

APRIL 30, MAY 1 & 2

BEAUMONT SCOUT RESERVATION



NUSSER AREA

KEYSTONE DISTRICT

1993 SPRING CAMPOREE

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.

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.

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.

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.

PATROL INSPECTIONS

Two Patrol inspections will take place on Saturday. The first one will take place between 11:30 and 1:00 p.m. and consists of 5 parts (personal equipment, Patrol equipment, Patrol campsite layout, Patrol organization and leadership, and Patrol kitchen). The second inspection is a personal inspection and will occur at the Patrol Spirit Project site when the Patrol does that event. Definitions of what is expected of your Patrol are outlined below.

PERSONAL EQUIPMENT

1. Waterproof groundcloth
2. Sleeping bag or blankets
3. Items for personal cleanliness
4. Adequate clothing
5. Flashlight that works
6. Shelter neat
7. Scouts owning uniforms and wearing them

MAXIMUM POINTS

- | | |
|-----------|---|
| 5 | Each boy must have a poncho, groundcloth or tent floor under his bed. |
| 5 | Enough to stay warm. |
| 5 | Toilet articles, including: comb or pick, toothbrush, toothpaste, soap, and towel. |
| 5 | Each Scout will have a jacket, raincoat, change of clothing (outer and under) and change of socks displayed on bed. |
| 2 | One per tent is sufficient. |
| 3 | All personal equipment neatly stored. |
| <u>10</u> | Must wear them! |
| 35 | |

PATROL EQUIPMENT

1. First aid kit
2. Hand axe or bowsaw
3. Patrol flag
4. Patrol repair gear
5. Eating gear
6. *Scout Handbook* (9th edition)
7. *Scout Fieldbook* (3rd edition)
8. *Pathfinder Trail to Scouting Encampment Manual*
9. *Patrol Leaders Handbook*

MAXIMUM POINTS

- | | |
|----------|---|
| 5 | One to a Patrol - in or on Patrol box. |
| 3 | One of either - sheathed or masked when not in use. |
| 5 | On Troop flag pole (note: if no Troop flag pole was made, Patrol may earn 2 points if the Patrol flag is proudly displayed on a staff). |
| 2 | One to each Patrol - containing needle, thread, buttons, and safety pins. |
| 5 | Clean and stored in Patrol kitchen or prepared neatly for lunch. |
| 5 | |
| 2 | |
| 3 | |
| <u>5</u> | |
| 35 | |

PATROL CAMPSITE LAYOUT

1. Tents properly pitched
2. Labeled fire buckets
3. Patrol equipment neatly stored
4. Safe axe yard
5. All fires properly located

MAXIMUM POINTS

- | | |
|-----------|--|
| 5 | Taut, proper knots on ropes, in good condition. |
| 5 | One outside each shelter and in Patrol kitchen. |
| 5 | Off the grounds in Patrol area. |
| 5 | Area for cutting firewood (one for whole Troop). |
| <u>10</u> | Fires located away from tents |
| 30 | |

PATROL ORGANIZATION & LEADERSHIP

1. Duties assigned to each Scout
2. All Scouts cooperate
3. Menus posted
4. New Scout

MAXIMUM POINTS

- 10 Duty roster posted and followed.
5 All pitch in and get the job done.
5 Menus completed, posted, and followed.
5 At least one new Scout recruited since August 1, 1989.
25

PATROL KITCHEN

1. Proper food storage
2. Clean, adequate area to prepare food
3. Food handlers clean
4. Proper cooking area
5. Patrol yell
6. Was Grace said
7. Did Patrol sit together
8. Proper garbage disposal
9. Proper Patrol dishwashing
10. Supply of cooking fuel properly stored

MAXIMUM POINTS

- 3 Off ground, protected, and refrigerated when needed.
4 Some type of clean working surface provided and used.
5 Clean hands and general appearance.
3 Some kind of fireplace, safely located and maintained.
10 Patrol yell distinct and appropriate, proudly given to announce meal.
5 Was thanks prayerfully and reverently given.
5 Self explanatory.
4 In containers provided; do not burn or bury trash.
5 Hot sudsy water for washing and steaming hot clean water for rinsing or rinse water may be treated with sanitizing tablets.
1 Off ground and covered to keep dry.
40

TOTAL POINTS FOR FIRST INSPECTION 165

SPECIAL NOTE: Some items on this inspection list may seem unnecessary in some circumstances (i. e. hand axe or bow saw and a safe axe yard if you use charcoal exclusively for your fires). However, remember the Scout moto: "Be Prepared." You may need to use these tools for your meal fires or you may use them in building your inter-troop campfire. Therefore, there will be no exception to this list.

PERSONAL INSPECTION. Conducted at the Patrol spirit project site.

1. Did Scouts who own uniforms wear all day. 15
2. Is insignia properly placed. 20
3. Is Scout presentable. 25

TOTAL POINTS FOR SECOND INSPECTION 60

Refer to standard B.S.A. uniform inspection sheet.

1993 KEYSTONE DISTRICT CAMPOREE
CAMP STAFF

ROBERT WEAVER
{CAMPMASTER}

MATTHEW WAFER
{ASST. CAMPMASTER}

JOHN STRAUSSER
{ASST, CAMPMASTER}

STAFF MEMBERS

RACHELNI WIER
JOSH WAFER
COLLIN O'DELL
BRIAN PERRIN
JACKSON SPENCER
JOHN VINCENT
ALBERT PURNELL
ADAM GORDON
SEAN OWENS
NEWT NEWTON

NOTES

AXES, SAWS, AND KNIVES:

For reasons of safety we must insist that NO AXES OR SAWS MAY BE UNSHEATHED OR USED OUTSIDE OF AN APPROPRIATELY MARKED AX YARD. (The ONLY exception is the use of STAFF equipment in cutting wood for the campfire). We must also insist that, having been outlawed by the Boy Scouts of America, NO SHEATH KNIFE SHOULD EVER BE UNSHEATHED OR BE IN THE POSSESSION OF ANY SCOUT, OR SCOUTER, OUTSIDE HIS OWN TENT. Furthermore we request that NO SHEATH KNIVES SHOULD BE BROUGHT TO FUTURE COUNCIL EVENTS.

QUESTIONS, COMMENTS, etc.

These proceedings should be taken up with the Campmaster, who can be reached by inquiring at the headquarters fly in the STAFF area.

NOTICE:

THE STAFF AREA IS ABSOLUTELY OFF LIMITS! (Except when making inquiries, comments, or other official business). Also, please respect your fellow scouts by staying out of each other's campsites, and remaining quiet after 10:30 in the evening. (If your troop or patrol has trouble with either of these problems feel free to consult a STAFF member).

SCHEDULE

Friday

5:00-7:30 p.m. Check in, send roster and list of patrol names to the Keystone headquarters
6:00-7:00 p.m. Dinner (should be prepared ahead of time).
10:00 p.m. Campsites quiet, lights out.
10:10 p.m. Senior Patrol Leader meeting at the H.Q. fly.

Saturday

6:30-8:00 a.m. Wake up, breakfast and clean-up
9:00-9:30 a.m. Opening ceremony, final notes.
9:30-11:30 a.m. Patrol Projects.
11:30-1:15 p.m. Lunch period, begin cake preparation.
1:15-4:30 p.m. Patrol Projects.
4:30-5:15 p.m. Free time, prepare for second inspection.
5:15-5:45 p.m. Retreat ceremony, second inspection.
5:45-7:30 p.m. Dinner preparation and clean-up.
8:00 p.m. Assembly for campfire
8:30-9:30 p.m. Campfire ceremony, skits
9:45 p.m. Return to campsites
10:00 p.m. Campsites quiet, lights out.

Sunday

6:30-9:00 a.m. Wake up, light breakfast, and campsite clean-up.
9:00-10:00 a.m. Troop, patrol and individual pack-up.
10:00 a.m. Closing ceremony, awards handed out.
10:30 a.m. Break camp, have a STAFF member inspect the site.

1993 KEYSTONE DISTRICT
PATROL PROJECTS

1. PATROL SPIRIT

Patrols should bring with them to every project a patrol flag and a patrol yell. The project instructor is not responsible for asking for either of the requirements.

2. PRE CAMPOREE

All patrols should attend a pre camporee two weeks in advance to the Camporee. Verification of attendance should be turned in to the Staff Headquarters with a scoutmasters signature before 12:00 p.m. Saturday afternoon.

3. CAMPFIRE SKIT

To enlighten our Camporee we will like to have a full participation in our evening events. Patrols that are willing to participate in the campfire program will need to submit a typed or written (ink) script of your skit. All skit descriptions must pass the camp judge before being allowed to be performed. No skits done in bad taste nor those with fighting in them will be allowed in the program.

4. PERCEIVE A PROJECT

In order to make our camporees interesting each year, patrols are to come up with original camporee projects to be performed at future camporees. Each project should include a scoring system, and description of the project.

5. MAN OVERBOARD

In this project, each member is given the chance to correctly tie a bowline then try to rope one of four posts set 10 feet apart. Each member is allowed two throws and the highest score will be registered.

6. HELP! FIRST AID

This is the first aid portion of the camporee. The patrol will need to give appropriate first aid to a injured victim. The victim will not be able to assist by speaking.

7. BEWILDERED

Patrols will be assigned the task of following a trail using signs found in the Boyscout Hand book. Also they will need to follow compass bearings in order to complete the trail.

8. NATURE IDENTIFICATION

Twenty different types of leaves, barks, and tracks will be laid upon a table. Your job is to correctly identify each of them and tell if the plants are edible or not.

9. TRIANGLE LUNCH

This project is new to the camporee manual thanks to Weblos Pack 198. The object of the project is to roast a weenie (hot dog) , from a tripod. the tripod must be made from sticks and have correct lashings. Happy weenie roasting!

10. CHUCK WAGON

The patrol will have to assemble a patrol cooking kit which has been horribly mangled. This is a race against time so be quick.

11. ODDBALL CAMPSITE

Troop 13 has a little problem setting up thier campsite. Your patrols job is to assist them by telling all the things they have done wrong in the campsite.

12. THE " A " TRAIN

Come on and take a ride on the " A " train. Your patrol is to take your patrol leader on a ride to the farside on his little ol' " A " frame coach. Have a nice trip.

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 multiplied by \$ 0.37 per can = \$ 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 _____ = _____
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_____ 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
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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: \$ _____ divided by _____ patrol members = \$ _____

per person

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.

ST. LOUIS AREA COUNCIL

BOY SCOUTS OF AMERICA

SPRING CAMPOREE REGISTRATION FORM
KEYSTONE DISTRICT

NOTE: The encampment registration fee is \$1.50 per Scout. This fee includes the emblem. No refunds will be given. Registration encampment. Leaders may purchase emblems for \$1.00 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: _____

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