

# KEYSTONE/RIVER CITY DISTRICT

# SPRING CAMPOREE

1998



**BEAUMONT SCOUT RESERVATION**

**May 1,2,3**

**Nusser Area**

## ATTENTION: SCOUTMASTER

This manual explains Troop and Patrol participation, registration data, the projects inspections, the point scoring system, and other details. Inspections and patrol projects will be explained in this leader's manual.

Your troop will derive its biggest benefits from the preparations 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" camp-out, 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.

Other troop officers, such as your Senior Patrol Leader and Junior Assistant Scoutmasters will assume their regular duties as assigned to them in the Scoutmaster's Handbook (Chapter 11). They may not be members of a patrol, but they can serve on the Encampment Staff.

**ATTENTION: 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. **Do not cut down live trees.**
3. **Use of Water** – Water spigots are for 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 the camp.
7. **Parking** – Parking will be directed by the District. **No parking behind the traffic poles is permitted.**

**BASIC POLICIES**

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. **Fireworks** – Absolutely no fireworks are permitted on Council camps.
3. **Alcohol/Drugs** – No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council camps.
4. **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.

## KEYSTONE DISTRICT 1998 SPRING CAMPOREE

### SCHEDULE OF EVENTS

#### FRIDAY, MAY 1st

- 5:00-9:00 PM Troops arrive at Nusser Area. Check-in with Traffic Director and receive map showing Camping Areas.
- 6:00-9:00 PM Supper. May be prepared in advance and brought to Camp.
- 9:00 SPL check that all Scouts in his Troop have space in a tent.
- 9:15 SPLs' Meeting at District Headquarters  
1) Turn in Troop/Patrol roster and fees to Campmaster.  
2) Discuss and answer questions about Camporee events.
- 9:30 SPLs' and Scoutmasters' Cracker Barrel at District Headquarters. Each Troop bring a contribution to share with others.
- 10:00 Campsites quiet. All lights out

#### SATURDAY, MAY 2nd

- 6:00 AM Wake-up
- 6:00-8:00 AM Prepare and eat Breakfast. Clean-up. Prepare Patrol campsites and personal gear for Campsite and Equipment Evaluation.
- 8:00-8:30 Opening Ceremony. Flag Raising. Introduction of Camporee Staff. Distribution of Event schedule cards to Patrols.
- 8:30-11:30 Patrol Events. Campsite and Equipment Evaluations by Staff.
- 11:30-1:15 PM Lunch. This is a good time to fine tune plans for your Skit.
- 1:15-1:30 Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script now.
- 1:30-4:30 Patrol Events.
- 4:30 Tug-of-War
- 4:45-5:30 Free time. Begin supper preparation. Clean-up and prepare for Personal and Uniform Evaluation.
- 5:30-5:45 Retreat. Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 5:45-6:15 Religious Services.

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SATURDAY, MAY 2nd (continued)

- 6:15-8:00 PM     **Supper.** Each Patrol should finish making its Dutch Oven meal. When Supper is ready, the Patrol Leader should go to Staff HQ to request his Patrol's Staff Counselor to join the Patrol for tasting the results. Chow down.
- Clean-up is an important part of the Meal. Allow time for it so that at 8:00 everything is finished and put away. It will help your score!
- Use the rest of the time to Rehearse Skits.
- 8:00             **EVENING PROGRAM.** Assemble by Patrol at Flag Pole to be Led to the Evening Campfire site.
- 8:15-9:45       **CAMPFIRE: Skits and Entertainment by Patrols and Staff**
- The Order of the Arrow chapter will meet at the Campfire after the Patrols have returned to their campsites.
- 10:00           **Day's End...Campsites quiet...All lights out.**

SUNDAY, MAY 3rd

- 6:30 AM         Wake-up
- 6:30-9:00       Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00-10:00      Begin Breaking Camp. Securely close and compact all trash bags. Keep aluminum cans, glass and plastic jugs in separate bags so they can be recycled.
- 10:00           **Awards Ceremony and Closing**
- 10:30-12:00     Complete Breaking Camp. Police grounds, Clean Site.
- When ready to Check-out, send a Scout to District HQ to request final inspection of campsite.
- Trash is to be removed from site by each Troop and deposited in dumpster at Cub World parking lot or the Rangers' Office.

## KEYSTONE DISTRICT 1998 SPRING CAMPOREE

### NOTES TO PARTICIPANTS

#### 1. Troop Campsite Locations

Check-in with the Traffic Director when arriving at Nusser Area. He will have a map showing where troops may camp, where Patrol events will be held, where the Evening Campfire will be held, where the parade ground is located, etc. It is essential that Troops respect this map and set up only in the areas shown for Troop camping.

The Campmaster and his Adviser will direct any Troop or Patrol that sets up in violation of this procedure to move its campsite to the proper location

#### 2. Patrol and Scout Participation

In the descriptions of the Patrol Events in this Camporee Manual several say that every Patrol member will be asked a question or to tie a knot, etc. This will be true for all events. The Project Leaders will not permit one, or just a few, Scout(s) to answer all questions or to dominate an Event. The emphasis of this Camporee is Patrol participation, cooperation and teamwork.

#### 3. Organization

Scorecards: Each Patrol will be issued a scorecard on Saturday morning that it is to carry to every event. The Staff Member leading the event will mark the Patrol's scorecard when he marks his own. The official scorecard for each event is, of course, the Staff Member's. The purpose of the Patrol's card is to give it a record of how well it is doing plus serve as a guide to which events it has completed. Scores will be posted at the end of the day at Staff HQ.

Event Scheduling: At the Opening Ceremony each Patrol will also be given a schedule showing which event it is to go to first and the order of events to go to after that. The intent is to keep Patrols moving and each event busy so that Patrols don't get stuck in one spot waiting. Back-ups will occur where certain events take longer than others, but the initial dispersing should help.

Patrol Counselor: We are going to borrow from Summer Camp the idea of one Staff member being assigned to a Patrol. That Staff Member will conduct the personal evaluations of the Patrol to which he is assigned, will come for a taste of dinner on Saturday night and check the grounds on Sunday. Depending on the number of Patrols, each Staff Member may be assigned two Patrols.

#### 4. Timekeeping

To keep the Encampment moving on schedule there will be a bell or horn kept at District Headquarters. It will be sounded at key times during the Camporee to announce the beginning and/or end of the major events.

## 5. Religious Observances

The Keystone District, through the St. Louis Area Council, will invite clergy to the Spring Camporee to conduct religious services on Saturday evening. Everyone is encouraged to attend the services of his respective faith. The Services are scheduled to occur at 5:45 pm, after the Evening Retreat and before supper. Locations of the services will be announced at the Retreat.

## 6. Low-Impact Camping

Camporees are, by nature, the antithesis of low-impact camping. Nevertheless, there is much each Troop and Patrol can do to reduce the impact it makes on the Nusser Area during the Spring Camporee. Among these are:

- a) Water hydrants are for filling containers only: not for washing hands or brushing teeth. **Leaders: review this with your Scouts.**
- b) Make a fire pit by cutting a square of sod (12"x12" +/-) and setting it aside where it can be kept moist. Dig a pit 8" deep, carefully piling the dirt where it won't be trampled. At the end of the Camporee, remove all the dead coals from the pit and scatter them in the woods. Break down the sides of the pit and fill it with the dirt set aside earlier. Place the sod back in place and tamp it lightly. Sprinkle with water. Done properly there will be no evidence of a fire having been there.
- c) Recycle all aluminum cans, plastic soda and milk jugs, and glass bottles. Bag them separately from the Patrol's trash and garbage. Make sure cans and bottles are empty before putting them in Recycling Bag. Bags for recycling will be issued to Troops as they check into Camp. They may be turned into Headquarters upon Patrol/Troop's departure or taken back to town for recycling.

## 7. Council Equipment

Council tentage is available to Troops who make reservations with Council for renting tents, dining flies, etc. A deposit is required. Upon return of the equipment in satisfactory condition, part of the deposit is returned. These arrangements must be made by the individual troop directly with the Camping Department at Council (361-0600.) The Spring Camporee staff will not take any responsibility for securing, folding or returning council equipment for any Troop.

## 9. Webelos Dens and Leaders are Welcome at Spring Camporee

Webelos dens are encouraged to attend the Spring Camporee and to participate. The dens will do the same events as the Scout Troop patrols, but will only compete against other Webelos Dens. Leaders may bring the den for just the day on Saturday or for the whole weekend. Webelos dens accompanying Scout Troops must have their own leadership present and participate as a den. They may not be blended into the ranks of the Troop.

Cub Scouts who are not Webelos may not camp overnight at the Camporee.

## KEYSTONE DISTRICT 1998 SPRING CAMPOREE

### Camporee Scoring System

<u>Scored Events</u>	<u>Max. Points</u>
Patrol Events	1650
Pre-Camporee	100
Patrol Spirit	60
Campsite Evaluation	120
Uniform & Personal Evaluation	<u>50</u>
Total Points	1980
Bonus Points for Extra Effort in Campsite Evaluation	<u>30</u>
Maximum Possible Score	2110

### Camporee Awards

Every Patrol participating in the Camporee will be recognized, but only those competing and earning points as outlined below will receive Award Recognition.

PATROL AWARD OF HONOR AND MERIT	2110 to 1850 points
PATROL AWARD OF MERIT	1849 to 1325 points
PATROL AWARD	1324 to 790 points
PARTICIPATING PATROL	Less than 790 points

Troop Awards will be given on the same point spread basis as the Patrol Awards by taking an average of the Troop's Patrol scores.

### Sources of Information for Project Events

On the following pages the various Camporee Patrol projects are described. For many of the Projects, sources of information are identified to assist the Patrol in preparation. References are as follows:

Handbook: is The Boy Scout Handbook, 10th Edition, 1990

Fieldbook: is Fieldbook, Boy Scouts of America, 3rd Edition, 1984

Merit Badge Pamphlets, where referenced, are for general information and any edition will serve.

## Patrol Evaluations: What is Expected

The Campsite and Equipment evaluation will occur on Saturday morning. An adult leader of each patrol will be notified before the evaluation so that he/she can be present. The Personal and Uniform Evaluation will occur at the evening Retreat.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
<b>CAMPSITE</b>		
1) Campsite Layout	5	Tents away from firelay, axeyard
2) Campsite Adequate Protection	5	Drainage, Circulation, and Wind
3) Tents and Dining Fly	5	Properly erected; ropes not in paths
4) Food storage	5	All food in Cooking area, not in tents
5) Fire lays properly located	5	Away from tents, not in pathway
6) Garbage Disposal Location	5	Away from Food Prep area
7) Safe axe yard	5	Roped-off and cleared, out of traffic
8) Improvising Equipment	5	Ingenuity by the Patrol
9) Flags	5	Patrol Flag prominently displayed
10) Bulletin Board, Protected from Weather with Duty Roster and Menus	5	Plastic sheet cover, Rotating duties listing all scouts, complete menus
11) Campsite Gateway	5	A clear entrance location
<b>BONUS +++ Identification</b>	5	<b>Sign of name or Number of Patrol/Troop</b>
<b>BONUS +++ Lashings</b>	5	<b>Campsite gadgets</b>
<b>EQUIPMENT</b>		
1) Personal	5	If not in use, stored out of sight
3) Troop or Patrol (Adequacy)	5	Patrol box, Lantern, grill, tools
4) Troop or Patrol (Care)	5	Well maintained, clean
<b>FOOD</b>		
1) Supplies	5	Adequate Food properly stored
2) Menu (must be posted)	5	Well-balanced, variety
3) Adequate cooking equipment	5	Clean pots, pans, and skillets
4) Adequate dishwashing equipment	5	Large pots, dishrack, scrub pads
<b>SAFETY AND SANITATION</b>		
1) First aid kit	5	Prominently displayed, fully equipped
2) Care of Food and Water	5	Refrigerated, closed containers
3) Use and Care of Tools	5	Sheaths on all saws and knives
4) Care and disposal of Garbage	5	Container with a closeable top
<b>BONUS +++ Recycling</b>	15	<b>aluminum cans, glass, plastic separated</b>
<b>BONUS +++ Compacting</b>	5	<b>Flatten everything that's thrown-out</b>
5) Care and Storage of Firewood	5	Dry, proper sizes, covered
6) Cooking Location Safety	5	Away from tents, out of traffic ways
	120	points possible
	+ 30	possible bonus points

### Personal and Uniform Evaluation

1) Are all Scouts wearing a Uniform?	10 points
2) Is insignia properly placed, badge of rank worn?	5 points
3) Does Patrol Leader assume Leadership Role?	10 points
4) Are Scouts clean and presentable?	25 points
	50 points possible

# 1 9 9 8    S P R I N G    C A M P O R E E    S C O R I N G    C H A N C E S

## PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the Spring Camporee. The purpose is to practice the skills that will be needed for the projects at the Spring Camporee. If an overnight pre-camporee is not possible an all day event may be substituted. To gain credit each Patrol should submit to the Campmaster by 4:30pm, Saturday, a written statement signed by its Scoutmaster and Patrol Leader describing when and where its pre-camporee was held.

Scoring: Overnight Pre-Camporee - 100 points  
Day-only Pre-Camporee - 50 points

## PATROL SPIRIT

All Patrols are encouraged to make a flag that identifies their Patrol and develop a yell to promote spirit and identity. Bring the flags and the yell to the Camporee. Five points will be awarded to each Patrol that shows its flag and gives its yell after each Event. The Patrol will not be reminded to give its yell.

Sources: Handbook, p. 538

Scoring: 5 points at each of 12 events - 60 pts.

## P A T R O L    E V E N T S

### C A M P F I R E    S K I T

Equipment Supplied by Patrol: Props and Costumes

The idea is to create an original, humorous skit for the Patrol to perform at the Evening Campfire Program. The object is to entertain the audience and the Judges. Skit descriptions must be written on the form provided in this Manual and should be submitted to the Campfire Leader at the 1:15 pm Assembly on Saturday. BE CREATIVE. THINK ABOUT YOUR SKIT BEFORE THE CAMPOREE. The description must be approved in order to be performed at the Campfire.

Thirty points of the Patrol's score will be determined by Staff Judges when the Skit is performed on the basis of originality, creativity, and stage presence.

Scoring: Submitted at 1:15pm and Approved for Performing - 70 pts.  
Performance Evaluation by Judges: Maximum Points - 30 pts.

### S E R V I C E    P R O J E C T

Equipment Supplied by Patrol: Work Gloves, Rakes and Shovels

Every Patrol should help with the Keystone Service Project. The Patrol should check-in with the Service Project Leader before starting work in order to receive instructions and get credit. This will be a new experience. Come prepared.

Scoring: Check-in, Cheerfully Do the Work Requested - 100 pts.

## ORIENTEERING SKILLS

Equipment: Compass provided by Patrol

This activity will cover all of the skills required to successfully navigate by Map and Compass. Each of the skills will become an event for which points can be earned, thus making these skills more important in overall Camporee scoring.

1. The Compass: The Patrol will be asked questions about the parts and use of a compass. You will need to understand how and why a compass works.

Scoring: Correct Answers (Five at 10 points) - 50 pts.  
Patrol Discussion and Cooperation - 25 pts.

2. Orientation: Each Patrol will be shown a USGS map which includes Beaumont Scout Reservation. A member of the Patrol will be asked to orient the map. Another member will be asked to explain the procedure. Then another member of the Patrol will be asked to define "declination."

Scoring: Orient Map Correctly - 40 pts.  
Explanation - 10 pts.  
Define "Declination" - 10 pts.  
Patrol Cooperation - 15 pts.

3. Reading A Map: Each Patrol Member will be asked to "read" the map. This will involve describing the physical or topographical features surrounding a spot on the map identified by the Staff Member. Five questions will be asked, so everyone should have an opportunity to answer one.

Scoring: Correct Identification (5 at 10 pts.)- 50 pts.  
Patrol Cooperation - 25 pts.

4. Topography: The Patrol Members will be asked to identify and interpret particular aspects of the map relating to topography, such as contour line, contour interval, and elevation.

Scoring: Correct Interpretation (5 at 10 pts.)- 50pts.  
Patrol Cooperation - 25 pts.

5. Following a Course: The Patrol will be asked to follow a course of several different bearings and distances. Controls will be placed along the route that must be found in order to score the maximum points. This will also be a race against the clock as the fastest patrol will get a bonus score. At the completion of the course the Patrol will place a numbered stake in the ground to mark the end. Prior to the Camporee each Patrol should measure the pace of its members so they can judge distance traveled on the Course.

Scoring: Within 5' of Finish Point - 100 pts.  
(Every Foot Beyond 5' Radius of End Point, subtract 1 point)  
Each Control Point Found and Documented - 100 pts.  
Patrol Teamwork & Cooperation - 50 pts.  
250 pts.

Sources: Handbook: pp. 179-197      Orienteering Merit Badge Pamphlet  
Fieldbook: pp. 21-36

## FLAG POLES FOREVER

Objective: Working Flagpoles at Every Patrol Site  
Equipment: Flag Line, Poles and Eye Hooks will be Provided by Staff  
Whipped Rope Sections for Lashing to be Provided by Patrol

Each Patrol will be given enough wood poles to make an 18' high flag pole. The poles must be lashed together with the correct lashings and the flag lines attached at the Event Site. The completed pole may then be taken to the Patrol Site, erected and the Patrol flag raised. The Patrol Flag should be able to be raised and lowered in order for the maximum points to be gained. When Staff members visit the Patrol Site for Dinner they will evaluate the Patrol Flag Pole.

Sources: Handbook: pp. 149-155  
Scoring: Correct Lashings - 35 pts.  
Cooperation/Teamwork - 25 pts.  
Flagpole Straight and Secure - 20 pts.  
Flag May be Raised and Lowered - 20 pts.  
100 pts.

## KEYSTONE CHALLENGE

Objective: Communication without Words

The Patrol Leader will be given instructions by the Staff Member that he then must communicate to his Patrol without saying anything. Every communication must be by hand or flag signal. Information about how to do this is in your Scout Manual. Look it up! There is a one-minute limit for the communication to be made.

Scoring: Instructions Successfully Communicated  
(Three at 25 points) - 75 pts.  
Teamwork and Process in Interpreting Message - 25 pts.  
100 pts.

## WALL TENT PITCHING

Objective: Is not to see how far your Patrol can Throw a Tent  
It is to see if your Patrol can pitch a Wall Tent.  
Equipment: Canvas Wall Tent, Ridge, Uprights and Stakes Supplied by Staff

This is a test of Patrol cooperation and coordination. A folded wall tent will be given to the Patrol. The objective is to set it up quickly, survey the great job you did, then strike it and properly fold it. Easy? Yes, under ideal circumstances it would be. Your patrol, though, will not be operating under such conditions. Some of your members will only have the use of one hand, some will be unable to walk, some will be unable to see and some will be unable to talk.

Scoring: Tent Set Up in less than 10 Minutes - 50 pts.  
(Every Minute after 10 Minutes loses a point)  
Staff Member's Evaluation of Set Up Tent - 25 pts.  
Staff Member's Evaluation of Patrol Cooperation - 25 pts.  
100 pts.

## FLAP JACK FLIP

Objective: Bake an Edible Pancake that does not Stick to the Skillet  
Equipment: Two matches, Batter, Grill, Clothesline and Trash Bag  
Supplied by Staff  
Tinder and Kindling, Shovel, Skillet, Oil and Spatula  
Supplied by Patrol

When told to begin the Patrol will gather fuel, construct a fire lay and start a fire with the two matches given to them. A cup of batter will be poured into the Patrol's skillet. Cook the flapjack. When it is properly done a patrol member must run with the skillet a distance of 50' to a clothesline, flip the flapjack over the clothesline and catch it in the skillet. The flapjack may be eaten (Syrup provided.) The Patrol must properly extinguish the fire and restore the fire site.

Sources: Handbook: pp. 82-93  
Fieldbook: pp. 115-119, 203-204

Scoring:	Patrol Teamwork & Cooperation	-	25 pts.
	Fire Site Preparation	-	15 pts.
	Fire Lay Built and Started with Two Matches	-	25 pts.
	Flap Jack Successfully Cooked	-	25 pts.
	Flap Jack Successfully Flipped	-	15 pts.
	Fire Properly Extinguished and Site Restored	-	<u>20</u> pts.
			125 pts.

## ESSENTIAL OUTDOOR CULINARY ARTS: THE DUTCH OVEN

At the 1998 Spring Camporee, Keystone District scouts will use the greatest of all cooking vessels: the cast iron Dutch Oven. Each Patrol's main course for Supper must be cooked in a Dutch Oven and can be boiled, fried, baked or steamed. (Cobbler is not a main course. Meat Pie would qualify, as would Beef Stew.)

Charcoal bricquet placement: Baking - 3/4 coals on top of oven, 1/4 below  
Frying, Boiling or Steaming - 1/4 coals on top of oven, 3/4 below

When the meal is cooked, the Patrol Leader must go to Staff HQ to request a staff member to join his Patrol for Dinner. This must happen in the time allotted in the Schedule for Dinner. Late invitations will not be honored.

Sources: Handbook: Chapter 5 & Fieldbook: Chapter 9

Scoring:	Successfully Cooked and Palatable	-	50 pts.
	Creativity of Recipe	-	25 pts.
	Meal Prepared and Eaten on Time	-	25 pts.
	Proper Explanation of How to Clean a Dutch Oven	-	<u>25</u> pts.
	Maximum Possible		125 pts.

## THE AMAZING STRING MAZE

Objective: How Well the Patrol Can See when Blidfolded

Equipment: None

At this event the Patrol will be shown "The Amazing String Maze" and allowed two minutes to become familiar with it and its mysteries. Then the Patrol members will be blindfold and led to the end of one of the strings. From there the challenge is to find your way to the other end of the same string. Further instructions will be issued at the Event, so be prepared!

Scoring:	Finishing the Maze on the Right String	- 50 pts
	Following the Instructions	- 25 pts.
	Patrol Teamwork and Cooperation	- 25 pts.
		<u>100 pts.</u>

## FIRST AID

Objective: An Overview of First Aid Knowledge and Preparedness

Equipment: The Patrol First Aid Kit (or the Troop's,) Neckerchiefs, Staves or Hiking Sticks, and a Blanket.

The members of the Patrol will be confronted with First Aid scenarios and will have to immediately describe what First Aid is required for each one. There will be a 20-second time limit to answer each question. Each patrol member will be presented with a situation and only he may respond with the First Aid solution. Situations likely to be presented, among others, are: how to treat broken arm/leg, collar bone, or finger; broken or bruised ribs, snakebite, shock, sprains, severe bleeding; what are 'Hurry Cases?,' where are pressure points?; and a few others that will be saved for the day of the Camporee. The patrol should know several ways to transport an injured person. The Patrol should know the contents of its First Aid kit and how to use everything in it.

Sources: Handbook: pp. 401-443, 162-169  
Fieldbook: pp. 167-193, 09-15  
First Aid Merit Badge Pamphlet

Scoring:	First Aid Scenarios (5 at 15 pts.)	- 75 pts.
	Emergency Transportation	- 25 pts.
	First Aid Kit Knowledge	- 25 pts
	Patrol Teamwork/Cooperation	- 25 pts.
		<u>150 pts.</u>

## TUG - OF - WAR TOURNAMENT

All patrols may participate in the return of a Camporee event not seen in many years. This will be a double elimination tournament with a consolation bracket so if your patrol is upset by a bunch of Webelos in the first round you have a chance to redeem your reputation. Brackets will be prepared by drawing Patrol names out of a hat.

Scoring: 1st Place - 100 pts., 2nd - 90, 3rd - 80, and 4th - 75 pts.  
Participation - 50 pts.

1 9 9 8      K E Y S T O N E      S P R I N G      C A M P O R E E  
C A M P F I R E      S K I T      D E S C R I P T I O N      F O R M

\_\_\_\_\_ Patrol of Troop \_\_\_\_\_

Title of Skit \_\_\_\_\_

Description:

Reviewed and Approved by: \_\_\_\_\_

Returned for Changes by: \_\_\_\_\_

This Form should be completed and submitted to the Campfire Leader no later than the 1:15pm Camp Assembly.

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 DISH WASHING

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

## "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.

## OTHER SCOUTS DO THIS



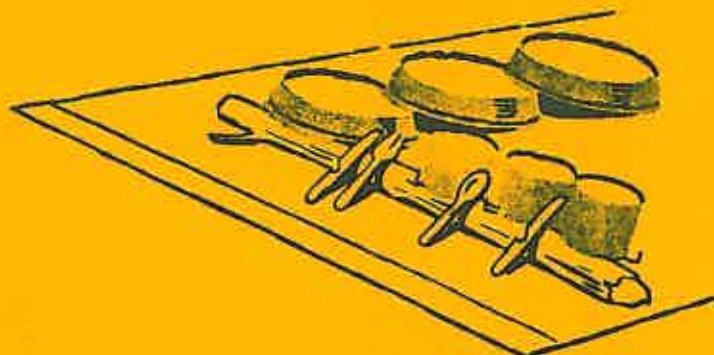
4. Each Scout wipes off his own eating utensils.



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



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.

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# CAMP ROSTER

EVENT \_\_\_\_\_ DATES: FROM \_\_\_\_\_ TO \_\_\_\_\_

Camp \_\_\_\_\_ Site \_\_\_\_\_

Unit # \_\_\_\_\_ District \_\_\_\_\_

(NOTE: Please list Scouts by Patrols - Cubs by Dens)

Name of Cub, Scout or Explorer	Address	Phone	Rank	Gender	Age
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
Adult Leaders (2 minimum)	Address	Phone	Pos.	Gender	Period in Camp

# KEYSTONE/RIVER CITY DISTRICT SPRING CAMPOREE REGISTRATION FORM

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**NOTE:** The Camporee Registration fee is \$1.50 per Scout. This fee includes the emblem. **NO REFUNDS WILL BE GIVEN.** Registration forms should be in the office at least one week prior to Camporee. Leaders may purchase emblems for \$1.00 each.

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Please register Troop \_\_\_\_\_ of Keystone/River City District

Enclosed you will find a registration fee \$ \_\_\_\_\_ for \_\_\_\_\_ people.

We will have \_\_\_\_\_ Patrols participating.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: (H) \_\_\_\_\_

(B) \_\_\_\_\_

Mail this form and Camporee fee to:  
Keystone/River City District  
Spring Camporee  
Greater St. Louis Area Council, BSA  
4568 West Pine Blvd.  
St. Louis, MO 63108-2179

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**FOR OFFICE USE ONLY**

Date application received \_\_\_\_\_ total Camporee Fee.

Fee paid \$ \_\_\_\_\_ Receipt No. \_\_\_\_\_

Received by: \_\_\_\_\_

Keystone Account # 1.6801.515.20 River City Account # 1.6801.502.20

**RETURN THE REGISTRATION FORM ASAP**  
*THANK YOU*