



Fall Camporee SPL & Patrol Leader Packet

CSI: HOYT!

Crime Scout Investigators

October 18-20, 2019

A look into Forensic Science
and Law Enforcement

Hoyt Scout Reservation, Redding CT

**Hosted by
Troop 19 & Troop 190
Norwalk**

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Solving the Kidnapping Mystery ..	3 to 6
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Alert — Please take the time to review this packet carefully. You will need to understand the narrative and the characters to be able to solve the mystery and compete for Super Patrol and Super Troop Awards.

This packet has been prepared for Youth Members. Adults should review the Camporee Leaders Guide downloaded at www.ctyankee.org/district/powahay/2019-fall-camporee/

**Powahay District
Connecticut Yankee Council BSA**



Senior Patrol Leader Camporee Checklist

- ☐ Prepare your Troop for a fun camporee.
- ☐ Organize Patrols of 8 to 10 Scouts.
- ☐ Review this packet with the Patrol Leaders and other Youth Leaders.
- ☐ Share Leadership with others.
- ☐ Organize one team of 3 to 4 Scouts for the **Cooking Contest**.
- ☐ *Organize 7 to 11 Scouts to represent your troop in the **Ultimate Tournament**.
- ☐ Organize skits and songs for the campfire.
- ☐ Plan to be part of the Camporee Greenbar helping as needed.

* We can combine smaller teams with other troops if you can't get 7 Scouts.

Tentative Schedule

Friday-Oct 18

5:00 PM	Camp Open - Lower Hoyt Check-in/Campsite Set-up	Parking Area
8:30 PM	SPL/Scoutmaster Meeting Movie - TBA	Ranger Cabin Jackson Pavilion
10:00 PM	Taps/Quiet Time	Campsite

Saturday-Oct 19

7:00 AM	Reveille	
8:00-8:45 AM	Saturday Arrival Troops Registration	Ranger Cabin
8:30-9:15 AM	Crime Scene Inspection (2 scouts/patrol)	Jackson Pavilion
9:15 AM	Opening Ceremony	Activity Field Flag Pole
9:45 to 11:45 AM	Morning Stations	
11:45 to 1 PM	Lunch Campsite	
11:30 to 12:45 PM	Cooking Contest (entries due by 12:45 pm)	Ranger Cabin
12:30 PM	PD K9 Show (tentative)	Activity Field
1:00 to 2:00 PM	Afternoon Stations	
2:10 to 2:30 PM	Solve the Crime – Who did it?	Jackson Pavilion
2:45 to 5:15 PM	Ultimate Frisbee	Activity Field
2:45 to 4:45 PM	Special Activities	
	Scouters (adults) vs Scout (youth) Challenges	
4:45 to 5 PM	Awards Ceremony	Flag Pole
5:00 to 7:45 PM	Dinner/Clean-up	
7:45 PM	Campfire Gathering	Campfire Ring
8:00 to 9:00 PM	Campfire/Closing Ceremony	Campfire Ring
9:00 PM	SPL Cracker-barrel	Jackson Pavilion
	Order of the Arrow Scouts invited to Cracker-barrel	
9:30/10:00 PM	Quiet Time/Taps	Campsites

Sunday-Oct 20

7:00 AM	Reveille
7:00 to 9:45 AM	Breakfast/Break Camp/Carry Out Garbage
10:00 AM	Camp Closed - Safe Trip Home

Rotation Schedule

8:30 – 9:30 AM Crime Scene Station (2 Scouts/patrol)
 9:45 - 10 AM Station
 10 - 10:15 AM Station
 10:15 - 10:30 AM Station
 10:30 - 10:45 AM Station
 10:45 - 11 AM Station
 11 - 11:15 AM Station
 11:15 - 11:30 AM Station
 11:30 - 11:45 AM Station
 11:45 - 1 PM Lunch
 1:15 - 1:30 PM Station
 1:30 - 1:45 PM Station
 1:45 - 2 PM Station
 2:10 - 2:30 PM Patrols Meet to Solve the Crime

Notes:

- Any changes to the schedules will be presented at the Friday Night SPL Meeting.
- Troops coming in Saturday morning MUST have the SPL at Jackson Pavilion at 8:15 AM for a brief review of the Friday Night Meeting and to receive any updates.
- Patrols will receive Rotation Order Schedule at the Friday Night SPL Meeting. Stations will be set up for no more than 2 patrols at time.
- The Camporee Greenbar will organize the Saturday Campfire. Each troop will provide firewood and scouts to build the fire and extinguish after. Troops can share the MC position. This will be discussed at the Friday SPL meeting.
- Skits/songs must be submitted to T19 at Jackson Pavilion during Saturday lunch.

CSI: Hoyt! — Crime Scout Investigators — Fall Camporee

Introduction — Who Kidnapped Willie Maykit?

See how your patrol stacks up against the other patrols in the District in solving the Kidnapping Mystery. Opening ceremony will begin with a crime scene which will set the stage for solving who kidnapped Willie Maykit. The CSI Camporee will be organized into a number of activities where Patrols will learn how to gather and analyze evidence which they then can use to solve the mystery. Patrols form Crime Scene Investigators. They are tasked to identify the kidnapper and to find and rescue Willie Maykit.



The Narrative

In the Town of Hoyt, eccentric billionaire Willie Maykit was kidnapped and held for ransom. The ransom was paid for by his company (Simpaug Diamond Mining Company) without contacting investigators. Willie Maykit was not released but the kidnapper left clues as to where to find him.

Simpaug Diamond Mining Company: Willie Maykit is the owner, CEO and President of the mining company that is headquartered in the Town of Hoyt. The Simpaug Mine is one of the largest diamond mines in the country and he has sole ownership of the mine. His company reported \$24 billion in revenues.

The Vice-President of the Simpaug Mining Company is Max E. Mumm. He is second in charge of the company and reports to Willie Maykit. The ransom email was sent to him with instructions to do an electronic transfer to a foreign bank account. The bank transfer could not be traced. He authorized the transfer without contacting the Police.

Lynn Wilson company treasurer completed the ransom bank transfer on directions from Max E Mumm.

Frances Remington is the personal assistant (Secretary) to Willie Maykit and is treated with no respect from Willie Maykit and often heard expressing her dislike for him. She assisted with the bank transfer.

The kidnapping took place at the Town Park. The Park is popular for dog walkers, joggers, and picnics.

The kidnapping scene will have blood samples, footprints, fingerprints and other evidences. The crime scene will suggest that Willie Maykit was taken by force and might be injured – requiring urgency to find him. The kidnappers may have Willie Maykit hidden at the park (Lower Hoyt).

Willie Maykit Personal Chauffeur Jeremy Drover drove Willie Maykit to the park and dropped him off. He

was told to return in an hour. The chauffeur received a phone call from the company Vice President not to return to pick up Willie Maykit. On his drive out of the park the Chauffeur noticed several people at the park including a man walking his dog and a women jogger.

After the ransom was paid and Willie Maykit was not released, the company Vice President Max E. Mumm notified the Police of the kidnapping.

The email ransom note and a piece of scrap paper with an indentation on it will be in the Evidence Collection Bag that Patrols will receive at the crime scene.

- The investigators will need to see if either of these clues will help them identify the suspect.
- With the Email they will need to take a subpoena (included) to a judge to sign it so they can find out from the email provider who owns that email account.

Why did Willie Maykit go to the park and tell his chauffeur to leave him and return in an hour? Was he going there to meet someone he knew? Suspects include:

- Gladys Dazzle - Suspect -- His first wife. A bitter divorce and she was not happy with the settlement.
- Kenny Dewitt -- Suspect -- Former business partner. Fired by Willie Maykit and he is severely in debt.
- Dean Maykit-- Suspect -- Son of Willie Maykit. He recently learned that he was taken out of his father's will.
- Frances Remington -- Suspect -- Personal assistant who is treated with no respect from Willie Maykit and often heard expressing her dislike for him.
- Al Smith -- Suspect -- Hoyt township mayor, in for the reelection fight of his life. Needs money. He was seen fighting with Willie Maykit over campaign money promised that was not being paid.
- Or is the suspect unknown... Otto Glass Suspect -- Local criminal with record. He was recently chased off Willie Maykit estate.

The Characters



Willie Maykit —Victim – Eccentric billionaire and owner and CEO of Simpaug Diamond Mining Company. He was not well liked.



Max E. Mumm is the Vice-President of the Simpaug Diamond Mining Company. The ransom email was sent to him with instructions to do a electronic transfer to a foreign bank account. He authorized the transfer without contacting the Police.



Lynn Wilson Company Treasurer completed the ransom bank transfer on directions from Max E Mumm.



Jeremy Drover a Witness -- Personal Chauffer. He drove Willie Maykit to the crime scene and dropped him off. He was told to return in hour but received a phone call not to return and pick up Willie Maykit.



Doug Fido a Witness -- Dog Walker was walking his dog at the time of the kidnapping.



Rose Mocha Witness -- Jogger was jogging in the park at the time of the kidnapping.



Howard Pardner — Owner of nowhere.com (source of the ramson email).



Hugh deMann— Judge (to visit for a Subpoena to get information on the email account).



Gladys Dazzle Suspect -- His first wife. A bitter divorce and she was not happy with the settlement.



Kenny Dewitt Suspect -- Former business partner. Fired by Willie Maykit and he is severely in debt.



Otto Glass Suspect -- Local criminal with record. He was recently chased off Willie Maykit estate.



Dean Maykit Suspect -- Son of Willie Maykit. He recently learned that he was taken out of his father's will.



Frances Remington Personal assistant who is treated with no respect from Willie Maykit and often heard expressing her dislike for hm. She assisted with the bank transfer



Al Smith Suspect -- Hoyt township mayor, in for the reelection fight of his life. Needs money. He was seen fighting with Willie Maykit over campaign money promised that were not being paid.

Solving the kidnapping:

- Analyzing evidence found and by visiting the Stations.
- A card with a letter printed on it will be given at each station. The letters collected will either spell the kidnapper (or kidnappers) or a clue that will determine who they are. The last letters will be given at the closing "Solve the Crime Station."
- Rescuing Willie Maykit by collecting clues found by geocaching coordinates.

Evidence Collection Bag

Each Patrol will be given an evidence collection bag at the Kidnapping Scene to collect evidence.

- Score sheet and station map.
- A photo of the victim Willie Maykit.
- A copy of the ransom email.
- A blank piece of paper with an indentation on it.
- DNA found at kidnapped scene.
- The Footprint Evidence Sheet.
- Fingerprints.

Patrol Gear Needed

- Clipboard
- Digital Camera with **removable SD Card**
- GPS Device (can use a smart phone)
- Pen
- District will provide a walkie-talkie for each patrol.

PATROL INSTRUCTIONS & RULES

1st Place -- 2nd Place or 3rd Place Super Patrol

- The camporee is being organized for 24 patrols. Each patrol should have 8 to 10 Scouts. Troops that cannot provide 8 for a patrol may be asked to combine with another smaller patrol.
- Stations are on a quick 15-minute rotation this include travel time. You may need to divide up your patrol at certain stations to get information needed.
- At each station, Patrols will receive a card with a letter printed on it. These spell out the suspect name or a final clue to solve the mystery.
- Before viewing the kidnapping scene, you must decide who will take notes, who will draw out the crime scene and who will photograph the scene. You will be allowed to ask questions at the crime scene. Be sure you know what you want to ask, as you cannot re-visit the scene.
- Each Patrol must visit EVERY Station on their evidence collection sheet and document the results of their findings.
- No Patrol may consult with another Patrol during the investigation.
- Each Patrol will be given the final clue(s) when ALL Patrols have finished collecting the evidence. This will give every team the chance to solve the crime based on how well they collected their evidence. This will take place at the 2:10 Closing Station Making the Arrest!

#	Station Details
1	Searching the Crime Scene and Evidence Collection: Learn how to gather and preserve evidence from a crime scene. How would you locate, and catalogue evidence found over a wide area? Each patrol will need a digital camera to take photos. Each Patrol sends two Lead Detective (PL) and the Patrol Photographer. This will take place from 8:30 to 9:15 am on Saturday before the opening ceremony .
2	Detective Work: Learn some of the tools of a detective including timelines, reconstruction, organizing evidence, and chain of custody. Station includes a quick review of timelines, organizing evidence, and chain of custody and Patrols will start working on a timeline.
3	Eyewitness Evidence (suspects and witness will be at this station): Try your hand at interviewing witnesses and suspects. How good are eyewitness observations? Did eyewitnesses make many mistakes?
4	Finger Printing: Learn how to find and preserve fingerprints from a crime scene. This Station will allow the investigators to compare the prints from the crime scene to prints that are on file. The lab will reveal prints from the victim and others.
5	The DNA Lab: This lab helps them determine whose blood was left at the crime scene.
6	Trace Evidence Lab: This lab will be used to identify the email ransom note, an email found at the crime scene and a piece of scrap paper with an indentation on it. The investigators will need to see if these clues will help them identify the suspect. The papers will be in the Evidence Collection Bag that patrols will receive at the crime scene. With the Email they will need to take a subpoena (included) to your judge to sign it so they can find out from the email provider who owns that email account.
7	Impressions Lab: This lab will help to identify the footprints left behind at the crime scene. The Evidence Collection Bag handed at the crime scene will contain the impression of the footprint that was found at the scene (The Footprint Evidence Sheet). They will need to compare it to the victim's shoes to see if the victim left the prints or the suspect. There will also be several samples of shoe prints at the lab to compare the evidence.
8	Photography: Learn to take crime scene photographs. Each patrol will need a digital camera.
9	Forensic Science Lab: Using high-powered microscopes Scouts will exam slides to learn and study evidence just like professionals do. Patrols will exam slides of potential evidence found at the crime scene to determine what it is and if it has anything to do with the crime.
10	Meet the Judge: Scouts will learn about the judicial procedures in CSI with obtaining search warrants, subpoenas, and preparing evidence for a prosecutor to take to court.
11	Ballistics: There's no shooting or bullets involved in this crime, but Scouts will hear a brief overview of how CSI investigators handle ballistics at a crime scene. This will take place at the BB Range and Scouts will have a chance to shoot.
12	The Wrecking Ball Inflatable: Just for fun and designed for teens! Four Players climb atop their inflated pads. One of the players grabs the "Wrecking Ball" and hurls it at their opponent to knock the player off their inflated pad. The last player standing is the champion! Padded headgears will be provided.

Closing Station Making the Arrest and the rescue of Willie Maykit

- All patrols will meet back at Jackson Pavilion by 2:10 PM.
- There they will have 10 minutes to gather all of the forms they have completed from the stations to turn in and to complete the "Solving the Crime" sheet and if they could find the kidnapped victim Willie Maykit.
- The Suspect will be revealed and arrested.
- Patrols that are not present for this closing station will be disqualified.

Camporee Notes

We are dedicating the Fall Camporee to Police and other law enforcement Agency in honor of their service guarding our lives and property, often at risk to themselves. The opening ceremony will include a memorial dedicated to Connecticut Police Officers who have lost their lives in the line of duty. The Redding Police Department and others will be participating in the Opening Ceremony.

Order of the Arrow Chapter Gathering

We are inviting OA Members to SPL cracker-barrel for chapter gathering after the campfire.

Extra Programs

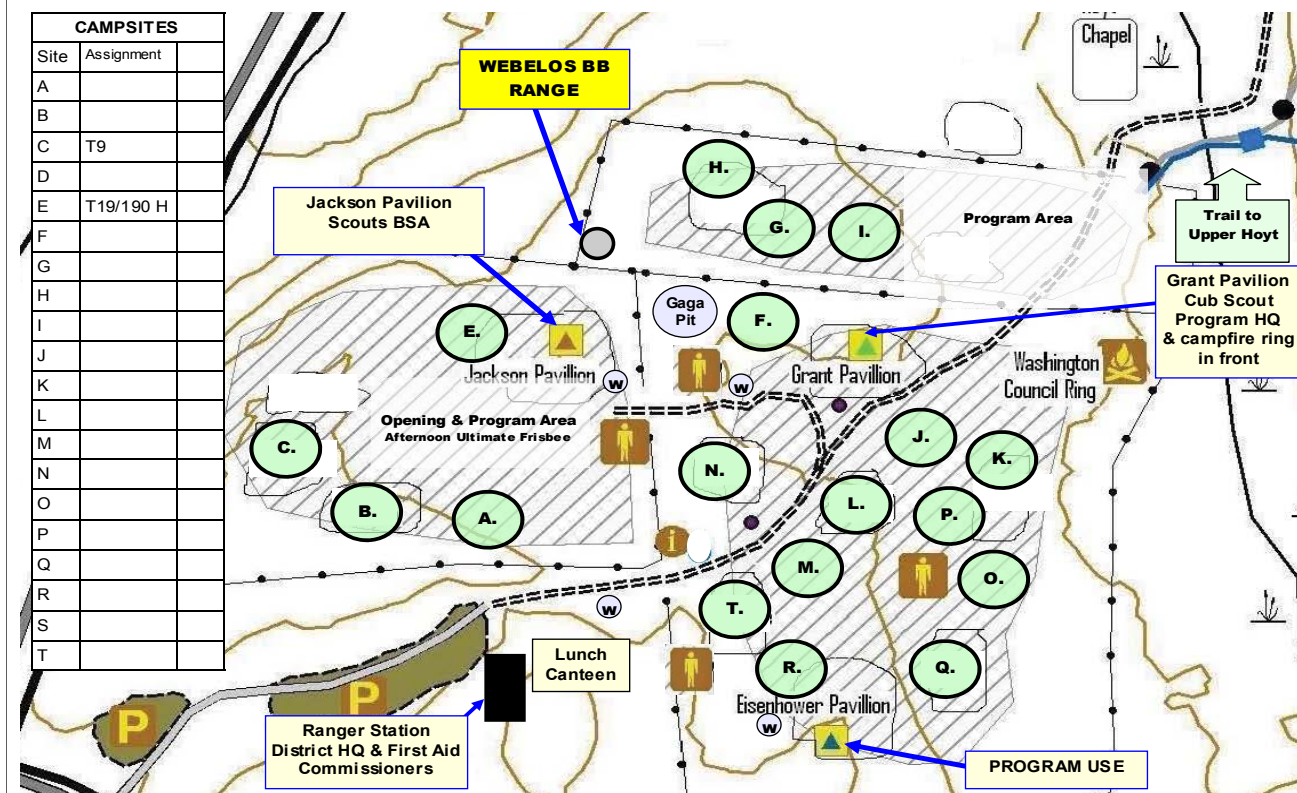
Adult Scouters vs Youth Scouts Challenge 3 to 4:30 PM

Scouts and Scouters can sign up for one of the following:

- **Wrecking Ball Station** -- Four Players climb atop their inflated pads. One of the players grabs the "Wrecking Ball" and hurls it at their opponent to knock the player off their inflated pad. The last player standing is the champion! -- 4 Youth and 4 Adults.
- **Gaga Ball Challenge** -- Basically, we throw a bunch of players and a ball in a pit. Turn up the music, everyone for him/herself; if the ball touches you below the knee, you're out. The last one in the pit wins. Then, everyone hops back in for the next round. It's fast, it's sweaty and it's addictive. -- We'll throw in a combination of youth and adults and see who the last person is.
- **Ultimate Team** -- We are still working on the details. We are looking for a team of 7 adults to either compete in Ultimate Tournament or just play the winner.
- Troops/Crews are welcome to host an Adult vs Youth Challenge Station.

Lower Hoyt Campsite Camporee Map

Campsites are assigned Jamboree style and are keyed below. We do not assign by traditional Hoyt campsite names. Pavilions are NOT to be used by Units and must be kept open for programs.



Campsite Inspection		
1	Gateway Defined Entrance Troop Identification Troop/American Flag Displayed properly	10
2	Campsite layout proper and practical	5
3	Tents pitched correctly with ground covers	5
4	Campsite clean	5
5	Duty roster posted and chores completed	10
6	Menu posted and meals balanced	10
7	Food stored properly	10
8	Garbage stored effectively	5
9	Cooking gear clean and stored correctly	5
10	Fire ring location and area safe	5
11	First aid kit available and visible	10
12	Ax yard located and in safe location	5
13	Ax yard tools stored correctly	5
14	Fire buckets or Fire Extinguisher	n/a
15	Judges discretionary points awarded	5
16	Friendliness of Troop Scouts & Leaders	5
	Total points to earn —>	100

Campsites will be inspected by a group of SPL. Scheduling will be announced at the Friday night SPL Meeting.

Notes: _____



1st and 2nd place Super Patrol will receive a souvenir t-shirt. Also 3 will be presented to the Super Troop. The shirt has a design front right chest and back of the shirt with "CSI" imprinted.

Super Patrol and Troop Awards

Patrol Competition Award

- ◆ Scores from stations
- ◆ Solved the kidnapping
- ◆ Extra Points — Attended the closing station
- ◆ Extra Points — Good Scout spirit.
- ◆ Prizes: 1st, 2nd, 3rd place ribbons and t-shirt prizes.

Super Troop Award

- ◆ Patrol Scores (Average)
- ◆ Campsite Inspection Score
- ◆ Camporee Participation (Ran Station or helped in other area)
- ◆ Camped Overnight
- ◆ Troop Participated in Campfire (song/skit) and provided firewood
- ◆ Uniform: Full uniform for opening. Class B for activities.
- ◆ Commitment for a leave no trace and proper cleanup of campsite before departing
- ◆ Troop participated in cooking contest.
- ◆ Prizes: 1st, 2nd, 3rd place ribbons and prizes.

The Great Mac and Cheese Lunch Cook-off

Each team member receives a Chef Hats (as seen to the right)

What You Need:

- 1 pkg. (14 oz.) KRAFT Deluxe Macaroni & Cheese Dinner
- Or make pasta and cheese from scratch.
- Your choice of meats and/or combinations of meats:
 - Ground beef
 - Chicken Jazz it up: Add extra
 - Sausage cheeses, meats and vegeta-
 - Bacon
- 2 types of vegetables
- Mystery item provided by District

Let's Make It

- Prepare lunch in large saucepan as directed on package, cooking Macaroni for just 8 min.
- Meanwhile, prepare meats and vegetables.
- Add meat, vegetables and mystery item to the pasta and mix well. Cook until heated through, stirring occasionally.
- Entries must have at least one meat and two vegetable items.

Guidelines:

- Each Troop would appoint 3 to 4 Scouts to represent their troop in the cooking contest. We will consider larger troops to have a second team.
 - Each Troop Team would have a mix of older and younger Scouts.
 - Adults — In addition, each troop can have one adult team of 2 adults.
- This is a time event. Cooking teams will meet at Jackson Pavilion at 11:45 AM to pick up their contest kits which includes chef hats and the mystery item, to return to their campsite to cook and prepare their menu. Cooking item must be return to Jackson Pavilion no later than 12:45pm.
- Proper sanitation and food preparation must be followed.
- Top 3 patrols will receive Awards and Award Ribbon. All Patrols that enter the contest will receive extra points for the Best Patrol Competition and we'll have an apron for the best adult entry.

Judging: District would provide judges for the Youth Contest. Youth (SPL's) would judge the Adult entries.



- Ease of recipe
- Tastes
- Texture/Appearance
- Presentation
- Creative use of mystery item
- Completed within the time allowed

Cooking Teams must be signed up through the online registration process.



POWAHAY FALL CAMPOREE COOKING CONTEST ENTRY FORM

Patrol: _____ Troop: _____

Name of Patrol Leader: _____

List Ingredients: _____

Entries will not be accepted without a list of ingredients.

Troops & Crews Get Your Team in place... **ULTIMATE TOURNAMENT** At the Fall Camporee

Photo Combined team from T14 & T19 Norwalk
1st place champions at the Spring Camporee

Fall Camporee organized Tournament:

- 1st, 2nd, and 3rd place Awards
- Each Troop can register one team. Smaller troops can combine with another troop.
- Team shirts available see page 13

Ultimate relies on sportsmanship, invoking the "Spirit of the Game" to maintain fair play. Ultimate players will demonstrate mutual respect for teammates and opponents alike, which develops character, leadership, self-reliance, and conflict-resolution skills.

- This would be a youth-led activity. The honor system works in ultimate, just like in Scouting. Typically, there are no officials. Players are responsible for playing fair, calling their own fouls, and making their own out-of-bounds calls.
- Team Captains would form a Counseling Board to organize the Tournament.
- Each team will consist of youth (under 18 years of age) properly registered.
- Round-robin tournament will be organized
- A regulation game has 7 players on each team. Each team can have up to 11 to allow for substitutes.
- We would allow smaller Troops/Crew to combine youth to make up a team.
- Each team would register a team captain and one adult to serve as a team advisor.
- We are limiting to 8 TEAMS on a first signup basis.
- We are considering one team of adults (combined leaders from troops).
- Questions: John Hanks johnwhanks@hotmail.com



Each Team that plays in the Ultimate Tournament will receive an 175g Ultra-Star (10.75" diameter) Disc. This is the official choice of Ultimate teams worldwide for casual, league, and tournament play.

How to Play Ultimate at the Spring Camporee: Sign up your Team to play at the Fall Camporee through the online registration by October 14. Each team will receive an ultimate Frisbee game disc.

Schedule Saturday, October 19, 2019 8:45 AM Team Captain Meeting — roster due (turn in this form and list team members. Afternoon Ultimate Tournament (Schedule to be set at the camporee.)

Troop/Crew (circle one) #: _____ Town: _____

Team Captain: _____

Email: _____

Team Adult Advisor: _____

Email: _____

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____
11	_____

It's Time to Get Serious... Ultimate Troop Team T-shirts



The back side would be personalized to each Troop number.

Powahay is offering official Ultimate Team T-shirts

- Team T-shirt personalized to each Troop number on the back
- Each Troop Team would select a different color from the chart.
- These are Sport Tek Wicking T-Shirts. Constructed of 3.8-ounce, 100% polyester fabric, this garment features Double-needle tailoring on the sleeves and hem.
- Adult sizes only — Small, Medium, Large, X-Large, 2X-Large
- **Cost \$15.00.**
- We need a commitment of 7 or more shirts from each Troop. Ultimate Teams are 7 players plus reserves.
- **Troops/Crews — Please collect the t-shirt fees from your Scouts and make a unit purchase.**
- Deadline is Sept. 27 to order in time for the Fall Camporee.
- Please select a color from the chart below. Have more than one choice in case your selection has been taken.
- **Ultimate Fall Schedule:** Saturday, Oct 19 at the Fall Camporee and Saturday, Nov 16 Scoffield Middle School Stamford (during but separate from the Webelos College). **More games to come!**

Question info@powahay.com

To Order <https://www.ctyankee.org/district/powahay/ultimate-t-shirts/>

