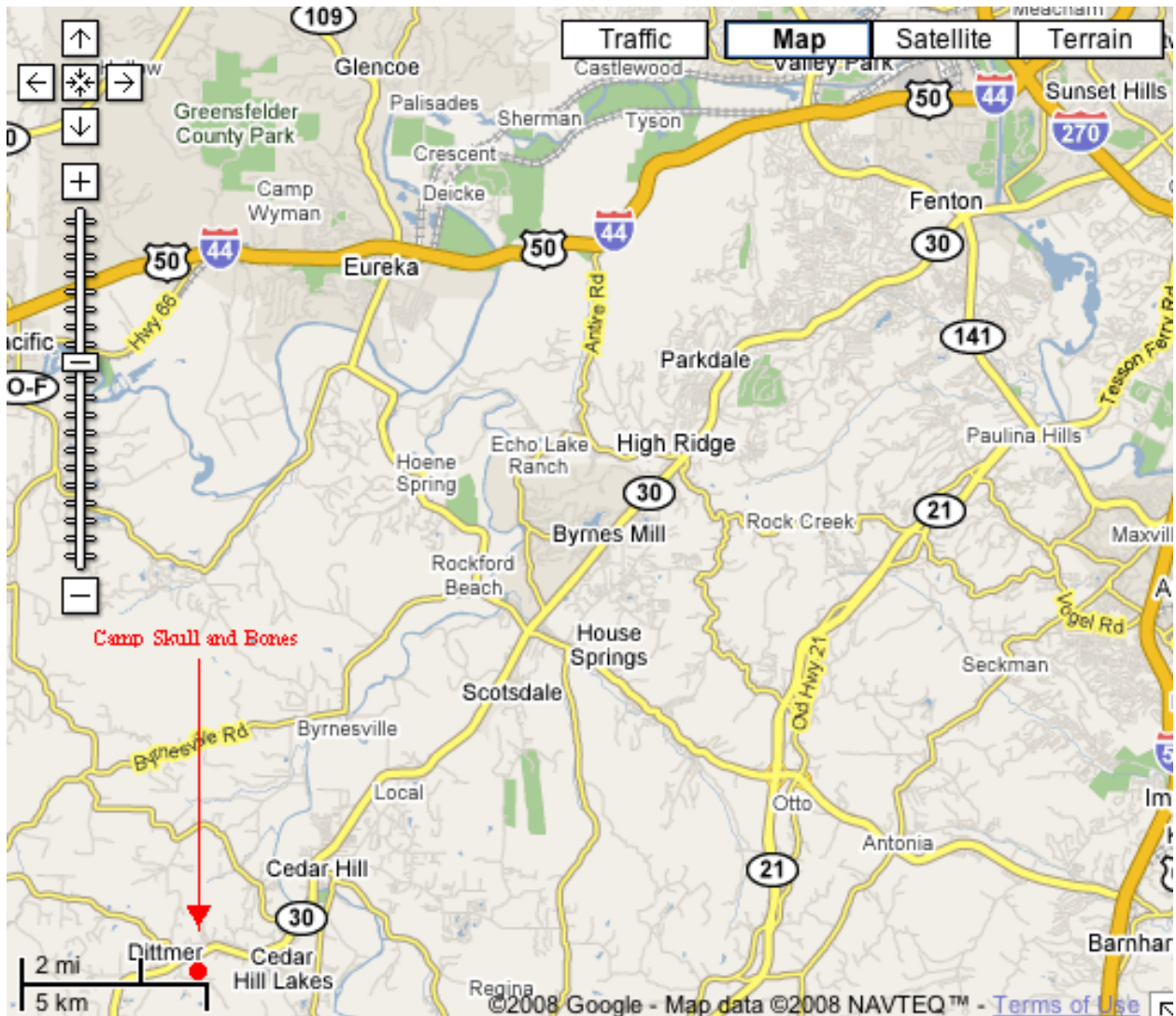


2008 Spring Camporee Crash Landing at Camp Skullbones



April 11-13, 2008
Camp Skullbones
Camp Master: Justin Farham
Advisor: Paul Winter

GRAND TOWERS 2008 SPRING CAMPOREE

Introduction

Your patrol has been assigned to duty on the remote border planet of Scoybot, at the fringes of known space. As you approached the planet, your ship malfunctioned and you crashed in the remote Plains of Death, infested by wild creatures and rough terrain. Rescue is impossible - your equipment has been damaged, and no one at Home Base (original name, huh!) knows where you are. Your patrol must overcome several obstacles if you hope to survive to reach what civilization there is on the planet.

This is your mission: Survival! Success depends on teamwork and your knowledge. Failure leads to death, buried at Camp Skullbones!

Directions to Camp Skullbones:

From West Pine Scout Office/St. Louis:

1. Take I-44 West to I-270.
2. Take I-270 South to Gravios Road (MO-30).
3. Go west on MO-30 about 22 miles. You are looking for Ficken Road on the left, which is right at the sign announcing you have arrived at Dittmer, and shortly after the road goes from a divided road to one lane each direction.
4. Turn left onto Ficken Road.
5. Make a right onto Skullbones Creek Road. This road will run along a creek (Skullbones Creek), with the creek on your left. Stay on this road until you come to camp.

GRAND TOWERS 2008 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. The 2008 Spring Camporee will follow the seven principles of the Leave No Trace code. 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

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. Camping areas will be inspected after the event to see which Troops truly “Left no Trace”. You don’t have to go to the back-country to practice Leave No Trace camping.

Ground fires are allowed at Camp Skullbones. Further, there are fire pits available up the hill side from the main camping area. The evening campfire will be held at the camp Fire ring. Water will be available on-site, and latrine facilities will also be available (Port-a-Potties).

Further information on Leave No Trace can be found in the Scout Handbook, at the BSA web site (www.scouting.org), and at the Leave No Trace website (www.lnt.org).

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.

GRAND TOWERS 2008 SPRING CAMPOREE

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 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. Submission of a Registration Forms prior to the Camporee will earn points for all patrols in the troop. Registration Forms also will be accepted on Friday evening or Saturday morning by the Campmaster.

GRAND TOWERS 2008 SPRING CAMPOREE

ATTENTION: PATROL LEADERS

IMPORTANT INFORMATION

Fire Fuel – Patrols should use wood or charcoal fuel. Ground fires are permitted at Camp Skullbones; clean up your fire pit after the event. 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.

GRAND TOWERS 2008 SPRING CAMPOREE

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.

Patrols should report to events and assemblies on time! We will keep to our schedule this weekend. Patrols arriving late may not be able to complete all events or activities. Scouts should be attentive at assemblies; disruptions will not be tolerated, as they diminish the event for all participants, not just those causing the disruption.

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 2008 SPRING CAMPOREE

SCHEDULE OF EVENTS

Friday, April 11th

- 5:00 PM on Troops arrive at Camporee Area. **Check-in at District Headquarters when you arrive.**
- 9:00 – 11:00 PM Night Orienteering.
- 11:00 PM Campsites quiet. All lights out.

Saturday, April 12th

- 6:30 – 9:00 AM Wake-up, breakfast
- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:00 - 11:30 AM Service Project. Patrols arriving late will lose points!
- 11:30 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 Rocket launches.
- 6:10 PM **Retreat.** Flag Lowering.
- 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.

GRAND TOWERS 2008 SPRING CAMPOREE

Sunday, April 13th

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.

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 2008 SPRING CAMPOREE

Service Project

Camp Skullbones is owned by the Youth and Family Center, who is allowing us to use their facility for our camporee. In return, we have agreed to perform a service project on Saturday morning to help with maintenance. The project will run from 9:00 AM to 11:30 AM. The work to be performed includes cleaning several cabins, clearing trails, and clearing undergrowth from around the cabins. More details will be available as the camporee approaches. Some equipment will be provided, and the scouts will need to bring some.

Scouts will be divided into teams of 5 - 10 people, hopefully with one adult per team. Each team will be assigned a task for the morning. When that task is completed, they may be directed to another project.

This will be a scoring event. Scoring will be based on participation - including showing up on time at 9 AM! This project has been approved by the Shawnee Lodge Executive Committee as an OA Service Project, so brother who participate will complete a requirement towards Brotherhood, or a Beyond Brotherhood award.

Friday night Orienteering:

In space there are no maps, no contours, no exit signs or directions. Traveling from one star to another requires straight-line reckoning, following a bearing one direction for a known distance.

Friday night, your patrol will complete a three-point orienteering course. Your patrol should report to HQ after 9 PM, where you will be given a Key, a bearing and a distance. Follow the bearing the required distance, and you will come to a marker, your destination. At the marker, you will follow the directions provided, and then use your key to get your next bearing and distance, which will lead you to a second marker. The second marker will direct you to a third marker; the third marker will provide you with your final instructions. At the completion of the course, you will be back at HQ, where you will check in and your course time will be determined.

Patrols will be provided with a map indicating the boundaries of the course. At no time should you need to go past these boundaries.

No patrols will be allowed to set out on the course after 11 PM. Patrols which fail to set out by 11 PM will receive 0 points for the event. Scoring will be based on the patrol time, and upon successful completion of the directions at each point.

GRAND TOWERS 2008 SPRING CAMPOREE

Non-Field Events

1) PRE-REGISTRATION

Troops that pre-register will earn 50 points for each of their patrols. Pre-registration includes submitting a troop roster listing scouts who will be attending the camporee, divided by patrols. Pre-registration will open when the manuals are published, and will close one week before the camporee.

2) 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(s) describing when and where its pre-camporee was held.**

Scoring: Overnight Pre-Camporee	100 points
Day-only Pre-Camporee	50 points
	<hr/>
	Maximum 100 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 12:00 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.

Your skit will be reviewed by staff. If it is not suitable, your patrol will be provided with a selection of skits from which to choose for your performance.

Scoring: Skit/song submitted by 12:00 PM	25 points
Submitted skit being rejected	-10 points
Participation by entire patrol	Up to 75 points
<u>Performance evaluation by judges</u>	10 points
	<hr/>
	Maximum 100 points

GRAND TOWERS 2008 SPRING CAMPOREE

Field events

The field events will occur the afternoon only. In the morning, patrols should check in at HQ for the Service Project. The afternoon events will begin following a brief assembly for announcements at 12:30 PM. For the afternoon events, the patrols will go to various stations to complete the activities at each location. Some of the field events will occur at the campsite, or at specific times and places. Pay attention in the event descriptions as to when the event occurs.

1) Silent communication

Sound doesn't carry in space, so communication needs to be achieved by some other means. Your patrol is on a space walk, and your radio has died. Your patrol leader needs to communicate instructions to another patrol member located some distance away. You may use any means besides speaking or writing to transmit the message. Suggested methods: Semaphore, Morse Code, signal mirror...

2) Build a rocket

Each patrol will be given a kit of materials and will have 30 minutes to assemble a water-powered rocket ship from those materials. The body of the rocket ship will be a 2 L soda bottle, which the patrol must provide. The rest of the rocket must be built using the supplies provide, in the time allocated. The rockets will be judged and launched at an afternoon assembly.

3) Scavenger Hunt

One of the first rules of survival after crashing is to take inventory of the supplies you have. Your patrol will be given a list of wilderness survival supplies - items scouts may have with them on a camping trip. The patrols will have until 4:30 PM to bring as many of those items as they can locate to Staff HQ for scoring. Only one patrol member should be present for the scoring.

4) Wilderness survival shelter

Your space ship has crashed in the remote wilderness, well away from the nearest Holiday Inn, or even a Motel 6. Tomorrow morning, you are going to set off to find the base city, but tonight an acid rain is due to fall, so you need shelter. Each patrol should build a wilderness survival shelter using the natural materials found on Planet Scoybot (which fortunately is remarkably Earth-like in its flora and fauna). Time limit - 20 minutes.

GRAND TOWERS 2008 SPRING CAMPOREE

5) Matchless fire

As you settle in for the night, you would like a fire for warmth and light, and to keep away the fierce beasts that live on the Plains of Death. Unfortunately, no one thought to pack any matches (Matches are so 20th century!), and you burned out your laser lighters playing Laser Tag, so you have no means to start a fire. One of your patrol members recalls starting a fire once without matches on a scout outing. The survival of your patrol depends on your starting a fire - without a fire you will surely be consumed by the fierce Belugabeast that roams the Plains. No matches, no lighters, no accelerants. Flint and steel (plenty of that in the wrecked hulk of your spacecraft), fire by friction,... You may bring a small pile of tinder. Time limit - 30 minutes.

6) Build a solar clock and compass (to be done at your campsite)

On the way down, you were able to observe the terrain well enough to determine which hemisphere you were landing on, and your map of the planet is intact. However, you were unable to determine where the base city is relative to where you landed. Further, your equipment was damaged in the crash, so you have no navigation capabilities, nor communication capabilities to contact the base city. Your only choice is to hike. You have a map of the planet, but you do not know which way is north. Create a sundial and mark 9 AM and 3 PM on the sundial. Using the sundial, determine true north and mark the four cardinal directions.

7) Build a solar clock and compass, Part II (graded at your campsite in the afternoon)

After constructing your compass, you take bearings on two prominent features you can see from your camp and which are located on your map - Mount Whatchamacallit and the Lookithere Plateau. Using these two bearings and the map that you have, determine the heading towards Home Base and the approximate distance.

8) Camp gadgets

It takes time to build a full solar clock, so you are staying a second day at your crash location, which you have named "Camp Crash". To make yourselves comfortable, you have decided to construct a collection of camp gadgets. Your patrol will have 30 minutes, whatever sticks and wood you can scavenge in that time, and unlimited binders twine to construct as many useful gadgets as possible (up to one per scout). Each gadget must use at least two different types of lashings correctly (and with reason - no gratuitous spare bars for that last lashing!), and at least two different knots correctly. And they must be self-standing. And they must be useful. Points will be awarded based on the number and quality of the gadgets.

GRAND TOWERS 2008 SPRING CAMPOREE

9) String Maze

The underbrush in the Plains of Death is incredibly dense, so you tie yourselves together in pairs so as not to lose anyone. One of your pairs stumble into a patch of deadly sunflowers, who focused beams of light blind anyone in their range. The patrol members outside of the patch must vocally guide their companions successfully through the patch.

GRAND TOWERS 2008 SPRING CAMPOREE

Merit badge requirements - Wilderness Survival

1. Show that you know first aid for injuries or illnesses likely to occur in backcountry outings, including hypothermia, heatstroke, heat exhaustion, frostbite, dehydration, sunburn, stings, tick bites, snakebite, and blisters.
2. Describe from memory the priorities for survival in a backcountry or wilderness location.
3. Describe ways to (a) avoid panic and (b) maintain a high level of morale when lost.
4. Tell what you would do to survive in the following environments:
 - A Cold and snowy
 - B Wet (forest)
 - C Hot and dry (desert)
 - D Windy (mountains or plains)
 - E Water (ocean or lake)
5. Make up a personal survival kit and be able to explain how each item in it is useful.
6. Show that you can start fires using three methods other than matches.
7. Do the following:
 - A Tell five different ways of attracting attention when lost.
 - B Show how to use a signal mirror.
 - C Describe from memory five international ground-to-air signals and tell what they mean.
8. Show that you can find and improvise a natural shelter minimizing the damage to the environment.
9. Spend a night in your shelter.
10. Explain how to protect yourself against insects, reptiles, and bears.
11. Show three ways to treat water found in the outdoors to prepare it for drinking.
12. Show that you know the proper clothing to wear in your area on an overnight in extremely hot weather and extremely cold weather.
13. Explain why it usually is not wise to eat edible wild plants or wildlife in a wilderness survival situation.

GRAND TOWERS 2008 SPRING CAMPOREE

Overall Scoring:

Non-Field Events

	Event	Maximum Score (without bonuses)
1	Pre-Registration	50
2	Pre-Camporee	100
4	Campfire skit	100
	Total	250

Field Events

Event	Maximum Score (without bonuses)
Silent Communication	100
Building a rocket	100
Wilderness Survival Shelter	100
Matchless Fire	100
Camp Gadgets	100
String Maze	100
Build a solar clock/compass (I)	100
Build a solar clock/compass (II)	100
Scavenger Hunt	100
Total	900

GRAND TOWERS 2008 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 12:00 PM on Saturday.

GRAND TOWERS 2008 SPRING CAMPOREE

TROOP ROSTER

Please register prior to the event so we know what supplies to bring with us. Registration prior to the event will earn all patrols in the Troop 50 points. Registration should be sent to Bryon Haverstick or Daron Storman at the West Pine Scout office.

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

Adults: _____

Scouts: _____

Patrol name: _____
(List members)

Patrol name: _____
(List members)

Patrol name: _____
(List members)

Patrol name: _____
(List members)

GRAND TOWERS 2008 SPRING CAMPOREE

Overview of Camp Skullbones. The swimming pool is located in the upper field, where the field events will be held. A road cuts through the open area just below the swimming pool. Camping will be in the lower field. The service project will be performed around cabins, located in the woods on the left of the pool (up a hill that is not obvious in the image).

