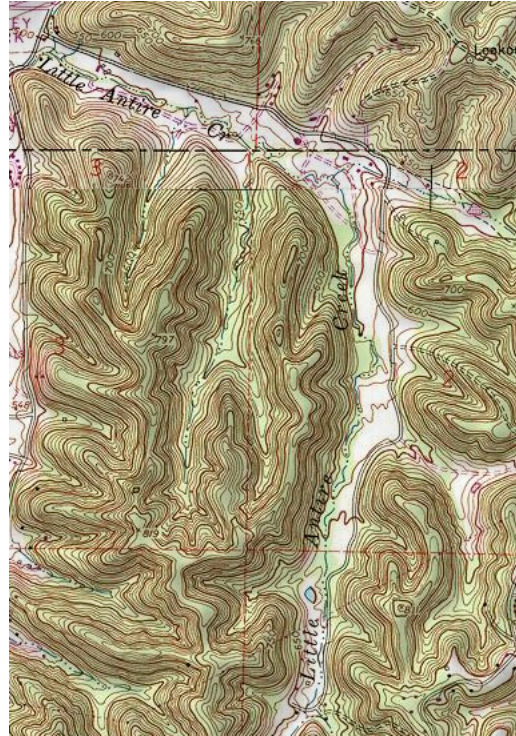


# 2009 Spring Camporee



**May 1-3, 2009**

**Beaumont Scout Reservation  
Laemli Area**

**Camp Master: Justin Farnham  
Assistant Camp Master: Daniel McGrath**

**Advisor: Paul Winter  
Cell phone: 314-971-5007  
Email: [paul@krispaulw.com](mailto:paul@krispaulw.com)**

## GRAND TOWERS 2009 SPRING CAMPOREE

### **Introduction to the Camporee**

The 2009 Spring Camporee will be a hiking/orienteering extravaganza. Your patrol will be given a map of Beaumont with the event sites marked on it, and you will navigate from one event to the next. These will be spaced out along a course between three and five miles long, so come prepared to hike! Once you set out on the trail on Saturday morning, you will be out there until you are finished. Lunch will be on the trail – plan accordingly.

**All patrols should have at least one compass with them on the hike.** The specific events may require that you have other supplies – be sure you have those supplies, as points may be deducted for patrols that are not properly prepared!

### **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 2009 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

Apply these principles as you hike the trails of Beaumont – pack out what you carry in, stay on trails when possible, respect others around you on the trails and in camp.

Further information on Leave No Trace can be found in the Scout Handbook, at the BSA web site ([www.scouting.org](http://www.scouting.org)), and at the Leave No Trace website ([www.lnt.org](http://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 2009 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.

### **BEFORE THE CAMPOREE:**

Prior to the Camporee, your troop should prepare at meetings and on camping trips. Patrols should practice the Patrol Method as they prepare 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 2009 SPRING CAMPOREE

### **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. **All Patrols should have a compass on the hike!**

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

**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 2009 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. 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, as well as a map for the events. The scorecard 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, and 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.

### **Checking-in**

Because of the nature of the camporee, it is important that all patrol leaders check in at HQ by 8:30 AM on Saturday morning, so we know how many patrols to expect at the events. Patrols that do not check in by this time may be penalized. When the patrol leader reports, we will want to know the Unit, Patrol Name, and number of scouts in the patrol. They will not receive their scorecard at this time; scorecards will be passed out when the patrols start their hike.

## GRAND TOWERS 2009 SPRING CAMPOREE

### **Timekeeping**

Staff members will keep the official time during the camporee. This will be important in tracking the scouts as they move from one event to the next. Events will begin closing at 3:00 PM; patrols arriving at events after 3:30 PM will be sent back to camp. By 4:00 PM all events will be shut down and all patrols should have checked in at HQ. Patrols returning to camp after 4:00 PM should be accompanied by a staff member, who can explain why they are returning late.

**ALL PATROLS MUST CHECK BACK IN AT HQ AFTER RETURNING FROM THE EVENTS.** Part of the scoring will be based on the time you spend on the trail, so be sure to check in (as a patrol) as soon as you return to camp.

### **Council Equipment**

Council tents are available to Troops 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 the Camporee**

Webelos Dens are encouraged to attend and participate in the Camporee. 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.

If a Webelos Den wishes to participate in a lesser capacity, we can make arrangements for them to complete only a portion of the program. Contact the Advisor for arrangements.

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

## GRAND TOWERS 2009 SPRING CAMPOREE

### SCHEDULE OF EVENTS

#### Friday, May 1

- 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. Patrols may begin signing in.
- 11:00 PM Campsites quiet. All lights out.

#### Saturday, May 2

- 6:30 – 9:30 AM Wake-up, breakfast
- 8:30 AM **Morning Flag Raising.** Optional attendance. All patrols should sign in.
- 9:30 AM Patrols can set out on the trail at any time after 9:30 AM. Start at Camp HQ, by picking up a score card and map.
- 9:30 AM – 3:30 PM **Patrol Events.** Patrols will be on the trails for all events.
- 4:00 PM **Patrols return to camp and check in at HQ no later than 4:00 PM.**
- 4:00 – 5:00 PM A Camp-wide event will be held during this time.
- 5:00 – 8:30 PM **Dinner and cleanup.** Patrols should practice skits for the evening campfire.
- 6:10 PM **Retreat.** Flag Lowering. All patrols should attend in uniform for the inspection.
- 8:30 PM **EVENING PROGRAM.** Assemble at Flag Pole to be led to the Evening Campfire site.
- 8:30-9:45 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 2009 SPRING CAMPOREE

### **Sunday, May 3**

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 2009 SPRING CAMPOREE

## Non-Field Events

### 1) PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the 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.**

<b>Scoring:</b> Overnight Pre-Camporee	100 points
Day-only Pre-Camporee	50 points
	<hr/>
	<b>Maximum 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. Modifications may be made to accommodate the Patrol. Participation should include the entire patrol for full credit.

<b>Scoring:</b> Participation of entire patrol (5 points per scout)	Up to 25 points
Performance evaluation by judges	25 points
	<hr/>
	<b>Maximum 50 points</b>

### 3) ORIGINAL CAMPFIRE SKIT AND/OR SONG

The patrol may choose to perform an original skit instead of performing their assigned skit. **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 OR SONG BEFORE THE CAMPOREE. Upon completion of the piece, a panel of staff judges will score and critique the performance. Please write legibly, and include your troop and patrol name with your submission so that you receive credit.

<b>Scoring:</b> Skit submitted by 4:30 PM, with SM signature	25 points
Participation by entire patrol (10 points per scout)	Up to 50 points
Performance evaluation by judges	25 points
	<hr/>
	<b>Maximum 100 points</b>

## GRAND TOWERS 2009 SPRING CAMPOREE

### 4) PATROL INSPECTION

Patrol inspections will take place at the evening flag 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                 |

**Maximum 100 points**

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

If needed, one or two patrol members may be left at camp as needed for dinner preparations.

### Field events

The field events will occur at various locations along the trails at the back end of Beaumont. Each patrol will be given a map on Saturday morning indicating where the events are. Your patrol will be required to navigate from one event to another using this map and your compass. This navigation will be scored based on the time it takes for your patrol to travel from one location to the next, as will be described below.

Your patrol will be on the trail for several hours, so come prepared for a hike of 3 to 5 miles, depending on your exact route. Your preparation for the hike will be judged at one of the events, as described below. The Scout Handbook and the Hiking Merit Badge Pamphlet will serve as excellent guides in helping you prepare for your hike.

The events are intended to not require more than 30 minutes at each location. There are six events, so that is approximately three hours. This leaves three hours for the hiking itself. At a pace of about 2 miles an hour, a patrol should have no problems completing the entire course. If there are global timing issues, these will be accounted for in the final scoring as to be as fair as possible to all patrols. We ask that all patrols be as patient as possible if they are asked to wait at an event due to the presence of other patrols ahead of them.

#### 1) Map and Compass

All hiking starts with a map and a compass. The map tells you where you are, where you are going, and how you are getting there. The compass helps you stay on the right path by telling

## GRAND TOWERS 2009 SPRING CAMPOREE

you which way is which, and which direction you are headed. This camporee is all about finding your way. At this station, you will be asked to explain the route you have taken so far, and the route you intend to take for the remainder of the hike. You will be asked to use the compass to orient the map and indicate the direction of travel to your next event. You will also be asked to measure the height and/or width of some natural feature (the typical First Class requirement). Finally, you will be asked to explain (and possibly demonstrate) one other technique for finding north without a compass. (No moss, please.)

<b>Scoring:</b> Discussion of hike plan	50 points
Measuring height and/or width	20 points
Finding north	10 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
<b>Maximum 100 points</b>	

### 2) Wilderness First Aid

Your patrol comes across an injured hiker on the trail. Using what you have with you, you should provide First Aid for his injuries. Construct an improvised stretcher to carry him back to camp. Describe and demonstrate one other method for moving an injured person, and explain under what circumstances you would use this method.

<b>Scoring:</b> Successful treatment for wounded hiker	40 points
Construction of stretcher and demonstration of use	20 points
Demonstration of second technique for transporting	20 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
<b>Maximum 100 points</b>	

### 3) Plant and Animal Identification

Beaumont is The Wild. (“Ahhhhh! Nature! It’s all over me! Get it off!”) Along the hike, you will see many, many, many, many, many trees and plants. If you are quiet enough, you may also see the unwary animal or two. Find and collect evidence of up to fifteen plants, including at least five different tree types and at least five edible plants. Be able to classify your trees based on type of leaf or needles. For the edible plants, if you are unable to find specimens of five different plants, be prepared to describe up to five different edible plants that may be found at Beaumont and in Missouri in general. Know the “poisonous plants” that may be found at Beaumont and how to identify them.

Most animals at Beaumont avoid scouts like the plague, so you may not see any animals on your hike. However, Beaumont has a plethora of wildlife within its confines. Bring a list of ten different species that may be found on or around Beaumont. Be prepared to discuss why Beaumont is a suitable habitat for these animals. (Squirrels like trees!) Indicate any which you may have observed or seen evidence of, and describe that evidence.

## GRAND TOWERS 2009 SPRING CAMPOREE

**Note: Remember “Leave No Trace” when collecting your specimens – collect only what is necessary for the identification**

<b>Scoring:</b> At least five trees (5 points each)	25 points
Knowing edible plants (5 points with, 3 points without)	25 points
Five other plants (5 points each)	25 points
Poisonous plants	25 points
List of animals	25 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	<b>Maximum 150 points</b>

### 4) One-Match Fire

Hikes can be full of surprises, and sometimes the unexpected storm is one of them. Your patrol got caught in a downpour, and due to poor packing, all of your matches got ruined, except one. Your patrol will build and light a fire using nothing but natural materials (*i.e.* what is at Beaumont around you – no fire starters, lint, candles,...). You will be given one piece of newspaper as you prepare to light your fire, and two matches when the time comes to light it. Do not light your fire until the staff member is present! You will be given thirty minutes to lay and light your fire. Points will be deducted for time over thirty minutes and matches past the second match.

<b>Scoring:</b> Matches after the second match (up to 10)	-5 points
Time over 30 minutes (deduction per 5 minute interval)	-5 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	<b>Maximum 100 points</b>

### 5) “What do you have on this hike?”

Hiking is more than just putting one foot in front of another. A successful and fun hike requires planning (Where and when), preparation (What do we bring) and participation (The more the merrier!). Your patrol should be prepared for a 3 – 5 mile hike, and at this event the staff member will judge how well prepared you are. Your patrol will be asked to explain what they brought along and why, how the load is distributed among the patrol, and how those choices were determined by the nature of the hike. Points will be based as much on what was not brought along than what was brought along – there are some items that are essential for a good hike. (Your patrol will be told what they missed, if they missed anything, and how much the deduction is for that item. For example, not having a compass will be a 20 point deduction!). Bonus points will be awarded at the end of the day (at the discretion of the staff) to patrols that brought (and justified!) a unique item (*i.e.* something no other patrol brought along) that made the hike more than just a normal walk in camp. Lunch is not included in this event.

The Scout Handbook and the Hiking Merit Badge Pamphlet are great resources for this event.

## GRAND TOWERS 2009 SPRING CAMPOREE

<b>Scoring:</b> Start with 80 points	80 points
Deduction for not having a compass	-20 points
Deduction for not having a map	-20 points
Deductions for not having other 'essential' items	-5 or -10
Points for being prepared with certain items	+5 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
	<b>Maximum 100 points</b>

**Bonus Points: +25 for unique item**

### 6) Trail Lunch

Your patrol will be eating lunch on the trail. Plan and pack an appropriate lunch. Bring a copy of your menu on the hike, and be prepared to discuss this menu. Show how your lunch is being packed in or out. (Please carry all waste with you on the trail and bring it back to camp!)

<b>Scoring:</b> Appropriate trail menu	50 points
Properly packing lunch	25 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	<b>Maximum 100 points</b>

### 7) Orienteering/Hiking

The entire camporee is about finding your way. Patrols will be scored based on the time it takes for them to complete the entire circuit of events. As each patrol checks in on Saturday morning to start their hike, they will be given a scorecard and an official starting time. They will also be told which event to start at, so as to not have all of the patrols at one event at the same time. As soon as the entire patrol arrives at an event, the patrol leader should check in with the staff member running the event. This staff member will record on the scorecard the official time at which the patrol arrived. When the patrol departs the event, the staff member will record the official time at which the patrol departed. The patrol should indicate on their map the approximate route they take as they navigate from one event to another. At the end of your hike, report back to HQ, where your final time will be recorded and you will turn in your score card and your map. Failure to report back in will result in a significant deduction of points.

Points will be award based on the time it took for your patrol to complete the hiking portion of the day (not the events), as compared to the other patrols at the camporee. Points will also be awarded (at the discretion of the judges) based on the route taken. It is important that your patrol get the official times recorded both when you arrive and depart each event! Failure to do so will result in a significant deduction of points.

Once a Patrol has checked back in to HQ, they will no be allowed to continue with the events.

**ALL PATROLS SHOULD REPORT BACK TO HQ NO LATER THAN 4:00 PM.**  
**REPORT BACK AS SOON AS YOU RETURN TO CAMP.**

## GRAND TOWERS 2009 SPRING CAMPOREE

<b>Scoring:</b> Completion of entire course (all events)	60 points
<u>Efficiency and duration of hike</u>	<u>Up to 40 points</u>
<b>Maximum 100 points</b>	

Overall Scoring:

### Non-Field Events

	Event	Maximum Score (without bonuses)
1	Pre-Camporee	100
2	Assigned Campfire Skit	50
3a	Original Campfire Skit	100
3b	Campfire Song	25
4	Patrol Inspection	100
<b>Total</b>		<b>300</b>

### Field Events

	Event	Maximum Score (without bonuses)
1	Map and Compass	100
2	Wilderness First Aid	100
3	Plant and Animal Identification	150
4	One-Match Fire	100
5	“What do you have on this hike?”	100
6	Trail Lunch	100
7	Orienteering/Hiking	100
<b>Total</b>		<b>650</b>

### Awards

There will be three levels of Awards:

Participation	< 500 points
Honor	500 – 800 points
Merit and Honor	> 800 points

The staff reserves the right to adjust these levels, with the condition that they will not be adjusted upwards, based on the overall participation of the Patrols.

GRAND TOWERS 2009 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 2009 SPRING CAMPOREE

**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 2009 SPRING CAMPOREE

