

# **2006 Spring Camporee Grand Towers District**

**April 28-30, 2006  
Beaumont Scout Ranch  
Laemli Area**

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## **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 the expectations for 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 2006 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 2006 SPRING CAMPOREE

### NOTES TO PARTICIPANTS

#### 1. Troop Campsite Locations

Check in with the District Headquarters when arriving at the Camporee Area. Please set up camp in the Troop camping areas only (the far end of the Laemmli Area), leaving the near end of the field for the campfire and camporee events.

#### 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 on Saturday morning. 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 on Saturday 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.

## GRAND TOWERS 2006 SPRING CAMPOREE

### 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 2006 SPRING CAMPOREE

### SCHEDULE OF EVENTS

#### FRIDAY, APRIL 28th

- 5:00-9:00 PM Troops arrive at Camporee Area. **Check-in at District Headquarters and receive map showing Camping Areas**
- 9:00 - 9:15 PM Leaders/SPLs' Meeting at District Headquarters.  
Discuss rules of Fall Camporee and of Camporee events.
- 9:30 – 12:00 PM Friday evening Night Hike. (Details below.)
- 12:00 PM Campsites quiet. All lights out.

#### SATURDAY, APRIL 29th

- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:00 AM-11:00 AM Free Time. **Be prepared for patrol activities to start at 12:30 PM.**  
Each patrol should send a representative to Headquarters to check in and receive the assigned skit. Patrols may also complete the Service Project during this time.
- 10:00 -11:00 AM **Tug-of-War competition.** A minimum of one patrol member is required to participate for a patrol to score points, but all may participate.
- 11:00 AM-12:30 PM **Lunch. Be prepared for patrol activities to start at 12:30 PM.**
- 12:30-12:45 PM Assemble at the flagpole for announcements.
- 12:45-4:30 PM **Patrol Events.**
- 5:00-5:30 PM **Free Time.** Clean-up and prepare for Personal and Uniform Evaluation.  
Rehearse Skits.

## GRAND TOWERS 2006 SPRING CAMPOREE

### SCHEDULE OF EVENTS (Continued)

#### SATURDAY, APRIL 29th

- 5:30 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.

#### SUNDAY, APRIL 30th

- 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.

GRAND TOWERS 2006 SPRING CAMPOREE

**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 turn in at Staff Headquarters 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
	<u>Day-only Pre-Camporee</u>	<u>50 points</u>
	<b>Maximum</b>	<b>100 points</b>

**2) ASSIGNED CAMPFIRE SKIT**

Each patrol will be randomly assigned a skit on Saturday morning to perform at the campfire on Saturday evening. The patrol should rehearse the skit in advance, and every patrol member should participate if possible. Upon completion of the skit, a panel of staff judges will score and critique the skit. Please write legibly, and include your troop and patrol name with your submission so that you receive credit.

Scoring:	<u>Performance Evaluation by Judges:</u>	<u>50 points</u>
	<b>Maximum</b>	<b>50 points</b>

**3) ORIGINAL 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 to Staff Headquarters by 4:30 PM. The Scoutmaster must sign the submission.** 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. Please write legibly, and include your troop and patrol name with your submission so that you receive credit.

Scoring:	Submitted by 4:30 PM and Approved for Performing	30 points
	<u>Performance Evaluation by Judges:</u>	<u>70 points</u>
	<b>Maximum</b>	<b>100 points</b>

GRAND TOWERS 2006 SPRING CAMPOREE

**4) LEAD A CAMPFIRE SONG**

Each patrol may teach the campfire assembly a scout-related campfire song. First, the patrol will sing the song for the assembly, and then the patrol will lead the assembly in singing the song. Points will be awarded based on how well the patrol succeeds in teaching the song.

**The song title and lyrics should be submitted to Staff Headquarters by 4:30 PM so that we can avoid duplication of songs. The Scoutmaster must sign the submission.** Please write legibly, and include your troop and patrol name with your submission.

Scoring:	Submitted by 4:30 PM and Approved for Performing	10 points
	<u>Successful teaching of the song to the assembly</u>	<u>40 points</u>
	<b>Maximum</b>	<b>50 points</b>

**5) 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
	<b>Maximum</b>	<b>100 points</b>

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

**6) CAMPSITE GADGET**

Patrols should build a useful gadget using a minimum of three lashings correctly. The gadget may be any size or function, but patrol members should be able to clearly explain what the gadget is and how it is used (if asked), and to identify the lashings used in the gadget.

Example gadgets include: Flagpole for patrol flag, swinging gate into the patrol area, functional chair for patrol leader, table,... Points will be awarded based on the proper use of lashings and the complexity of the gadget, up to 50 points maximum. This device can be built during the morning free time. It will be judged during the afternoon events.

## GRAND TOWERS 2006 SPRING CAMPOREE

### **Field Events**

These events will be conducted 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 may be awarded in some events.

Even though some of these events may involve only a single patrol member at a time, 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, including assisting other patrol members where appropriate.

#### **1) FIRST AID**

On a routine patrol hike, the scouts come across an injured hiker on the trail. Using the supplies they bring with them on the hike, they should provide first aid for the injured hiker according to the symptoms he exhibits, and then devise a method to transport him back to civilization.

Scoring:	Choice of supplies for the hike	30 points
	Treatment of injuries	40 points
	Transporting the injured hiker	20 points
	<u>Teamwork</u>	<u>10 points</u>
	<b>Maximum</b>	<b>100 points</b>

#### **2) FOOTBALL TOSS**

The event will be based on distance and accuracy. A series of targets will be placed at various distances from the thrower. Each patrol member will get one throw, and the best three throws will be used in determining the patrol score. Points will be awarded based on the distance to the target nearest where the football lands, with the farther targets worth more points than the nearer ones.

Scoring:	Total for three throws	90 points max
	Patrol teamwork and cooperation	<u>10 points</u>
	<b>Maximum</b>	<b>100 points</b>

#### **3) PHYSICAL FITNESS RELAY**

Each patrol member will run twenty feet and perform some number of sit-ups, pushups, jumping jacks, or other calisthenics as directed by the staff member. Points will be awarded based on total time for the patrol to complete the relay. If possible, two patrols will compete head-to-head in the event, with the faster patrol earning bonus points.

Scoring:	<u>Successful completion of the relay</u>	<u>100 points</u>
	<b>Maximum</b>	<b>100 points</b>

GRAND TOWERS 2006 SPRING CAMPOREE

**4) WILDERNESS SALAD**

Each patrol should collect between five and ten different edible plants found at Beaumont Scout Ranch. This can be done at any point prior to the event. These plants will be used to prepare a salad for the patrol leader to eat. Salad Dressing will be provided.

Scoring:	10 points per type of edible plant	100 points
	<u>Patrol leaders eats salad</u>	<u>20 points</u>
	<b>Maximum</b>	<b>120 points</b>

**5) PATROL LEADER CHARIOT**

The patrol must make a device with which to carry its Patrol Leader 50' without spilling the cup of water he is holding. The patrol's job is to construct sturdy device using a minimum of three poles with the correct lashings. They then pick up the patrol leader and carry him 50' without dropping him. Any type of device may be built.

Scoring:	Good design of 'Chariot"	25 points
	Correct and tight lashings	25 points
	No spills or dropping	30 points
	<u>Patrol cooperation and attentiveness</u>	<u>20 points</u>
	<b>Maximum</b>	<b>100 points</b>

**6) BALOON TOSS OR EGG TOSS**

Patrol members will pair up and toss either a water balloon or egg (depending on the weather) back and forth, moving farther apart after each toss until the item breaks. Points will be awarded based on the distance between the scouts for the three longest pairs.

Scoring:	Up to 25 points per pair, based on distance	75 points
	<u>Patrol cooperation and attentiveness</u>	<u>25 points</u>
	<b>Maximum</b>	<b>100 points</b>

**7) 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 afternoon, or during the morning free time (if the patrols wish to do so).

<b>Scoring:</b>	<b>Maximum</b>	<b>100 points</b>
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## GRAND TOWERS 2006 SPRING CAMPOREE

### 8) SPONGE RACE RELAY

The patrols will transfer water from one bucket to another using a sponge. The patrol will stand in a single file line facing the full bucket. The scout at the front of the line will soak the sponge in the water and pass it back over his head to the scout behind him, who will pass it on to the next scout,... The last scout will squeeze the sponge out into a second bucket, and the sponge will be passed back up to the front of the line to repeat. Points will be awarded based on how fast the patrol manages to fill the back container.

Scoring:	Up to 75 points, based on how fast the bucket is filled	75 points
	<u>Patrol cooperation and attentiveness</u>	<u>25 points</u>
		<b>Maximum 100 points</b>

### Camp-wide Events

This events will be held Saturday morning, and will involve the entire camp. 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.**

### 9) TUG-OF-WAR

All patrols may compete in a camp-wide tug-of-war competition to determine the strongest patrols out there. Scoring will be based on participation only; only one member of the patrol needs to participate to score points. This event will be held Saturday morning, between 10 and 11 AM.

Scoring:	Participation and cooperation	50 points maximum
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## GRAND TOWERS 2006 SPRING CAMPOREE

### **Night Hike on Friday evening**

On Friday evening, the patrols will go out on a short (no more than two or three miles, total) night hike along a course that will take them from Laemmli Area back towards Swift through the woods, and then back to Laemmli. Patrols will be sent out at staggered intervals of five or ten minutes between 9:30 PM and 11:30 PM. They should bring with them appropriate flashlights and water, and any other supplies deemed needed for a night hike. At various points along the trail, the patrols will stop and participate in brief activities. Instructions and supplies will be provided at each of these stops. For the final portion of the hike (along the road), the patrols will have no flashlights.

**The night hike on Friday will be worth 100 points.** The exact nature of the scoring is to be determined.

Because of this event, there will be only one organized event on Saturday morning – the Tug-of-War competition. This will be held between 10 AM and 11 AM. The remainder of the morning will be free time for the Troops to use as they wish. However, the afternoon activities will start promptly at 12:30 PM with a camp-wide assembly, and field events will be held from 12:45 PM – 4:30 PM. All scouts should be ready to participate in field events after lunch, and the troops should schedule lunch accordingly.

Because there will be no formal morning campwide assembly, it is important that the patrols check in at staff HQ at some point during the morning. They will be given a Patrol Scorecard at this time and assigned a skit for the evening campfire. Patrols may also complete the Service Project during the morning. **Patrols may not begin the afternoon events until they have checked in at HQ and received a scorecard.**

GRAND TOWERS 2006 SPRING CAMPOREE

**CAMPFIRE SKIT DESCRIPTION FORM**

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

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

**Brief Description:**

Scoutmaster signature: \_\_\_\_\_

**This form should be completed and submitted at Staff Headquarters no later than 4:30 PM on Saturday.**

GRAND TOWERS 2006 SPRING CAMPOREE

CAMPFIRE SONG DESCRIPTION FORM

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

Title of Song \_\_\_\_\_

Lyrics:

Scoutmaster signature: \_\_\_\_\_

**This form should be completed and submitted at Staff Headquarters no later than 4:30 PM on Saturday.**