with no points.

After a set time limit (20 minutes), the relay is complete, and the patrol is scored based on the scoring below.

Scoring:

- Tenderfoot Question worth 2 points
- Finishing all Tenderfoot questions – 10 bonus points
- Second Class Question worth 4 points
- Finishing all Second Class questions – 15 bonus points
- First Class Question worth 6 points
- Finishing all First Class questions – 20 points

At the camporee, the patrol members will be able to choose the question they wish to answer when they get up to the judge. Each question may only be answered once. For example, only one scout may give answer the question “What is the name of your patrol?” (Tenderfoot Req. #8). If a scout fails to answer the question correctly (or demonstrate the skill as required), he may continue to try to do so, or he may go back to the starting line, and he or another scout may come up and try the same or a different question. A scout may only answer one question per trip to the judge.

Patrols will be penalized five points for a scout leaving the starting position prior to the return of the previous scout.

GRAND TOWERS 2011 FALL CAMPOREE

Tenderfoot Skills

Show the Scout Sign, repeat the Scout Motto and Scout Slogan

Say the Scout Oath (make sure they use the Scout Sign).

Say the Scout Law (make sure they use the Scout Sign).

What is your patrol name and patrol yell?

Tie two half hitches.

Tie a tautline hitch.

Describe treatment for simple cuts and scratches.

Describe treatment for blisters on the hand and foot.

Describe treatment for minor burns or scalds (first degree).

Describe treatment for bites and stings of insects and ticks.

Describe treatment for a poisonous snakebite.

Describe treatment for a nosebleed.

Describe treatment for frostbite.

Describe treatment for sunburn.

Second Class Skills

When is it appropriate to use a cooking fire?

When is it appropriate to use a lightweight stove?

Describe treatment for stopped breathing.

Describe treatment for serious bleeding.

Describe treatment for internal poisoning.

Describe treatment for an object in the eye.

Describe treatment for a bite of a suspected rabid animal.

Describe treatment for puncture wounds from a splinter.

Describe treatment for puncture wounds from a nail.

Describe treatment for puncture wounds from a fishhook.

Describe treatment for serious burns (second degree).

Describe treatment for heat exhaustion.

Describe treatment for shock.

Describe treatment for heatstroke.

Describe treatment for dehydration.

Describe treatment for hypothermia.

Describe treatment for hyperventilation.

First Class Skills

Tie a timber hitch.

Tie a clove hitch.

Tie a bowline.

Demonstrate bandages for a sprained ankle.

Demonstrate bandages for injuries on the head.

Demonstrate bandages for the upper arm.

Demonstrate bandages for the collarbone.

Tell the five most common signs of a heart attack.

Explain the steps in cardiopulmonary resuscitation (CPR).

GRAND TOWERS 2011 FALL CAMPOREE

Overall Scoring

Non-Field Events

	Event	Maximum Score (without bonuses)
1	Pre-Camporee	100
2	Campfire Skit or Song	100
3	Patrol Inspection	100
4	Saturday Lunch	100
5	Campsite Evaluation	100

Field Events

	Event	Maximum Score (without bonuses)
1	2 x 4 Boardwalk	100
2	Patrol Leader Chariot	100
3	Build a Lean-To	100
4	Navigate the Maze	100
5	Nature Scavenger Hunt	100
6	Patrol Teamwork Challenge	TBD
7	First Class Relay	TBD
8	Mystery Event	100
9	Service Project	100

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 2011 Grand Towers Fall Camporee! Be safe out there!