

"A Camporee in a Box "" — Fall Camporee A Unit Event Due to the COVID-19 Pandemic Part 1 — Planning Guide

Dear Troop Leaders,

It continues to be a year of uncertainties as we find new ways to keep our Scouts active in our programs. Current COVID-19 Guidelines does not permit for large outdoor activities such as a camporee and remain at 100 people outdoors and 25 people indoors for public gatherings. Even if those numbers were to increase in the coming weeks, we are not sure we can maintain sanitation and other COVID-19 for large group gathering.

It is much safer at a unit level.

To play it safe and to keep our traditional Fall Camporee alive this year, we are offering a "camporee in a box" event. In the attached pages you will find camporee activities that troops can conduct as a day event or as a campout weekend from now until October 25th. Troops can make it a NIGHT camporee for a fun and exciting departure from the "standard" camporee format.

Troops will provide their own judges for scoring. We will then bring troop youth leadership together for a Zoom Super Troop Competition and closing ceremonies.

Council camps are open for camping operating at 50% of normal capacity. Troops would make their own arrangements to use council camps.

To move forward with this event, we need your cooperation:

- \$20.00 Unit Registration fee required as soon as possible at <u>www.mycouncil.ctyankee.org/Event/681</u>. This allows us to start a budget and gage interest.
- ♦ \$3.00 patches can be ordered up to October 15. We need 100 patches paid before we can order patches. The patch is sure be a collector item.
- Registration is set up so that you can pay for the \$20 registration fee and pay for patches or come back by October 15 to order the patches.

This contains **Part 1 Planning Guide**. **Part 2 Station Planning Addendum** will be emailed when we receive your \$20 registration fee.

Yours in Scouting,
John Hanks
Powahay District Vice Chairman Program



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Your Mission ... Should You Choose to Accept it ...

At this time, a roque agent known as the Jackal, has stolen royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet. Your group will be entering an area that has been booby trapped by the infamous enemy agent, the Jackal... As always, should you or any of your IM Force be caught, the Secretary will disavow any knowledge of your actions.

Due to the COVID-19 guidelines with large gatherings and to keep it safe during these uncertain times, Powahay District is offering a "Camporee in a Box" for Troops to conduct camporee events either as an outdoor day event or a Troop Campout. We will then bring small troop teams to a timed (30 Minute) Zoom Tournament to determine Super Troop Award.

The Mission:

- Powahay Camporee Packet will provide 6 action stations with instructions on how to set up, run and score.
- **Make it a NIGHT camporee** for a fun and exciting departure from the "standard" camporee format. This camporee can be run as a day or night event.
- Troops would conduct this activity as a unit from September to October. Camping arrangements for Hoyt can be made at www.ctyankee.org/camping/reservea-campsite-or-facility/ or by calling Carolyn Cruson at 203-951-0237.
 - Troops are responsible for making camping arrangements. This is NOT being coordinated by District. The weekend of October 23-25 reserved for the fall camporee should be available for Troops to make reservations or Troops can make arrangements for other available weekends. Camping is at 50% of normal capacity at Hoyt. Early reservations are recommended. Troops do not have to camp at Hoyt. Other camp locations are acceptable.
- Troops will arrange patrols to compete in the events.
- ◆ Each Troop will assign two or three individuals as Judges. These can be older Scouts, Adults and/or a combination of both youth and adults. Judges selected will remain impartial from the troop and score patrols on the events. A scoring sheet will be provided.
- ◆Troops are expected to run their event following Council COVID-19 Guidelines at www.ctyankee.org/tag/coronavirus/. Please keep checking for updates.
- test, conservation project, show the movie, invite AOL Webelos, bring a buddy

The Super Troop ZOOM Tournament Wednesday, November 11 7:15 to 7:45 PM — 30 Minute Timed Event. See Page 8

◆ Add your own events to make it unique for your Troop. Consider a cooking con-



\$20.00/Unit Fee & \$3.00/Patch

Troops hold event by October 31.

Troop Score Card Due by November 3.

Awards

Gold, Silver, Bronze Patrol Recognitions

1st, 2nd, 3rd Place Super Troop and Honorable mentions.

Ouestions: info@powahay.com



COVID-19

- We will continue to monitor COVID-19 Guidelines and we will provide updates as needed.
- Please monitor COVID-18 updates at <u>www.ctyankee.org/</u> tag/coronavirus/

Troop Option Make it a night camporee!

It is a fun and exciting departure from the "standard" camporee format. This is especially important to those experienced Scouts that have been to other camporees and would enjoy something new and different.

Use Saturday day time to organize and assemble the components of an excellent program. Patrols can practice skills needed for the night event.

Under the cover of darkness, the environment takes on a mystery which creates a more exciting mood. The secrets of the night can be featured and appreciated. Things seem larger, farther, and more intriguing at night.

Earn extra points for Super Troop by adding your own events to make it unique for your Troop:

- ◆ Conservation project
- Show the Mission Impossible
 Movie
- Invite AOL Webelos

1. Espionage Adventure — The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet. Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. The Jackal has hidden a container with the royal emeralds. There are 7 false containers that contain a poisonous gas. Once loose, it will kill everyone within seconds. If you carefully follow clues and choose the correct container you will avert international crises and probably prevent a disastrous war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.



- **2. Blind Escape** An explosive device goes off blinding everyone except one person, he can see but is paralyzed and can't move. He must guide his fellow agents by voice through a dangerous series of obstacles to rescue him and escape to safety. Teamwork and cooperation is your only hope for survival. The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.
- **3. Agent Rescue** This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.
- **4. Laser Gauntlet** Patrols take turns being the invaders and defenders. Defenders choose two people from their patrol who are then blindfolded and stand with lasers (flashlights) ready for action. Invaders must approach quietly; they are not allowed to run. If they make a noise and are "flashed" with a laser, they're dead and must sit down. Defenders win by killing off all invaders. Invaders win if they can tag defenders without being killed. There is a time limit for each round.
- **5. Opening the Vault** You are now in front of the vault door in the enemy's lair. In order to open it you must decipher the code you found. Decipher the code and you will have the password to open the vault. Be aware, there is a time limit to solving the cipher before the chamber fills with poisonous gases.
- **6. Mystery Challenge** There is a final challenge to be found inside of the vault that will be critical for saving the free world. Intelligence has no clue what the challenge might be. Be aware, even though you are a spy, you are also a Scout. "Be Prepared" for anything!

Fun Extra Activities

Master of Disguise

Jim Phelps is the head of a super-secret government agency, the I.M.F. (Impossible Missions Force), and is often given secret anonymous covert missions to attempt. Quite often, they are unmasking criminals or rescuing hostages. He picks his team depending on which tasks need to be done. One thing is vital on an Impossible Mission: the mission must be carried out in entire secrecy, often relying on high-tech equipment, elaborate deceptions and master of disguises.

The Leader of the wealthy kingdom is hosting an international party. Representative from many countries around the world will be attending. The rouge agent Jackal is thought to be attending this party.

Your patrol will need to disguise one of your patrols to attend this party and see if they can determine who the Jackal is without revealing that they are a spy.

Patrols can select one member to disguise to attend the party.

The Rules

- This is a craftsmanship-based contest. Store bought costumes are not eligible.
- Costume mask are not permitted, but use of wigs, hats, mustaches, makeup, fake eyebrows, and other accessories are allowed.
- To enter the contest please send a photo of the Scout before the disguise and one in disguise. Emailed to info@powahay.com by Oct. 25. A parent of the Scout and a leader must be copied in the email with the photos.



Who is the Jackal?

A rogue agent known as the Jackal, has stolen royal emeralds. No one knows for sure what the Jackal looks like. It could be a man or women.

Master of Disguise Costume Contest 1st, 2nd, 3rd Award Trophies

- Judging based on "before and after" photos emailed by November 4.
- Creativeness of the character developed for the story line.

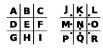
Cooking Contest

Troops can set up their own cooking contest. Please note CYC COVID-19 guidelines... "Cooking activities should be assigned to reduce exposure to germs. Utensils should be handled by only one Scout in each patrol. Only one Scout in each patrol should handle food preparation or cooking; Scouts must wear a face mask while preparing, cooking and serving food, and must wash their hands thoroughly before and after food preparation and before and after cooking."

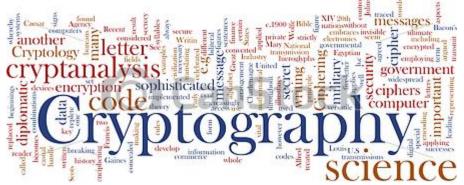
Extra points will be determined by holding the event and following the above guidelines. See Troop/Patrol Score Sheet.

Other ideas

- Tie in Signs, Signals and Codes merit badge. See pg 4.
- Troop presentation Career opportunities... How to become a spy? Google for information.
- Do a Conservation Project and earn an award. The Conservation Good Turn Award is an opportunity for Scouts to join with conservation or environmental organizations (federal, state, local, or private) to carry out a Conservation Good Turn in their home communities. More info https://www.scouting.org/awards/awards-central/conservation-good-turn-award/









Can you Crack the Code?

Find a short hidden message in the list of words below.

carrot fiasco nephew spring rabbit sonata tailor bureau legacy corona travel bikini object happen soften picnic option waited effigy adverb report accuse animal shriek esteem oyster

Hint: First and last.

Answer: Starting with the first two words, Take the first and last letters, reading from left to right. Example: Carrot fiascO "from these pairs" the message is as follows:

A code is a system of symbols, letters, words, or signals that are used instead of ordinary words and numbers to send messages or store information. A code is used to keep the message short or to keep it secret.

Codes and ciphers are forms of secret communication. A code replaces words, phrases, or sentences with groups of letters or numbers, while a cipher rearranges letters or uses substitutes to disguise the message. This process is called **encryption** or **enciphering**. The science that studies such secret communication is called **cryptology**.

Secret writing has been employed about as long as writing has existed. Codes have been used throughout history whenever people wanted to keep messages private. Cryptology has long been employed by governments, military, businesses, and organizations to protect their messages. Today, encryption is used to protect storage of data and transactions between computers.

In ancient times when messages were carried by foot for miles, kings and rulers would encrypt the letters they would send to allies. This helped to protect the secrecy of the message in case they were stolen. In early American history, even George Washington sent coded messages to his fellow soldiers. Likewise, the members of the Continental Congress also encoded their documents. When the

telegraph was invented, the "Morse Code" was used to send understandable messages via sound patterns.

In modern times, the ability to send encrypted messages has been of vital importance during war efforts. For example, the US recruited and trained Navajo "code talkers" during World War II. These code talkers created a code using their native Navajo language, contributing to the US war effort against the axis forces by allowing secret messages to be relayed.

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ALERT — Camporee Requirements

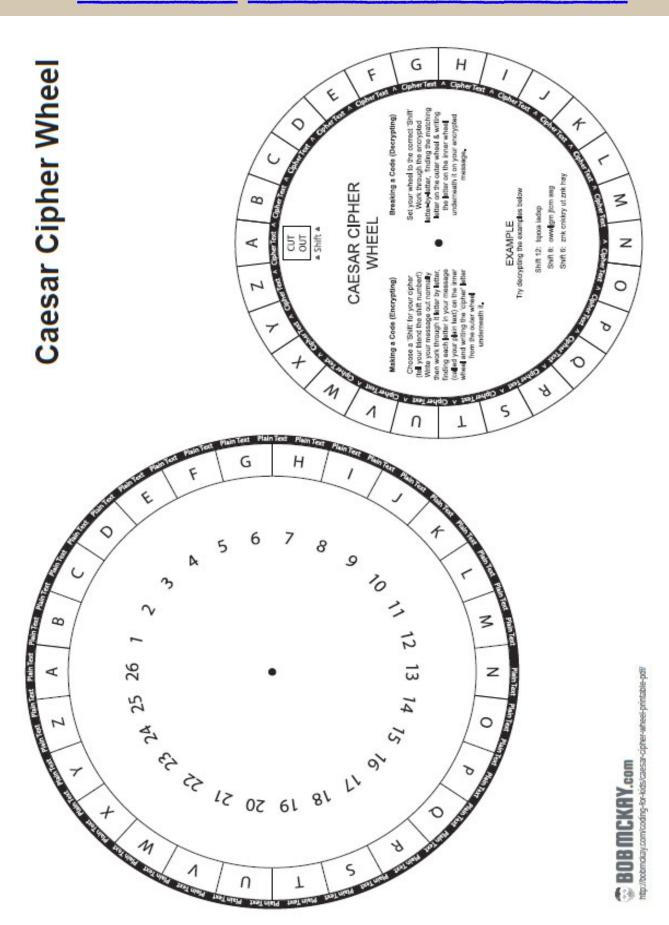
Station 5 — Opening the Vault – You are now in front of the vault door in the enemy's lair. In order to open it you must decipher the code you found. Decipher the code and you will have the password to open the vault. Be aware, there is a time limit to solving the cipher before the chamber fills with poisonous gases.

Cryptograph Wheel — To assist with this station we have included a Cryptograph Wheel to make — See page 6.

Be Prepared — There may be a requirement to send a message across a large area without talking. Patrols may want to download Morse code, sign langue or come up with your own system.

Merit Badge Tie-in

If any of this interest you, take a look at **Signs, Signals** and **Codes merit badge.** The badge covers a number of nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.



CYC COVID-19 Camping Guidelines

This event can be held as a day event. Camping is not required.

The following is a summary of information from the Council COVID-19 Guidelines found at www.ctyankee.org/tag/coronavirus/. Please continue to check this link for updates.

The Council will operate camp properties at 50% of normal capacity. All groups must register for a specific site or facility at least 48 hours in advance so group leaders may be updated on any area closings, current Council guidance and policies and federal/state/BSA regulations and guidance. https://www.ctyankee.org/camping/reserve-a-campsite-or-facility/

UNIT -- PRE-ARRIVAL AND TRANSPORTATION

- Before leaving for camp, each participant should complete the BSA Model Pre-Event Medical Screening Checklist and submit to unit leadership for that activity. The Checklist should be maintained by the unit for at least 45 days after the activity. Temperature should be taken at home.
- Scouts should travel to/from the venue with their own parents or guardians; family groups should not mix.
- Medically 'at-risk' persons should not participate in activities nor provide transportation.
- ♦ Units should minimize late arrivals and early departures.
- Scout units should have permission slips or electronic approval for each youth in attendance.
- Scout units should maintain a current Annual Health and Medical Record, 680-001 (2019 version) for all youth and adults participating in the unit.

PACKING IN - PACKING OUT

- Participants should be prepared to carry their own personnel gear and limit the gear carried to strictly that patrol/den. Participants should use work gloves when moving shared gear.
- Do not expect carts to be available since they must be disinfected each time a person uses them. If carts are available, it is recommended that cart users wear work gloves when handling carts and then wash or disinfect hands immediately after.

RECOMMENDED GEAR, ABOVE AND BEYOND TYPICAL SCOUTING EQUIPMENT

- ♦ Non-contact thermometer
- Clean and dry face coverings and spares for each participant (participants should also bring their own)
- ♦ Sanitation wipes or hand sanitizer with each participant
- Readily accessible personal protective equipment (gloves, masks, disinfectant, etc.). Estimated 4-6 pairs of gloves per person of different sizes (used for handling trash pick-up, clean up, carrying gear, etc.)
- ♦ Extra trash bags for used wipes and gloves
- Water containers/basins to use exclusively for frequent hand washing with soap and water.

COOKING/MEAL PLANNING

- Each participant should maintain their own utensils and mess kit (use disposable if unable to manage). Mess kits and utensils should not be shared.
- Participants should follow social distancing guidelines while eating
- It is recommended that one Scout/adult 'own' the drinking/ cooking water container operation for the entire event. No

- other person should touch it. If it is necessary to change the individual, items must be disinfected.
- ◆ It is recommended that one Scout/adult 'own' the entire patrol box operation including cooking and serving food to others (recommend removing plates, bowls, cups and eating utensils). No other person is to touch anything in the patrol box. If it is necessary to change the individual, items must be disinfected.
- Remove dish towels from the patrol box and use mesh bag method for all patrol box contents to disinfect and hang dry.
- Each participant should bring their own camp chair with their name on it. Camp chairs should not be shared.

CAMPFIRES AND PROGRAMS

- Each participant should bring their own camp chair with their name on it since there is usually limited space around campfires
- ♦ Avoid close contact acting for skits
- Based on the known risks of the spread of germs, singing or cheers are not recommended at campfires unless both social distancing can be observed, and face coverings are worn.

AXE YARD

The handles of all wood tools must be disinfected after each use by an individual. It is strongly recommended that everyone bring and use their own work gloves to do any work in the axe yard.

INCLEMENT WEATHER

 Under severe weather conditions participants may need to occupy pavilions, porches, or buildings. Face coverings should be worn in those instances. After the extreme weather condition has passed, everyone should return to current safe distancing quidelines.

ILLNESS WHILE IN CAMP

- Persons feeling ill during an activity shall be immediately isolated by the group leader and returned home as soon as possible. If the symptoms fall within the affirmative criteria for COVID-19 as described in the BSA Model Pre-Event Medical Screening Checklist, ALL unit/group activities must stop, all participants must wash hands and the group activity must terminate. As soon as possible, the group must depart the camp.
- ♦ Units must check-out with campmaster.

AT THE END OF YOUR STAY

- All trash should be considered contaminated; participants should wear disposable gloves whenever handling trash.
- ♦ Units must check-out by a District Staff.
- Everyone must wash their hands prior to getting into vehicles to head home.

PLANNING ACTIVITIES AS PER COUNCIL GUIDELINES -- GAMES/SKILLS/COMPETITION

• Many games require close contact. These activities should be minimized; however, the use of face coverings and work/game gloves will help reduce risk. Games using a ball or frisbee by multiple individuals risk the transfer of germs among the players; these games should be watched carefully, and all participants must wash or disinfect hands frequently before, during and after play.

The Super Troop **ZOOM** Tournament Wednesday, November 11

7:15 to 7:45 PM — 30 Minute Timed Event. The online events are top secret.

- Each troop can have 3 youth participants representing their troop — The SPL or his/her designee and 2 other scouts.
- Troops that submit their Score sheet and a group photo taken at the event by October 25 to info@powahay.com will receive the invite and more information.
- Does your Troop have what it takes to be a Super Troop?





\$20.00/Unit Fee & \$3.00/Patch

Register and pay the Unit Fee by Tuesday, Sept. 15 by 12 noon, and receive 1 FREE T-SHIRT. This can be presented to the "secret" Jackal in your troop. Additional t-shirts can be ordered at \$15.00.

The registration fee covers ribbons, awards and administrative expenses.

Register your Troop by Sept. 15 and you will receive this FREE spy box for a station.



Registration at www.mycouncil.ctyankee.org/Event/681

ARE YOU HAVING FUN? ADULT RECOGNITION

Adults should be having fun. Earn the button to prove it.

- ☐ Working through the Scoutmaster and SPL help organize and run this event. Ask for an assignment.
- ☐ Help enforce COVID-19 Guidelines.
- ☐ Complete your Youth Protection Training for the 2021 new charter year.

Form a "Over The Hill Gang" Patrol and (do two below):

- ☐ Compete in 3 of the stations please alter stations if you know the solution or make 3 stations for adults.
- ☐ Participate in the Cooking Contest
- ☐ Participate in the Master of Disguise Contest.
- ☐ If at Hoyt, complete a service project or camp improvement.

This a unit self administered award. See Troop Score Sheet for ordering buttons.



Patrol Score Cards — Print as many as needed

Patrol Name:					
	Scoring Item	Skill, Completing the task, teamwork, Patrol Spirit	Score 1 to 10	Scores	GOLD
1	Station 1 Espionage Adventure	Compass	10		100
2	Station 2 Blind Escape	Communication	10		POINTS
3	Station 3 Agent Rescue	First Aid	10		SILVER
4	Station 4 Laser Gauntlet	For Fun	10		80 TO 90 POINTS
5	Station 5 Opening the Vault	Cryptology	10		DDONZE
6	Station 6 Mystery Challenge	Cryptology	10		BRONZE 70 POINTS
7	Master of Disguise Costume Contest	10 pts participating	10		OR LESS
8	Cooking Contest	10 pts participating	10		
9	Troop Option		10		
10	Troop Option		10]
		TOTALS			1

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7	Master of Disguise Costume Contest	10 pts participating	10		OR LESS
8	Cooking Contest	10 pts participating	10		
9	Troop Option		10		
10	Troop Option		10		
		TOTALS			

Troop Score Form

Due November 3 Emailed to info@powahay.com

Troop #:	Town:		
Leader in Charge of A	ctivity :		
Phone #			
Date of Event:	Location:		
# of Scouts	# of Adults	Total	
	Patrol		Total Score
To compete in the Su	ving Fun Buttons" do you need		
Other photos are wel	icomea.		

10

Please tell us how your event went: