

GRAND TOWERS 2004 SPRING CAMPOREE

**2004  
GRAND TOWERS  
DISTRICT  
SPRING  
CAMPOREE**

**BEAUMONT SCOUT RESERVATION  
April 30 – May 2, 2004**

**Daron Holloman, Campmaster  
Ralph Wafer, Advisor  
Paul Winter, Assistant Advisor**

## **ATTENTION: SCOUTMASTER & SR. PATROL LEADER**

HERE IS THE MANUAL FOR THE 2004 SPRING CAMPOREE.

The 2004 Spring Camporee includes numerous events where a scout might get significantly wet. Scouts should bring clothing to wear during Saturday's events with that in mind. Depending on the weather, a swimsuit might be appropriate. Scout uniforms will not be required during the camporee events, but should be worn at flag ceremonies and the campfire.

This manual explains Troop and Patrol participation, registration procedure, the schedule of activities, the patrol events, the scoring system, and Patrol Evaluations.

### **PREPARATION:**

Your Troop and Patrols will derive the greatest benefit from the Camporee by preparing for it. The requirements for each event are clearly described in this Manual. At the next Patrol Leaders Council meeting, review the Manual with your Leadership Corps and Patrol Leaders. Each Patrol Leader should have a copy.

Your Leadership Corps should conduct demonstrations and provide instruction at troop meetings. The Patrols can practice the skills they have learned in their Meetings.

### **PRE-CAMPOREE:**

Prior to the Camporee your troop should conduct a Pre-Camporee camping trip. This will allow the Patrol to practice the Patrol Method in campsite responsibilities and to practice for the events described in this Manual.

### **PATROLS:**

Scouting works best when the Troop's members are divided into Patrols. The optimum number of boys in a Patrol is 6-8. No Patrol at the Camporee should have more than 8 members.

Each troop's Patrol structure should be formed before the Camporee and each Patrol should practice for the events as a unit. All activities are designed for Patrols and the most successful Patrols will be the ones who have practiced together. Try to avoid mixing scouts from different Patrols at the Camporee, as that reduces the time to develop the teamwork used in the Patrol Method.

### **REGISTRATION:**

Use the Registration Forms in this Manual or copy them for use at the Camporee. It is helpful, but not necessary, to have the Registration Forms completed and submitted before the Camporee. Registration Forms also will be accepted on Friday evening or Saturday morning by the Campmaster.

## GRAND TOWERS 2004 SPRING CAMPOREE

### ATTENTION: PATROL LEADERS

#### IMPORTANT INFORMATION

1. **Troop Records** – A roster of those Scouts and Leaders in attendance at the Camporee should be turned into the District Headquarters on Friday Evening or Saturday morning. You can 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, as described in this manual. 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 these policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

1. **Lanterns** – No type of open flame is allowed in any tent (candles, kerosene lamps, 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.

## GRAND TOWERS 2004 SPRING CAMPOREE

### NOTES TO PARTICIPANTS

#### 1. Troop Campsite Locations

Check in with the District Headquarters when arriving at the Camporee Area. Every Troop will be given a map showing the Troop camping areas and where all events and activities will be held. Set up tents only in the areas designated for camping.

#### 2. Patrol and Scout Participation

The Camporee Staff will work to ensure that every scout in a Patrol participates in Events. One emphasis of the Camporee Events is to encourage Patrol participation, cooperation and teamwork.

#### 3. Organization

Scorecards: Each Patrol will be issued a scorecard at the Opening Ceremony. It will be the Patrol's Official Scorecard for the entire 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 each event in order for the Patrol to receive an official score. Staff Members will also keep scorecards, but only as a reference. Bring a clipboard for carrying and protecting the Patrol's scoreboard. Scorecards will be collected at the Evening Retreat and the results posted on the District Scoreboard at District 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 Camporee staff member will be assigned as a Staff Counselor for each Patrol. He will conduct the personal evaluations of the Patrols to which he is assigned and check their campsites before they leave on Sunday.

#### 4. Timekeeping

To keep the Camporee 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. Leave-No-Trace Camping**

Leave-No-Trace Camping means taking and using only what is needed by the Patrol and not damaging or leaving a mark at campsites.

- a) The water hydrants are to be used for filling a Patrol's water containers only.
- b) No cutting of live trees is permitted for firewood.
- c) Reduce trash and garbage by carefully planning the Patrol's menus for the Camporee. Organize food into the correct quantities and repack it into plastic bags. That way there should be no waste food and minimum waste packaging at the end of the weekend.
- d) Dig a fire pit instead of building fires on the ground
- e) Recycle all aluminum, glass and plastic containers. Special plastic bags will be issued to use for recycling.
- f) Place all trash in heavy-duty bags to keep your campsite clean. Consolidate the trash so there's room for every troop's trash in the dumpsters at the Cub World parking area.

**6. 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, Robbie Robinson (256-3082). The Camporee staff cannot take any responsibility for securing, setting up, striking, folding or returning Council tentage for any Troop.

**a. Webelos Dens and Leaders are Welcome at Fall Camporee**

Webelos Dens are encouraged to attend and participate at the Fall Encampment. The Dens will do the same events as the Boy 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 Boy Scout Troops must have their own leadership present and participate as a Den. Webelos may not be blended in to the ranks of the Troop.

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

## GRAND TOWERS 2004 SPRING CAMPOREE

### SCHEDULE OF EVENTS

#### FRIDAY, APRIL 30th

- 5:00-9:00 PM Troops arrive at Camporee Area. **Check-in at District Headquarters and receive map showing Camping Areas. Do not arrive before 5:00 PM.**
- 6:00-9:00 PM Eat Supper and Set-up Camp.
- 9:00 PM SPL checks that all Scouts in his Troop have space in a tent.
- 9:15 PM SPLs' Meeting at District Headquarters  
1) Turn in Troop/Patrol roster and fees to Campmaster.  
2) Discuss rules of Fall Camporee and of Camporee events.
- 9:30 PM SPLs' and Scoutmasters' **Cracker Barrel** at District Headquarters. Each Troop brings a contribution to share with others.
- 10:00 PM Campsites quiet. All lights out.

#### SATURDAY, May 1st

- 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 AM **Opening Ceremony.** Flag Raising. Introduction of Camporee Staff. Distribution of Scorecards and Event Schedule cards to Patrols.
- 9:00-11:30 AM **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30 AM-1:15 PM **Lunch** and cleanup. **Scavenger Hunt items will judged during the lunch hour, along with the Utensiless Cooking.**
- 1:15-1:30 PM Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script no later than 1:30 PM.
- 1:30-3:00 PM **Patrol Events.**
- 3:00-5:00 PM **Troop competitions**
- 5:00-5:45 PM Free Time. **Solutions to the Murder Mystery should be brought to HQ for review no later than 5:45 PM.**  
Clean-up and prepare for Personal and Uniform Evaluation.  
Rehearse Skits.

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### SCHEDULE OF EVENTS (Continued)

#### SATURDAY, May 1st

- 5:45-6:00 PM      **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff. **Bring totems to the flag ceremony for judging.**
- 6:00-8:00 PM      **Supper.** Be sure to allow time for clean-up so that at 8:00 PM everything is cleaned and put away.
- Use this time to further rehearse skits.
- 8:00 PM            **EVENING PROGRAM.** Assemble at Flag Pole to be led to the Evening Campfire site.
- 8:15-9:45 PM      **CAMPFIRE: Skits and Entertainment by Patrols and Staff**
- The Grand Towers Order of Arrow chapter will meet at the Campfire after the Patrols have returned to their campsites.
- 10:00 PM           Day's End . . . Campsites quiet . . . All lights out.

#### SUNDAY, May 2nd

- 6:30 AM            Wake-up
- 6:30-9:00 AM      Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00-10:00 AM     Begin Breaking Camp. Compact and securely close all trash bags.
- Take bags of aluminum cans, glass and plastic jugs home to be recycled.
- 10:00 AM           **Awards Ceremony and Closing**
- 10:30 AM-12:00 PM 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 Bags are to be removed by each Troop/Patrol and deposited in the dumpster at the Cub World parking area.

## GRAND TOWERS 2004 SPRING CAMPOREE

### Non-Field Events

These events are to be completed by the patrols either before the camporee, or else they are on-going during the camporee.

#### 1) PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the Fall Camporee. The purpose is to practice the skills that will be needed for the projects at the 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 4:30 PM, 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

#### 2) PATROL TOTEMS

All Patrols should make patrol totems which identifies their Patrol. These totems will be traded with other patrols attending the Camporee. Totems must be made of a natural material (wood or stone, for example). **No paper totems will be accepted.** Totems should be clearly marked with the patrol name, the troop, and the phrase "Grand Towers 2004 Spring Camporee". Each totem may be unique, but all totems made by a patrol should contain a common element. One totem should be brought to Staff Headquarters to trade for the staff totem. All totems collected should be brought to the evening flag ceremony attached to the patrol flag to be scored; no totems will be counted at any other time before or after.

Scoring:	5 points per different Patrol Totem acquired
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#### 3) MURDER AT THE CAMPOREE

At the conclusion of each field event, the judge will provide the patrol a clue about a murder. The patrol should use these clues to solve the crime. Solutions should be brought to Staff Headquarters by 5:45 PM on Saturday.

Scoring:	Up to 50 points for solving the mystery
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## GRAND TOWERS 2004 SPRING CAMPOREE

### 4) SCAVENGER HUNT

Equipment Supplied by Patrol: Stuff found around a campsite

The patrol will be provided a list at the Saturday morning flag raising of items found around a campsite. Collect these items during morning and have them available at lunch for scoring.

Scoring: 5 points for each item, to a maximum of 100 points

### 5) CAMPFIRE SKIT

The object is to create an original, humorous skit to perform at the Evening Campfire Program to entertain the audience and the Judges. **Skit descriptions must be on the form provided in this Manual and submitted at the 1:15 PM Assembly.** BE CREATIVE. THINK ABOUT YOUR SKIT BEFORE THE CAMPOREE. The Skit must receive approval prior to the evening flag ceremony in order to be performed. Upon completion of the skit, a panel of staff judges will score and critique the skit.

Scoring:	Submitted at 1:30 PM and Approved for Performing	30 points
	Performance Evaluation by Judges:	70 points

## GRAND TOWERS 2004 SPRING CAMPOREE

### Field Events

These events will be conducted Saturday morning. Patrols should be prepared as needed before they arrive at the event station.

#### 1) FIRST AID

Equipment: Provided by staff.

This event will focus on first aid associated with water-related hazards. Be prepared to discuss water safety as well.

Scoring:	Proper treatment and/or answers to questions	75 points
	Teamwork in providing first aid	25 points

#### 2) CROSSING THE RIVER

Equipment: Provided by staff

In order to achieve the highest amount of points, your patrol must carefully cross the river using two 2x4's without falling off. There is a catch!! In order for your team to cross the finish line, they must have a half-bucket of water so that they can help their teammates, who are dehydrated on the far side of the river. You patrol must cross obstacles and take these teammates back to the side of the river they started on without falling off.

Scoring:	Successfully getting patrol across the river (Points will be deducted for Scouts who fall in.)	50 points
	Not losing too much water	25 points
	Teamwork in crossing	25 points

#### 3) FILL IT UP

Equipment: Provided by staff

Your patrol has spotted a fire inside a latrine. You must form a bucket brigade to put this fire out. All patrol members will form a line spaced-out at arms length. The patrol members will pass a bucket of water from one end of the line to the other, and the final scout will pour it into a large tub (representing the fire). The catch is, everyone will be blindfolded! Points will be awarded based on team work and how much water successfully makes it down the line to the end.

Scoring:	Successfully filling up large tub (Points will be deducted for spillage)	75 points
	Teamwork in bucket brigade	25 points

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### 4) ERECTING A FLAG POLE

Equipment: Provided by staff

Your patrol must construct a flag pole, hoist a bucket of water to the top, and lower it back down. Points awarded for use of lashes, team work, and for minimum spillage of water.

Scoring:	Correct use of knots and lashes in pole	50 points
	Successfully hoisting and lowering bucket Of water with minimal spillage	25 points
	Teamwork in completion of project	25 points

### 5) LIGHT ME UP

Equipment: Provided by staff

There has been a sudden thunderstorm, and your troop was unable to cover the woodpile fast enough. It is now time for lunch, and your patrol is on fire duty. . You must start a fire and burn the wet wood. You will be given three matches to do your magic. If you fail, everyone will go hungry. Good luck!!

Scoring:	Burning all of the wood in reasonable time	75 points
	Teamwork in building the fire	25 points

### 6) FLAP JACK FLIP

Equipment: Provided by staff

The patrol will start a fire (with dry wood), cook a pancake, and flip it over a string. The patrol leader will be required to eat the pancake after it has been flipped.

Scoring:	Based on teamwork and successful flip	100 points maximum
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### 7) BULL'S EYE

Equipment: Provided by staff

Step right up and take aim at your target with a water balloon! Several targets will be set up at various distances, and patrol members can step up to the line and take their best shot at which ever target they wish. Points will be awarded based on how many targets are hit at each distance. Each patrol members is required to throw at least one balloon.

Scoring:	5, 10 or 15 points for near, medium and far targets
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## 8) COOKING IN WATER

**This event is to be completed at lunch time.**

You are on an extended backpacking trip, and your patrol has only a small amount of water left. You need to cook lunch (at least one meat and one vegetable) using your water, but you also need to conserve the water for the next day. Your patrol is challenged to cook a meal without using any utensils except for a single pot. The goal is to cook using the water in such a way as to be able to recover clean water at the end of the meal for use later. You may use freeze-dried foods if you wish.

Scoring:	Points based on how much water is reusable	75 maximum
	Quality of meal	25 points
	Bonus points for optional dessert	TBD

## Camp-wide Events

These events will be held in the afternoon, and will involve the entire camp. Patrol competitions will be scheduled so that the patrols will be able to participate in all of the events. Patrols should check in at staff headquarters in the morning to register for these events so that a schedule can be prepared by the staff in advance to the activities. **Troops/patrols which do not register will not be allowed to participate.**

## 1) WATER WAR

This is a variation on 'Capture the Flag' using water balloons. You have discovered that another patrol has captured your troop's flag, and you must get it back. Your patrol will be given five minutes to come up with a plan to retrieve the flag. You will be supplied with water balloons and cardboard shields for your battle. If someone is hit with a water balloon, they are 'dead' and out of the battle. Total points 100 maximum.

Scoring:	Participation	25 points
	Points awarded for teamwork	25 points
	Remaining points	50 points maximum
	Points deducted for each patrol member hit	
	Points awarded for hitting opposing team members	
	Points awarded for completion of mission first	

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### 2) TUG-OF-WAR

All patrols may compete in a campwide tug-of-war competition to determine the strongest patrols out there. (There will be separate Troop and Pack competitions.) In order for your patrol to win, they must pull the opposing patrol into a pool of water located between the two teams.

Scoring: Elimination-based, with participation and points for first, second and third places.

50 points maximum

### 3) BUCKET RELAY

Patrols will compete against each other in a race to fill the large tub bucket-by-bucket. The scout(s) carrying the buckets of water may not touch them with their hands, although those who fill them may do so.

Scoring: Elimination-based, with participation and points for first, second and third places.

50 points maximum

### 4) PIE EATING CONTEST

Who can eat a pie the fastest? Each troop may enter one scout to compete for honor and glory in the Spring Camporee Pie-Eating Competition. First place goes to the scout who can eat the pie, the whole pie (and nothing but the pie) the fastest. Points will also be awarded to the next few scouts who are closest to finishing when the last bite is done.

Scoring: Pparticipation and points for first, second and third places.

50 points maximum

### 5) SERVICE PROJECT

Demonstrate scouting spirit and help gather wood for the evening campfire. Points based on participation and quality of help, to a maximum of 100 points.

## GRAND TOWERS 2004 SPRING CAMPOREE

### Campsite Evaluations: What is Expected

Campsite and Equipment evaluations will occur Saturday morning while patrols are at the field events. The evaluation will only be made with an Adult Leader present so Leaders should make an effort to be in camp. Patrols should make sure that their campsite is ready to be inspected before they leave for the patrol events.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
<u>Campsite Area</u>		
1. Campsite Layout	5	Tents away from cooking area
2. Adequate Protection	5	Drainage, Circulation, and Wind
3. Tents and Dining Fly	5	Properly raised; no ropes in pathways
4. Patrol Area	5	Tents arranged in a line or cluster
5. Patrol Flag	5	Posted or prominently displayed
6. Duty Roster	5	Posted and filled out completely
Bonus: Campsite Entrance	5	Gateway constructed with lashings
Identification	<u>5</u>	Sign or name of patrol and troop
	40	
<u>Equipment</u>		
1. Personal	5	Stored in tents; out of sight
2. Troop or Patrol	5	Adequate Camping Equipment
Bonus: Ax Yard	<u>5</u>	Safe; equipped with proper tools
	15	
<u>Cooking Area</u>		
1. Property Located	5	Away from tents (not in pathway)
2. Food Supplies	5	Adequate Food Properly Stored
3. Menu	5	Posted; Variety in Meals
4. Adequate Cooking Equipment	5	Clean pots, pans, and skillets
5. Adequate Dish Washing Equipment	<u>5</u>	Large pots, dish rack, scrub pads
	25	
<u>Safety and Sanitation</u>		
1. First aid kit	5	Displayed; fully equipped
2. Garbage Disposal Location	5	Away from Food Prep. Area
3. Firewood	5	Out of the way; under a tarp
4. Care and Disposal of Garbage	5	Container with a closeable top
Bonus: Compacting	10	Boxes flat and compact
Recycling	<u>15</u>	Alum. cans, glass, plastic separated
	45	
<b>Maximum Score</b>	<b>125</b>	

GRAND TOWERS 2004 SPRING CAMPOREE

**GRAND TOWERS SPRING CAMPOREE, 2004**

**CAMPFIRE SKIT DESCRIPTION FORM**

Patrol name \_\_\_\_\_ Troop \_\_\_\_\_

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

**Brief 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.**

## GRAND TOWERS 2004 SPRING CAMPOREE

### Fall Camporee Scoring System

<b>Event</b>	<b>Points</b>
Pre-Camporee	100
Skit	100
Murder Mystery	50
Scavenger Hunt	100
Field Events	800
Campwide Events	250
Service project	100
Campsite Evaluation	125
Personal Evaluation	100
Maximum	

Maximum Possible Score

1,725 points

### Camporee Awards

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

PATROL AWARD OF HONOR AND MERIT                      1,725 to 1,300 points

PATROL AWARD OF MERIT                                      1,300 to 1,001 points

PATROL AWARD    1,000 to 701 points

PARTICIPATING PATROL                                        700 points or less

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.

**GRAND TOWERS SPRING CAMPOREE, 2004**

**TROOP ROSTER**

**Unit #** \_\_\_\_\_

(Please indicate if Cub Scout, Webelos or Boy Scouts)

**# Adults:** \_\_\_\_\_

**# Scouts:** \_\_\_\_\_

List names of attendees below. Use reverse side if needed.