

Leadership Corp.

KEYSTONE DISTRICT

Spring Camporee 1999

9



Beaumont Scout Reservation
May 21, 22, 23
Nussor Area

KEYSTONE DISTRICT
SPRING CAMPOREE REGISTRATION FORM

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.

Please register Troop_____ of Keystone 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 District
Spring Camporee
Greater St. Louis Area Council, BSA
4568 West Pine Blvd.
St. Louis, MO 63108-2179

-----FOR OFFICE USE ONLY

Date application received _____ Total Camporee Fee.

Fee Paid\$ _____ Receipt No. _____

Received by _____

Keystone Account # 1.6801.515.20

**Return the Registration Form ASAP
THANK YOU**

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 Camporee Staff.

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

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

KEYSTONE DISTRICT 1999 SPRING CAMPOREE

SCHEDULE OF EVENTS

FRIDAY, MAY 21st

- 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 22nd

- 6:30 AM Wake-up
- 6:30-8:30 AM Prepare and eat Breakfast. Clean-up. Prepare Patrol campsites and personal gear for Campsite and Equipment Evaluation.
- 8:30-9:00 **Opening Ceremony.** Flag Raising. Introduction of Camporee Staff. Distribution of Event schedule cards to Patrols.
- 9:00-11:30 **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30-1:15 PM **Lunch and Clean-Up**
- 1:15-1:30 Assemble at Flag Pole for Announcements. Each Patrol should submit its skit script now.
- 1:30-4:30 **Patrol Events.**
- 4:30-4:45 Tug-of-War
- 4:45-5:30 Clean-up and prepare for Personal and Uniform Evaluation. Begin supper preparation. Rehearse skits.
- 5:30-5:45 **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 5:45-6:15 **Religious Services.**

1999 KEYSTONE DISTRICT SPRING CAMPOREE

SATURDAY, MAY 22nd (continued)

- 6:15-8:00 PM **Supper.** Chow Down and Clean-up. 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 23rd

- 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 1999 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

The Camporee Staff will work to ensure that every scout in a Patrol participates in Events. 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 will be the Patrol's Official Scorecard for the Spring Camporee. At each event the Staff Member will write the Patrol's score on the Card, then he and the Patrol Leader will initial it. The Scorecard must be taken to every event for the Patrol to receive an official score. Each Staff Member will also keep a scorecard, but only as a reference. Bring a clipboard for carrying and protecting the Scorecard. Scorecards will be collected at the Evening Retreat and each Patrol's scores 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.

Patrol Counselor: A Spring Camporee staff member will be assigned as a Staff Counsellor to each Patrol. That Staff Member will conduct the Patrol's personal evaluation at Evening Retreat and check the grounds before the Patrol leaves on Sunday.

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 may be 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.) For further information, call District Executive, Charles Woods. The Spring Camporee staff cannot take any responsibility for securing, setting up, striking, folding or returning Council tentage 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 1999 SPRING CAMPOREE

Camporee Scoring System

<u>Scored Events</u>	<u>Max. Points</u>
Patrol Events	1100
Pre-Camporee	100
Patrol Spirit	60
Campsite Evaluation	120
Uniform & Personal Evaluation	50
Total Points	1430
Bonus Points for Extra Effort in Campsite Evaluation	30
Maximum Possible Score	1460

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	1460 to 1251 points
PATROL AWARD OF MERIT	1250 to 1076 points
PATROL AWARD	1075 to 550 points
PARTICIPATING PATROL	Less than 550 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>
CAMPSITE		
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
BONUS +++ Identification	5	Sign of name or Number of Patrol/Troop
BONUS +++ Lashings	5	Campsite gadgets
EQUIPMENT		
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
FOOD		
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
SAFETY AND SANITATION		
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
BONUS +++ Recycling	15	aluminum cans, glass, plastic separated
BONUS +++ Compacting	5	Flatten everything that's thrown-out
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 9 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

P R E - C A M P O R E E

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

P A T R O L S P I R I T

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

C A M P F I R E S K I T

Equipment Supplied by Patrol: Props and Costumes

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

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

Scoring: Submitted at 1:15pm and Approved for Performing - 50 pts.
Performance Evaluation by Judges: Maximum Points - 50 pts.
Patrol Flag and Yell - 5 pts.

S E R V I C E P R O J E C T

Equipment Supplied by Patrol: Work Gloves, ~~Rakes~~ and ~~Shovels~~ *Bowsaw*

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.
Patrol Flag and Yell - 5 pts.

RELAY THE WORD

This will test your memory skills and your ability to successfully communicate with your Patrol members.

All Patrol Members will be placed at stations several feet apart. The Patrol Leader will be told a phrase at least ten words long. He will then go to the next Patrol Member and repeat what he was told, word-for-word, as best he can. Each Patrol Member will tell the next until the last person in line is reached. He will repeat the phrase out loud for everyone to hear. The position at the end of the line will be rotated among all Patrol Members

Scoring: Ten Phrases at least Ten Words Long - 100 pts.
(Minus one point for every incorrect
Word when the Phrase is said out-loud)
Patrol Flag & Yell 5 pts.

PLUTONIUM PORTATION

Equipment: Plutonium Receptacle, Portation Devices and
Protective Gear Supplied by Staff

A receptacle of plutonium large enough to destroy the entire population of the State of Missouri was inadvertently left at the Nusser area by a group of forgetful scientists. It is your patrol's job to move it to safety without spilling it and causing horrendous damage. Protective gear and precise instructions will be given to you by the Staff Member in charge of the Clean-up. Teamwork and trust are essential. The protective gear is so confining that the person wearing it cannot see the Plutonium and has to be told what to do by his partner Patrol Member.

Scoring: Successful Portation of Plutonium
Two Separate Moves @ 25 points - 50 pts.
Teamwork & Communication - 25 pts.
Debriefing of Team - 25 pts.
Patrol Flag & Yell - 5 pts.

PAPER PLATE MINE GAME

Equipment: Blindfold Supplied by Staff

Another potential hazardous material disaster will confront your Patrol. Every member of the patrol must navigate a narrow canyon filled with land mines while blind-folded. The mines will be marked by paper plates and members of your Patrol will watch you as you make your trek and will provide the necessary guidance and instruction to bring you to safety.

Scoring: Everyone Safe, No Casualties - 80 pts.
(Every Land Mine Contact, minus 4 pts.)
Teamwork and Cooperation - 20 pts.
Patrol Flag & Yell - 5 pts.

2 x 4 BOARDWALK

Equipment: 2"x4" Boards Supplied by Staff

Your Patrol will be asked to use the two 2"x4"es as the vehicle to walk fifty (50) yards. This is an activity requiring everyone to work together as a unit so the vehicle will move. Every Patrol Member will stand on each of the 2"x4"es, grasp a loop of rope attached to each board, and in concert lift the right board and then the left one to walk the designated distance.

Scoring: 50 yards in 5 minutes. No Mishaps - 60 pts.
(Mishap is -5, Everybody falls is -20)
Teamwork & Cooperation - 40 pts.
Patrol Flag & Yell - 5 pts.

F A H R E N H E I T 2 1 2 °

Equipment: Container, Pint of water, Tripod & Chain Supplied
by Staff
Two Matches and Striking Surface to be Supplied
by Patrol

The Patrol will make and light a fire and boil a pint of water as fast as possible. At the signal from the Staff Member in charge the Patrol will go to gather tinder and kindling, return and construct a fire lay, start the fire and tend it until a pint of water suspended 8" from the ground comes to a boil. Each Patrol will be timed.

Scoring: Fastest Patrol - 75 pts
Second Fastest - 60 pts
Third Fastest - 45 pts
Fourth Fastest - 30 pts
Teamwork & Cooperation - 25 pts
(If only one match is used to start the fire,
30 seconds will be subtracted from the time.)
Patrol Flag & Yell - 5 pts

F O R E S T R Y B Y S E N S E O F T O U C H

Equipment: Blindfold & Watch Supplied by Staff

Every Patrol Member will try to identify a tree using senses other than sight. One at a time each Patrol Member will be blindfolded and turned around three times and then led in a roundabout way to a tree nearby. The blindfolded scout is to collect information about the tree using his sense of touch and smell for one minute. He will be led back to the point of beginning, his blindfold removed, and then asked to find his tree. Other Patrol Members may not give direction.

Scoring: Every Patrol Member Finds his Tree - 75 pts.
Finds it in less than Two minutes - 25 pts.
(Cannot Find Tree is -15)
Patrol Flag & Yell - 5 pts.

BLIND SQUARE

Equipment: Rope and Blindfolds Supplied by Staff

The Patrol will gather in a circle, blindfold themselves, and pick up the rope that is lying at their feet. The Patrol will be asked to form a perfect square. Every Patrol Member must have at least one hand on the rope at all times and the blindfolds may not be removed until the Patrol says it has formed the shape requested. Other shapes the Patrol may be asked to form are a triangle, pentagon, or hexagon. An alternate task will be to form the same shapes without speaking.

Scoring:	All Shapes Successfully Formed	- 60 pts
	Teamwork & Cooperation	- 40 pts
	Patrol Flag & Yell	- 5 pts

RAPID TRANSIT

Objective: Scouts demonstrate the skills required for Transporting People in an emergency situation.

Patrol Members will be lined up at the edge of an area and will be asked to transport one another from one side of area to the other using first aid carry techniques. The Staff Member will call out the type of carry to be used and will identify the Patrol Members who are to employ it. (He will take size into account.) To be counted, the carry must be successful across the entire distance. If someone is dropped, the entire group will have to do that trip over again. The Patrol will be allowed to confer on the best solution to the type of carry requested by the Staff Member. The entire event will be timed until all carries are successfully completed.

Scoring:	All Transports Successful	- 60 pts
	(Every Fall is -5)	
	Fastest Time	- 25 pts
	Second - 20, Third - 15, Fourth - 10	
	Teamwork & Cooperation	- 15 pts.
	Patrol Flag & Yell	- 5 pts.

ESTABLISHING TRUST IN KNOTS

Objective: Learn Two very important knots and use them in a way that rewards success and penalizes failure

Equipment: Ropes Provided by Staff

Each Patrol will be taught two basic scout knots. The instructor will assume that no one knows how to tie the knots and will carefully show how to tie the knots until every Patrol Member has demonstrated he knows how to tie both knots. The Patrol will be divided into groups of two and the knots will be used by each pair of scouts.

Scoring:	Everyone Successful	-100 pts.
	(Each Failure is -10)	
	Patrol Flag & Yell	- 5 pts.

TUG - OF - WAR TOURNAMENT

All Patrols may participate in the Tug-of-War. This will be a double elimination tournament with a consolation bracket so if your patrol is upset by a den 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 Place - 90 pts.
3rd Place - 80 pts.
4th Place - 70 pts.
Participation - 50 pts.

MEET THE KEY SCOUTS IN KEYSTONE

At the 1:15 Assembly at the Flag Pole, every scout will be given a Card with a Capital Letter designation on it. During the afternoon every scout will have the opportunity to locate the other scout or scouts with Cards having the same letter. On the reverse side of the Letter Card will be a form for writing the name, address, phone, and troop number of the other scouts. Every member of your Patrol should find the scouts at the Camporee with the same Letter Card as his and complete the name and address form. At the Evening Retreat the Patrol Leader should give his Patrol's Letter Cards to the Staff Member who performs the Uniform Evaluation.

Scoring: All Cards Completed - 100 pts.
Incomplete Card, -10 pts.
No Info on Card, -20 pts
Patrol Flag & Yell - 5 pts.

1 9 9 9 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: _____

THIS FORM SHOULD BE COMPLETED AND SUBMITTED TO THE CAMPFIRE LEADER NO LATER
THAN THE 1:15 pm 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.

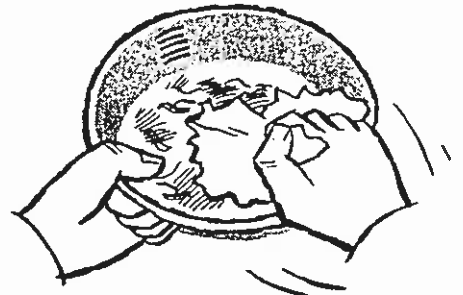
Cooking: Assemble food supplies; prepare meal according to menu and recipes; serve meal on time; put food away; put water in cook pots to soak; put wash/rinse water on fire before serving meal.

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.

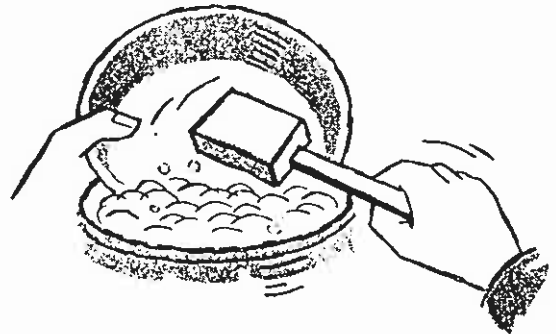
PATROL DISH WASHING

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

OTHER SCOUTS DO THIS



4. Each Scout wipes off his own eating utensils.

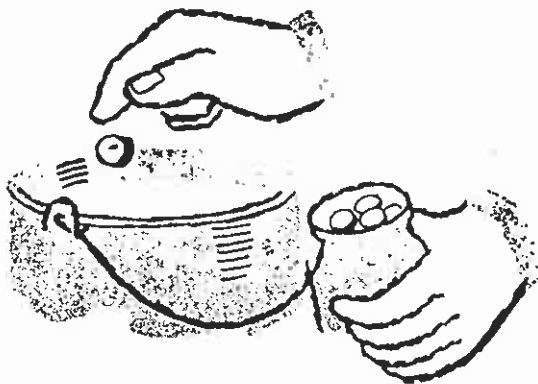


5. Then he washes them in pot of wash water.

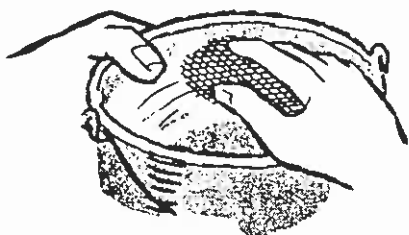
"CLEANUP SCOUTS" DO THIS



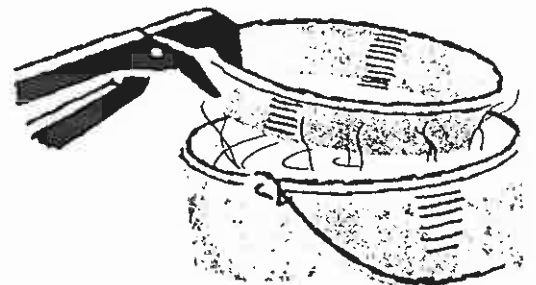
1. Start with full pot of boiling water. Some of this, mixed with cold water and liquid soap, becomes the wash water.



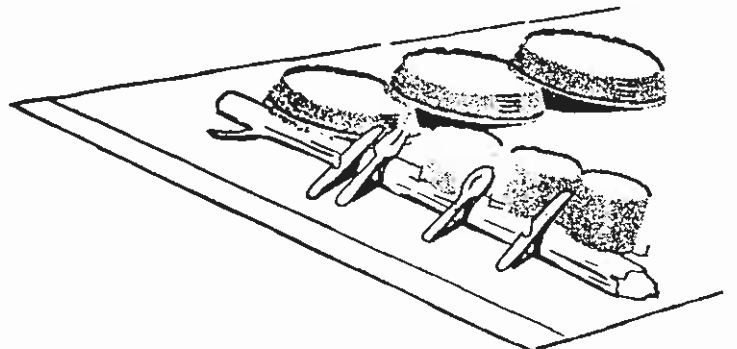
2. Add sterilizing agent to the remaining hot water for rinse water.



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



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

