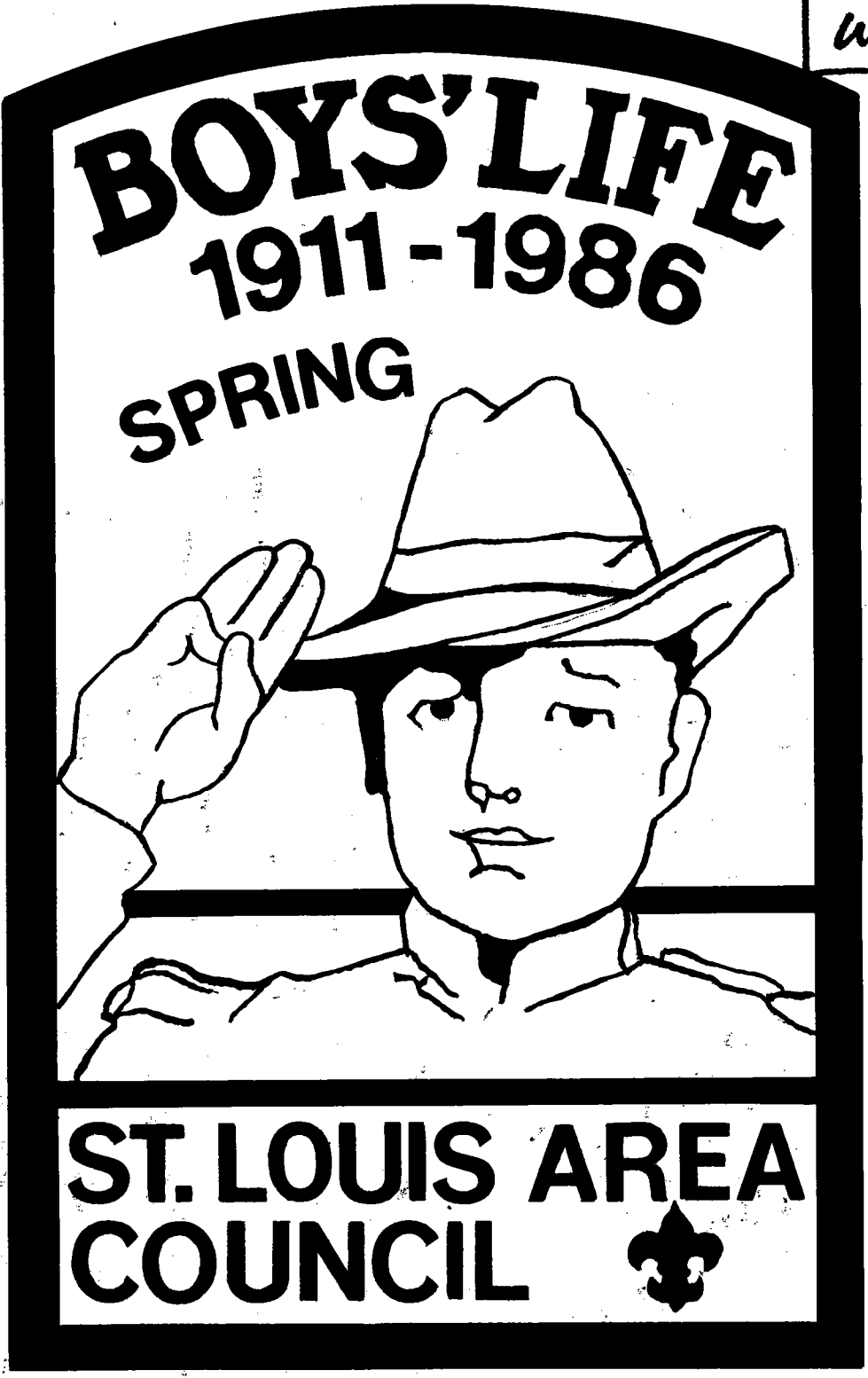


Pack 31
Wallo's Den 1



SPRING CAMPOREE 1986

ST. LOUIS AREA COUNCIL

BOY SCOUTS OF AMERICA

ATTENTION MR. SCOUTMASTER

HERE'S YOUR CAMPOREE MANUAL . . .

Explaining Troop and Patrol participation, registration data, the projects, inspections, the point scoring system, inter-troop campfire suggestions, and other data. INSPECTIONS AND PATROL PROJECTS WHICH ARE TO BE USED IN THE CAMPOREE ARE EXPLAINED IN THE PATROL LEADERS' MANUAL.

Your Troop will derive its biggest benefits from the preparation you and your leaders make in advance. Preparedness can only result in a well-built capable team, the PATROL. Preparedness can result in but one type of award, that of the highest for both the Patrol and the Troop. Underlying such preparedness we find the development of the Patrol system, the development of boy leadership, the sharpening of camping and Scouting skills, and troop pride in achievement.

The Camporee will operate strictly on a Patrol system; natural Patrols will be used.

Thus, each Patrol Leader will require one (1) of the Camporee Manuals which outlines what is expected of the Patrol.

In a Troop Leaders' Council Meeting, go over the Manual very carefully with your Patrol and Troop Leaders.

After complete discussion and understanding, plan the forthcoming Patrol and Troop meetings so as to be in readiness for the Camporee. Special bonus points will be awarded for a "practice" campout, on your own, of at least 24 hour duration.

Then, at least 3 weeks before the Camporee date, fill in the attached registration form, attach the registration fee and mail. Be sure that your Patrol names are included on this form. This will enable the district to begin setting up scoring and campsite assignment procedures.

If your Troop lacks necessary camping gear, so note on this form so that proper arrangements may be made to service your requirements.

Other Troop Officers, such as your Senior Patrol Leader and Junior Assistant Scoutmasters will assume their regular duties as assigned them in the Scoutmaster's Handbook. (Chapter 11) They may not be members of a Patrol.

Junior Assistant Scoutmasters and Leadership Corps members may be used by the district as members of the Camporee Staff.

IMPORTANT INFORMATION

1. Troop records. The name, address and phone number of each Scout and Scouter shall be recorded in your Troop Record Book. This book should be brought to the Camporee and will be inspected.
THIS IS IMPORTANT. A Camporee Roster of those Scouts and leaders in attendance must be turned in at the District Headquarters on Friday Evening. Use form enclosed in this Manual. Additional copies are available from the Camping Service at the Council Service Center.
2. Fire Fuel. Patrols will use wood or charcoal only as fuel in the preparation of all meals. In the interest of conservation, charcoal is recommended.
3. Tent Ditching "Proper pitching avoids ditching". No ditches are to be dug.
4. Use of Water. Water spigots for the purpose of drinking and filling water containers only.
5. Religious Observance. . . "A Scout is Reverent". It is expected that every Scoutmaster will encourage each boy in his troop to attend the religious observance of his choice.
6. Bonus Points. A total of 25 points will be added to the Patrol score, if the Patrol has a former Scouter visit the Camporee preferable for lunch. Twenty-five additional points will be added if the Scout troop is signed up for summer camp.
7. Equipment. In addition to your normal camping gear, certain equipment is needed for each patrol for the Patrol Projects. The troop should attempt to furnish this at the rate of one set per patrol.
8. Camp Code. The Scout Oath and Law shall be the law of the camp.
9. Parking. Parking will be controlled by the District Camporee Committee and those in attendance are asked to follow their instructions.
No parking is permitted behind the traffic poles in any camp-site or camping area.

BASIC POLICIES

The following four (4) basic policies must be adhered to:

Adhering to these policies sets the right example for the boys we serve. This is how the Scout program has a wholesome effect on its boy members. The Camp and Camporee Committees have stated that any violation of these four (4) policies automatically will cause the troop to forfeit all awards, and the District Camporee staff will ask the troop who violates these policies to leave camp.

1. Lanterns. No open flame type of light (candles, kerosene, etc.) will be permitted in any tent. Electric battery lanterns are recommended.
2. Liquid Fuel. The St. Louis Area Council's Executive Board on April 25, 1967, reaffirmed the following council policy: "The use of pressurized (either high or low pressure) stoves or lanterns on Council reservations is prohibited".
3. Firewoods. Absolutely no fireworks are permitted on our Council camps.
4. Alcoholic Beverages. . . No beer or other intoxicating liquors nor non-medically prescribed drugs are allowed in our Council camps.

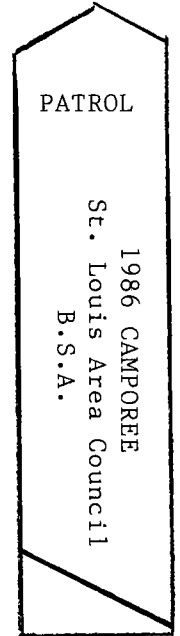
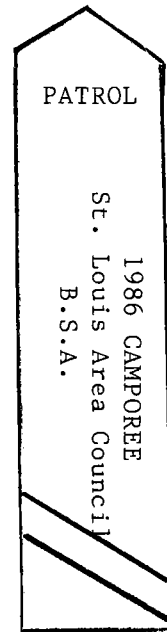
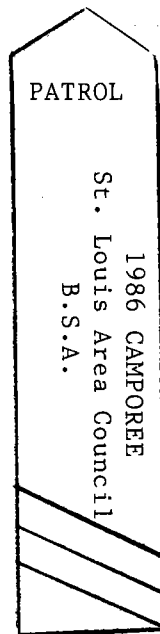
*Sheath Knives are not to be worn by Scouts or Scouters at the Camporee. A pocket knife is all you need and much safer. Scouts or Scouter wearing a sheath knife will have to turn it over to the district camporee committee.

CAMPOREE AWARDS AND SCORING

PATROL STREAMERS

Every Patrol will be awarded a CHEVRON
STREAMER - based on score earned

A 1986 SPRING CAMPOREE EMBLEM
WILL BE AVAILABLE FOR SALE
TO EACH PARTICIPANT AT THE
CONCLUSION OF THE CAMPOREE.
THE COST OF THE EMBLEM IS
75¢.



TROOP STREAMERS

Every Troop will be awarded a STREAMER

<u>Honor</u>	<u>Merit</u>	<u>Award</u>
_____	_____	_____

HONOR
PATROL

MERIT
PATROL

AWARD
PATROL

775	600	500
to	to	to
935	774	590
points	points	points

No Patrol award shall be given for a score
of below. 500 points

The Troop Award is based on the average
of the Patrol's scores

PATROL AND TROOP AWARDS SHALL BE EARNED THROUGH THE ACCUMULATION OF "POINTS"

Points will be earned as follows:

Patrol projects.	600 points
Campfire participation.	50 points
Total campfire and projects	650 points
First Inspection (Camping Equipment).	150 points
Second Inspection (Personal Inspection) - Retreat.	60 points
Total both Inspections	210 points
 Pre-Camporee campout which had two nights and two days of camping.	 25 points
Bonus awarded for troop signed up for camp.	50 points
Maximum points possible	935 points

1. The Patrol must earn a minimum of 775 points to qualify as an Honor Patrol.
2. The Patrol must earn at least 500 of the 650 points in Patrol Projects and Campfire participation combined to qualify as an Honor Patrol.
3. The Patrol must earn at least 400 of the 650 points in Patrol Projects and Campfire participation to qualify as a Merit Patrol.
4. The patrol must earn at least 300 of the 650 points in Patrol Projects and Campfire participation combined to qualify as an Award Patrol.

INTER-TROOP CAMPFIRE PROGRAM & PREPARATION

The Inter-Troop Campfire Program will be used at the Camporee. The district will assign Troops to a campfire group (4 Troops max.) as soon as possible. The actual sites of the Inter-Troop Campfire shall be assigned on Saturday morning of the Camporee. The District Director of Campfires will provide a Host Fire Director to aid the SPL's in their planning of the campfire program.

Each participating patrol will be awarded 50 points toward their patrol score.

The following will help you prepare your SPL FOR HIS CAMPFIRE PLANNING SESSION:

1. The program shall be planned in detail with all participants aware of their respective duties.
2. Each Patrol should have a part in the campfire program or physical arrangements, songs, cheers, stunts, skits, stories, firebuilding, area set up or clean up.
3. The Master of Ceremonies should be a boy leader with a good, loud voice. The MC should be able to control the boys and keep them orderly.
4. "Cheers" and "Hows" should be encouraged; "Boos" must not be permitted. Stop the first "Boo" or "cat call" and you won't have any more.
5. Someone should be assigned to build the fire. No green wood is to be cut on Council Property.
6. Someone should be assigned to extinguish the fire in advance, so they will have the necessary equipment with them.
7. The written detail program plan requires the approval of the Host Fire Director or the District Director of Campfires. Use the campfire planning sheet.

Main Theme

The Camporee Committee suggests the use of "Boys Life" as the theme for this year's campfires.

- Warm-up: The first Troops to arrive at the campfire should have something to do. Use songs and cheers. A specialty act that is not associated with the theme is appropriate here.
- Opening: A torch runner carrying the flame to kindle your campfire is very impressive especially with a proper ceremony led by the Master of Ceremonies or someone he introduces.
- Songs: Use familiar songs. Follow the theme if possible.
Try: "The More We Get Together", "If Your Happy", "I've Been Working on the Railroad", "The Happy Wanderer", "The Quartermaster Store", "We're on the Upward Trail".
- Main Event: Have an act based on the theme "Boys Life" which could be performed in pantomime with or without a narrator.
- Stunts: Skits on Scouting, its history, progress, summer camp, regular activities, etc.
- Songs: Use quiet songs here. The fire is dying and the campfire is coming to an end. Sing: "America the Beautiful", "Kum Ba Yah", "On My Honor", "By the Blazing Council Fire", Scout Vespers".
- Announcements: Time and location of church services, etc.
- Scoutmaster's Minute: A short inspirational message by a Scoutmaster present (for ideas see chapter 16, Scoutmaster's Handbook).
- Closing: A short prayer, Taps, final song or other appropriate item.

DON'T FORGET TO PUT OUT THE FIRE

INSPECTIONS, PATROL PROJECTS AND SCORING

During the Camporee those inspections as outlined in the Patrol section of this Manual will take place. In the Patrol section of this Manual are listed ten (10) Patrol Projects. All projects are mandatory and will be performed by each Patrol.

IT IS IMPORTANT FOR YOU TO KNOW THAT EVERY boy in the Patrol will be asked to participate in the projects and each will be given a definite assignment by the Judge. One or two boys doing all of the Patrol work has thus been eliminated. All will be asked to "tell and do". The "new" boy will be taken into consideration by the Judge.

The Judge will mark the Patrol score earned in each activity in the proper place on the Patrol's score card. Be sure the Patrol name and troop number appear on the score card so that proper credit can be given your Patrols by the Scorer at District Headquarters.

The current edition of the "Boy Scout Handbook" (9th edition - third printing) the "Fieldbook" (2nd edition - 1967 revision) and various other sources were noted, and shall be the authority for settlement of any question relative to Inspections, Projects and Scoring.

RELIGIOUS OBSERVANCE

Locations of the Camporee Religious Service are as follows:

1) Beaumont Reservation:

- | | |
|--------------------|----------------------------------------------------|
| Catholic Mass | - Camp May Council Ring - Sunday 9:00 - 10:00 a.m. |
| Protestant Service | - Wright Lodge Porch - Sunday 9:00 - 10:00 a.m. |
| Lutheran Service | - Head Chapel - Sunday 9:00 - 10:00 a.m. |
| Jewish Service | - Camp May Council Ring - Sunday 9:00 - 10:00 a.m. |

2) S-F Ranch

- | | |
|--------------------|--------------------------------------------------------|
| Catholic Mass | - Famous Eagle Council Ring - Sunday 9:00 - 10:00 a.m. |
| Protestant Service | - Famous Eagle Office Porch - Sunday 9:00 - 10:00 a.m. |
| Lutheran Service | - Famous Eagle Chapel - Sunday 9:00 - 10:00 a.m. |
| Jewish Service | - Famous Eagle Council Ring - Sunday 9:00 - 10:00 a.m. |

SANITIZING TABLETS

Sanitizing Tablets (those used in the Summer Camp operation) will be available for sale by the Rangers in camp to accommodate the recommended Patrol Dishwashing method mentioned in the Patrol Leaders Manual. Follow the steps outlined on page 133 of the Boy Scout Handbook.

SCHEDULE

FRIDAY

- 5:00 to 9:00 p.m. Check in, see traffic man or District Headquarters for assigned campsite. DURING THIS TIME send complete roster and list of patrol names to Headquarters
- 6:00 to 7:00 p.m. Supper - (can be prepared in advance and brought to camp). Initial inspection by all leaders to insure comfort and determine readiness for next day's activity
- 9:30 to 9:45 p.m. Opening Ceremony
- 10:00 p.m. Campsites quiet - lights out.
- 10:15 p.m. S.P.L. Meeting at District Headquarters - for instruction and discussion. Judges, Inspectors and Scorers instruction. . . . FINAL DETAILS.

SATURDAY

- 6:00 a.m. Reveille, by Troop or District at District option.
- 6:30 to 8:00 a.m. Breakfast preparation, breakfast and clean up. Project preparation.
- Open Time INSPECTIONS at the discretion of the Campmaster
- 9:15 to 9:30 a.m. District Flag Raising Ceremony
- 9:30 to 11:00 a.m. Patrol Project period
- 11:00 a.m. to 1:00 p.m. Lunch preparation, lunch, clean-up, and ready equipment. Good opportunity for Senior Patrol Leaders to meet with Host Fire Director for planning inter-troop campfire.
- 1:00 to 4:00 p.m. Patrol Project Period
- 4:00 to 5:00 p.m. Free time
- 5:00 to 5:30 p.m. Second Inspection (personal inspection)
- 5:45 to 6:00 p.m. Retreat Ceremony
- 6:00 to 7:30 p.m. Supper preparation, supper and clean-up
- 7:30 to 8:30 p.m. Police camp, free time, prepare for inter-troop campfire participation.
- 8:30 to 9:15 p.m. Inter-troop campfires (all troops will attend assigned campfires)
- 9:45 p.m. Call to Quarters
- 10:00 p.m. Campsite quiet - lights out
- 10:15 p.m. Scouter sociability time, at district option.

SUNDAY

- 6:30 a.m. Reveille, by Troop or District at District option.
- 6:30 to 9:00 a.m. Breakfast, clean-up camp
- 9:00 to 10:00 a.m. Religious Observances - Catholic, Lutheran, Protestant and Jewish
- 10:00 to 11:30 a.m. Troop program time - District Closing Ceremony
- 11:30 a.m. to 1:00 p.m. Ready lunch, break camp, police grounds, clean site, check-out. Send Senior Patrol leader to Headquarters to obtain Inspector. Camporee over - all Troops checked out.
- 1:30 p.m.

IMPORTANT

NO SCOUT, PATROL OR TROOP SHALL SEEK PERMISSION TO LEAVE SCHOOL IN ADVANCE OF NORMAL DISMISSAL TIME.

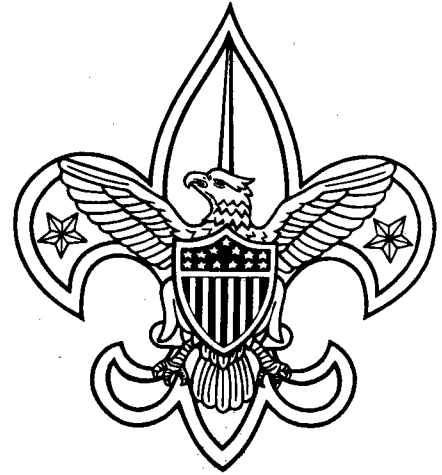


SPRING CAMPOREE 1986

ST. LOUIS AREA COUNCIL

BOY SCOUTS OF AMERICA

BOY SCOUT OPPORTUNITIES BOY SCOUT CAMP



Every summer, nearly 1,000 Boy Scouts a week escape the daily routine of idle summer days, and take off for the country. Their destination is the 270-acre Nims Lake on the 5,200 wilderness acres of the S-F Scout Ranch near Knob Lick, Missouri, or the 2,400 rolling acres of the Beaumont Scout Reservation near High Ridge, Missouri. Here Scouts find fun and excitement mixed with patrol responsibilities and personal achievements.

Camps May, Sakima and Gamble offer everything a Scout expects at camp: swimming lessons, lifesaving instruction, rowing (S-F only) canoeing (S-F only), nature study, astronomy, and cooking. At Camp May, your troop can utilize the Dining Hall at Wright Lodge where all your meals are prepared for you. Enjoy a trip to Mud Cave and splash around in a 250,000 gal. swimming pool. Camp May also has two of the finest hiking trails in our council - the Pioneer Trace and the Tomahawk Trails. At the S-F Scout Ranch, there are placid coves where you can match wits with a fighting bass or challenge the forces of nature on an overnight canoe float.

Advancement is one of the objectives at every Scout Camp. Each of the three camps has program areas where skilled staff members coach Scouts in merit badges available such as swimming, lifesaving, rowing (S-F only), canoeing (S-F only), archery, fishing, and shotgun shooting, camping, pioneering, wilderness survival,

sports (Camp May only), First Aid (Camp May only), nature, environmental science, and others. Each camp has a skills area designed to work with first year Scouts on skills awards and general advancement in Tenderfoot, Second Class, & First Class. The Skills Area deals with such topics as Conservation, Camping, First Aid, Cooking, & much more. This is also a good chance for experienced Scouts to brush up on rusty skills.

For the Scout who has earned every badge and award available, Scout Camp is the perfect setting for testing hard-earned skills. Special challenges await Scouts on the overnight sleep-out and when they hit the trail with their patrol for deep woods backpacking, or add water and come up with a pack and paddle adventure. Scouts will find challenging adventure, excitement and the opportunity to learn new skills at Scout Camp this year.

For Scouts who are at least second year campers and have earned the First Class Rank, there is the possibility of being elected to the Order of the Arrow - the society of honor campers.

Scout Camp is conducted for Scouts at the following camps with appropriate dates.

Beaumont Scout Reservation — Camp May (one week) July 27-August 2.

S-F Scout Ranch — Camp Sakima and Gamble (7 weeks) June 15 - June 21, June 22 - June 28, June 29 - July 5, July 6 - July 12.

MR. PATROL LEADER

We are counting on you to give your Patrol real leadership at the Camporee. So that you are "in the know" we are listing below some important points for you to share with the members of your Patrol.

1. PATROL COOKING AT THE CAMPOREE: The menus for meals, except for Saturday lunch, are the Patrol's option. Menu ideas may be found on pages 118-189 of the Boy Scout Handbook, the Cooking Merit Badge pamphlet and pages 125-189 of the "Fieldbook".
2. PATROL DISHWASHING: You are encouraged to use the Patrol Dishwashing Method. Rinse water needs to be hot but does not have to be boiling if your Patrol uses Sanitizing Tablets, and your Scoutmaster may purchase these tablets from the Ranger at camp. Include this "method" in your Patrol Organization plans . . . it's an excellent method and will be part of your first inspection score.
3. FIRE FUEL: Patrols will use wood or charcoal only as fuel in the preparation of all meals. In the interest of conservation, charcoal is highly recommended.
4. TENT DITCHING: Absolutely no ditches are to be dug. "Proper pitching avoids ditching".
5. USE OF WATER: Water spigots are for the purpose of drinking and filling water containers. No washing, either of body or equipment shall be permitted at the spigot. Failure to comply by a boy will mean the loss of one-half of his patrol's points earned on inspections.
6. LANTERNS: No open flame type of light (candles, kerosene, etc.) will be permitted in any tent. Electric battery lanterns are recommended.
7. RELIGIOUS OBSERVANCE: "A Scout is Reverent". It is expected that each boy will attend the religious observance of his choice.
8. FIREWORKS: Absolutely no fireworks are permitted on the premises of our Council camps. Violators will be asked to leave the camp by the District Camporee Staff and the troop will forfeit all awards.
9. PROPER UNIFORMING: Each Scout and Scouter who has a uniform shall wear it and wear it properly at all times during the Camporee. All uniforms and insignia will be inspected for proper wear and placement during the second inspection.
10. The Scout Oath and Law shall be the law of the camp.

Failure of any member of your Patrol or Troop to comply with these points can mean the loss of all Patrol and Troop awards.
11. SUMMER CAMP: Now is the time that everyone in your Patrol should be planning and saving for summer camp. A bonus of 25 points will be given if your troop is signed up to attend summer camp.
12. RECRUITING: Your Patrol will receive three points on the first inspection if you recruit a new member between now until the Camporee. Ask a friend to join your Patrol.
13. SHEATH KNIFES: Sheath knives are not permitted on council property. A Scout pocket knife is more than adequate.

SCHEDULE

FRIDAY

- 5:00 to 9:00 p.m. Check in, see traffic man or District Headquarters for assigned campsite. DURING THIS TIME send complete roster and list of patrol names to Headquarters
- 6:00 to 7:00 p.m. Supper - (can be prepared in advance and brought to camp). Initial inspection by all leaders to insure comfort and determine readiness for next day's activity
- 9:30 to 9:45 p.m. Opening Ceremony
- 10:00 p.m. Campsites quiet - lights out.
- 10:15 p.m. S.P.L. Meeting at District Headquarters - for instruction and discussion. Judges, Inspectors and Scorers instruction.
... FINAL DETAILS.

SATURDAY

- 6:00 a.m. Reveille, by Troop or District at District option.
- 6:30 to 8:00 a.m. Breakfast preparation, breakfast and clean up. Project preparation.
- Open Time INSPECTIONS at the discretion of the Campmaster
- 9:15 to 9:30 a.m. District Flag Raising Ceremony
- 9:30 to 11:00 a.m. Patrol Project period
- 11:00 a.m. to 1:00 p.m. Lunch preparation, lunch, clean-up, and ready equipment. Good opportunity for Senior Patrol Leaders to meet with Host Fire Director for planning inter-troop campfire.
- 1:00 to 4:00 p.m. Patrol Project Period
- 4:00 to 5:00 p.m. Free time
- 5:00 to 5:30 p.m. Second Inspection (personal inspection)
- 5:45 to 6:00 p.m. Retreat Ceremony
- 6:00 to 7:30 p.m. Supper preparation, supper and clean-up
- 7:30 to 8:30 p.m. Police camp, free time, prepare for inter-troop campfire participation.
- 8:30 to 9:15 p.m. Inter-troop campfires (all troops will attend assigned campfires)
- 9:45 p.m. Call to Quarters
- 10:00 p.m. Campsite quiet - lights out
- 10:15 p.m. Scouter sociability time, at district option.

SUNDAY

- 6:30 a.m. Reveille, by Troop or District at District option.
- 6:30 to 9:00 a.m. Breakfast, clean-up camp
- 9:00 to 10:00 a.m. Religious Observances - Catholic, Lutheran, Protestant and Jewish
- 10:00 to 11:30 a.m. Troop program time - District Closing Ceremony
- 11:30 a.m. to 1:00 p.m. Ready lunch, break camp, police grounds, clean site, check-out. Send Senior Patrol leader to Headquarters to obtain Inspector.
- 1:30 p.m. Camporee over - all Troops checked out.

IMPORTANT

NO SCOUT, PATROL OR TROOP SHALL SEEK PERMISSION TO LEAVE SCHOOL IN ADVANCE OF NORMAL DISMISSAL TIME.

PATROL PROJECTS

As many different Scouts as possible from each patrol should be used on each project.
References are: SH - Boy Scout Handbook 9th edition, fourth printing
FB - Fieldbook, 2nd Edition
PLH - Patrol Leader Handbook, 3rd Edition

The project portion of the manual was prepared by District Campmasters.

- 1) HERE TO THERE (Compass Game) (Ref: SH-pg. 189-195, pg. 199, FB-pg. 30-39, Orienteering M.B. Book - pg. 15-31)

Each patrol will be given a starting point on a 100 ft. line. Patrols will then travel according to the degrees and distances indicated by the judge. The Patrol will report the number of the marker nearest to the destination they have reached.

Correct destination is 50 pt. each marker away from correct destination, deduct 5 points for each marker away from correct destination.

Scoring:

(Maximum 50 points)

- 2) BLIND TRUST (Patrol Tent Pitching)

The starting of any good Troop or Patrol camping trip requires the cooperation and coordination of all members of the Patrol to prepare the campsite. United effort is needed to pitch tents and set-up flies. This project will test the Patrol's ability to cooperate with one another in an effort to pitch a 8 x 10 wall tent (kind provided by council during summer camp). The project is worth 100 points which will be distributed between the amount of time required to pitch the tent and the amount of cooperation shown by Patrol members among themselves.

The points will be awarded as follows:

1 to 50 points for the amount of cooperation shown by the Patrol members as determined by the judges.

50 points if tent is pitched within 10 minutes
45 points if tent is pitched between 10 and 15 minutes
40 points if tent is pitched between 15 and 20 minutes
35 points if tent is pitched between 20 and 25 minutes
30 points if tent is pitched between 25 and 30 minutes
25 points if tent is pitched between 30 and 35 minutes
20 points if tent is pitched between 35 and 40 minutes
15 points if tent is pitched between 40 and 45 minutes
10 points if tent is pitched between 45 and 50 minutes
5 points if tent is pitched between 50 and up.

Oh Yes! One point we forgot to mention. Each member of the Patrol will be given a particular handicap that they will have to work with, such as some will be blindfolded, some will have earmuffs on so they can not hear, some will have a hand tied behind their back, and others will have a leg tied so they cannot use it, and others will be gagged so they cannot talk.

Scoring:

(Maximum 50 points)

3) COOK OFF

Patrols will be graded on their preparation of the noon meal. Points will be given for preparation and clean-up, completion of the meal on-time, and cooking the meal without any utensils such as pots, pans, knives, forks, and spoons. Aluminum foil is not allowed. The meal should include a meat, bread, potato, and dessert. Patrols must eat their prepared meals. No points will be awarded for items not cooked. Items must be cooked not just warmed up. Hot dog, cold cuts and other such foods will not be exemptible. Judges will observe from 1:00 to 1:30, so reserve a few bites for judging.

Suggestions: Cook food on flat rock, in fruit peels, mud or leaves on green sticks.

<u>Points</u>	<u>Activity</u>
0-5	Preparation and Clean-up
10	Completed Cooking of Meal by 1:30 p.m.
0-10	Meat Cooked
0-10	Potato Cooked
0-10	Bread Cooked
0-5	Dessert Cooked

Scoring: (Maximum 50 points)

4) TRAILING (Ref: HB pg. 248-249)

Your entire patrol will attempt to find your way through a pre-planned course. The signs on the course that will be used are those of the Indian and Scout trail signs.

Record along the trail the type of sign used.

Scoring:	Completion of course	45 pt.
	(9 signs - 5 points each)	<u>5 pt.</u>
		50 pts.

5) GRIZZLY AFFAIR! (Ref: SH - pgs. 360-387 for first aid, pgs. 89-101 for knots, FB - pgs. 90-97 for Knots, and 246-269 for First Aid) Rescue, First Aid, and Emergency Carry or Transport.

A member of your patrol has lost his footing on a narrow patch avoiding a grizzly bear, and fallen into a 10 foot rock crevice. The Scout can't climb out, and the incline is too steep to get a foothold, to attempt sending members of your patrol to rescue him. The injured Scout is conscious and can communicate with you, but he is suffering from several injuries, including shock, hypothermia, shoulder fracture, several cuts and bruises and a deep puncture wound.*

GRIZZLY AFFAIR (continued)

You and members of your patrol must be able to explain how to treat the injured Scouts injuries properly, explain what method would be used to rescue the injured Scout from the rock crevice, using rope and appropriate knots to raise the Scout, without injuring him further. You must determine the seriousness of his injuries and in what order you would treat each one, and if the first-aid should be administered before attempting the rescue or if the rescue should be attempted before the first-aid is administered, be able to explain your reasoning. Lastly, correctly demonstrate an emergency carry to transport the injured Scout to proper medical attention. Remember that FIRST-AID is merely a temporary treatment, and that more aid is to follow.

*Project judge will inform patrol of severity of cuts, bruises and puncture wound.

Equipment needed by patrol: Scout neckerchiefs - enough to bandage and splint injuries.

Scoring:	Resue	35
	First Aid	35
	Emergency Carry or Transport	30

(Maximum 100 points)

- 6) NATURE SCAVENGER HUNT (Ref: SH: pgs. 322-381 & 405-420, FB pgs. 214-309, & 134-140)

Each patrol will be given a scavenger list at the Nature Project station. From the list of 25 items, the patrol is to find 10 different items, each item value is 5 points for a total of 50 points maximum.

All found items to be turned in and identified at the Nature Project station no later than 4:30 p.m. Saturday.

Equipment needed: Scout handbook, Fieldbook (old edition), collection bag.

Scoring:	Each Item	5 points
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(Maximum 50 points)

- 7) FLAP JACK FLIP (Ref: Boy Scout handbook and Fieldbook)

Equipment needed by Patrol: Something to cook flap jack in, firewood and turner.

Equipment provided by staff: two matches, cooking oil, flap jack batter, trash bags, pole and rope.

FLAP JACK FLIP (continued)

Object:

Build a fire using only two matches and natural materials, no paper or fire starters allowed.

Cook a flap jack from the batter provided. When the flap jack is cooked on both sides, run with the flap jack in the skillet for distance of 50 feet to a horizontal pole suspended 6 feet above the ground. Flip the flap jack over the pole, run under the pole and catch the flap jack in the skillet on the other side.

Scoring:	Firebuilding	25 points
	Cooking	25 points
	Flap Jack Flip	25 points
	Clean up - extinguish fire	25 points

(Maximum 100 points)

8) LASH & CARRY (Ref: SH: pgs. 89, 91, 96 & 99)

Items needed: 6 - 6 foot staves
9 - 30 inch pieces of rope with ends whipped

To lash together a "H-Trestle" and carry one of the patrol members around a course on the "H-Trestle".

All lashings must start and end with a clove hitch.

Scoring:	1. Correct Square Lashings	15 points
	2. Correct Diagonal Lashings	15 points
	3. Proper assembly of "H-Trestle" in 10 minutes or less	10 points
	4. Completing carry in 20 seconds or less	10 points

(Maximum 50 points)

9) FREE STANDING FLAG POLE (Ref: SH: pg. 99 Knots book)

Construct a free standing flag pole using six, six foot scout staves. The height of the flag pole must be at least 14 feet. Use shear lashing or tripod lashing for tripod. Use shear lashing or round lashing for flag pole.

Scoring:	For each correct type of knot used	10 points
	If flag pole stands when completed	20 points

(Maximum 50 points)

(Use staves & ropes from Lash & Carry project)

10) PROJECT 10

Each district will develop their own project worth 50 points. This will allow each district to have a project that will meet the needs of their Scouts, both in challenge and excitement.

Scoring:

(Maximum 50 points)

PATROL INSPECTIONS

Two Patrol inspections will take place on Saturday; the first, consisting of five parts, will take place during the day - - - the second (personal inspection) will occur before the Saturday Retreat Ceremony. Definitions of what is expected of your Patrol are outlined below.

Personal Equipment

Maximum Points

- | | |
|----------------------------------------|-----------------------------------------------------------------------------------------------------------------------|
| 1) Waterproof groundcloth | 2 Each boy must have a poncho, groundcloth or tent floor under his bed. |
| 2) Sleeping bag or blankets | 2 Enough to stay warm |
| 3) Items for personal cleanliness | 3 Toilet articles, including comb or pick, toothbrush, toothpaste, soap and towel |
| 4) Adequate clothing | 3 Each Scout will have a jacket, raincoat, change of clothing (under and outer) and change of socks displayed on bed. |
| 5) Flashlight that works | 2 One per tent is sufficient |
| 6) Shelter neat | 3 All other personal equipment neatly stored |
| 7) Scouts owning uniforms wearing them | 10 |

Patrol Equipment

- | | |
|----------------------------------------------|---------------------------------------------------------------------------|
| 1) First aid kit | 5 One to a patrol - in or on Patrol Box |
| 2) Hand axe or bowsaw | 3 One of either - sheathed or masked when not in use |
| 3) Patrol Flag | 10 On a staff and proudly displayed |
| 4) Patrol repair kit | 2 One to each Patrol - containing needle, thread, buttons and safety pins |
| 5) Eating gear | 5 Clean and stored in Patrol kitchen |
| 6) Scout Handbook (9th Edition) or Fieldbook | 5 |
| 7) Patrol Leaders Handbook (3rd Edition) | 5 |

Patrol Campsite Layout

- | | |
|-------------------------------------------|---------------------------------------------------|
| 1) Tents properly pitched | 5 Taut, proper knots on ropes, in good condition |
| 2) Labeled fire buckets filled with water | 5 One outside each shelter and in Patrol kitchen |
| 3) Patrol equipment properly stored | 5 Off the ground in Patrol Area |
| 4) Safe axe yard | 5 Area for cutting firewood (one for whole Troop) |
| 5) All fires properly located | 10 Fires located away from tents |

Patrol Organization & Leadership

- | | |
|----------------------------------------------------|---------------------------------------------------------------------------------------------|
| 1) Duties assigned to each Scout | 5 Duty roster posted and followed |
| 2) All Scouts cooperate | 3 All pitch in and get the job done |
| 3) Menus posted | 2 Menus completed, posted and followed |
| 4) Score sheet properly completed (front and back) | 2 Troop number and Patrol name in three locations on front, names of Patrol members on back |
| 5) New Scout | 3 Scout recruited to Patrol since March 1 |

Patrol Kitchen

- | | |
|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| 1) Proper food storage | 3 Off ground, protected, refrigerated when needed |
| 2) Clean, adequate area to prepare food | 4 Some type of clean working surface provided and used |
| 3) Food Handlers Clean | 5 Clean hands & general appearance |
| 4) Proper cooking area | 3 Some kind of fireplace, safely located and maintained |
| 5) Patrol Yell | 10 Was distinct and appropriate Patrol Yell, proudly given to announce meal, Ask to repeat if not sure |
| 6) Was Grace said | 5 Was Thanks prayerfully given |
| 7) Did Patrol sit together | 5 Self-explanatory |
| 8) Proper garbage disposal | 4 In containers provided; do not burn or bury |
| 9) Proper Patrol dishwashing | 5 Hot sudsy water for washing and steaming hot clean water for rinsing or rinse water may be treated with sanitizing tablets |
| 10) Supply of cooking fuel properly stored | 1 Off ground, covered to keep dry |

Personal Inspection - Conducted just prior to Saturday Night Retreat

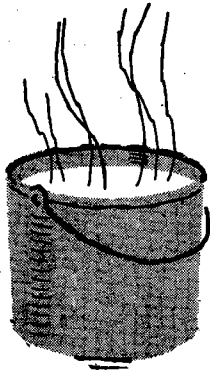
- | | |
|-------------------------------------------------------------|-----------|
| 1) Did Scouts who own uniforms wear them all day | 15 points |
| 2) Is insignia properly placed and worn, badge of rank worn | 20 points |
| 3) Is Scout presentable | 25 points |

---Refer to standard B.S.A. Uniform Inspection Sheet

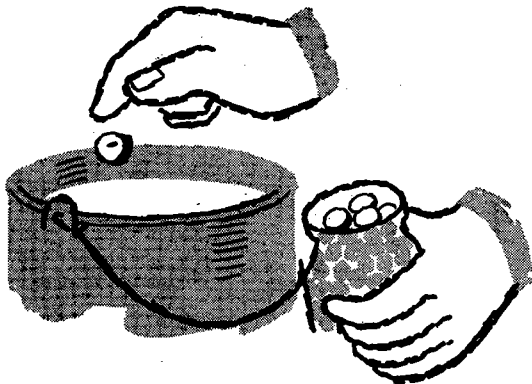
PATROL DISH WASHING

Good dishwashing techniques involve everyone. Both "cleanup Scouts" and other patrol members have responsibilities.

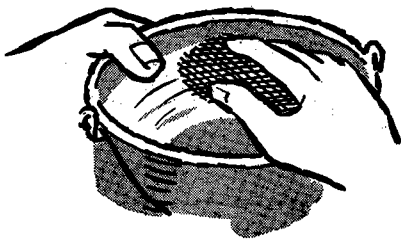
"CLEANUP SCOUTS" DO THIS



Start with full pot of boiling water. Some of this, mixed with cold water and liquid soap, becomes the wash water.

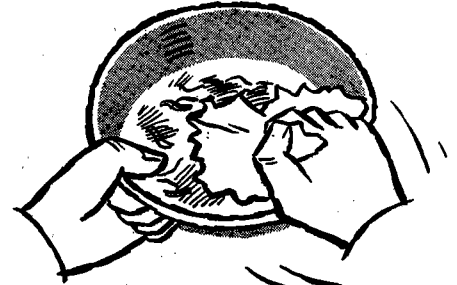


2. Add sterilizing agent to the remaining hot water for rinse water.

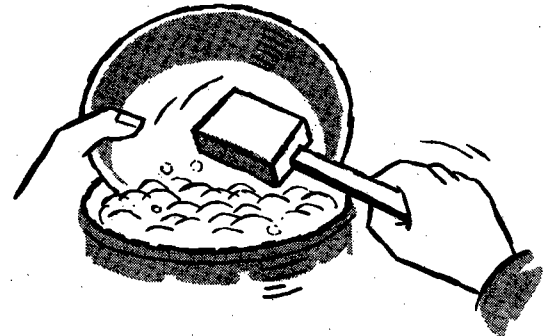


3. While other Scouts wash their utensils (see next column), "cleanup Scouts" begin cleaning cooking pots.

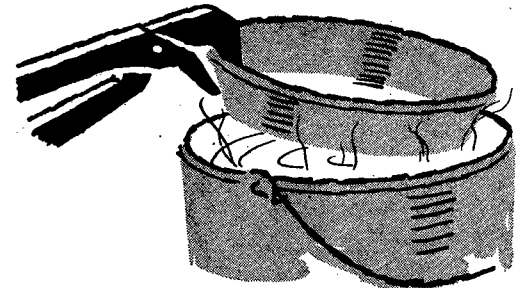
OTHER SCOUTS DO THIS



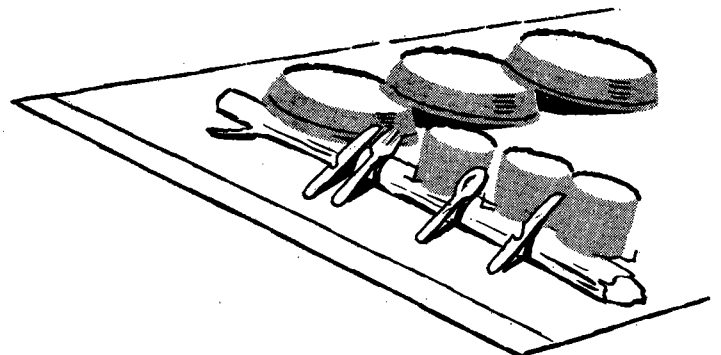
4. Each Scout wipes off his own eating utensils.



5. Then he washes them in pot of wash water.



6. Now he rinses and sterilizes utensils by dunking them in pot of rinse water.



7. Finally, he air-dries utensils by placing them on a plastic sheet.

One fact is for sure—efficient patrol dishwashing is necessary to successful patrol cooking.

Actually, the task should not take longer than 20 to 25 minutes if it is a *teamwork* job. The two “cleanup Scouts” set up and supervise the operation, but each patrol member takes care of washing and rinsing his own personal eating gear. Here are the steps to follow:

- The first thing cooks should do to start the meal is to put a large pot of water over the fire. This is used for hot drinks, soups, cooking, etc., during the meal preparation. This pot is refilled with water and placed over a good hot fire *before* the patrol sits down to eat.
- Right after dinner, cleanup Scouts prepare dishwashing water in a second pot by adding soap to a mixture of hot and cold water in the smaller pot. Leave the rinse water over the fire as long as possible to keep it boiling. Spread out a plastic sheet to air-dry dishes. For handling utensils in hot rinse water, use hot-pot tongs.

Note: New chemical germicides are now available which maintain stability in very hot water. When used, the rinse water should be kept as hot as possible to aid air-drying of utensils, but it no longer needs to be kept at a rolling boil if a sanitizing agent has been added.

- Each patrol member wipes out all food particles and grease from his personal eating gear with leaves, dry grass, snow, or paper towel before washing them. (Be sure to burn grass, leaves, or paper.) Two patrol members volunteer to do the personal dishes of the cleanup Scouts; they should be first in the dishwashing line. Cleanup Scouts start scraping out cook pots.
- Each patrol member washes his own dishes. After they are washed in the hot soapy water, the dishes are dunked in the boiling rinse water for a minute, then placed on the plastic sheet to air-dry. Towels should not be used for drying. All of the personal dishwashing should not take longer than 5 or 6 minutes at the most. At this point the other patrol members may leave and the cleanup Scouts finish the job.
- Using a minimum of water with a soft metal scouring pad or abrasive cloth, cleanup Scouts wash out the inside of all pots. They wash and rinse cook pots, then place near fire to dry. (An important tip on pot washing—soap the outside of pots before using them over the fire.)

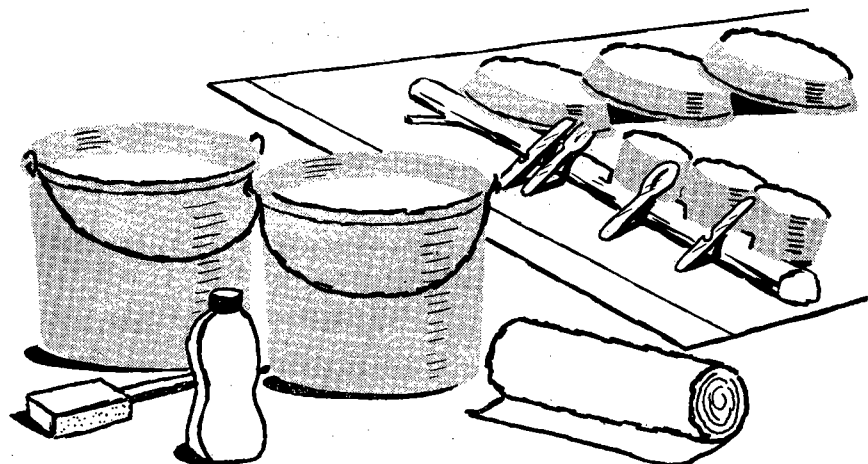
- Cleanup Scouts spread garbage on the fire to burn. Cans are burned out and crushed and glass containers are washed out and placed in trash disposal or tote-litter bag.

Note: Every patrol should have tote-litter bags with disposable plastic liners to carry out all unburnable trash and garbage. A tote-litter bag is easily made by lining a cloth or heavy paper bag with a plastic bag which is closed with a rubber band or twist sealer. The bag is carried out in the boys' packs where food was carried in. Dispose of inner bag with trash and garbage at nearest recognized disposal or take it all the way home. *Do not bury it.*

- Store dishes and cook pots in a dry, flyproof place such as patrol food box, plastic bags, equipment packs, etc.
- Clean up fireplaces and police the area. Clean, hang up, or put away all dishwashing equipment in a place where it will dry out thoroughly. Check fire before leaving to be sure that it is completely out. *Remember:* This whole process is easily completed by a well-organized patrol in a half hour or less!

PATROL EQUIPMENT FOR DISHWASHING

- Two large pots—one for rinsing (6 to 8 qt.), one for washing (4 to 6 qt.)
In long-term camping, larger pots are more convenient
- One dish swab
- Liquid soap in plastic container
- Chemical sanitizing agent
- Two or three scouring pads of soft metal or abrasive cloth
- Dunking equipment (hot-pot tongs and net dunking bag, if desired)
- One plastic sheet, 4 by 4 feet, on which to air-dry dishes
- Water container
- Two or more large plastic storage bags for dishes
- Roll of paper towels



CAMPING SERVICE
PATROL ROTATION OF RESPONSIBILITIES FOR SHORT TERM CAMPING

_____ PATROL

The jobs connected with your meals boil down to three main areas: fuel & water, cooking and clean-up. The assignment of responsibilities is based on the buddy system; the Scouts buddy up on the jobs while the Patrol Leader is free of regular assignment so he can give a hand where needed; it is his job to see that everything gets done.

Assignments change after each meal; the Scout at the top of the list goes to the bottom and everyone moves up one slot, getting a new buddy for the meal.

Days			
Jobs			
Fuel and Water			
Cooking			
Cleanup			

NOTE TO PATROL LEADER: Get into a huddle with the gang, then line up the first meal buddies. Be sure ALL the Scouts of your Patrol know the responsibilities they will have. Assign buddies to duties, but adjust assignments to suit duties fairly. Keep the system flexible to get things done - the job is the big thing.

FUEL & WASTE BUDDIES: Maintain water supply; maintain supplies of tinder, kindling, and firewood/charcoal protected from weather; start fires in time for cooks to have meals ready on time.

COOKING BUDDIES: Assemble food supplies; follow menus and recipes exactly; serve meals on time; put away food; put cook pots to soak, have cleanup water supply on fire before serving meals.

CLEANUP BUDDIES: Set up wash and rinse water for dish-washing; clean cooking pots and utensils; cleanup kitchen and dining areas; store all group equipment; dispose of garbage and trash; put out fire.

CAMPFIRE PROGRAM

Place _____	Scouts notified _____	Area set up by _____
Date _____	Campfire planning meeting _____	_____
Time _____	Song Ldr. _____	Campfire built by _____
Scoutmaster's approval: _____	Cheer Ldr. _____	Fire put out by _____
	M.C. _____	Clean-up by _____

Spot	Title of Stunt, Song, Story, Act, or Presentation	Person(s) Responsible	Time
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing ceremony		

Pack 31 ROSTER
TROOP

Keystone DISTRICT

1986
EVENT: Spring Campore

DATES: April 18-20

PLACE: Baumont Respo.

(Note: Please list Scouts by Patrols)

Patrol

Scouts Names	Address	Phone
1 Ray Webber		
2 Shawn Mahoney		
3 Kenny Kinds		
4 Matthew Water		
5 Brent Dummit		
6 Michael Thompson		
7 Michael Lawson		
8		

Patrol

1		
2		
3		
4		
5		
6		
7		
8		

Adult Leaders Names

Address

Phone

1 Roger Pryor	5860 De Cierwick, St. Louis 6312	727-6490
2 Ralph Water		
3		