

MAY 3, 4, 5

BEAUMONT SCOUT RESERVATION

NAGEL EXPLORER BASE



KEYSTONE DISTRICT

1991 SPRING CAMPOREE

ATTENTION

MR. SCOUTMASTER

HERE'S YOUR FALL CAMPOREE MANUAL

Explaining troop and patrol participation, registration data, the projects inspections, the point scoring system, and other data. INSPECTIONS AND PATROL PROJECTS WHICH ARE TO BE USED ARE EXPLAINED IN THIS LEADER'S 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 Leader's 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 three (3) weeks before the Camporee date, fill in the attached form 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, please call the council office 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, but they could serve on the Encampment staff.

ATTENTION

MR. PATROL LEADER

IMPORTANT INFORMATION

1. Troop records... A camporee roster of those Scouts and leaders in attendance should be turned into the District Headquarters on Friday evening. Use the form enclosed in this manual. Additional copies are available at the Council Service Center.
2. Fire Fuel.....Patrols should use wood or charcoal fuel. No live trees should be cut down.
3. Use of water....Water spigots are for the purpose of drinking and filling water containers only.
4. Religious Observance...."A Scout is reverent". Differing services will be provided on Saturday evening.
5. Equipment.....Besides your patrol gear, other equipment will be needed for patrol projects. Please note and fulfill these needs.
6. Camping Code.....The Scout Oath and Law shall be the law of camp.
7. Parking.....Parking will be directed by the district. No parking behind the traffic poles is permitted.

BASIC POLICIES

The following five policies must be adhered to:

Adhering to those policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

1. Lantern.....No type of open flame is allowed in any tent (candles, kerosene, etc.).
2. Liquid fuel....."The use of pressurized (either high or low pressure) stoves or lanterns on council reservations is prohibited."
3. Fireworks.....Absolutely no fireworks are permitted on council camps.
4. Alcohol/Drugs.....No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our council camps.
5. Smoking.....Smoking is discouraged on council property.

SCOUT LAW

TRUSTWORTHY

A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People can depend on him.

LOYAL

A Scout is true to his family, Scout leaders, friends, school and nation.

HELPFUL

A Scout is concerned about other people. He does things willingly for others without pay or reward.

FRIENDLY

A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

COURTEOUS

A Scout is polite to everyone regardless of age or position. He knows good manners make it easier for people to get along together.

KIND

A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

OBEDIENT

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them.

CHEERFUL

A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

THRIFTY

A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects and conserves natural resources. He carefully uses time and property.

BRAVE

A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

CLEAN

A Scout keeps his body and mind fit and clean. He goes around with those who believe in living by these same ideals. He helps keep his home and community clean.

REVERENT

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

*** SCHEDULE ***

FRIDAY, 3rd

- 5:00-9:00pm Troops arrive at camp. Check in at Headquarters Fly for camp-site assignments. Turn-in Troop roster to HQ.
- 6:00-7:00 Supper—May be prepared in advance and brought to camp.
- 8:00-9:00 SPL and Scoutmaster make a check to see that all Scouts have a place to bed down for the night.
- 9:00 SPL and Scoutmaster meeting at the Headquarters Fly. Discussion and questions on project events. Cracker Barrel to follow.
- 10:00 TAPS...lights out...all Scouts in bed!!!

SATURDAY, 4th

- 6:30 am Reveille by Troop
- 7:00 Flag raising and Opening Ceremony.
- 7:30-9:00 Prepare breakfast, eat and enjoy, and clean up. Patrols get ready for projects.
- 9:00-9:20 Patrol Leaders' meeting at Headquarters Fly.
- 9:30-11:30 Patrol events.
- 11:30-1:00 Lunch
- 1:00-1:30 Campsite cleanup, Patrol meetings, and rest time. Patrol Leaders (with skit scripts) meet with Campfire M.C. to review the campfire program.
- 1:30-5:00 Patrol events.
- 2:00 Leaders "Koffee Klatch" at HQ. Hot Water Provided.
- 5:00-5:45 Free time, clean up, and begin supper preparation.
- 5:45 Camp retreat at parade field. (A uniform inspection is conducted at this time—get your patrol looking sharp!!!)
- 6:15-8:00 Supper, clean up campsite, rehearse for campfire.
- 8:00 Assemble at the Parade field for Campfire program.
- 10:00 Taps... Days end...lights out.

Schedule Continued:

Sunday, May 5th

- 6:30 am Reveille by Troop.
- 7:00-8:30 Prepare and eat breakfast...Campsite cleanup.
- 9:00 Religious services..."A Scout is Reverent".
- 10:30 Closing Ceremony with Awards presentation.
- 11:00 Begin breaking camp...police area...check out...(send a Scout to the Headquarters Fly to get an inspector so that we may inspect your campsite as soon as the Troop is ready. Please leave the area cleaner than when you arrived).

◆◆◆ AWARDS ◆◆◆

PATROL AWARDS:

- For Completed Projects:
- 13 - 14 Projects..... Honor and Merit.
 - 8 - 12 Projects..... Merit.
 - 0 - 7 Projects..... Participation.

For Best Project Completion:
10 Awards. Nature of awards will be announced at a later date.

TROOP AWARDS:

All participating Troops receive Honor and Merit.

*** BE PREPARED ***

Some of the projects and events your Patrol will do on Saturday require some equipment which should be brought with to the station. If you and your Patrol are prepared you'll be able to complete them and show off your skills.

YOUR PATROL SHOULD BRING THE FOLLOWING EQUIPMENT TO THE STATION:

| <u>PROJECT:</u> | <u>EQUIPMENT NEEDED:</u> |
|------------------------------------|---|
| # 1. String Maze..... | None |
| # 2. Trailing..... | None |
| # 3. Oddball Campsite..... | None |
| # 4. Eagle Eye..... | None |
| # 5. Silent Hand Signals..... | None |
| # 6. Knot Tying Relay..... | None |
| # 7. Service Project..... | Saws, rope, and the wood you gather. NO AXES!!! |
| #M. 8. Egg Boil..... | Wood for fire, equipment to start fire, container to boil egg in, 1 raw egg, and water to boil egg and put out fire with. |
| #M. 9. Caterpillar Race..... | None |
| #M.10. Chariot Race..... | Three 6 foot long 1/4 inch ropes. |
| #A.11. Fire Building..... | Wood for fire, equipment to start fire, and water to put out fire. |
| #A.12. Patrol Leader Hoist..... | None |
| #A.13. Grasshopper Relay Race..... | None |
| #E.14. Campfire Skit..... | What ever props you require. |

PROJECTS

All Day Projects:

- #1 String Maze: Time: 20 min.
Your Patrol will require awesome direction following skills to complete this project!! Hint:
- #2 Trailing: Ref. - SH. Time: 20 min.
Your Patrol's trail following skills will be crucial for the completion of this test. Hint: "A Scout is Prepared" Hmmm?
- #3 Oddball Campsite: Ref. - SH. Chptr. 2 Time: 10 min.
Who knows what dangers and pitfalls lie in the Staff Area? Your job—to find out.
- #4 Eagle Eye: Ref.- SH. Chptr. 14 Time: 10 min.
For this project you'll need quick eyes and a good memory to identify all the nature items on the table.
- #5 Silent Hand Signals: Ref. - SH pg. 445-7 Time: 15 min.
You the Patrol Leader must give these ten silent signals for formations one after the other in the order directed by the project judge:
- | | |
|----------------------------|---------------|
| 1. Parallel File Formation | 6. Hurry |
| 2. Closed Columns | 7. Attention |
| 3. Spread Out | 8. Forward |
| 4. Halt | 9. Assemble |
| 5. Single Rank | 10. Dismissed |
- #6 Knot Tying Relay: Ref. - SH. Chptr. 6 Time: 10 min.
Know your knots and be able to do them on the fly!
- #7 Service Project: Time: 20-30 min.
The old regular! Help gather wood for and construct the council fires. If *your Patrol* doesn't do this one the **Troop** doesn't get a Participation ribbon. **No Axes!!**

Morning Only Projects:

- #M.8 Egg Boil: Ref. - SH. Chptr. 4. Time: 20 min.
For this one you're going to have to: build and start a fire, boil an egg, and put out the fire in 20 minutes. Hint: *Think small.*
- #M.9 Caterpillar Race: Time: 10 min.
Ha, Ha! You'll have to think about this one! Hint: *Think togeth-
erness!*

- #M.10 Chariot Race: Ref. - SH. Chptr. 6 Time: 15 min.
You'll have to know your lashings to build your Patrol Leader's chariot, and tie them well so it can run its course. The fastest time of the day wins! *Hint: What's the strongest two-dimensional shape?*

Afternoon Only Projects:

- #A.11 Fire Building: Ref. - SH. Chptr. 4 Time: 15 min.
Two strings shall be strung 'twixt two rods set in the ground. One string shall be at the mark of ten inches, and the other at eighteen. Ye shall put wood of ye own gathering no higher than the first string. When given a signal of the judges devising ye shall set fire to thy lay by any method of ye choosing—except by use those maliciously malodorous matches.
- #A.12 Patrol Leader Hoist: Ref. - SH. Chptr. 6 Time: 15 min.
Know your lashings, know them well, or he'll end up not so swell.
Hint: What's the strongest three dimensional structure?
- #A.13 Grasshopper Relay Race: Time: 15 min.
Just follow directions. *Hint: Think knock-kneed.*

Evening Project:

- #E.14 Campfire Skit:
Your Patrol is going to get it's collective thinking cap on for this one! The objective is to come up with a NEW SKIT!! For some guidelines we have included a pamphlet at the end of this Manual.

WHY HAVE A CAMPFIRE?

To be truly successful a campfire must be more than just a program around a leaping fire. It must have purpose and direction — a definite idea of where it is going and what it is trying to accomplish.

Some of our purposes behind the campfire program are:

FUN—Enjoyment for all concerned.

ENTERTAINMENT—Where we give enjoyment to someone else, with skits, and stunts for instance.

FELLOWSHIP—Deeper than just "fun". Here we bring our group closer together.

ACTION—A steam "letter offer"—physical contests and vigorous games!

ADVENTURE—Sharing someone else's high adventure—or making your own!

INSPIRATION—character building—in the light of 'the fire, and at the closing of the campfire.

FOUR ELEMENTS OF GOOD CAMPFIRES

STUNTS AND SKITS—Many types—humorous, historical, skill demonstration, and many more. It's up to you and your team to chose your own skit, and to choose one that isn't cheap or vulgar. We don't use vulgar skits. Here's some hints and stunts that your patrol might use:

* Make your skit good, but brief. "Send 'em away wanting more."

* Use your imagination in making up your stunt. Try not to use the skits that everybody knows, since skits aren't funny if you've heard them a dozen times before.

* Jokes such as those on the "Think and Grin" page of BOY'S LIFE magazine each month and the cartoon section of the paper make some good stunt material. Of course, they will require some imagination, a little costuming, and certainly some actors who can ham it up; but new skits like these will be a bigger hit on the campfire stage.

* No matter how original your skit is, or how funny your joke is, the only way you can get the laugh or the big cheer from the crowd at the end of your skit is by planning and practicing the skit ahead of time. Your Patrol should decide on a skit weeks in advance of the campfire, so that all the costumes are ready, and props made. If your Patrol plans and practices, you'll be the hit of the camp.

SONGS—Fast songs as the fire is rising, slower, and quieter songs as the fire dies down. Action songs, original songs, Scouting songs. You and

your patrol can choose to lead a song at the campfire if you wish. Some song-leading tips are:

RELAX! You don't have to be a professional singer or the director of a symphony to lead campfire songs. Just use simple deliver-it (up-and-down motions with one or both hands to fit the beat of the words). With practice you can develop a style of your own. For the song your Patrol leads, choose one that is simple and well-known by the group. Set the pitch for the songs by humming or singing the first few bars. Get the correct and the whole group will sing easily. If you pitch your song too high or too low, stop the song, get the correct pitch, and start over.

Loud singing in good spirit is fine, but a group shouting a song to make noise will soon get out of control.

Be enthusiastic and wear a smile as you lead songs. The way you and your Patrol feel will soon catch on with the group you are leading.

An instrument background will help, even if it is provided by only a single instrument such as a harmonica or guitar. Make the musical background good or don't use it at all.

If you lead a song, teach it in advance to your Patrol, and to other Patrols in your Troop, so that they can become the nucleus for the singing at the campfire. Try to learn most of the songs in this manual, because you will be singing them at the Encampment.

STORIES—These can be the program high light. True stories, historical, humorous, hero, mystery, travel, and ghost stories. People will listen to a story, if you have something to say, and, if you can tell it in such a way that they can put themselves into the scene you are describing.

SHOWMANSHIP—The costumes of the performers, how well you and the gang can put on your skit, the special lighting, the element of surprise in your program all contribute to good showmanship. These take accurate planning but are well worth the effort.

GENERAL HINTS ON GOOD CAMPFIRES

March quietly and ceremoniously to the campfire area. The program should be short and snappy. A long program or skit can "kill" the evening. Discipline and common Scout courtesy must be observed. No booing, catcalls, or whistles. If you don't like a stunt, be silent. When you do like a skit, join in loudly with the cheer.

Only one person at a time talks or performs, and this person is the person in front of the audience, whether the M.C., or you. Don't try to start your skit until everyone is quiet.

When the Scout sign goes up at the campfire, the mouth goes shut.

Cheers add fun and zest to the program. Really let it out in the cheers after the skits.

Try to your whole patrol into the act. You will enjoy it more when the whole team is involved.

Some reference books on Campfires:

Troop Activities, (BSA) *

Boy Scout Handbook, 10th Ed., Co. 1990 (BSA) *

Fun with Stunts, by Effa Preston: T. S. Denson Co.

Fun with Skits, Stunts, and Stories, by Helen and Larry Eisenburg.

Complete Book of Campfire Programs, by Thurston: Associated Press.

Creative Campfires, by Douglas R. Bowen (BSA) *

* Available through the Scout Shop in the Council Service Center.

Menu to Shopping List Converter

This is to aid the patrol in converting its menu into a shopping list. Just fill in the blanks with the appropriate information as shown in the example. Copies can be made if necessary.

corn for 12 scouts, divided
 by 4 servings per can = 3 cans
3 cans multiplied by \$ 0.37 per unit =\$ 1.11

 _____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
 by _____ servings per _____ = _____
 _____ multiplied by \$ _____ per unit =\$ _____

(Add all the dollar amounts on this page) Subtotal 1: \$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

_____ for _____ scouts, divided
by _____ servings per _____ = _____
_____ multiplied by \$ _____ per unit =\$ _____

(Add all the dollar amounts on this page) Subtotal₂: \$ _____

Subtotal₁: \$ _____

+ Subtotal₂: \$ _____

FINAL TOTAL: \$ _____

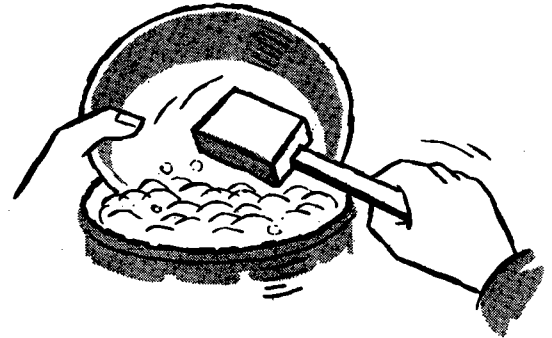
PATROL DISH WASHING

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

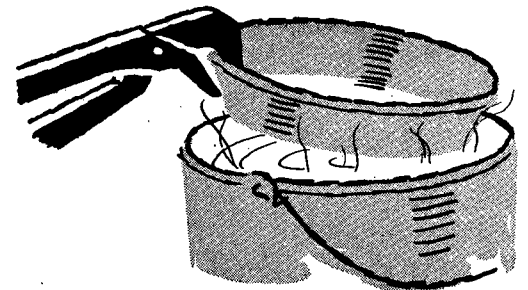
OTHER SCOUTS DO THIS



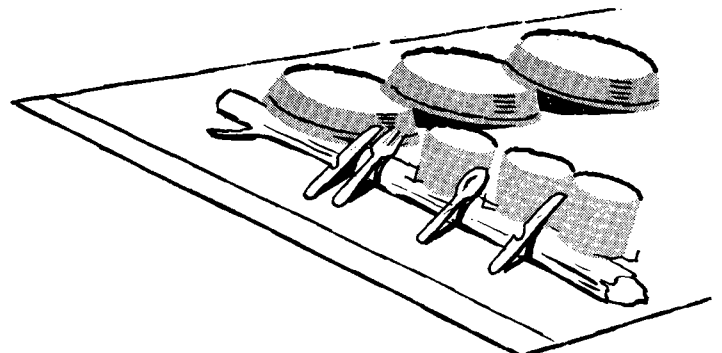
4. Each Scout wipes off his own eating utensils.



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

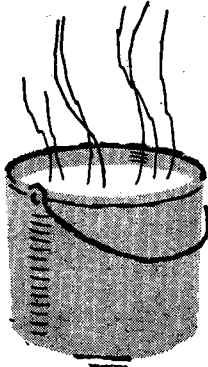


6. Now he rinses and sterilizes utensils by dunking them in pot of rinse water.

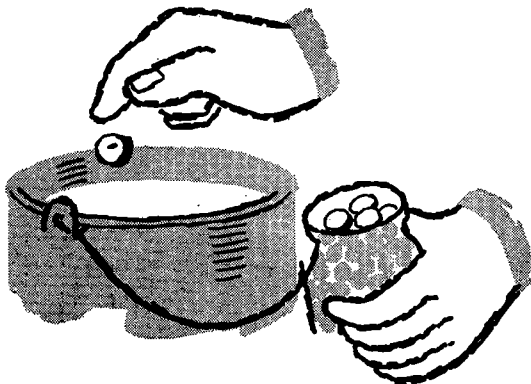


7. Finally, he air-dries utensils by placing them on a plastic sheet.

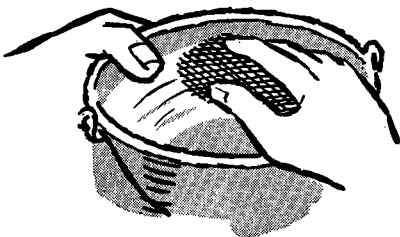
"CLEANUP SCOUTS" DO THIS



1. 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.

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.)

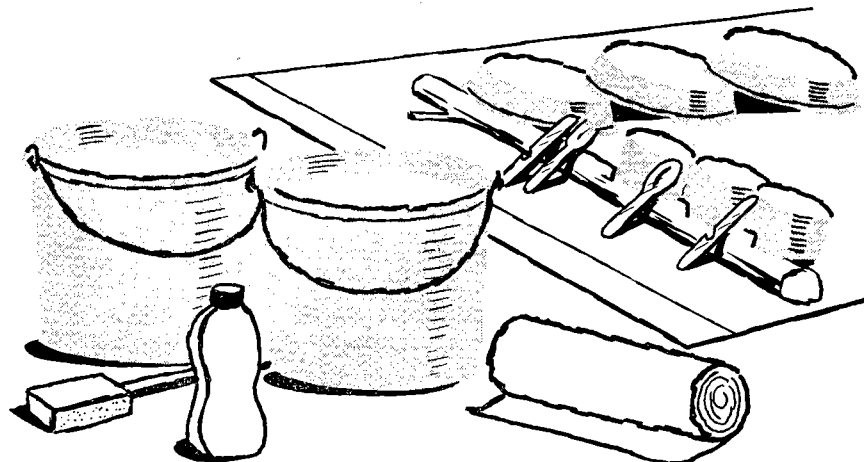
- Cleanup Scouts spread garbage on the fire to burn. Cans are burned out and crushed and glass containers are washed out and placed in trash disposal or tote-litter bag.

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



MENU AND DUTY ROSTER FOR THE _____ PATROL / TROOP _____

| MENU | BREAKFAST | LUNCH | SUPPER | BREAKFAST | LUNCH |
|--------------|-----------|-------|--------|-----------|-------|
| DUTY ROSTER | | | | | |
| FUEL & WATER | | | | | |
| COOKING | | | | | |
| CLEANUP | | | | | |

Fuel & Water: Maintain water supply; maintain supplies of tinder, kindling and fuel (protected from the weather); start and maintain cooking fire.

Cooking: Assemble food supplies; prepare meal according to menu and recipes; serve meal on time; put food away; put water in cook pots to soak; put wash/rinse water on fire before serving meal.

Cleanup: Setup wash and rinse water; after individuals wash personal utensils, then clean cooking pots and utensils; clean kitchen and dining area; store cooking equipment; dispose of garbage/trash; put out fire.

St. Louis Area Council

Boy Scouts of America

Keystone District
1991 Spring Encampment
Equipment Rental Form

Equipment Request

We would like to rent _____ tents for _____ Scouts.
The unit leader will be held personally for all tentage issued.

Signed, _____

Name, _____

Address, _____

Zip Code, _____

Phone, _____

Tear top portion off and send it with Encampment registration form. Enclose Check for \$2.00 per tent. Each tent will hold 2 boys comfortably. Rental must be made at least one week in advance of Encampment date, and must be picked up by the unit at the Quartermaster building.

SPRING CAMPOREE REGISTRATION FORM
KEYSTONE DISTRICT

NOTE: The encampment registration fee is \$1.25 per Scout. This fee includes the emblem. No refunds will be given. Registration form should be in the office at least on week prior to encampment. Leaders may purchase emblems for 75¢ each.

Please register Troop _____ of _____ District.

Enclosed you will find our registration fee of \$ _____ for _____

Scouts. We will have _____ patrols participating.

Signed: _____

Address: _____

City: _____ ZIP: _____

Phone: H) _____

B) _____

Mail this form and encampment fee to:

Keystone District
Spring Camporee
St. Louis Area Council, BSA
4568 West Pine Blvd.
St. Louis, Mo 63108

FOR OFFICE USE ONLY

Date application received _____ Total Spring Camporee

Fee paid \$ _____ Receipt No. _____

Received by: _____