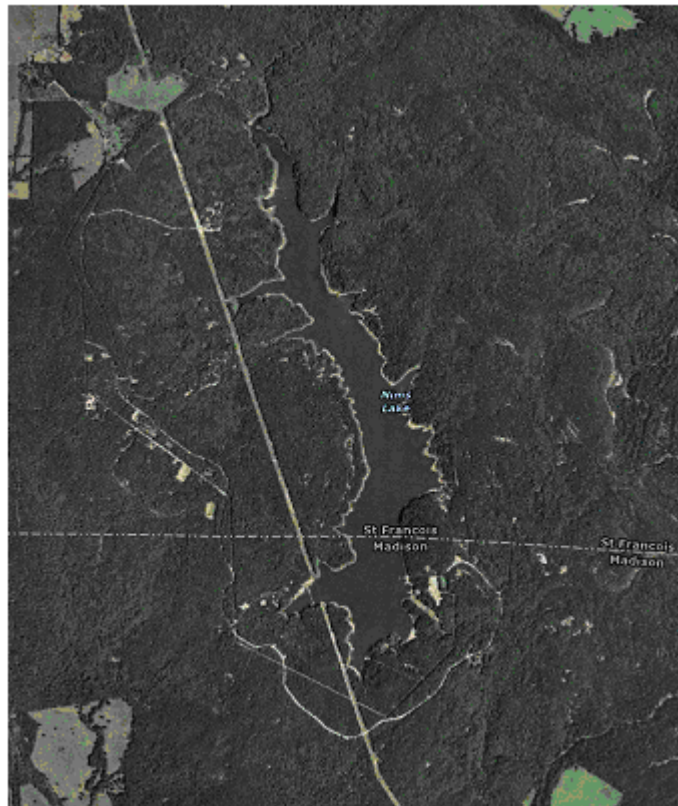


2007 Spring Camporee Welcome to Summer Camp



**April 13-15, 2007
Laemli Aree Beaumont Scout Ranch
Camp Master: Justin Farnham
Advisor: Paul Winter**

GRAND TOWERS 2007 SPRING CAMPOREE

Introduction to Leave No Trace

Leave-No-Trace is a comprehensive approach to living and behaving in the outdoors which encompasses not just camping, but also hiking, backpacking, and even just going to the park for an afternoon. Scouts at the Camporee should keep in mind the principles of Leave No Trace throughout the weekend. These principles are:

- * Plan Ahead and Prepare
- * Travel and Camp on Durable Surfaces
- * Dispose of Waste Properly
- * Leave What You Find
- * Minimize Campfire Impacts
- * Respect Wildlife
- * Be Considerate of Other Visitors

Leave No Trace is not a series of hard and fast rules about what to do in any situation: How far should you camp from running water? What surfaces should you camp on? This information is part of Leave No Trace, but not all of it. Leave No Trace is an attitude and an ethic. Leave No Trace is about respecting and caring for wilderness, about doing your part to protect our limited resources and future recreation opportunities. Once the principles are embraced, the techniques follow.

Your troop is encouraged to practice Leave No Trace as you camp at your campsite, as you set-up and take down your tents, as you move around the camporee area.

The Outdoor Code

*As an American I will do my best to-
Be clean in my outdoor manners
Be careful with fire
Be considerate in the outdoors
and
Be conservation-minded.*

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ATTENTION: SCOUTMASTER & SR. PATROL LEADER

This manual explains Troop and Patrol participation, the 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 should practice the skills they have learned in the 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 camp-wide 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.

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ATTENTION: PATROL LEADERS

IMPORTANT INFORMATION

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.

Fire Fuel – Patrols should use wood or charcoal fuel. Build fires in designated campfire locations whenever possible. DO NOT CUT DOWN TREES, LIVE OR DEAD.

Use of Water – Water spigots are for drinking and filling water containers only. Do not wash your dishes at the water spigots. Dispose of waste water in accordance with Leave No Trace practices.

Equipment – Besides your patrol gear, other equipment will be needed for patrol projects, as described in this manual. Please note and fulfill these needs.

Camping Code – The Scout Oath and Law shall be the law of the camp. Scouts should also practice ‘Leave No Trace Camping’ whenever possible.

Parking – Parking will be directed by the District, and will be in designated areas only. No parking or driving is permitted in the camping areas.

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.

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

Fireworks – Absolutely no fireworks are permitted at the camporee.

Alcohol/Drugs – No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council camps.

Smoking – Smoking is discouraged on Council property.

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NOTES TO PARTICIPANTS

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, leaving the remainder of the area for the campfire and camporee events.

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.

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 Main Scoreboard at Camporee 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.

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.

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Council Equipment

Council tents are available to Troops who make reservations with Council for renting tents, dining flies, etc., if the Camporee is held on Council property (i.e. Beaumont or S-F Ranch). 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), or by contacting the Grand Towers District executives. The Camporee staff cannot take any responsibility for securing, setting up, striking, folding or returning Council tentage for any Troop.

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.

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SCHEDULE OF EVENTS

Friday, September 28th

- 5:00 – 9:30 PM Troops arrive at Camporee Area. **Check-in at District Headquarters when you arrive.**
- 9:30 – 10:00 PM Leaders/SPLs' Meeting at District Headquarters.
Discuss any additional rules for Camporee events.
- 10:00 PM Campwide activity: Capture the Flag.
- 12:00 PM Campsites quiet. All lights out.

SATURDAY, APRIL 29th

- 7:30 – 10:30 AM Archery free-shoot
- 6:30 – 9:30 AM Wake-up, breakfast
- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:30 - 11:00 AM Patrols should complete the Orienteering course during this time. Patrols may also get the Scavenger Hunt list from Staff HQ during this time.
- 11:00 AM – 12:30 PM **Lunch. Be prepared for patrol activities to start at 12:30 PM.**
- 12:30 PM Assemble at the flagpole for announcements. Patrol events will start after the assembly.
- 12:30 – 4:00 PM **Patrol Events.**
- 4:00 – 5:00 PM A Campwide pinewood derby will be held at this time. Each patrol may enter one vehicle.
- 5:00 – 6:00 PM **Cooking event for Pot-Luck dinner.**

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SCHEDULE OF EVENTS (Continued)

SATURDAY, APRIL 29th

- 6:10 PM **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 6:30-8:00 PM **Campwide Pot-Luck dinner. Each Patrol/Troop should provide a dish.**
- 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.
- 9:30 AM **Awards Ceremony and Closing**
- 9:00-10:00 AM Break Camp.

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.

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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>
	Maximum 100 points

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. Participation should include the entire patrol for full credit.

Scoring: Participation of entire patrol	Up to 50 points
<u>Performance evaluation by judges</u>	<u>25 points</u>
	Maximum 75 points

3) ORIGINAL CAMPFIRE SKIT AND/OR SONG

The patrol should have a skit or song to perform at the Evening Campfire Program to entertain the audience and the Judges. **A notification of your patrol's skit and/or song should be submitted to Staff Headquarters by 4:30 PM. The Scoutmaster must sign the submission.** BE CREATIVE. THINK ABOUT YOUR SKIT AND SONG BEFORE THE CAMPOREE. 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: Skit/song submitted by 4:30 PM	25 points
Performing song/Instructing audience	25 points
Participation by entire patrol	Up to 50 points
<u>Performance evaluation by judges</u>	<u>25 points</u>
	Maximum 125 points

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4) 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/scout, to 25 max
2)	Is every Scout in the Patrol in Full Uniform?	5 points/scout, to 25 max
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
		<hr/>
		Maximum 100 points

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

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Field events

The field events will occur both in the morning and the afternoon. Events in the morning will be un-structured, in that the patrols will check in at Staff Headquarters to start the event and return to HQ upon the completion of the event. They will be conducting the events on their own. For the afternoon events, the patrols will go to various stations to complete the activities at each location. Pay attention in the event descriptions as to when the event occurs.

1) Tents Up, Tents Down

One of the first things you do at Summer Camp is set up your tents. These tents are canvas wall tents, with two uprights, a cross-bar, and stakes at the four corners. The patrol will be required to set-up and take down two tents, from the correctly folded state at the start, to the correctly folded state to finish. When set up, the tent must have all four corners properly staked out and the front flaps opened, and it must stand free for 30 seconds before the patrol takes it down. In taking the tent down, all stakes must be taken out of the ground and placed next to the poles. The tents must be folded correctly to conclude the process. The tents may not be set up simultaneously; the first tent must be completed before the second can be started. The staff member may provide guidance at each stage as needed if the patrol requests it.

The event will be timed. The patrols with the three fastest times will receive bonus points. Times will be adjusted for the number of members in the patrol, as larger patrols should be able to go faster.

Scoring: Completion of first tent with minimal guidance	40 points
Completion of second tent with minimal guidance	40 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>

Maximum 100 points

Bonus points: 25, 15 and 10 for first, second and third fastest times

2) Building a Grand Tower

Pioneering is a classic Summer Camp merit badge. Scouts learn knots and lashings, and at the end of the week assemble a large structure using the skills they have learned. At the camporee, the district will build a "Grand Tower" using pioneering skills. Each patrol will be asked to construct some portion of the tower, and at the end of the afternoon, we will raise the tower. The lashings used will include the square lashing, diagonal lashing and sheer lashing. At least one patrol member should be available to help raise the tower at the end of the afternoon.

Scoring: Completion of assigned construction	40 points
Proper use of knots and lashings	30 points
Participation in tower raising	10 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>

Maximum 100 points

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3) Wilderness Survival

The patrol will be given a single ground-cloth to use in the construction of a shelter for their patrol leader. This shelter will be built of materials found at the camporee area, and must include at least three reasonably large pieces of wood. The patrol may use twine for lashings, but they will be penalized for doing so. The shelter should be large enough for the Patrol Leader to lay down under. After the shelter is built, the patrol leader will lie under it, and the staff member will toss a bucket of water on it to see if the patrol leader gets wet. Bonus points will be awarded if the patrol leader stays dry without the patrol using the ground cloth, but beware! If he gets wet, you lose all of the points for staying dry.

Scoring: Completion of shelter with no rope or twine	40 points
Use of rope or twine in construction	- 10 points
Design of shelter	20 points
Patrol leader stays dry underneath	20 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>

Maximum 100 points

Bonus points: 25 points if the patrol leader stays dry without using the groundcloth.

4) Blindfolded maze

The patrol must direct two blindfolded scouts through a string maze simultaneously. Each scout will have a different route to travel, and must start at the same time. The scouts will be blindfolded and they will have a short piece of twine connecting them to each other. This event will be timed, with bonus points for the three fastest patrols.

Scoring: Successful completion of maze, based on time	Up to 50 points
<u>Patrol teamwork and cooperation</u>	<u>50 points</u>

Maximum 100 points

Bonus points: 25, 15 and 10 for first, second and third.

5) Archery shoot

After the morning free-shoot, a competition will be held in the afternoon between the patrols. Each patrol member will shoot a fixed number of arrows for points, and the best two shooters will comprise the patrol score for the event.

Scoring: Score of two archers from patrol	TBD
<u>Patrol teamwork and cooperation</u>	<u>30 points</u>

Maximum TBD

Bonus points: May be awarded for best individuals and patrols, TBD

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10) Cooking, Summer Camp style

At S-F Scout Ranch, cooking is done on charcoal grills. Such grills will be available for patrols to use all weekend long, although you will need to provide your own charcoal for the weekend.

On Saturday evening, starting approximately fifteen minutes after the Pinewood Derby race ends, the patrols should begin cooking dinner using these grills. A staff member will be assigned to each patrol to come by the camp and evaluate the patrol for a brief period as they cook dinner. Patrols will be evaluated on the implementation of the Patrol Method in preparing the meal, the cleanliness/organization of the cooking area, and the cooking process itself. Charcoal will be available at Staff HQ after the Derby; patrols should bring something in which to carry the charcoal.

One thing about Summer Camp is that there are always lots of scouts present, so the patrols should prepare a dish for 20-30 people. Dinner on Saturday will be a camp-wide affair, with each patrol contributing to the meal. Dinner will start after a the evening flag ceremony and the patrol evaluations. Food should be brought to the serving area before the flag ceremony, if possible. All campers should provide their own personal eating gear, as well as serving utensils for their dish.

Dinner will be served between approximately 6:30 PM and 8:00 PM. Take the time to meet other members of the district as we share out food with each other.

Following dinner will be the closing campfire, starting at approximately 8:30. Troops should be ready to assemble at the flagpole after dinner when called for the campfire.

Scoring: Up to 100 points, based on Patrol Method, organization, cleanliness

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Overall Scoring:

Non-Field Events

	Event	Maximum Score (without bonuses)
1	Pre-Camporee	50
2	Assigned Campfire Skit	75
3a	Original Campfire Skit	100
3b	Campfire Song	25
4	Patrol Inspection	100
	Total	350

Field Events

	Event	Maximum Score (without bonuses)
1	Tents Up, Tents Down	100
2	Building a Grand Tower	100
3	Wilderness Survival	100
4	Blindfolded Maze	100
5	Archery Shoot	TBD
6	Orienteering	100
7	Scavenger Hunt	100
8	Capture the Flag	50
9	Pinewood Derby	50
10	Cooking, Summer Camp style	100
	Total	800

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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.

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TROOP ROSTER

Unit # _____

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

Adults: _____

Scouts: _____

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