

# **CONTENTS**

WELCOME!	
Program Schedule	
Introduction - Storyline	
Location of stations	
lunch	5
WEATHER	
Camping	
class assignments	Error! Bookmark not defined
Equipment List*	ε
Station SCORING	
EXTRA CREDIT ASSIGNMENTS	
stations	Error! Bookmark not defined
CAMPOREE: Special Instructions	
Camporee Patrol Roster	
Scatacook District	
Camporee Registration	19

#### WELCOME!

The Scatacook District and the Brookfield Scout Troops (5, 135, 235) are thrilled to host the 2019 Fall camporee. We are excited to bring you a 'most excellent' program of events for the scouts to test their skills, knowledge and teamwork. the theme for this year is "bill and ted's excellent camporee".

Please carefully read through this Guide to be sure that we have covered all the details for this year's event. If there any questions, please contact any of the troop contacts listed below. We also ask that you be sure to cover as much of both the camporee and Campout details with your scouts and adult leaders <u>before the event</u>.

Please be sure to submit your camporee registration form no later than 18 october 2019. <u>Do not delay!</u> We need as accurate a count as possible of units and patrols so that we can prepare in advance for your arrival. Please be sure to fill out the registration form completely as it has some important information we need for the final planning.

Thank you,

**Camporee Committee** 

<b>TROOP</b>	<u>CONTACT</u>	<u>E-MAIL</u>	TEL.#
5	Brian white	Brian-white@charter.net	
135	Gary Prybylski	garyprybylski@msn.com	
235	Victor granchelli	camporee@granchev.com	914-384-1249

## **Program Schedule**

# Friday, November 1

3:00 PM Campground open for Units that are camping

5:00 – 7:00 PM Registration at the Jackson Pavilion

7:30 – 9:30 pm movie (bill and ted's excellent adventure)

9:45 – 10:15 pm cracker barrel – leaders (2), spl, aspl

10:30 PM Taps / Lights out

## Saturday, November 2

6:00 AM Reveille

6:30 – 8:00 am breakfast

7:00 - 8:00 AM Registration at the Jackson Pavilion (webelos)

8:00 AM Opening Flag Ceremony

8:30 AM Start Camporee\*

8:30 – 11:30 am Stations open

11:30 – 1:00 PM Lunch

1:00 – 4:00 pm stations open

4:00 PM patrols Turn in scores to hq

4:00 – 7:00 pm patrol time / dinner

8:00 – 9:30 PM Camporee Welcome Campfire and skits

10:00 PM Taps / Lights out

## Sunday, November 3

6:00 AM Reveille

6:30 – 8:00 am breakfast

8:00 AM Flag Ceremony

Award presentations

8:30 am - 10:00 am clear camp

10:00 am camporee officially over

#### Introduction

The Camporee will consist of a series of "homework assignments" for each Patrol, Den or Crew of Scouts to complete. At Each station, the patrol will be judged & awarded points based on how well they perform the assigned task which will also include aspects of leadership, teamwork, and Scout Spirit. There will also be random "extra credit" opportunities throughout the event.

While Adult Leaders may accompany each team, Adults are NOT to assist Scouts while at any station. Except in extraordinary circumstances Adults may NOT accompany Crews of Venturers or Senior Boy Scouts (Star, Life, and Eagles). Points will be deducted for Adult involvement and assistance with Boy Scouts while completing various events.

Webelos Den Leaders (and other Parents) are considered part of the Den and <u>may</u> assist their Webelos Scouts without penalty. However, Leaders are encouraged to let the Webelos Scouts perform as much of an event as they are capable.

#### **Location of stations**

Each patrol will be given a map upon registration and will be notified of their morning starting point and their afternoon starting point. There will be events at upper hoyt and at lower hoyt. They will be split evenly so that a patrol does not have to travel back and forth throughout the day. Either they will spend the morning in upper hoyt or they will spend the afternoon in upper hoyt.

#### lunch

During lunch break, patrols will return to their campsite to eat and regroup for the afternoon events.

## **WEATHER**

Please make sure the scouts are prepared for fall weather in the northeast. Rain gear (raincoat, poncho, etc.) must be carried by each Scout.

In the event of severe weather, an e-mail and phone chain will be used to notify Unit Leaders of the postponement (or cancellation) of the Camporee. All cancellations will also be posted on the Scatacook District web site home page at

http://www.ctyankee.org/districts/scatacook/news. The web site will also post a "Go" for the Camporee, in case of doubts about the weather.

## Camping

Units camping will be assigned an area based on the number of tents you indicate as required for your scouts, an appropriate area allocated for adult tents and a general area for setting up a cooking area. Units should check-in with a Camporee staff member upon arrival on Friday at the pavilion closest to the parking lot. Camping locations will be given on a first-come, first-serve basis and preference will be given to those units who are running a station.

# **Equipment List\***

the following items are mandatory and must be carried by your patrol during the initial Inspection at the start, throughout, and at the finish of the Camporee:

- One (1) Compass
- One (1) Scout Handbook
- One (1) Knife with one totin' chit
- One (1) first aid kit
- One (1) Fire starting materials with firem'n chit
- Rain gear (each scout)
- Water (each scout)
- Lunch (WILL BE EATEN AT TROOP CAMPSITE)
- Proper footwear and clothing
- Canned food donations
- Patrol Roster
- Patrol flag
- Patrol yell or chant
- Garbage bag for trash and discarded items during the competition
- TWO 6 x 8 tarps

## **CAMPOREE: Special Instructions**

- 1. All Units must pre-register by 5:00 PM on 18 October 2019. No exceptions. NO WALK INS.
- 2. All individuals will receive a 2019 Camporee Patch.
- 3. All Crews, Patrols and Dens should check-in Friday evening between 5:00-7:00 PM or on Saturday morning between 7:00-8:00 AM. Only the Crew Leader, Patrol Leader or Den Leader will check-in at Headquarters. At check-in, each patrol will be given a set of instructions, an assigned starting station, a map of the course and events, and a score sheet.
- 4. Parking is very limited. Carpooling is essential. Please plan accordingly. **Unit Trailers will be** parked at the entrance to lower hoyt. Guides will be available to help with Parking.
- 5. All trash must be packed out, including trash generated on the trail. Each Crew, Patrol or Den must bring at least one, heavy-duty garbage bag, and use it.
- 6. Prizes for 1st, 2nd, and 3rd place (as measured by total points) will be awarded for (a) Scout Patrols or Venture Crews and (b) Webelos Dens. Our plan is to present all awards at the conclusion of the event on Sunday.
- 7. Event patches will be handed out to each Troop and Pack on Sunday. Units must have registered for the camporee and checked in to receive patches.
- 8. Fuel Use See Guide to Safe Scouting.
- 9. No drugs or alcohol permitted at a BSA event. No exceptions.
- 10. The First Aid Station will be at the training cabin at lower hoyt.
- 11. Each Troop, Pack or Crew must provide two adults to serve as "staff." Staff members will be assigned to supervise stations during the event. All other staff members will be used as needed for various tasks. Names and phone numbers should be listed on the Registration form. Volunteers should report to Headquarters by 7:30 AM on Saturday and should be available to serve until 4:30 PM. Volunteers should dress appropriately, as they will be outdoors all day. Station Managers will assist with keeping track of time.
- 12. A Tour Plan is not required for Camporee for Connecticut Yankee Council Units. A Unit Insurance Certificate is also not required.
- 13. Leave-No-Trace: Please use only above-ground fire containers (grills, tubs, stoves, etc.) or existing site fire rings.

#### **Station SCORING**

The Camporee scoring system will utilize a pre-printed score card, with spots to "punch-out" the score that a unit earned. Each station will be given a hole puncher.

Station scores range 2 to 8 points, plus 1-3 POINTS FOR SCOUT SPIRIT

# Gradepoints

Ą	8
В	6
С	4
D	2

#### **EXTRA CREDIT ASSIGNMENTS**

EACH EXTRA CREDIT ASSIGNMENT CAN ONLY BE TURNED IN ONCE - I.E. YOU CANNOT DO 4 SKITS AND GET 20 EXTRA POINTS, YOU WOULD ONLY GET 5

<u>ASSIGNMENT</u>	<u>POINTS</u>
Skit	5
Attend cracker barrel	2
Food donation	3
Campsite	5 (WILL BE ASSESSED SATURDAY FROM $8:30-11:30$ )
Run a station	3 (for each patrol from that troop)

## Lower hoyt stations

```
first aid skills – hosted by troop ???
lashing – hosted by troop ???
knots – hosted by troop ???
fire building – hosted by troop ???
memory game – hosted by troop ???
leave no trace – hosted by troop ???
scavenger hunt – hosted by troop ???
Team Building – hosted by troop ???
```

## upper hoyt stations

```
rifle range – hosted by troop ???
archery – hosted by troop ???
hatchets – hosted by troop ???
orienteering – hosted by troop ???
```

shelter building – hosted by troop ??? trivia – hosted by troop ???

## first aid skills

One of our heroes has fallen down the stairs while fighting a knight and needs some mending. You and your patrol need to dress his wounds and carry him to safety.

```
Perform the following first aid:
```

Open wound

Broken arm

2-person carry

# Equipment provided:

Two (2) six-foot poles

## Equipment needed:

One (1) 6x8 Tarp

One (1) gauze pad to cover cut (3x3 or 4x4)

Three (3) Bandages to tie bandage and splint

Sling

Splint material

# Lashing

The general wants to go down the water slide but the ladder is broken!!! Can you lash together a ladder to help him reach the slide?

## Create a ladder:

4 rungs

Must be able to climb 4'

Square lashing

# Equipment provided:

All material will be provided

# Equipment needed:

Superior knowledge of lashing

## **Knots**

Tie the following knots:

Square knot

Two half hitches

Bowline

Taut line hitch

Equipment provided:

All rope

Equipment needed:

None

# Fire building

Our heroes are in trouble again! Their hands are tied, and they need some help escaping. Burn through the ropes to help them make their getaway.

## Build a fire:

Must burn long enough and high enough to burn through the rope

Time limit of 3 minutes

Points deducted for using matches

# Equipment needed:

Flint/steel

Matches

No "enhanced" fire starting materials can be used!!!!

# Equipment provided:

Stand with rope across the top

# Memory game

Our heroes have misplaced their keys (again)!!!! Help them to find it by being able to remember where everything is.
Your task is to be able to identify where objects were
Equipment needed:
Sharp eyes
Equipment provided:
2 tarps
20 Objects
Timer
Leave no trace
Equipment needed:
Equipment provided:

# **Scavenger hunt**

Our heroes have to complete their final report. Help them by identifying 1 object for each of the following letters:

Hoyt dudes

Throughout the day, take pictures that being with the letters (hoyt dudes) and write down what the object is (no duplicates!). objects must be found within hoyt. For instance, you can not take a picture of a helicopter on someone's phone for 'h' but you could take a picture of a hole.

Equipment provided:

Sheet to write down answers

Equipment needed:

Smartphone to take pictures

**Team building** 

## Rifle range / bb range

Our favorite outlaw is showing off his skills. Can you do better than him? Scouts will shoot .22 rifles and webelos will shoot bb guns.

Prove you are better than 'the kid' and see how many points you can get. You will be given 3 rounds to sight your rifle and 10 rounds to score as many points as possible.

## Equipment provided:

**Targets** 

Rifles

Ammunition

Hearing protection

Eye protection

## Equipment needed:

None

## **Archery**

It is not the 1800's anymore and you do not have a rifle. You are stuck in medieval England and only have a bow. Can you defend the princesses?

Prove you can defend your castle and see how many points you can score! You will be given 3 arrows to "warm up" and then 10 arrows to score as many points as possible.

## Equipment provided:

Bow

Arrows

Finger guard

Wrist guard

## Equipment needed:

A steady hand and nerves of steel

## **Hatchets**

You have been pushed further back in time to 410 bc and have only a hatchet to defend yourself. Will you be able to make good your escape?

How many points can you score with your hatchets? You will be given 3 hatchets to "warm up" and then you will throw 9 hatchets to score as many points as possible.

Equipment provided:

Hatchets

Equipment needed:

None

# Orienteering

Our heroes have lost their girlfriends in the woods! Can you help find them and bring them back to safety?

Successfully navigate the orienteering course

Equipment provided:

Orienteering course

Equipment needed:

Hoyt map

compass

# **Shelter building**

Our hero	es have broken their	means of trans	sportation and	I need somepla	ice to stay w	hile it is	being
repaired.	Build a shelter that	ou can all stay	vin.				

Build a shelter

Equipment provided:

rope

Equipment needed:

One (1) 6x8 tarp

Two (2) 6' poles

## trivia

using the Socratic method of asking and answering questions to stimulate your brain cells, let's see how much you know!

Equipment provided:

Questions

Equipment needed:

answers



# **Camporee Patrol Roster**

Patrol Name:		Tro	Troop/Crew:		
			1		
Name	Age	Rank	Leadership		
			Patrol Leader		
			Asst. Patrol Leader		
All Information above	e is correct				
Circuture of Datus I I a					
Signature of Patrol Leader		Da	ate		
Signature of senior Patrol Leader		Da	ate		
Signature of Unit Leader			ate		

# **Scatacook District**

# Camporee Registration John Sherman Hoyt Scout Reservation

Unit #: Troop	Venture Crew		Webelos			
Town:						
Unit Leader's Na	me:					
Leaders e-mail:						
Phone (Home):_			Ce	l:		
Is your unit camp	, ,	No	yes	if yes, how many?		
Is your unit bringi Will you be runni	•	yes no	yes	if yes, which one?		
In compliance with Safe Scouting Guidelines, Webelos scouts will be permitted to camp overnight (family camping) in upper hoyt						
Patrol Name				Number of Scouts		
Patrol Name				Number of Scouts		
Patrol Name				Number of Scouts		
Patrol Name				Number of Scouts		
Patrol Name				Number of Scouts		