

# Chickasaw District 2008 Fall CAMPOREE



# September 5-7 Leaders Guide

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# General

The Chickasaw District Fall Camporee will be held the weekend of September 5-7, 2008, at Knox Scout Camp. The Camporee will be open to all Boy Scout Troops, Venture Crews and Sea Scout Ships.

The theme for the Camporee is "Tradition Meets Tomorrow" in honor of the 100<sup>th</sup> year of scouting.

The Camporee will be held at Yamasee and Dyess campsites with the Camporee Headquarters being located at the Administration building.

**Cost:**

**Registration fee: Participants \$8 and Adults \$5 before August 8th**

**Registration fee: Participants \$10 and Adults \$6 after August 8th**



# Scoutmaster Guidance

- ✦ The Camporee will not be called off because of weather.
- ✦ Campsites will be assigned based on the number of Scouts and number of Patrols participating, please check with Headquarters before setting up camp.
- ✦ Friday evening check-in from 5:00-8:30 PM at the Administration building. Please be prepared to show Tour Permit and a folder or binder with class 1 medical forms for your unit at check-in. Early departure must be declared at registration.
- ✦ Scoutmaster and SPL meetings: Friday 9:00PM at the Administration building. Event Judges should also attend this meeting.
- ✦ Vehicles will be parked **ONLY** in designated areas. Vehicles remaining in troop campsites will result in a reduction of 20 points per vehicle from the unit's camp inspection. This penalty does not apply to trailers. The CampOREe Chairman must approve exceptions to this policy during unit check-in.
- ✦ Only one car per unit is allowed to go to the camp site to drop gear. Vehicle passes will be provided.
- ✦ No sheath knives, fireworks, alcoholic beverages, or firearms; **ALL FIRES MUST BE CONTAINED WITHIN A ROCK FIRE RING WITH PROPER CLEARING** and fire buckets.

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- ✦ All medical incidents must be reported to Camporee medical staff.
- ✦ Dutch oven cooking must also be contained within fire rings or off the ground.
- ✦ Each unit is asked to provide 1 or 2 adults to assist in judging of patrol competition.
- ✦ The Camporee committee will judge campsites. An Adult must be in camp.
- ✦ Patrols must have a score sheet in order to participate in patrol competitions and must compete in all events for Presidential award consideration.
- ✦ Adults running the events will strictly adhere to the rules contained in this guide. The Camporee Chairman will be the final authority on any disputes. The Camporee committee reserves the right to alter competition events depending on weather conditions. All score sheets must be turned in to the Camporee Chairman before the campfire Saturday evening.
- ✦ Units are responsible for removing all the trash from the campsites and event areas. Leave it better than we found it.



# SPL Guidance

✦ These are some reminders of the important items for the weekend. Each activity will begin at the time indicated in the schedule, please ensure that your unit is on time. A detailed schedule is located in this guide.

✦ Scoutmaster and SPL meetings: Friday 9:00PM at the Administration building.

✦ Each unit is asked to provide 1 or 2 adults to assist in judging of patrol competition.

✦ Class "A" uniforms are required for the campfire, scouts own service, and closing ceremony. Class "B" should be worn during patrol competitions.

✦ Practical jokes are not Scout-like and will not be tolerated.

✦ Patrol Flags will be carried by all patrols at all times except during the judging period. They will not be required to be in camp for Campsite Inspection. Troop Flags are required for the opening and closing ceremonies only.

✦ Campsite judging will begin in conjunction with the patrol competitions. Ensure that all vehicles are removed from your campsite. A 20-point penalty will be applied to your camp inspection sheet for each vehicle in the troop campsite. The Camporee

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Chairman must approve exceptions to this policy during unit check-in. This penalty does not apply to trailers.

✦ Dessert Contest: Dutch oven cooking may be done in your campsite. However, it must be elevated high enough so you do not burn the grass beneath the fire or contained within a rock fire ring.

✦ Lights out Friday and Saturday at 11PM. Due to the close proximity of units, this policy will be strictly enforced.

✦ Checkout: Make sure your campsite is clean in accordance with Leave No Trace principles.

✦ Ribbons and Awards available: Presidential, campsite, top patrol event category, and participation awards will be given.

# CAMPOREE SCHEDULE

## FRIDAY

5:00pm Registration Begins  
9:00pm Leaders Meeting (Adult Leaders and Senior Patrol  
Leaders)  
11:30pm Lights Out

## SATURDAY

7:00am Reveille  
8:30am Assemble for Flag Raising at the Sewell Center  
9:00am Start Patrol Competition  
12:00pm Lunch / Prepare for Campsite Inspection  
1:30pm Resume Patrol Competition  
\*Campsite Inspection  
\*Turn in Patrol Flags & Scavenger Hunt items  
after last event for judging at Admin. building  
5:30pm Supper  
7:00pm Turn in Desserts for Judging  
8:00pm Campfire  
10:00pm Leaders Cracker Barrel  
11:30pm Lights Out

## SUNDAY

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|         |                  |
|---------|------------------|
| 7:00am  | Reveille         |
| 8:30am  | Worship Service  |
| 9:00am  | Award Ceremony   |
| 10:00am | Check-out Begins |

# TROOP EVENTS

## Registration:

Unit will be rewarded for planning for the event in advance; points will be award to units that register/pay early:

|  |     |
|--|-----|
| >80% of participants registered/paid by August 9 | 100 |
| points   |     |
| >50% of participants registered/paid by August 9 | 50  |
| points   |     |

## Camporee Check-In:

Units will be rewarded for having the forms available and filled out prior to Check-In:

|   |           |
|---|-----------|
| Local Tour Permit                                     | 40 points |
| Registration Form<br>(receipt for early registration) | 40 points |
| Patrol Roster Form (one for each patrol)              | 40 points |

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|  |            |
|--|------------|
| Class 1 Physical (for each participant)  | 40 points  |
| Patrol Score Sheet (one for each patrol) | 40 points  |
| Max score                                | 200 points |

**Troop Campsite Inspection:**

The troop campsite will be inspected using attached form.

Max points 100 points

20 point penalty for each car in the campsite.



# Patrol Competitions

✦ Each patrol should consist of 5 to 9 scouts. Maximum patrol size is 9 scouts, no exceptions. "Dream Team" patrols assembled from multiple patrols within a troop or from multiple troops is prohibited.

✦ Patrols will receive points for completing each event. The top three patrols in each category will be awarded the appropriate ribbon. The patrol with the overall highest score will receive the coveted Presidential Award and reign as the Chickasaw Honor Patrol until the next camporee. In order to be considered for the Presidential Award, the patrol must participate in all events.

✦ Each event judge will strictly adhere to the rules described in this guide. If there is a dispute, disagreements, or point of clarification, contact the Camporee Chairman BEFORE you participate in the event. The Camporee Chairman will make the final decision or interpretation as appropriate.

✦ Patrol Flags will be carried by all patrols at all times except during the judging period. Class "B" should be worn during patrol competitions.

# Patrol Events

## Campfire

Campfires are the time for sharing the camaraderie of the World Brotherhood of Scouting after a long day of healthy competition. Each Patrol is encouraged to participate in this activity and share their favorite skit or song with their fellow scouts. Participating patrols will receive 200 points for performing a skit or song during the Saturday Evening campfire. The Order of the Arrow chapter will be responsible for building the Campfire and providing the Master of Ceremonies for the Camp Fire. All skits and songs must be approved by the Master of Ceremonies prior to 6 PM.

Scoring: Each patrol whose youth members present a skit or song at the campfire will receive 200 points.

## Dessert Cooking Contest

**Reference:** None

**Number of Participants:** Entire Patrol

**Set-Up:**

**Procedure:** Requirements to be considered in Dessert contest:

✦ Fire ring containment w/water buckets for cooking or elevated area.

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- ✦ *All entries MUST be prepared, cooked, and presented by patrol members without the assistance of Adults. Adult participation in any part of the cook-off will disqualify the entry.*
- ✦ Ingredients may not be precooked or prepared for cooking prior to the beginning of the cook-off. All preparation must take place at the campsite on Saturday.
- ✦ All items to be judged must be brought to the judging area at Admin. building in the containers provided during campsite inspection.
- ✦ Judge's Form completed with - NAME OF DISH / UNIT # / PATROL / Cooking Instructions.
- ✦ Entries will be judged between 7:00PM and 7:15 PM on Saturday.
- ✦ One cup will need to be provided.

**Scoring:** Entries will be judged on the following:

Aroma, Appearance and Presentation

Consistency and composition (Lumps, Watery, Burns)

Taste

Innovation or Degree of Difficulty

Overall Appeal

Minimum Score: 50 points (If entry is submitted)

Maximum score 200 points

## Patrol Flag Judging

Patrols will carry their flag to all activities. They are to be presented after the last event.

**Scoring:** Patrol Flag will be scored on the following:

Participation:

Unit # / Patrol Name (Flags that cannot be identified will not be judged)

Attached to flag pole

Originality

Complexity

## **Scout Spirit**

Scout Spirit is the ability to maintain an outgoing and cheerful spirit at all times. Scout Spirit should not be confused with noise.

Patrols will be scored for Scout Spirit at each event:

0-2 points for Patrol yell (unsolicited)

0-2 points for Patrol spirit. (Acting as a group of one not one of a group)

0-2 points for Uniform (A, B, or Theme costume). Must be entire patrol

0-2 points for Patrol leadership. (Does the PL take charge and direct & does he make use of his resources)

0-2 points for demonstrating sportsmanship or teamwork depending on the activity.

## First Aid Relay

**Reference:** BSH pp 293-324

**Number of Participants:** Whole Patrol

**Equipment Needed:**

The patrol will need to bring basic first aid items that you may use while in the woods.

**Procedure:**

This event will have three stations with three different first aid scenarios. You will be required to carry a victim from one or more stations and the victim may or may not be conscious.

**Scoring:**

This event will be scored as pass or fail per each first aid problem. The idea is to perform the first aid correctly and not feel like you are in a race. Patrols will score 1 point per passed first aid problem with a max score of 10 points. The event will be timed to help determine a winner, if necessary. The max time limit on this event will be 20 minutes.

## Scavenger Hunt

**Reference:** None

**Number of Participants:** Whole Patrol

**Equipment Needed:** None

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**Procedure:** Your patrol will be given a list of items at flag raising on Saturday morning and you will have all day to collect your items. Your list and items must be turned in at camp headquarters no later than 5:30pm.

**Scoring:** This event is for bonus points only. You will earn bonus points for your patrol based on the number of items you get. A minimum of 5 items is required to receive any points and the max is 10 points.

### Bow Saw Relay

**Reference:** BSH pp 80

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided

**Procedure:** The patrol will make 10 discs from a log about 4" in diameter. A patrol member must make his disc and then pass the saw on to the next patrol member. Each patrol member must make at least one disc before anyone can go twice. The event will be timed.

**Scoring:** 10pts - under 4 minutes  
9pts - under 4 1/2 minutes  
8pts - under 5 minutes  
7pts - under 5 1/2 minutes  
6pts - under 6 minutes

5pts - under 6 1/2 minutes  
4pts - over 7 minutes

## Distance and Height Measurement

**Reference:** BSH pp 120-125

**Number of Participants:** Whole Patrol

**Equipment Needed:** Compass and stick

**Procedure:** This will be a two-part event. Each patrol member will take his first measurement and report it to the judge. Then each patrol member will take his second measurement and report it to the judge. An assistant will be allowed if required by your measurement procedure. The patrol will be allowed 10 minutes per part of this event.

**Scoring:** All measurements per part will be averaged and the average will be the patrol's measurement for that part of the event. Each part will be scored separate.

10pts - under 1 foot

9pts - under 2 feet

8pts - under 3 feet

7pts - under 4 feet

6pts - under 5 feet

5pts - under 6 feet

4pts - over 6 feet

## Line Compass Course

**Reference:** BSH pp 66-74

**Number of Participants:** Whole Patrol

**Equipment Needed:** Compass

**Procedure:** This event will consist of two lines with multiple points on each line. The patrol will be given a card with 10 bearings. Patrol members will take turns doing bearing until all bearing are completed. The patrol is to record the point number after each bearing followed.

**Scoring:** 1 point will be awarded for each correct point found.  
Max 10 points

## Archery

**Reference:** None

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided (scout compound bow)

**Procedure:** A target will be placed at a fixed distance. Each patrol will have 10 arrows to shoot at the target. Each member of the patrol must shoot at least once before anyone can shoot twice.

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**Scoring:** Target will be scored per the point value of the rings on the target. Max points: 10

### Rifle

**Reference:** None

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided (22cal.rifle)

**Procedure:** A target will be placed at a fixed distance. Each patrol will have 10 shots at the target. Each member of the patrol must shoot at least once before anyone can shoot twice.

**Scoring:** Target will be scored per the point value of the rings on the target. Max points: 10

### Tripod Lashing/Water Boil

**Reference:** BSH pp 139-147; 412

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided.

**Procedure:** Patrol will lash together a tripod. Once the tripod is set in place, the patrol will need to hang a pot of water from the tripod with a predetermined amount of water. The patrol will also

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need to build a fire under the pot and try to boil the water. Once the fire is lit, the pot and/or the tripod cannot be altered. There will be a 20 minute maximum time limit for this event. Once the water is boiling, the time will stop and points will be given for completing the event. In the case of the water not reaching the boiling point, points will be given based on the temperature of the water at the 20 minute mark. After the event is over, the patrol will need to tear everything down and put all items back in the staging area.

**Scoring:** 10 points for boiling, 8 pts for 150°, 7 pts for 140°, 6 pts for 130°, 5 pts for 120°, 4 pts for 110°, 3 pts for 100°, 2 pts for 90°, 1 pt for participating. Max points: 10

## Knot Relay

**Reference:** BSA Deck of Knots

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided

**Procedure:** The knot relay will consist of 7 knots - square knot, thief knot, fisherman's knot, bowline, clove hitch, sheet bend, timber hitch. The first knot that is to be tied will be a clove hitch around a pole; the next five knots will be tied together with the last knot to be tied being a timber hitch around the last pole. Time will stop when the last knot is tied and the patrol member has crossed the finish line. Ribbons go to the top 3 patrols with the quickest time for all 7 knots.

**Scoring:** 1 point per correctly tied knot, 3 points for participating.  
Max points: 10

## Tent Pitch

**Reference:** None

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided

**Procedure:** The tent pitch will be done with a BSA wall tent. A tent will be set up for patrols to look at to see how the finished tent should look. The tent and all the pieces will be in a staged area. Time will stop when the tent is up and all 6 of the guidelines are staked down and tied with a taut line. A different patrol member is responsible for each guideline/stake. Time stops when all patrol members get back to the staging area and the patrol leader yells stop. Points will be taken off for each guideline that is not properly tied, along with the overall appearance of the tent.

**Scoring:** 2 pts for participation, 2 pts for squared tent, 1 pt for each correct guideline Max points: 10

## Tomahawk Throw

**Reference:** None

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided

**Procedure:** A target will be placed at a fixed distance. Each patrol will have 10 throws at the target. Each member will need to throw at least once and depending on the number of patrol members some members may need to throw twice.

**Scoring:** Target will be scored per the point value on the target.

Max points: 10

## Scout Knowledge

**Reference:** BSA Handbook

**Number of Participants:** Whole Patrol

**Equipment Needed:** None

**Procedure:** This is a game to see how much knowledge the scouts learned from the handbook. All the skill questions will be from the ranks of Scout to 1<sup>st</sup> Class. There will also be general questions about scouting history.

**Scoring:** 1 pt for participating Max points: 10

## **Portage Race**

**Reference:** None

**Number of Participants:** Whole Patrol

**Gear needed:** None

The Patrol will be broken into groups of five. This group will need to carry a canoe, backpack and other gear across an obstacle course. Once the first group completes the course, the 2nd group will then run the course. Each member of the patrol must carry something.

**Scoring:**

## **Pancake Toss**

**Reference:** None

**Number of Participants:** Whole Patrol

**Equipment Needed:** Will be provided

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**Procedure:** In this event, a pancake will need to be cooked with a predetermined amount of batter. After cooking one side of the pancake, it will need to be flipped the height of a string that is near the stove, then the other side will need to be cooked. Once the pancake has been flipped and is done cooking, the patrol leader will need to eat the pancake. Time will stop when the patrol leader is done eating the pancake. If the pancake hits the ground during the flipping, the patrol can either pick it up and continue or start all over again.

**Scoring:** Max Points 10

## Camp Compass Course

**Reference:** BSH pp 66-74

**Number of Participants:** Whole Patrol

**Equipment Needed:** Compass & Bottle of Water

**Procedure:** Patrols will be given a map of points to locate. The points are assigned different values depending on the difficulty of the location. Patrols will not be able to reach all point locations. It is important to prioritize which markers the patrol will attempt to reach.

**Scoring:** Max points: 10

# Unit Registration



- ✦ Complete the unit registration form and submit the appropriate fees at the Council Office or at the Camporee Admin during check in. (Page 16)
- ✦ Complete a patrol roster for each participating patrol. Reproduce as required. (Page 17)
- ✦ Complete the top of a patrol competition sheet for each participating patrol. Reproduce as required. (Page 18)
- ✦ Complete a local tour permit; secure permission slips and Class one medical forms for all participants.

# CHICKASAW Fall 2008 CampORee Registration form

Units registering at the Scout Office will require a receipt to verify payment upon arrival at camp.

Unit Type / Number \_\_\_\_\_

Unit Leader \_\_\_\_\_ Phone# \_\_\_\_\_ email \_\_\_\_\_

Assistant Unit Leader \_\_\_\_\_

Senior Patrol Leader \_\_\_\_\_ Asst. SPL  
\_\_\_\_\_

Patrol name(s): \_\_\_\_\_ / \_\_\_\_\_

Patrol name(s): \_\_\_\_\_ / \_\_\_\_\_

Patrol Name(s): \_\_\_\_\_ / \_\_\_\_\_

Registration fee: Participants \$8 and Adults \$5

At Gate Registration Participants \$10 Adults \$6

# Youth \_\_\_\_\_ x \$8.00 = \_\_\_\_\_

#Adults \_\_\_\_\_ x \$5.00 = \_\_\_\_\_

#Late (Y) \_\_\_\_\_ x \$10.00 = \_\_\_\_\_

#Late (A) \_\_\_\_\_ x \$6.00 = \_\_\_\_\_

Totals \_\_\_\_\_

Registration Fee includes entrance, camp usage fee, insurance and patch.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_  
\_\_\_\_\_



# Patrol Roster

Unit # \_\_\_\_\_ Patrol Name \_\_\_\_\_

Patrol Leader \_\_\_\_\_ Rank \_\_\_\_\_

Asst. Patrol Leader \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Scout \_\_\_\_\_ Rank \_\_\_\_\_

Each patrol should consist of 5 to 9 scouts. Maximum patrol size is 9 scouts, no exceptions. "Dream Team" patrols assembled from multiple patrols within a troop or from multiple troops is strictly prohibited. A Scout is Trustworthy!

# Troop Competition Score Sheet

This sheet is required to participate in all patrol competitions. Reproduce as required.

Unit \_\_\_\_\_ Patrol: \_\_\_\_\_

| Troop Competition         | Max Points | Score | Judge Initials |
|---------------------------|------------|-------|----------------|
| Registration              | 100        |       |                |
| Camporee In processing    | 100        |       |                |
| Troop Campsite Inspection | 200        |       |                |
| Troop Total Score         |            |       |                |



## Patrol Campsite Inspection Scoring Sheet

Unit Number: \_\_\_\_\_ Patrol: \_\_\_\_\_ Score: \_\_\_\_\_

| <b>PATROL SITE</b>  |            |  |
|---|------------|--|
| Duty roster posted  | 20         |  |
| Tents: Set up properly (flies, stakes, ground cloth, etc.)                            | 20         |  |
| Campsite Clean / Organized (Clean = 10, Neat = 10, Safe = 10)                         | 30         |  |
| Menu posted   | 20         |  |
| Improvements / Pioneer gadgets in use   | 10         |  |
| Water / Drink containers stored in a sanitary manner                                  | 20         |  |
| Food stored properly & protected & Off-the-ground                                     | 30         |  |
| Cooking equipment / Utensils / Area (clean & organized)                               | 30         |  |
| Patrol Box (clean & organized)  | 20         |  |
| Dishwashing equipment area - organized and sanitary                                   | 20         |  |
| Hand washing area - organized and sanitary  | 10         |  |
| Garbage container available, covered and/or off-the-ground and away from cooking area | 20         |  |
| <b>Total Possible</b>   | <b>250</b> |  |

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**Troop Campsite Inspection Scoring Sheet**

Unit Number: \_\_\_\_\_ Patrol: \_\_\_\_\_ Score: \_\_\_\_\_

|  | Max Points Possible | Points Earned |
|--|---------------------|---------------|
| <b>TROOP SITE</b>  |                     |               |
| Tour Permit posted   | 30                  |               |
| Tents: Set up properly (flies, stakes, ground cloth, etc.)   | 20                  |               |
| Campsite Clean / Organized (Clean =10, Neat = 10, Safe = 10) | 30                  |               |
| American and Troop flags displayed correctly                 | 20                  |               |
| Boundary Set   | 20                  |               |
| Fire Ring established (Ring = 5, Water = 5, )                | 20                  |               |
| Ax Yard (Safe Area = 5, Tools properly stored =5)            | 20                  |               |
| Fire bucket at each tent                                     | 20                  |               |
| First Aid Kit (s) Visible / Accessible                       | 20                  |               |
| <b>Total Possible</b>  | <b>200</b>          |               |