

# 2015 Fall Camporee

## Physically Strong



September 18-19, 2015

Snowslide Campground, La Plata Canyon, CO

Information Booklet

**Purpose:**

A Camporee is many things—camping fun for youth, the thumping of hundreds of feet on the way to an evening campfire and the blue smoke from fires cooking stew or ham and eggs. It is the patter of rain on many tents at night. It is the ripple of wind-blown flags in the morning sun. It is catching the idea of teamwork in a patrol. It is learning to carry out an order to help the team succeed. A Camporee can be a perfect showplace for the Scouting program and, therefore, goes far beyond just being a gathering of boys.

A Camporee starts with the recognition that a patrol is the basic camping unit. The patrol demonstrates its very best camping techniques and shares its experiences with other patrols. The Camporee involves the type of equipment that can be carried in a pack by boys and can be set up entirely by boys, allowing them to be completely self-sufficient for a self-reliant experience over a period of two or three days.

Camporees are held on a council or district basis. They may be held at any time of the year. Camporee programs may include contests and demonstrations of outdoor Scouting skills as well as campfires, games, and field events. These activities can show Scouting at its best.

Camporees can help councils and districts meet part of their goals. They stimulate overnight camping; they help units to attain part of the minimum annual 10 days and nights of camping; and they help prepare units for long-term camping. Camporees help units earn the Quality Unit Award.

Webelos Dens may attend only with the invitation of a Troop and they will only observe the events on Saturday. There will be no events for them to participate in and they will not receive the event patch. The Den may camp overnight with the troop. There is no charge for the Webelos Den for this Camporee.

The Scout Oath reminds us to do our best to be physically strong. With that in mind, the theme of this Camporee is “Physically Strong.” The events listed below will test the patrol method, physical ability, and athletic endurance. The BSA maximum weight limits to participate in high adventure activities are listed in the table below. For youth and adults, we must do our best to be physically strong to ensure long healthy lives and the ability to participate in all the activities that Scouting has to offer.

**Maximum weight for height:**

Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	295



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## Location:

The Camporee will be held at Snowslide Campground. La Plata Canyon is 12 miles west of Durango (17 miles East of Mancos) on US Highway 160. Turn North on County Road 124 at Hesperus, CO. Follow the pavement, which eventually turns to dirt, for 6 miles.

## Dates:

September 18-19, 2015

## Fees/Registration

See Registration Form

Please have the following information ready at the time of registration:

- Total Number of Scouts
- Total Number of Adults
- Registration Fee by Cash or Check
- Number of Patrols
- A List of Scouts Names, by Patrol
- Name, Telephone Number, and E-mail of Unit Leader or Contact Person
- Names of Adult Leaders Who Can Work Adult Staff
- Names of Youth Leaders Who Can Work Junior Leader Staff

Fee: \$8.00- Includes a patch, insurance, program supplies, program operations, and awards.

## Boy Scout Troop Leadership Requirements:

All Troops are required to have two registered adult leaders at this event.

## Tour Permits:

Tour permits are required. A copy must be submitted at Registration.

## Medical Release:

We highly encourage that each Leader have a copy of all participant's (Scout and Leader) Medical Form at the Camporee in case of any unexpected emergency. We will not collect these forms at registration- it is your responsibility to have them available.

## Adult Leaders

It takes many adult leaders to make a successful Camporee of the size and magnitude of this one. We ask that each unit provide at least one (more if possible) adult leader to work on the Camporee Staff. All Adult Leader Staff should attend the Friday Night Adult Meeting and help make this year's Camporee the Best Yet. (See schedule).

## Uniforms:

Each Boy Scout is strongly encouraged to wear a Class "B" Uniform (Troop T-shirt etc.) during the entirety of this event. There are bonus points available to each patrol if the Scouts are in the SAME uniform.

## Check-in:

Boy Scout Troop Check-in will begin at 6 p.m. on Friday, September 18, 2015.

## Campsites:

Due to the number of Scouts and Scouters attending the Camporee, there may be more than one troop placed in a campsite. IT IS IMPORTANT that everyone be aware of this campsite situation and be prepared to cooperate with us by condensing your troop camping area as much as possible so that other troops may also share the campsite with you. The Camp Latrines will be available for your use. We expect you to control their use and maintain their cleanliness. Any damage or abuse will result in them being closed.

## Fires and Cooking:

Boy Scout Troops will be responsible for **all** of their meals. All fires must be contained in fire barrels. Propane stoves are also allowed. You are expected to plan your meals, purchase all your items, and cook your meals. Use this opportunity to help your Scouts fulfill the First Class cooking requirements or earn the Cooking Merit Badge. Please bring your own firewood.

## Water:

Water will not be available in the campsites. Please bring enough for the entire weekend.

## Lunch Competition

Saturday lunch will be a patrol competition. Please refer to the Events section for more details. All safe food storage and preparation guidelines should be followed.

## Friday Campfire:

There will be a campfire program Friday evening. Each unit is encouraged to participate in providing entertainment for the camp wide campfire. Each troop should be prepared to present at least two of the following: Songs, Stunts, Skits, and Stories.

Units are encouraged to let their patrols practice prior to Camporee, a great activity for troop meetings. Let us make this the best fellowship and fun, with great skits and songs.

Please complete attached Skit or Song Form and turn it in at registration.

## Event Schedule:

You are responsible for supper Friday, and breakfast and lunch on Saturday. There will be a meeting on Friday evening at 9 p.m. (we will let you know the location when you check-in) for the Troop Senior Patrol Leader, Scoutmaster, and Camporee Staff members only. We will go over rules, procedures and any changes. This is **NOT** for Scouts or additional adult leaders. Troops are expected to depart after events conclude around 3 p.m. Saturday.

### **FRIDAY**

**6:00 p.m.** CHECK IN and REGISTRATION: Set up Campsites

**8:00 p.m.** OPENING CAMPFIRE: Opening announcements, skits and songs, Camporee agenda

**9:00 p.m.** STAFF MEETING: All Activity Leaders, Adult Helpers, and Junior Leaders meet at Camporee Staging Area

**9:30 p.m.** SENIOR PATROL LEADER ASSEMBLY.

### **SATURDAY**

**6:00 a.m.** Cooks and Fire Builders Up and at 'Em!

**6:30 a.m.** EVERYONE UP!!! - Breakfast in Unit Campsite. Clean up and pack up camp.

**8:00 a.m.** MEET AT CAMPOREE STAGING AREA – Raise the Flag, Opening Announcements.

**8:15 a.m.** CAMPOREE OFFICIALLY OPENS FOR PATROL ACTIVITIES. Patrols move from Activity to Activity.

**11:30 a.m.** LUNCH – Patrols gather necessary activity equipment and return to main staging area.

**12:30 p.m.** RESUME PATROL ACTIVITIES.

**2:00 p.m.** END OF PATROL ACTIVITIES.

**2:05 p.m.** PATROL CARDS DUE AT HEADQUARTERS. **(No Card, NO SCORE)**

**2:30 p.m.** MEET AT CAMPOREE STAGING AREA FOR AWARDS.

## Potential Events:

Below you will find a list of potential events. It is your responsibility to help the Scouts prepare to “Do their Best” at these events. Everyone has the same amount of time to prepare so it is up to you! Events will be self-paced. Some events are timed; others are not. The patrol with the most points at the end will reign champion.

**Fire Building-** Judged on timing. Patrols need Scout pocketknives with them. Each patrol will be furnished 2- one foot long 2X4’s, a hand ax, and two stick matches. No other materials may be used. On signal, the patrol will set up its fireplace, lay and light fire. The fire must boil a predetermined volume of water. Only Scouts with Tote-N-Chips will be allowed to safely utilize knives and hatchets.

**Pull Up Competition-** Patrols will lash a horizontal bar between two trees that will support the weight of the patrol as they compete in a pull-up competition. Pull-ups per patrol member will be the metric for this event.

**Flag Pole Relay-** Three 6 foot Scout Stays, rope, and three stakes and patrol flag. All patrol members participate. On the starting signal, timing begins. The three poles must be lashed together to a length of not less than 15 feet. With the flag attached, the patrol will stake the flagpole into a vertical position. The flagpole must remain standing unassisted for one minute after the last person finishes. The patrol with the quickest time will win the event.

**Log Haul-** Patrols will need to get a log over several obstacles and back to camp. Judging is time based.

**Knot Race-** All Scouts from a patrol will participate. Patrol Leader will be given a list of ten (10) knots. There will be a knot post with ten pieces of rope laying on it. On the starting signal, the first Scout will go to the knot post, tie one knot from the list of ten, and return to the starting point. Then the second Scout will go to the knot post and tie one of the ten knots. Each Scout will do the same in rotation until all knots are tied, or the time limit expires.

1. All knots must be tied in the order given to the patrol.

2. Each knot will be judged for correctness and must be tied in the proper order.

Time limits for this event will be three (3) minutes. Any knots uncompleted in this time limit will be judged as incorrect. The ten knots to be tied for time are:

1. Overhand Knot
2. Timber Hitch
3. Clove Hitch
4. Two Half Hitches
5. Sheet Bend
6. Slip Knot
7. Square Knot
8. Taut-line Hitch
9. Bowline
10. Surgeon’s Knot

**Olympic Trestle Walk-** Judged on teamwork, correct use of lashings and time. A patrol must construct an “A” Trestle. The patrol must then attach six guide ropes to the top part of the “A” Trestle using a clove hitch knot. One of the patrol members must then attempt to walk the trestle for a distance of 30 feet with the assistance of patrol members, balancing him with the guide ropes. Four staves, five pieces of lashing rope and six guide ropes will be furnished.

**Electric Fence-** Each patrol must get all of its members over an electric wire without touching it. Points will be awarded based on time and teamwork.

**Push Up Test-** Patrols will engage in synchronized pushups until failure. Exercise will continue until the entire patrol is finished. Judged by amount of pushups.

**Chariot Races-** On signal, patrols will lash together an X-trestle using 6 spars. When the chariot is built, it is raced around a preset course to a turnaround line and back.

**Eagle Nest-** This is a tall challenge. Eggs have fallen out of the Eagles Nest. Given no equipment, your job is to put them back in the nest.

**Life Line-** Judged on the average number of successful throws. Throw a 40 ft rope over a 30 ft distance to land between two pegs set several feet apart. Each Scout has two throws.

**Oil Drum Ball-** Three Scout team; judged on score. Give each Scout two tries at throwing a tennis ball into an oil drum placed 30 ft away from the throwing line.

**Patch Sewing-** All patrol members must sew a patch onto a piece of cloth.

**Patrol Campsite Inspection-** This event will be judged on Saturday while patrols are completing activities.

**Obstacle Course-** Scouts strive to be physically strong. This Obstacle Course will be a significant part of the Camporee. Scouts should be prepared for athletic activity that will test the strength, agility, and physical condition of every scout. Potential obstacles are listed below.

Climbing Wall

Monkey Bridge

Tire Bridge

Hand Over Hand Rope

Rope swing over Water

½ Mile Run

Log Haul

Army Crawl

Box Jumps

Tire Flip

**Pole Raising-** Six Scout team; judged on time. There is a 9 ft. pole in an 18 ft circle with one end of the pole touching the edge of the circle. You have three 25 ft. ropes. Without entering the circle, erect the pole in the center of the circle.

**Lunch Competition-** Patrols will have one hour to prepare lunch for the patrol and the judges. The competition will take place in the general staging area and all cooking and preparation will need to take place there. All ingredients must be combined, chopped, sliced, diced and cooked on site including garnishes and marinades. For safety reasons, no ingredients prepared or processed at home are allowed. Meals must consist of a main dish, vegetable side, and dessert. Patrols are responsible for all meal ingredients. In addition to meal ingredients, several mystery ingredients will be provided to each patrol and must be incorporated into the meal (similar to Food Network's Chopped). Cooked meals must contain only enough food for one suggested serving per patrol member plus one suggestion serving for the judges. Judging will measure quality, quantity, taste, presentation, ingenuity, and nutritional value.

## Awards Ceremony

The awards ceremony will take place Saturday afternoon following the conclusion of the patrol competitions. See Schedule. First, Second, and Third place awards will be presented for each competitive event as well as Overall Camporee awards.



## DOs AND DON'Ts FOR FALL CAMPOREE

<b>DO</b>	<b>DO NOT</b>
<u>DO</u> - WEAR YOUR ACTIVITY UNIFORM MAY BE WORN DURING SCOUT SKILLS GAMES.	<u>DO NOT</u> - BUILD ANY FIRES ON THE GROUND. ALL FIRES MUST BE SUSPENDED AT LEAST 6 INCHES OFF THE GROUND.
<u>DO</u> - BRING YOUR OWN FIRE SUSPENSION SET-UP AND FIREWOOD IF YOU PLAN TO HAVE A FIRE OR DUTCH OVEN CHARCOAL FIRE.	<u>DO NOT</u> – HAVE STOVES, OR FIRES IN TENTS
<u>DO</u> - DISPOSE OF WASH WATER PROPERLY. COOL IT, STRAIN IT, AND FLING IT IN A SAFE AREA - OUTSIDE OF ALL CAMPSITES (LEAVE-NO-TRACE)	<u>DO NOT</u> - BRING FIXED BLADE KNIVES OR FOLDING KNIVES WITH BLADES LONGER THAN 3”, DRUGS, ALCOHOL, OR FIREARMS.
<u>DO</u> - EXERCISE AND FOLLOW THE SAFETY GUIDELINES FOUND IN THE GUIDE TO SAFE SCOUTING.	<u>DO NOT</u> - LEAVE THE CAMPOREE SITE WITHOUT AN ADULT FROM YOUR UNIT. UNIT LEADERS ARE 100% RESPONSIBLE FOR YOUR SCOUTS AND USE OF THE BUDDY SYSTEM
<u>DO</u> - BRING GARBAGE SACKS AND EXPECT TO REMOVE ALL YOUR OWN TRASH AND ASHES AT THE END OF THE CAMPOREE.	<u>DO NOT</u> - BLOCK THE ROADWAYS. PARK ONLY IN THE DESIGNATED PARKING AREAS.
<u>DO</u> – ENJOY YOURSELF AND HAVE LOTS OF FUN!	<u>DO NOT</u> - BRING OR PLAY ANY ELECTRICAL DEVICES, ELECTRONIC GAMES, RADIOS, OR ARTIFICIAL NOISE MAKERS PER STANDARD SCOUTING REGULATIONS.
	<u>DO NOT</u> – PARTICIPATE IN ANY CONTACT SPORTS

## REQUIRED PATROL EQUIPMENT LIST

<b>Patrol</b>
Patrol Flag
3- 6' Staves
Activity Uniforms
Jacket or sweater (highly recommended)
Pocket knife – with Tote-N-Chip Card
4-25' Ropes
Patrol First Aid kit
Water
3- Stakes
Scout Essentials

## DUTY ROSTER AND MENU

**Be sure to post in your camp for camp inspection**

TROOP: \_\_\_\_\_ Patrol: \_\_\_\_\_

M E N U	<u>Friday Dinner</u>	<u>Sat Breakfast</u>	<u>Sat Lunch</u>
HEAD COOK			
ASST COOK			
FIREMAN			
WATERMAN			
CHIEF CLEANUP			
ASST CLEANUP			
ASST CLEANUP			
CAMPSITE CLEANUP			

## CAMPSITE INSPECTION CHECKLIST

Troop # \_\_\_\_\_

Each item is worth 10 points each.

Points	Inspection Items	Comments
	Tents are arranged by Patrol. All tents are zipped closed, personal gear stowed <u>or</u> inside the tent. ALL GUY LINES ARE MARKED WITH SAFETY RIBBON.	
	Patrol Duty Rosters posted and Patrol Menus posted.	
	Troop gear is stowed neatly.	
	Kitchen Area clean and neat.	
	Food is properly stored	
	Campfire and circle shows evidence of proper fire treatment.	
	First Aid Kit is easily accessible and is clearly marked.	
	American flag is properly displayed and Troop flag is displayed.	
	Surrounding area is free of trash and the Latrine is neat and clean.	
	Exceptional campsite that exceeds basic campsite requirements Examples of an exceptional campsite include, but are not limited to: a. A removable gateway b. Campsite definition – go with the Theme c. Useful camp gadgets (Lashed items)	

	<b>Total Points Awarded</b>
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Inspector: \_\_\_\_\_



**MESA VERDE DISTRICT FALL CAMPOREE 2015  
REGISTRATION FORM**

TROOP/CREW #			
# of Youth	_____ X	\$8.00 ea =	_____
# of Adults	_____ X	\$8.00 ea =	_____
<b>TOTAL =</b>		<b>TOTAL =</b>	_____
			Tour Permit Attached: _____

Make checks payable to: Mesa Verde District BSA

Name:

Scoutmaster:	_____	Phone:	_____	E-mail:	_____
Senior Patrol Leader:	_____	Phone:	_____	E-mail:	_____
Adult Staff Helper (1):	_____	Phone:	_____	E-mail:	_____
Adult Staff Helper (2):	_____	Phone:	_____	E-mail:	_____
Youth Staff Helper:	_____	Phone:	_____	E-mail:	_____

**ROSTER BY PATROL:**

(Please Circle One)  
WEBELOS, 1<sup>st</sup> Yr Scouts, or Scouts

PATROL 1 NAME	_____
PL (Name)	_____
APL (Name)	_____
3. _____	6. _____
4. _____	7. _____
5. _____	8. _____

(Please Circle One)  
WEBELOS, 1<sup>st</sup> Yr Scouts, or Scouts

PATROL 2 NAME	_____
PL (Name)	_____
APL (Name)	_____
3. _____	6. _____
4. _____	7. _____
5. _____	8. _____

**ADULTS:**

NAME:	
1. _____	4. _____
2. _____	5. _____
3. _____	6. _____