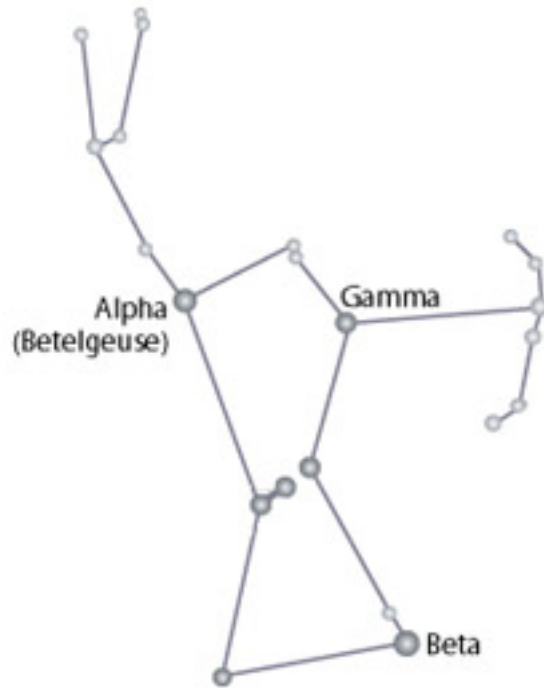


2005 Spring Camporee Grand Towers District



April 22-24, 2005
Beaumont Scout Ranch
Laemli Area

Campmaster: Jeff Perry
Advisor: Paul Winter

(314) 436-0286
(314) 291-6620

ATTENTION: SCOUTMASTER & SR. PATROL LEADER

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

Patrols are encouraged to show their patrol spirit by carrying their patrol flag to events and sharing their patrol yell at the successful completion of the events.

UNIFORMS:

Scout uniforms will not be required during the camporee events, but part of scout spirit is the uniform, and scouts are encouraged to wear scouting-related shirts during the day. Uniforms are required at campwide assemblies (such as the flag ceremonies and the campfire). Please wear your full uniform for these gatherings.

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 2005 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. Do not wash your dishes at the water spigots.
- 4) **Equipment** – Besides your patrol gear, other equipment will be needed for patrol projects, as described in this manual. Please note and fulfill these needs.
- 5) **Camping Code** – The Scout Oath and Law shall be the law of the camp. Scouts should also practice 'Leave No Trace Camping.'
- 6) **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 2005 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.

Patrol Counselor: A Camporee staff member will be assigned as a Staff Counselor for each Troop. 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 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 is room to take it with you and dispose of it properly.

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.

7. 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 2005 SPRING CAMPOREE

SCHEDULE OF EVENTS

FRIDAY, OCTOBER 15th

- 5:00-9:00 PM Troops arrive at Camporee Area. **Check-in at District Headquarters and receive map showing Camping Areas**
- 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 Leaders/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.
- 10:00 PM Campsites quiet. All lights out.

SATURDAY, OCTOBER 16th

- 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 **Morning 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.
- 1:15-1:30 PM Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script at this time.
- 1:30-3:00 PM **Patrol Events.** Campsite evaluations may continue during this period.
- 3:00-5:00 PM **Troop competition**
- 5:00-6:00 PM **Free Time.** Clean-up and prepare for Personal and Uniform Evaluation. Rehearse Skits.

GRAND TOWERS 2005 SPRING CAMPOREE

SCHEDULE OF EVENTS (Continued)

SATURDAY, OCTOBER 16th

- 6:00 PM **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 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 Astronomy session. Gather at the flagpole. Lights out for those not participating. All camps should be quiet following the session.

SUNDAY, OCTOBER 17th

- 6:30 AM Wake-up
- 6:30-9:00 AM Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00 AM **Awards Ceremony and Closing**
- 9:00-10:00 AM Break Camp. Compact and securely close all trash bags.
- Take bags of aluminum cans, glass and plastic jugs home to be recycled.
- 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.

Non-Field Events

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, a one-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
	Maximum	100 points

2) 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 by 1:30 PM and Approved for Performing	30 points
	Performance Evaluation by Judges:	70 points
	Maximum	100 points

3) SCOUTMASTER/LEADER'S SKIT

Each patrol in a troop will receive credit if an adult leader from the troop participates in the Scoutmaster/Leaders skit at the campfire. (Credit will be given only for one leader, even if more participate.) As with the patrol skits, the leaders will be judged by the camp staff. There will be time during the camporee for the leaders to plan and practice their skit.

Scoring:	Participation by Scoutmaster	30 points
	Participation by Assistant Scoutmaster	25 points
	Performance Evaluation by Judges:	70 points
	Maximum	100 points

4) SERVICE PROJECT

Demonstrate scouting spirit and help gather wood for the evening campfire. Points based on participation and quality of help. This event will be conducted during the hours of the field events in the morning and afternoon.

Scoring:	Maximum	100 points
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GRAND TOWERS 2005 SPRING CAMPOREE

5) CAMPSITE INSPECTION

Campsite inspection will occur during the field events in the morning/afternoon. A detailed listing for the inspection is provided in this manual.

Scoring: Maximum of 120 points

6) PATROL INSPECTION

Patrol inspections will take place at the evening ceremony before dinner. Patrols should arrive with patrol flags and be prepared to give their patrol yell. Scouts should be clean and in uniform. The members of every Patrol will be evaluated at the Evening Retreat by the following criteria:

- | | | |
|----|---|-----------------------------------|
| 1) | Is every Scout wearing his Scout Shirt? | 5 points per scout, to 25 maximum |
| 2) | Is every Scout in the Patrol in Full Uniform? | 5 points per scout, to 25 maximum |
| 3) | Are Scouts clean and presentable? | 25 points |
| 4) | Does the patrol have a patrol flag? | 15 points |
| 5) | Did the patrol give the patrol yell? | 10 points |

Maximum 100 points

(Patrols with fewer than five scouts will receive maximum points for 1 and 2 if all scouts are properly in uniform.)

GRAND TOWERS 2005 SPRING CAMPOREE

Field Events

These events will be conducted Saturday morning and early Saturday afternoon. Patrols should be prepared as needed before they arrive at the event station. All events will be scored based on a 100 point maximum for successful completion of the event. Bonus points will be awarded in some events based on the overall individual rankings.

Even though some of these events may involve only a single patrol member, teamwork is a part of every score, even if it is not specifically mentioned. Patrols should report to events as a group, and the patrol leader should be prepared to present the patrol score card to the staff member. Patrol members not actively participating should be supporting those who are.

1) FIRST AID

Patrols will be given 5 minutes to build a first aid kit for a specific type of event or use (i.e. home use, camping trip, day hike, float trip,...) from items provided. After assembling their kit, they will be required to explain their choices for items included and excluded. They will then be asked questions about specific items, or be asked to demonstrate the use of some items.

Scoring:	Building the first aid kit	45 points
	Demonstration of use of items in kit	45 points
	Teamwork	10 points
	Maximum	100 points

2) FIRE AND WATER

The patrol will get three matches with which to start a fire that will burn through a rope strung above the fire. They will then need to form a bucket brigade and extinguish the fire properly. Patrols may provide tinder, but the use of fuels or fire-starters will not be allowed. Patrols may also opt to use a means other than matches (friction, flint/steel or magnifying glass) to start the fire for bonus points. (No penalty will be assessed if the patrol first tries an alternate means and then switches to the matches.)

Scoring:	Based on number of matches used and how long it takes patrol to burn through the string:	
	1 match, 15 minutes or less	75 points
	2 matches, 15 minutes or less	65 points
	3 matches, 15 minutes or less	60 points
	1 match, 15-20 minutes	55 points
	2 matches, 15-20 minutes	45 points
	3 matches, 15-20 minutes	40 points
	Any number of matches, more than 20 minutes	35 points
	Started fire, didn't burn through string	30 points
	Bucket brigade	25 points
	Maximum	100 points

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3) ORIENTEERING

The patrols will navigate a course of approximately 1 mile in length using map and compass. This event is based on the requirement for first class. There will be ten points in the course; at some of these points, the patrol will be required to take a bearing or measure a height. At each point, the patrol will need to record the unique identifier on the marker. The patrol should take no more than 60 minutes to complete this course.

Scoring:	Successfully reaching each marker	5 points each
	Answers to questions at specified markers	5 points each
	Patrol teamwork and cooperation	<u>25 points</u>
	Maximum	100 points

4) TRACKING

Patrols will identify animals from pictures/drawings of tracks. They will then be asked to follow the tracks of a specific animal through a course.

Scoring:	Identification of tracks	10 points each
	Navigation of course	25 points
	Patrol teamwork and cooperation	<u>25 points</u>
	Maximum	100 points

5) BUILD A CAMP GADGET

Each patrol will be given 30 minutes to assemble a small structure using sticks and rope. (The rope will be provided by staff; patrols will need to scavenge for the wood.) The structure should use properly a minimum of three different types of knots and two different lashings. Upon completion of the structure, the patrol should explain its use. Note: The structure need not be 'life-sized'; for example, a patrol could construct a model of a bridge or tower instead of a life-sized bridge or tower.

Scoring:	Proper use of knots/lashings	5 points each
	Complexity of gadget	35 points
	Usefulness of gadget	10 points
	Patrol teamwork	<u>30 points</u>
	Maximum	100 points

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6) BALLOON TOSS

Patrol members will toss water balloons back and forth, gradually increasing the distance apart, until the balloon breaks or is dropped. Every patrol member must participate at least once. The patrol will get five balloons, with the best four scored. Points will be awarded based on the total distance apart and the number of tosses getting to that distance. For example, three tosses to get to a distance of fifteen feet apart will score more than four points to reach that same distance or three tosses to reach ten feet.

Scoring:	Four balloons at 20 points each	80 points max
	Patrol teamwork	<u>20 points</u>
		Maximum 100 points

7) BOARDWALK MAZE

The Patrol will be asked to navigate a string course, walking in unison on 2"x4"s. This is an activity requiring everyone to work together as a unit so the boards will move. Every Patrol Member will stand on each of the 2"x4"s, grasp a loop of rope attached to each board, and in concert lift the right board and then the left one to walk the course. The trick will be that only the lead patrol member will be able to see; all other patrol members will be blindfolded. Points will be deducted if the boards hit the strings or if multiple patrol members fall over.

Scoring:	Successful navigation of course with no problems	50 points
	# of times multiple patrol members fall down	-5 points each
	# of times patrol hits strings	-10 points each
	Patrol teamwork	<u>50 points</u>
		Maximum 100 points

8) CASTING FOR GOLD

Patrol members will take turns casting a line out into the field to hit targets and score points. A fishing pole will be provided. No hooks will be used. Each patrol will get eight throws to score points, which will be awarded based on the targets hit, up to a maximum of ninety points. All patrol members must make at least one cast.

Scoring:	Based on the targets hooked, eight casts	90 points max
	Patrol teamwork	<u>10 points</u>
		Maximum 100 points

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9) ASTRONOMY

This event will have two parts. During the field portion, patrols will be asked to identify constellations from pictures, and will be asked other questions based on the astronomy merit badge. The second portion will be an astronomy session after the campfire (weather permitting), and will require participation from only one patrol member for the patrol to earn points. (Having more patrol members does not earn more points, but all are welcome to participate.) Hopefully there will be one or two telescopes available for viewing whatever may be seen.

Scoring:	Successful answers to questions	5 points each
	Patrol cooperation and participation	<u>20 points</u>
		Maximum 100 points
	Participation in night session	25 points

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. Points will be awarded based on participation. Patrols with fewer members may be combined, and will share in all scores. **Troops/patrols which do not register will not be allowed to participate.**

10) SOCCER TOURNAMENT

A soccer tournament will be conducted between patrols in the afternoon. Depending on the level of participation, patrols may be combined into one team. Scoring will be based on participation and sportsmanship.

Scoring:	# of patrol members participating	20 points each, to 80 max
	Good sportsmanship from all participants	<u>20 points</u>
		Maximum 100 points

11) DISTANCE RUN

One patrol member from each patrol can participate in a distance run. Points will be awarded based on the age and time for the runner, as well as the team spirit shown by the spectators as they cheer their patrol member to victory. Younger runners will be given a handicap time in determining the final places.

Scoring:	Participation by one patrol member	25 points
	Score based on time and age	50 points max
	Enthusiasm of spectators	<u>25 points</u>
		Maximum 100 points
Bonus points:	First place	25 points
	Second place	15 points
	Third place	10 points

GRAND TOWERS 2005 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 Areas	5	Tents arranged in a line or cluster
5. Duty Roster	5	Posted and filled out completely
Bonus: Patrol flagpole	5	Constructed properly with lashings
Identification	<u>5</u>	Additional sign w/ patrol name and troop
	35	
<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, cleaning supplies
	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, stacked neatly
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	
Maximum Score	120	

GRAND TOWERS 2005 SPRING CAMPOREE

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 2005 SPRING CAMPOREE

Fall Camporee Scoring System

Event	Maximum points
Pre-Camporee	100
Campfire Skit	100
Scoutmasters Skit	100
Field Events	925
Campwide Events	200
Personal Evaluation	100
Campsite Evaluation	120
Service Project	100
Total (without bonus points)	1745

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	1,745 to 1,351 points
PATROL AWARD OF MERIT	1,350 to 1,051 points
PATROL AWARD	1,050 to 751 points
PARTICIPATING PATROL	750 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 FALL 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.

GRAND TOWERS 2005 SPRING CAMPOREE

Patrol Score Card

Event	Maximum Score	Score (0-100)	Patrol Leaders Initials	Judge's Initials
1) FIRST AID	100			
2) FIRE AND WATER	100			
3) ORIENTEERING	100			
4) TRACKING	100			
5) CAMP GADGET	100			
6) BALLOON TOSS	100			
7) BOARDWALK MAZE	100			
8) CASTING FOR GOLD	100			
9) ASTRONOMY	100			
10) SOCCER TOURNAMENT	100			
11) DISTANCE RUN	125			
9a) ASTRONOMY NIGHT SESSION	25			