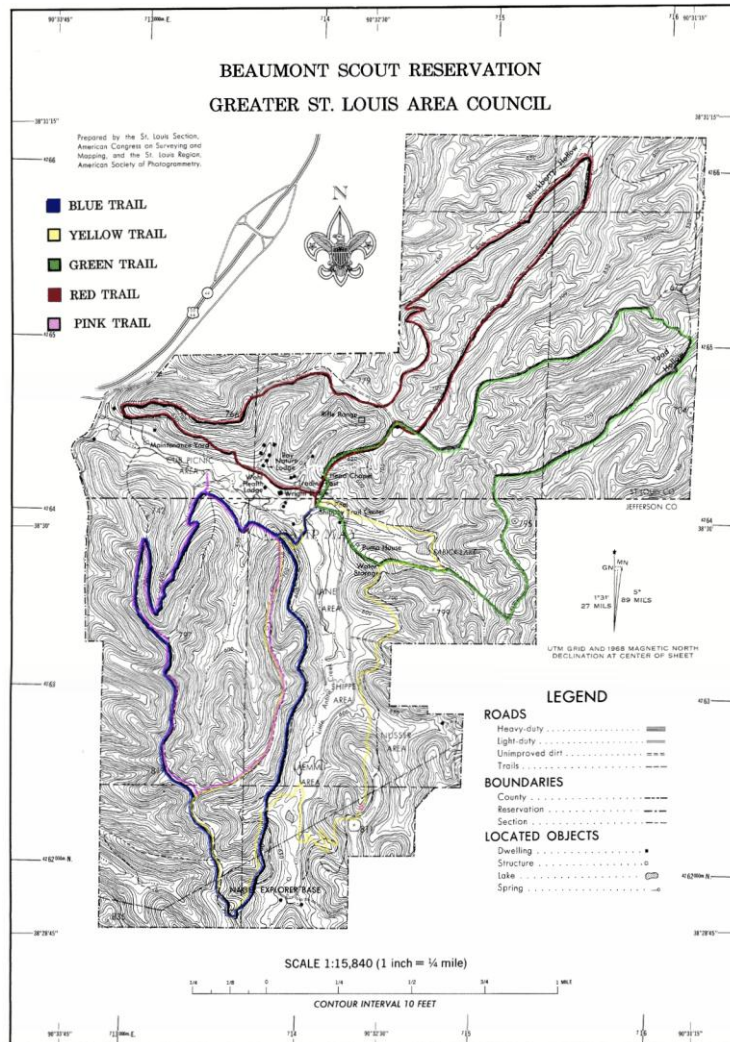


The Ancient Games

Grand Towers

Spring Camporee 2011



April 29 – May 1, 2011

Beaumont Scout Reservation
Laemmlli Area

Camp Master: Dylan Meals

Advisor: Paul Winter
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GRAND TOWERS 2011 SPRING CAMPOREE

Introduction to the Camporee

The 2011 Spring Camporee is based on the Olympic Games of ancient Greece. In the morning, patrols will go to the event sites to practice and be judged as a patrol. In the afternoon, the best from each patrol will compete in each event to determine who will be the Grand Towers Champions! While some events will require the entire patrol to work as a unit, others will be based on individual performances. However, all patrol members will try the event, and they should actively cheer and encourage their patrol mates when they are not actively shooting or throwing or running. Scoring will be based in part upon the cohesiveness of the patrol as a whole, and scouts wandering off while their patrol members compete will cost points.

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 2011 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 camp at Beaumont – pack out what you carry in, stay on trails when possible, use the facilities provided, and 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), 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.

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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.

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 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 may be needed for patrol projects, as described in this manual. Please note and fulfill these needs. **A compass will be needed for the Lion Hunt.**

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.

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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. 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 for the 8 AM meeting 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. Patrol leaders will receive their scorecard at this time; patrols will not be able to participate at an event without a scorecard.

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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. Patrol practice will begin at 9 AM and run until 11:30 AM. The afternoon competitions will run from 1:15 PM to 4:00 PM. Plan your meals so that you can start the activities on time.

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.

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SCHEDULE OF EVENTS

Friday, April 29

- 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.
- 10:30 PM Campsites quiet. All lights out.

Saturday, April 30

- 6:30 – 9 AM Wake-up, breakfast
- 8:00 AM **Patrol Leaders meeting at District HQ.**
- 8:30 AM **Morning Flag Raising.** Optional attendance.
- 9:00 AM – 11:30 AM **Patrol Practice**
- 11:30 AM – 1:00 PM **Lunch at campsites.**
- 1:00 PM Assemble at flag pole for afternoon competition.
- 1:15 – 4:00 PM **Afternoon competition.** The best from each patrol compete!
- 5:00 PM Dinner at campsites. Patrols should practice skits for the campfire.
- 6:30 PM **Retreat.** Flag Lowering. All patrols should attend in uniform for the inspection. Deadline for campfire skits to be turned in.
- 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**
- 10:30 PM Campsites quiet. All lights out.
- The Grand Towers Order of Arrow chapter will meet at the Campfire after the Patrols have returned to their campsites.

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Sunday, May 1

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 2011 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 6:30 PM, Saturday, a written statement signed by its Scoutmaster and Patrol Leader describing when and where its pre-camporee was held.**

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

2) CAMPFIRE SKIT OR SONG

Each patrol will have the opportunity to perform at the campfire on Saturday evening. The patrol should rehearse in advance, and every patrol member should participate if possible. Participation should include the entire patrol for full credit. Skits should be submitted to HQ no later than 6:30 PM for full credit.

Scoring: Participation of entire patrol (5 points per scout)	Up to 50 points
Performance evaluation by judges	50 points
	<hr/>
	Maximum 100 points

3) CREATE YOUR OWN CAMPOREE EVENT

Want to suggest an event or a theme for the next Camporee? Write a detailed description of the event or theme and turn it in to HQ no later than 6:30 PM on Saturday. The more detailed the description, the more points. Make sure your Scoutmaster approves! You may not use an event from a camporee held within the last three years. Bonus points if you provide the description of a theme for a camporee to go with your event.

Scoring: Submitted by 6:30 PM, with SM signature	25 points
Originality of idea	25 points
Detailed description of event	Up to 50 points
<u>Detailed description of theme (Bonus)</u>	<u>Up to 25 points</u>
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	Maximum 125 points

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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/cleanup.

Field Events

The day will be broken into two stages. In the morning, the patrol will go around to the stations, where they will be given time to practice and prepare for the afternoon competition. At this time, they will determine their best patrol member(s) for each event. Before they leave the event, they need to tell the staff member who will be competing in the afternoon inter-patrol competition. A schedule will be available for the afternoon which will allow patrols the opportunity to plan who can do which event, as some events may run concurrently.

Due to the need to give all patrols an opportunity at each event, patrols will have a limited time to practice and pick their best performers. This will likely be 20 – 30 minutes, depending on the number of patrols and scouts at the camporee. It is essential that the patrols remain focused during their time at each event. Patrols will be scored at this time based on individual performances and the overall participation of the patrol members even when they are not actively practicing. If time runs out before all scouts have a chance to try the activity, the patrol may be penalized.

In the afternoon, the inter-patrol competitions will be held. While some events may only require a few scouts from each patrol, others will require the entire patrol. It is important for the patrols to allocate scouts appropriately to each event. The staff will work to minimize events running concurrently, but this will be determined in part by the number of participants.

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The events

1) The Great Lion Hunt

The patrol will be told the general direction and distance to a location where a lion has been spotted, and they will need to find and capture the lion. Patrols will be judged on how quickly they bring back the beast. For the final competition, two patrol members will go on the hunt.

Scoring: Skill at Lion Hunting	75 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	Maximum 100 points

2) The Log Toss

The patrol will work together to attempt to toss a log as far as possible. The final competition will require two patrol members, who will have one chance to toss the log.

Scoring: Skill at log tossing, based on distance	Up to 50 points
Creativity	25 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	Maximum 100 points

3) Archery

The Patrol members will take up their bows and take aim at the targets, hoping to hit the bulls-eye! All scouts will shoot three arrows, to help determine the team score. Two scouts will take aim in the final shoot for glory, with three arrows each.

Scoring: Scoring based on individual shooting	Up to 75 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	Maximum 100 points

4) Shotput

Each patrol member will call upon their strength and agility to throw the heavy ball as far as possible. Two scouts will compete in the afternoon competition, with one throw each.

Scoring: Scoring based upon individual throws	Up to 75 points
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	Maximum 100 points

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5) Javelin

The patrol members will each have an opportunity to throw the javelin downrange at a target. Two scouts will represent the patrol in the main event on Saturday afternoon. Each scout will have one opportunity to hurl.

Scoring: Scoring based upon individual throws	Up to 75 points
Patrol teamwork and cooperation	<u>25 points</u>
	Maximum 100 points

6) Discus

The patrol will put their individual skills to the test, throwing the discus downfield. Two scouts will be chosen to for the afternoon competition, with one throw per scout.

Scoring: Scoring based upon individual throws	Up to 75 points
Patrol teamwork and cooperation	<u>25 points</u>
	Maximum 100 points

7) Horse Races

Each member will mount the horse and take several laps around the course. The entire patrol will participate in the afternoon competition, during which each patrol member will complete at least one lap. The afternoon race will consist of ten laps total.

Scoring: Scoring based upon individual times	Up to 75 points
Patrol teamwork and cooperation	<u>25 points</u>
	Maximum 100 points

Scoring the Inter-Patrol Competition

The games will be held in the afternoon. The entire district will meet up at Staff HQ. From there, all the patrols will move from one game to the next, competing head to head against the other patrols. Each event will be worth up to 30 points. For the individual events, the first place scout will earn 30 points for his patrol, while second place will earn 27 points, and so on. For the horse race, the winning team will receive 30 points, second place will get 27, etc. Every effort will be made to ensure the events are not held concurrently. All patrol members should participate in at least one afternoon individual competition.

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The Crowning

At the end of the day, at the Campfire, there will be the crowning. There the individuals who achieved the most points at each event will be crowned “Champions of the Games’ with a wreath on their head.

Overall Scoring

Non-Field Events

	Event	Maximum Score (without bonuses)
1	Pre-Camporee	100
2	Campfire Skit or Song	100
3	Create your own event	100
4	Patrol Inspection	100
	Total	400

Field Events - morning

	Event	Maximum Score (without bonuses)
1	The Great Lion Hunt	100
2	The Log Toss	100
3	Archery	100
4	Shotput	100
5	Javelin	100
6	Discus	100
7	Horse Racing	100
	Total	700

Field Events - afternoon

Place	Points	Place	Points
1	30	2	27
3	24	4	21
5	18	6	15
7	12	8	9
9	6	10	3

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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. Please list scouts by patrol if possible.