

2011 Fall Camporee

Back to Basics



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

GRAND TOWERS 2011 FALL CAMPOREE

Introduction to the Camporee

The 2011 Fall Camporee focuses on basic scout skills and the patrol method, with classic camporee events that emphasize teamwork, the patrol method and basic scout and camping skills. Troops should prepare for the camporee by practicing scouting fundamentals – knots and lashings, first aid, plant identification, proper camping techniques, skills that a scout learns on the path to First Class. There are a series of events planned to test your patrol as a team, a service project to remind us that as scouts we should serve others with Good Turns, and a few mystery events that will hopefully be fun and surprising.

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 2011 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 Pine Ridge – 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.

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

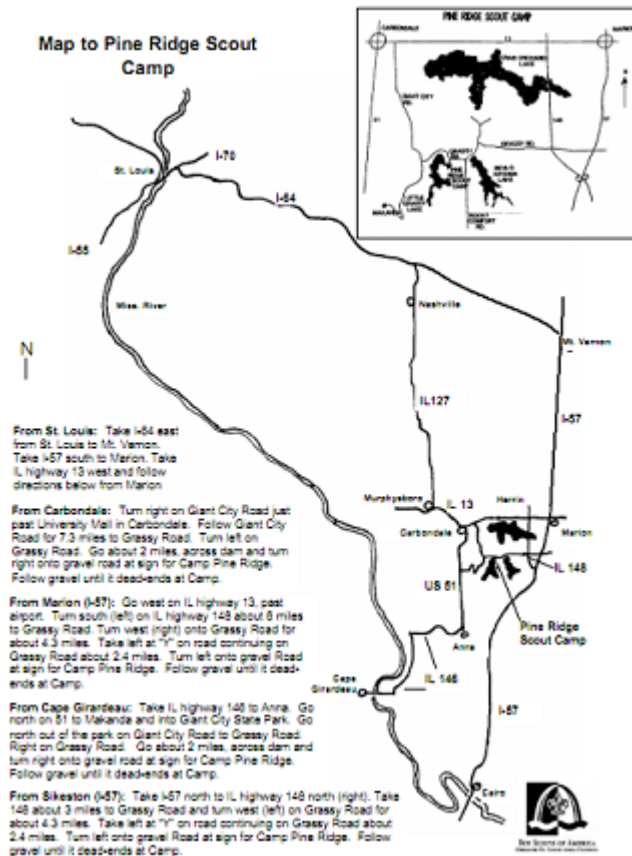
*As an American I will do my best to-
Be clean in my outdoor manners
Be careful with fire
Be considerate in the outdoors
and
Be conservation-minded.*

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Directions to Pine Ridge Scout Camp

From St. Louis: Take I-64 east from St. Louis to Mt. Vernon. Take I-57 south to Marion. Take IL highway 13 west and follow directions below from Marion

From Marion (I-57): Go west on IL highway 13, past airport. Turn south (left) on IL highway 148 about 6 miles to Grassy Road. Turn west (right) onto Grassy Road for about 4.3 miles. Take left at "Y" on road continuing on Grassy Road about 2.4 miles. Turn left onto gravel Road at sign for Camp Pine Ridge. Follow gravel until it dead-ends at Camp.



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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 camp-wide 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.

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ATTENTION: PATROL LEADERS

IMPORTANT INFORMATION

Fire Fuel – Fires should be built in designated campfire locations only. 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.

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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 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.

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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.

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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
	<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.)

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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

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Field events

The field events will occur on Saturday afternoon 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) 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

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	30 points
(Subtract 5 points for each drop or setting down the chariot)	
Full cup of water at end of ride	10 points
(5 points for half a cup, 2 points for quarter cup, etc.)	
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
	Maximum 100 points

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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

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

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

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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 hulu hoop, ...

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

7) First Class Relay

See the section below for details on this event.

Scoring: Based on questions answered, as discussed below

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

9) Camp-wide Service Project

On Saturday morning, the entire camp will participate in a service project to help keep Pine Ridge in top shape for scouts. We will be clearing brush back from the road to maintain visibility for drivers, hikers and animals. Please bring suitable tools for all scouts. Points will be assigned based on participation and cooperation by the patrol members, up to 100 maximum per patrol.

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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.

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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!

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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 5:00 PM on Saturday.

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TROOP ROSTER

Unit # _____

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

Adults: _____

Scouts: _____

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