

# ***PLANNING AND EXECUTING EFFECTIVE CAMPOREES***

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**Piedmont-Appalachian College of Commissioner Science**

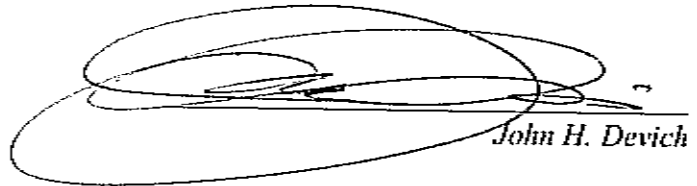
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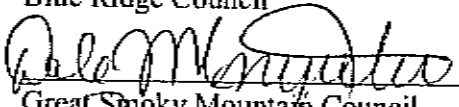


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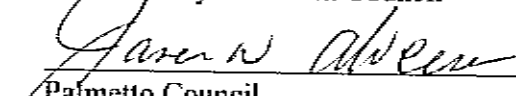
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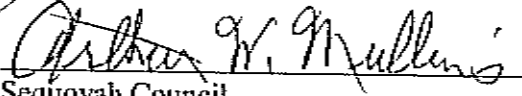
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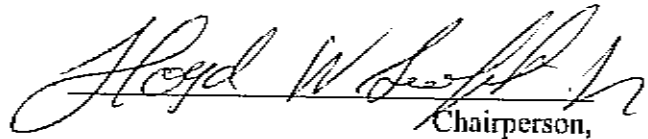


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I thank my many friends in Scouting who share a deep interest in making sure our singular focus as adults are the youth participating in the many fun and enriching facets of the Boy Scout program. There is no more noble effort than to bring a quality program to the youth participating in this very meaningful youth organization we call the Boy Scouts of America.

I sincerely appreciate the efforts of Doug Henry, Scott Kilgore, Gary Medlock, and John Park who spent time reviewing this document and offering suggestions for improvement. These Scouters are past Chairpersons for many of the Camporees highlighted in the Appendix.

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## TABLE OF CONTENTS

1.0	INTRODUCTION.....	1
2.0	WHAT IS A CAMPOREE? .....	2
3.0	CAMPOREE COMMITTEE ORGANIZATION.....	4
3.1	THE DISTRICT COMMITTEE .....	4
3.2	THE ACTIVITIES AND CIVIC SERVICE COMMITTEE.....	5
3.3	THE CAMPOREE COMMITTEE .....	6
3.4	ROLES AND RESPONSIBILITIES .....	7
4.0	THEME AND EVENT SELECTION .....	17
5.0	TIMING .....	19
6.0	LOCATION.....	23
6.1	SITE SELECTION .....	23
6.2	HEALTH AND SAFETY CONSIDERATIONS.....	24
7.0	BUDGETS.....	25
8.0	EXECUTION.....	26
8.1	PRE-CAMPOREE ACTIVITIES.....	26
8.2	CAMPOREE ACTIVITIES.....	28
8.3	POST-CAMPOREE ACTIVITIES .....	29
9.0	SPECIAL CONSIDERATIONS.....	30
9.1	PARTICIPANT RECOGNITION.....	30
9.2	STAFF RECOGNITION.....	31
9.3	CAMPOREE FEAST.....	32
9.4	CAMPOREE SERVICE PROJECT .....	32

9.5	ADULT COMPETITION .....	33
10.0	FINAL CAMPOREE REPORT .....	34
11.0	SUMMARY.....	35
12.0	REFERENCES.....	36
13.0	APPENDICES .....	39
13.1	SAMPLE BUDGET FORM .....	39
13.2	SAMPLE LEADER'S PACKET .....	40
13.3	EXAMPLE CAMPOREE THEMES AND EVENTS.....	51
13.3.1	A Disaster Waiting To Happen	51
13.3.2	Shooters Camporee	52
13.3.3	The Hillbilly Olympiks Camporee	54
13.3.4	Water World Camporee	56
13.3.5	The Xtreme Camporee	58
13.3.6	The Klondike Derby Camporee	59
13.3.7	Survivor Camporee	65
13.3.8	Quest for the Kingdom Camporee	67
13.3.9	Kudzoo 2000 Camporee	69
13.3.10	Z3 Camporee	72
13.3.11	Mission to Planet WhyTwoKay Camporee	73
13.3.12	Olympic Spirit Sports Camporee	75
13.3.13	Mission Impossible Camporee	76
13.3.14	Chills and Thrills Camporee	78
13.3.15	Huck Finn Days Camporee	81
13.3.16	Soar Like An Eagle Camporee	83
13.3.17	One Nation Undivided Camporee	85
13.3.18	Where No Scout Has Gone Before Camporee	89
13.3.19	Salute to George Washington Camporee Encampment	96
13.3.20	Survival Camporee	99

## ABSTRACT

The purpose of this guide is to assist Boy Scout Districts in the effective planning and execution of Camporees.

One of the most difficult activities to plan and organize is a Camporee. Successful Camporee planning and execution begins with the proper selection of a Camporee Chairperson and supporting committee. Once formed, the area that most Camporee Committees struggle with is coming up with a theme and supporting events they feel will attract the attention and be interesting and challenging to the units in their District.

This guide takes a step by step approach to organizing a Camporee Committee and provides a job description for each Committee. It also presents several ideas and resources to assist a Camporee Committee in coming up with a theme and supporting events, selection of a site, health and safety considerations, Camporee execution, and special considerations including adult competitions, recognition, and a Camporee-wide feast. Within the Appendix an Information and Leaders Packet, budget, and twenty examples of Camporee themes and supporting events are included. Where available, patches for the Camporee are also included to assist in Camporee patch design.

The Reference Section includes several web sites that were explored to find some of the Camporee examples provided. These web sites are also a good resource for future Camporee Committees.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 1.0 INTRODUCTION

One of the most visible events a District can run is a Camporee. Run correctly, a Camporee is one of the best forms of recruiting and retaining youth in the Boy Scouts of America. The more unusual and exotic the events at a Camporee are, the more they are talked about between Scouts and their friends. Successful Camporees breed even more successful Camporees and that in turn results in greater and greater attendance.

One of our greatest challenges is finding a group of dedicated and talented Scouters willing to organize and run Camporees. Selection of the right people to plan and execute these events is essential to the success of a District's Camporee program and the continued search and selection of new Camporee Committee members.

The purpose in writing this "how to" guide is to document the experiences gained by several Camporee Chairpersons in order to aid in the planning and execution of District Camporees. This guide takes a step by step approach to forming a Camporee Committee and establishing the necessary organization, developing a theme and events supporting the theme, selecting a location, developing a Camporee budget, and executing the Camporee.

Within the Appendix are a number of aids including example Camporee Themes and related events. These examples are provided to help stir the creative juices within each of us. Literally the world is the limit for a Camporee and the more creative the better.

There are many resources available and these too are included in the Reference Section.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 2.0 WHAT IS A CAMPOREE?

“A Camporee is many things--camping for boys, the thumping of hundreds of feet on the way to an evening campfire, and the blue smoke from cooking stew or ham and eggs. It's the patter of rain on tents at night. It's the ripple of windblown flags in the morning sun. It's catching the idea of teamwork in a patrol. It's learning to carry out an order you don't really like.

A Camporee can be a perfect showplace for the Scouting program and, therefore, go 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 or troop trailer and can be set up entirely by the boys. The equipment thus set up enables the boys to be completely self-sufficient for a self-reliant experience over a period of 2 or 3 days.

Camporees are held on a Council or District basis. They may be held at any time of the year. Camporee programs may include contest and skill 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 can help prepare units for long-term camping. Camporees thus help units to earn the Quality Unit Award.” (BSA 33571, 1)(Menewa District, 2)

“The Camporee as with all Council and District-wide activities has three basic objectives. First, it must provide an adventuresome activity for the boys--and an exciting adventure that they



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

would not ordinarily experience--camping with their patrol or troop alone. Second, it must motivate the troop action by stimulating and challenging the adult leaders and the patrol leaders' council to carry out a quality program of camping in preparation for and during the Camporee and, when held in Spring, to help the troop prepare for Summer camp. Finally, it must interpret the Scout camping program to the public--using the public in it broadest sense and including the parents and the chartered organization as well as the public outside the ranks of Scouting.

(Menewa District, 3)"

Finally, and maybe most important of all, "a Camporee exposes each Scout to the fact that Scouting is far bigger than just their unit. Troops are able to have fellowship, show-case talents, and share ideas for improving their unit. It raises the bar."(Kilgore,4).

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 3.0 CAMPOREE COMMITTEE ORGANIZATION

#### 3.1 THE DISTRICT COMMITTEE

The following organization chart shows the standard structure for a District Committee. Within the District Committee are several Program Functions that include Training, Camp Promotion, Activities and Civic Service, and Advancement and Recognition. All activities the Boy Scouts within a District participate in falls under the responsibility of one of these committees.

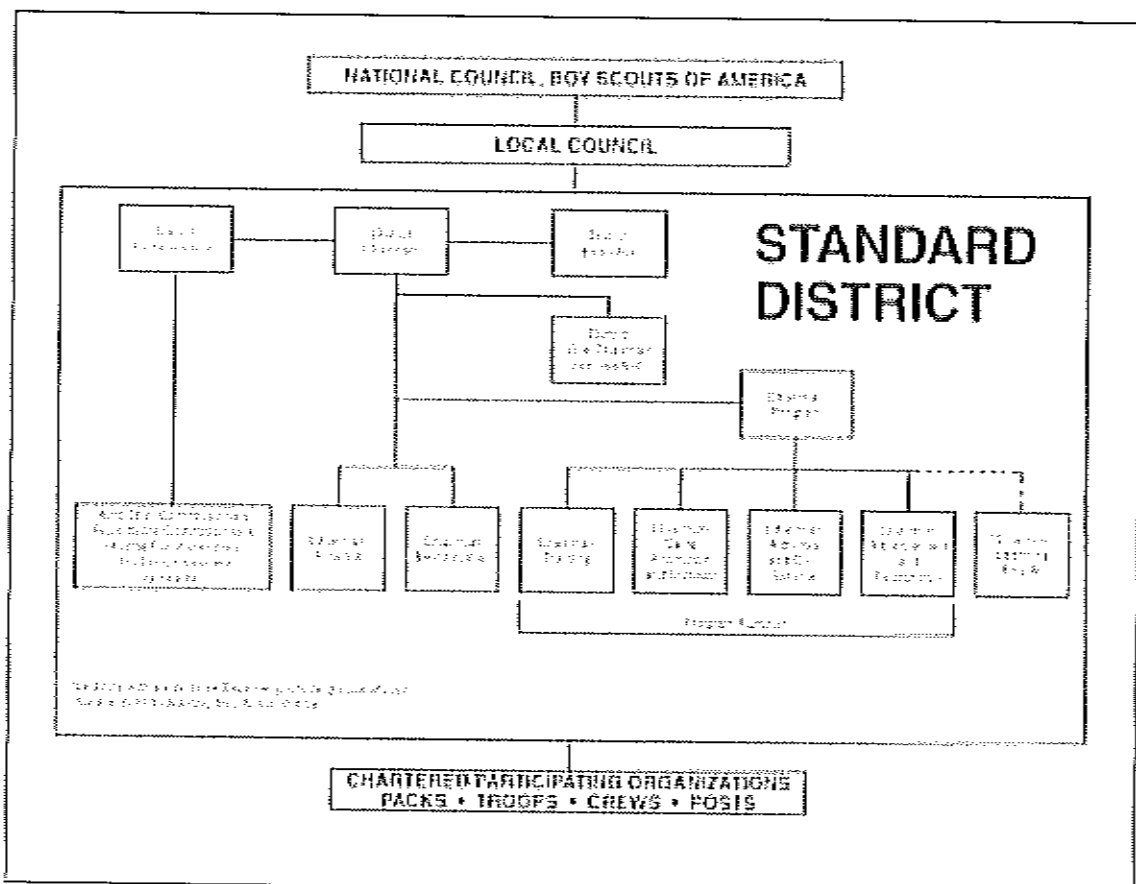
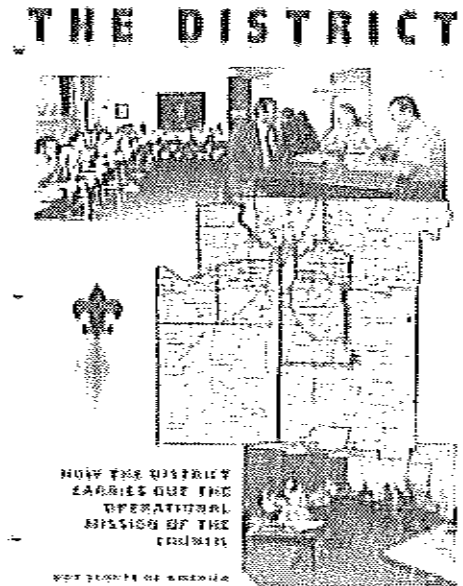


Figure 1. The standard District Organization Chart. (BSA 33070A, 5).

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

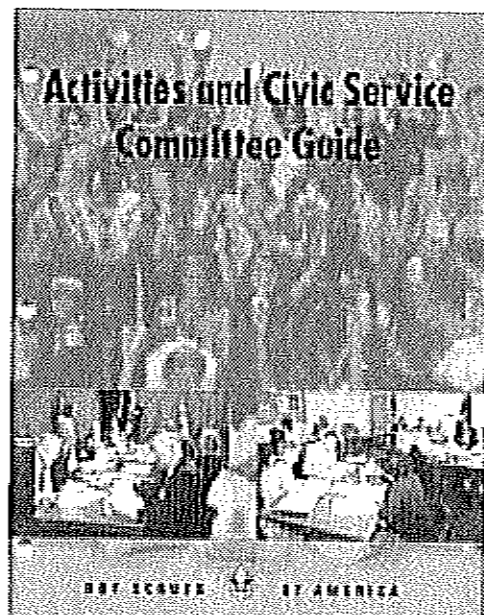
. While each District may be organized differently and a committee formed to run a Camporee may fall under a number of District subcommittees, Boy Scout National publications show that the responsibility for Camporees falls under the Activities and Civic Service Committee (BSA 33082C, 6)



### 3.2 THE ACTIVITIES AND CIVIC SERVICE COMMITTEE

The Activities and Civic Service Committee is responsible for all Boy Scout and Cub Scout Activities and Civic Service items within a District. These activities and civic services may include involvement in "Scouting for Food", organized community clean-ups, Soup Kitchens, community fairs, Scouting Anniversary Week displays, etc.

In large Districts there may be a



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

segregation of Boy Scout and Cub Scout activities with different committees and Chairpersons.

A Camporee Committee functions as a subcommittee to the Activities and Civic Service Committee and is responsible for organizing and executing Camporees.

Camporees are held either once or twice a year depending on the District Committee and an approved schedule.

### 3.3 THE CAMPOREE COMMITTEE

A Camporee Committee is formed to plan and execute a specific Camporee. The Camporee Committee is made up of committed volunteers that join together to form the following functional organization.

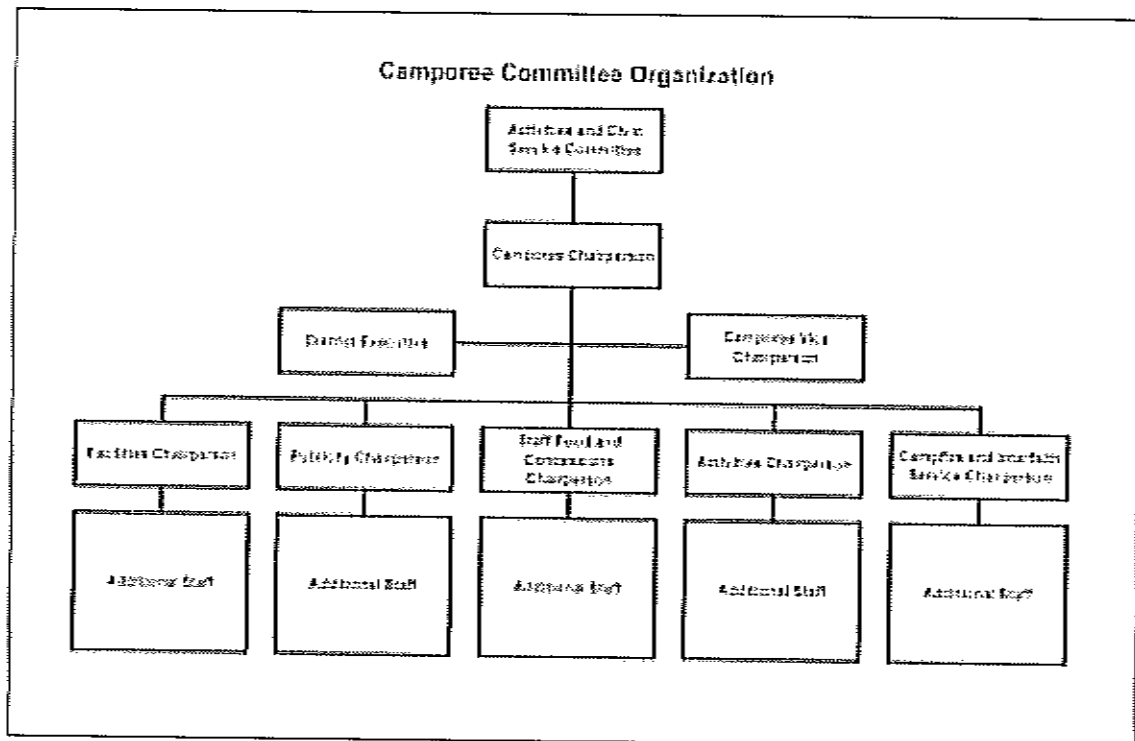


Figure 2. A Typical Camporee Committee

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 3.4 ROLES AND RESPONSIBILITIES

#### General

It is important when selecting a Camporee Chairperson to find a dedicated and dependable Scouter that can be depended to seek out other dedicated Scouters to form the Camporee Committee. Often within Districts, there are Scouters that form standing committees and can be depended upon to work each Camporee. These standing committees are often involved in the areas of Food and Concessions, Facilities, and Publicity.

The greatest challenge for a Camporee Chairperson is to find Scouters that will take responsibilities for the competitive events and the various programs specific to a Camporee Theme. The dependability and creativity of the Scouters and their staff in these two areas are key to the success of a Camporee. Because of the importance of bringing creativity and uniqueness to each Camporee, typically the Scouters responsible for the competitive events and the programs are different for each Camporee. That is not to say that the same Scouters can be used for each Camporee but it is important that roles and responsibilities in these two areas not stay the same.

The District Executive, the District Committee, Unit Commissioners, and Wood Badge participants lists are all resources for the identification of Scouters having the potential to fill these positions on a Camporee Committee.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### District Executive

The District Executive works closely with the Activities and Civic Service Committee Chairperson in the selection and the statusing of a Camporee Committee's efforts to plan and execute a Camporee. The District Executive is specifically responsible for the following activities:

- Providing Council support in the selection and approval of a proposed Camporee Site.
- Participating in the generation of and seeking District Committee and Council approval of a Camporee Budget.
- Ordering and securing of patches, t-shirts, and all other Camporee specific memorabilia.
- Ordering and securing participation and award ribbons for the Camporee.
- Mailing out and / or posting to a council web site the Camporee Information and Leaders Packet.
- Advertising and promoting the Camporee within council generated publications, at Roundtables, and in all communications with unit leaders.
- Pre-registration and registration of units including the collection of all registration monies.
- Actively participating in the Camporee including events and program participation, publicity, and patch distribution based on registered Scouts and Scouters.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- Review and approval of the final Camporee report including participation, budget performance, and unit leaders' feedback.

### **Activities and Civic Service Committee Chairperson**

The District Activities and Civic Service Committee Chairperson works closely with the District Executive and the District Committee in the selection of a Camporee Chairperson. This person also maintains a close relationship with the Camporee Chairperson and reports to the District Committee as to the progress of a Camporee Committee's progress in the planning and executing of a Camporee. The Activities and Civic Service Committee Chairperson is specifically responsible for the following activities:

- Selection and mentoring of a Camporee Chairperson.
- Participating in the brainstorming of a Camporee theme, event selection, and site selection.
- Assisting in the formulation and approval of a Camporee Budget.
- Reviewing and assisting as necessary in the formulation of the Information and Leaders Packet, patch design, etc.
- Promoting the Camporee at District Committee Meetings, Roundtables, and in communications with unit leaders.
- Participation in the Camporee and assisting as necessary.

## **PLANNING AND EXECUTING EFFECTIVE CAMPOREES**

- **Review and approval of the final Camporee report including participation, budget performance, and unit leaders' feedback.**

### **Camporee Chairperson**

The Camporee Chairperson is ultimately responsible for the planning and execution of a Camporee. The Camporee Chairperson is specifically responsible for the following activities:

- **Working closely with the Activities and Civic Service Committee Chairperson and reviewing past Camporees Information and Leaders Packets, final reports, and unit leader evaluations of past Camporees.**
- **Selection of the Camporee Staff and making sure they fulfill their individual responsibilities.**
- **Establishing a Camporee preparation schedule (i.e., patch design established, site selection, patches ordered, award ribbons ordered, facility requirements ordered, etc.)**
- **Planning and chairing formal Camporee Committee meetings.**
- **Leading the theme and event / competitions brainstorming and Camporee scheduling sessions.**
- **Reporting on the status of Camporee planning status to the District Committee.**
- **Monitoring the planning efforts of each Camporee Committee (i.e., Facilities, Activities, Program, Food and Concessions, etc.) including the identification and selection of Committee staff.**



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### Facilities Committee

The Facilities Committee is primarily responsible for making sure the selected site is prepared for the Camporee and works with the other Camporee Committees in support of their facilities requirements. The Facilities Committee is specifically responsible for the following activities:

- Making sure the site selection is in conformance with the requirements of the Guide to Safe Scouting.
- Securing all potable water and sanitary requirements including the rental of Port-O-Lets and dumpsters as required.
- Securing electrical and lighting needs, staffing tenting, tables, chairs, etc.
- Providing input into the Camporee Information and Leaders Packet stating facilities requirements or restriction (i.e., open campfires, map and directions to the nearest medical facilities, campsite inspection grading forms, etc.).
- Soliciting additional Facilities Committee staff as required.
- Posting signs directing units to the Camporee site. The Facilities Committee is also responsible for the removal of signs after the completion of the Camporee.
- Erecting flagpoles and securing the appropriate flags for the flag ceremonies.
- Supporting the Events and Program Committees staff with facilities needs including the building of the Camporee campfire.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- Provide site security and an onsite central First Aid area. For larger Camporees or Council-wide Camporees, First Aid and Safety may be required to be separate committees. (Park, 7)
- Campsite inspections for conformance with the Guide to Safe Scouting and the awarding of Campsite Inspection awards.
- Organizing a Camporee wide service project, as required.
- Participation in the Camporee Campfire and announcing / awarding the Campsite Inspection Ribbons.
- Final campsite inspections making sure unit camping areas are left clean as the units depart.
- Submitting all expenses and receipts for reimbursement and budget reporting and provide input into the Final Camporee Report.

### Activities Committee

The Activities Committee is responsible for planning and executing events / competitions during the Camporee. The Activities Committee is specifically responsible for the following activities:

- Participate in the brainstorming of a Camporee Theme, patch design, and the events / competitions for the Camporee.
- Securing the proper numbers of personnel to organize and staff the events / competitions.

#### **PLANNING AND EXECUTING EFFECTIVE CAMPOREES**

- Developing a scoring system for each event / competition and a way of recording the results for the awarding of Award Ribbons at the Camporee Campfire.
- Providing input into the Camporee Information and Leaders Guide as to the name and type of events / competitions during the Camporee.
- Providing input into the formulation of the Camporee budget.
- Working with the Facilities Committee for any facilities requirements for the events / competitions.
- Securing all of the materials for each of the events / competitions.
- Performing any pre-work on the Camporee site for the event / competition areas and running the events / competitions during the Camporee.
- Participating in the Camporee Campfire and the announcement of results of each event / competition and the awarding of ribbons.
- Submitting all expenses and provide input into the Camporee Final Report.

#### **Staff Food and Concessions Committee**

The Staff Food and Concessions Committee is responsible for planning and executing of all staff food and concessions requirements during the Camporee. Providing food for the Camporee staff allows the staff to concentrate on their assigned duties and not worrying about finding time to prepare and eat meals. Providing a Concession Stand during a Camporee provides a revenue source to defray to cost of conducting a Camporee

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

thus holding down the registration fees charged to participants. The Staff Food and Concessions Committee is specifically responsible for the following activities:

- Participate in the brainstorming session for the Camporee events / competition.
- Develop menus for staff meals and what would be offered in the Concession Stand.
- Secure the rental of Concession Stand trailer(s) as required.
- Participate in the development of the Camporee Budget.
- Participate in the development of the Information and Leaders Packet. Provide details on what will be offered in the Concession Stand.
- Work with the Facilities Committee on facilities requirements (i.e., tents, tables, chairs, power, and water).
- Secure additional Committee staff as necessary.
- Secure all staff food and concessions items.
- Set up the Staff Food Area (both preparation and dining) and the concession stand.
- Provide food items for Cracker Barrels.
- Prepare and serve all staff meals and concessions.
- Submitting all expenses and revenues to the Camporee Chairman and participate in the preparation of the Camporee Final Report.

### **Campfire and Interfaith Service Committee**

The Campfire and Interfaith Service Committee is responsible for planning and executing the Camporee Campfire and Interfaith Service during the Camporee. The

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

Campfire and Interfaith Service Committee is specifically responsible for the following activities:

- Participate in the brainstorming session for the Camporee events / competition.
- Participate in the development of the Information and Leaders Packet by providing a Campfire Skit submission form.
- Plan and prepare for the Camporee Campfire and Interfaith Service including publishing a Interfaith Service "Bulletin" that includes items such as responsive readings and hymns. Develop the Interfaith Service message weaving in the Camporee Theme and Events if possible.
- Making accommodations for Scouts and Scouters to attend area Churches should they choose to participate in a formal Church Service instead of the Interfaith Service offered at the Camporee. These could include Catholics that would prefer to attend a Mass or Mormans that would prefer to attend a Morman service. (Kilgore, 8)
- During the first Leader's Meeting and the opening ceremony, solicit a skit, song, or story from each unit.
- Working with the Facilities Committee in the selection of a Campfire site and the building of a campfire.
- Providing the Campfire and Interfaith Service programs during the Camporee.
- Participating in the development of the Camporee Final Report.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### **Publicity Committee**

The Publicity Committee is responsible for planning and soliciting media coverage for the Camporee. The Publicity Committee is specifically responsible for the following activities:

- Participate in the brainstorming session for the Camporee events / competition.
- Organizing media coverage of the Camporee and providing a media packet.
- Hosting all media participants and acting as their guide.
- Taking pictures and submitting an article to newspapers that do not send representatives.
- Participating in the development of the Camporee Final Report.
- Updating the District Scrapbook as necessary.

### **4.0 THEME AND EVENT SELECTION**

For the most part, the Camporee theme should coincide with something the Scouts can relate to and will get them interested in participating. This could be a very recent popular movie (i.e., Water World, Mission Impossible, Star Wars, etc.), an international event such as the Olympics, or something of a personally challenging nature such as rock climbing, survival, aquatics, extreme games, etc. The more a Camporee is unique, unusual or challenging the better. Presented below are several sources of generating ideas to aid a Camporee Committee in developing an effective and exciting theme and supporting competitions or events.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

One of the best ways of coming up with a theme, supporting events or competitions, and patch design ideas is what is called a brainstorming session that includes the Camporee Committee, interested Scouters, and older Scouts. Including older Scouts is a great way of capturing ideas from the youth and immediate feedback on ideas generated. Another advantage in including interested Scouters and older Scouts is that they form a possible resource pool for additional staff for a Camporee.

Polling the Scouters attending a monthly Leader's Roundtable will usually generate a number of ideas for a Camporee theme and related events. This forum is also a great place to solicit ideas for different Camporee locations. Many of the Scouters will share their past Camporee experiences, both good and those that should be avoided. Scouters will also share their experiences from other Districts or Councils they have participated in.

Discussing Camporee ideas with other District and Council Activities and Civic Service Committee Chairpersons is always a good resource for Camporee themes and events / competitions. Discussions with these counterparts may also result in receiving a patch example and the Information and Leader's Packet as well as other beneficial documents / information regarding the Camporee.

The Internet is great resource today for Camporee themes and events / competitions that have been used in successful Camporees. Doing a simple search on the Internet with using "Camporee" as the search word will result in excess of 4,500 responses. Many of the Camporee themes and events / competitions used as examples in the Appendix were obtained from a number of web sites found on the Internet.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

The Boy Scout's publication entitled "Camporee Guide" details 28 games that should be reviewed for possible use during a Camporee. The "Camporee Guide" emphasizes the importance of balancing "the thrill of competition with the personal empowerment that comes from working together" (BSA 33571, 9) all facilitated with a game that provides a learning experience. The Camporee Guide stresses the importance with presenting the game to the participants, letting the participants execute the game, and then the importance in leading a group reflection after the completion of the game.

The Unit Leaders, Senior Patrol Leaders, and Order of the Arrow Cracker Barrel held after the Saturday campfire program of a Camporee is also a good source of feed back on the present Camporee and ideas for future Camporees. Starting this discussion during the final Leader's Meeting usually solicits the best feedback and ideas for future Camporees. This is also a good source for future Camporee committee members or staff. It is important to make sure these ideas and potential staff members are recorded for future use. A good way to capture these ideas and names is to include them in the Final Camporee Report.

### 5.0 TIMING

District Camporees are usually scheduled well in advance and normally during the District and Council annual planning period that usually occurs in late Spring. Annual school district schedules, community schedules, major university sports schedules, youth and school sporting event schedules, etc., should all be considered when developing the annual District schedules including the dates for Camporees. While not entirely cast in concrete, the dates for



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

Camporees should not be changed because most of the Scouting Units will also lock in on these dates when they hold their annual planning conferences.

In most cases, dates for Camporees are usually set well in advance of forming a committee to plan and execute a Camporee. The following is a general guideline schedule for the planning of a Camporee.

<b>Camporee Committee Work Schedule</b>			
Activity	Weeks Before	Activity	Weeks Before
Select Camporee Chairperson and recruit committee	20	Place order(s) for potable water and sanitary needs	12
Hold first Committee Meeting and brainstorm Camporee theme	18	Place order(s) for concession stand trailers / equipment.	8
Search and select site. Determine additional needs	18	Conduct final Camporee Committee Meeting	2
Finalize patch and memorabilia selection and design.	16	Staff Camporee setup (camping, event, headquarters, etc., areas)	0
Finalize selection of events / competitions	16	Delivery of water, sanitary, and concession stand equipment	0
Secure additional staffing personnel as necessary	14	Conduct Camporee.	0
Develop and receive approval of the Camporee Budget	14	Return of water, sanitary, and concession stand equipment	+1
Develop and Issue the Information and Leaders Packet	12	Complete the Camporee Final Report	+2
Place order for Camporee Patches and Memorabilia	12		

While a Camporee schedule should also support the theme and can vary widely, a typical Camporee will begin with staff setup during the day on a Friday. Units should be encouraged to arrive and set up camp Friday evening to dedicate Saturday for the opening ceremony, events and

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

/ or competitions, unit campsite inspections, and the Camporee campfire program. Sunday should be reserved for a religious service, closing ceremony, packing, unit check out, and travel home. Presented on the next page is a typical Camporee schedule.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### BOY SCOUTS OF AMERICA HEEDY FALLS DISTRICT X-TREME CAMPORE OCTOBER 10 - 12, 1997

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#### CAMPOREE SCHEDULE

##### FRIDAY, OCTOBER 10, 1997:

5:00 PM - 8:00 PM	Check-in and Registration
8:00 PM - 10:30 PM	Session, Free Time, and/or Troop Activities
10:00 PM	SPL and HDJ Speech, Leader Cocktail Buffet
11:00 PM	Topic

##### SATURDAY, OCTOBER 11, 1997:

6:30 AM	Rollcall
6:45 AM - 7:45 AM	Breakfast, Clean-up & Camp Songs
7:45 AM	All Districts Assemble, Flag Raising, and Announcements
8:00 AM - 9:00 PM	The Trail to High Adventure
9:00 PM - 9:30 PM	Break Registration
9:30 PM - 7:30 PM	District Dinner
7:30 PM - 8:30 PM	Clean-Up, Free Time or Troop Activities
8:30 PM	Complac, Skits, and Awards
9:30 PM - 11:00 PM	Free Time, Troop Activities, and/or Night Games
10:00 PM	Report for Wilderness Survival Overnighters
10:00 PM	Make of the Arrow, SPL, and Leader Cocktail Buffet
11:00 PM	Topic

##### SUNDAY, OCTOBER 12, 1997:

6:30 AM	Rollcall
6:45 AM - 8:15 AM	Breakfast and Clean-up
8:30 AM	All Troops Assemble, Flag Raising, and Announcements
8:45 AM - 9:15 AM	Worship Service
9:15 AM - 10:45 AM	Campoore Service Project
10:45 AM	Bad Health Board Competition and Welfare Presentation
11:00 - 1:00 PM	Break Camp and Check-Out

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## 6.0 LOCATION

### 6.1 SITE SELECTION

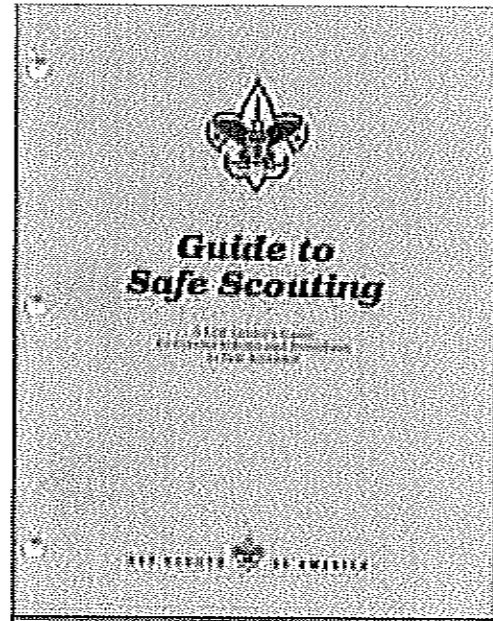
Site selection for a Camporee can be as difficult as establishing a theme and associated events / competitions. The site should complement the theme. As example, if a Camporee is going to involve a confidence course in their events, a site with an already established confidence course should be found. If aquatics are involved, then access to a safe waterfront is required.

Site selection should also take into account such items as proximity, ease of access to the site, site access for unit trailers and buses, a potable water source, parking, sanitary, garbage disposal, a reasonable unit camping area “(at least 8100 square feet, or 90 feet by 90 feet per troop)” (BSA 33571, 10), event / competition areas, and an assembly, Campfire, and Interfaith Service area(s).

It is also important to vary the sites selected for Camporees. A different site each time adds to the excitement of the event. Using different sites also introduces participating units to new camping opportunities and affords them an opportunity to add new sites to their individual unit camping experiences.

## 6.2 HEALTH AND SAFETY CONSIDERATIONS

The “Guide to Safe Scouting” and the “Camporee Guide” should be consulted in developing events / competitions for a Camporee. There are many valuable “Do’s” and “Don’t’s” that are contained depending upon the type of events or competitions offered during a Camporee. In addition, there are many valuable requirements provided concerning everything from the selection and



use of a site and Webelos camping to providing water needs “(twenty-five gallons per person for each twenty-four hour period; one water outlet for each six to eight troops, locate outlet no farther than 300 to 400 feet from campsites)” (BSA 33571, 11).

The Camporee Facilities Committee is also responsible for making sure all health and safety issues are addressed in accordance with the Guide to Safe Scouting. The Facilities Committee is responsible for providing a central First Aid facility, inspecting the Camporee event / competition areas for safety concerns, performing unit campsite inspections, providing site security, and making sure unit and campfires are properly supervised by unit leaders.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 7.0 BUDGETS

A Camporee Budget is the responsibility of the Camporee Chairman and should be developed as early as possible in the planning process. The best way to develop a Budget is to review past Camporee Budgets and actual expenditures and soliciting input from all of the Camporee Sub Committees.

The Camporee Budget must forecast all expenditures and each Committee Chairman must feel responsible for not expending more than forecasted. A Camporee should be at least self-supporting and hopefully contribute to the annual Council Operating Budget. The Camporee Budget should consider the following items:

- Event Insurance
- Site Camping Fees
- Council Activity Fees
- Participation, Patrol Spirit, and Event / Competition Award Ribbons
- Patch Expenses
- Mail and Copying Expenses
- Camporee Registration Income
- Staff Food and Concessions Expenses
- Concessions Income
- Event Supplies and Rental Expenses

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

The Activities and Civic Service Committee Chairperson and the District Executive must review the Camporee Budget. The District Key 3 is responsible for reviewing and approving a Camporee Budget before the Budget is forwarded to the Council financial representative for final approval. After the Final Camporee Report has been submitted, the District Key 3 should be provided a copy of the Camporee Budget showing forecasted and actual expenditures for final review.

A sample Camporee Budget Form is provided in the Appendix.

### 8.0 EXECUTION

A successful Camporee is 90% planning and preparation and 10% execution. Once established, each Camporee Committee has work to do in advance of the Camporee. Expectations must be clearly communicated to each committee chairperson and each committee member. As important as planning is for a successful Camporee, it is important to remember "all of the planning in the world won't matter if the Scouts don't have fun" (Van Deusen, 12).

#### 8.1 PRE-CAMPOREE ACTIVITIES

Below is a chronological listing of activities to be performed in advance of a Camporee:

- The Camporee Chairperson hosts several formal Committee Meetings for theme and event / competition selection, patch design, site selection, budget formulation, Information and Leader's Packet formulation and to status the work performed by each Committee.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- Once identified, each Committee must look over the site and establish what improvements / needs must occur in advance of a Camporee so the Facilities Committee can perform pre-Camporee improvements.
- Formalize the Camporee Budget and seek correct review and approval.
- Develop a detailed Camporee schedule.
- Order patches, other Camporee memorabilia, and award ribbons and plaques.
- Place orders for or solicit Port-O-Lets, Concession Stand Trailers, water storage units or supply, headquarters tents, mowing, power,
- Issue the Camporee Information Packet and Leader's Guide.
- Perform detailed planning of the events / competitions, scoring methodology, and assignments.
- Plan and solicit media coverage.
- Plan and script the Opening Ceremony, Campfire, and the Interfaith Service.
- Secure all materials required for the events / competitions.
- District Executive collects and reports on all pre-registrations.
- On the day of the Camporee start, each Committee organizes their areas of responsibility on site including placing directional signage, staff area and concessions setup, receipt and placement of sanitary and potable water facilities as required, event / competition area setup, etc.



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 8.2 CAMPOREE ACTIVITIES

The following activities occur at the actual beginning of the Camporee:

- The District Executive continues to collect unit registrations and reconciles head counts with fees collected.
- The Facilities Committee directs all parking and unit camping traffic.
- The Camporee Chairperson conducts the Unit Leader and SPL Orientation and Information Meeting with reports from each Camporee Committee. Unit campfire skits are solicited at this time.
- Saturday morning the Camporee Chairperson conducts the Opening Ceremony, including a Flag Raising Ceremony, and introduces the Camporee Staff with quick reports from each Committee.
- The Event / Competition Staff executes their area of responsibility.
- The Publicity Committee Staff hosts all participating media representatives and takes pictures and video for submission to non-participating media after the Camporee.
- The Facilities Staff works with the Campfire and Interfaith Service Staff to set up the campfire area and build the campfire.
- The Facilities Staff conducts unit campsite inspections sometime during the afternoon events / competitions.
- All award ribbons are organized based on the results of the events / competitions, campsite inspections, unit and individual spirit, etc.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- The Campfire and Interfaith Service staff conducts the Camporee campfire program.
- The Camporee Chairperson hosts the Unit Leaders, SPL, and Order of the Arrow Cracker Barrel and provides instructions for the next day and solicits feedback on the Camporee.
- The Campfire and Interfaith Service staff conducts the Sunday Morning Flag Raising Ceremony and Interfaith Service.
- The Camporee Service Project is conducted.
- The Camporee Adult Competition is conducted.
- The Camporee Chairperson conducts the Camporee Closing Ceremony with closing remarks, last minute instructions for the Units, and the awarding of end of Camporee Awards.
- Unit check out and clean up by each Camporee Committee for their areas of responsibility.

### 8.3 POST-CAMPOREE ACTIVITIES

Following are post Camporee activities:

- Return of all loaned or rented equipment.
- Collection of all receipts for expenses.
- Generation of the Final Camporee Report including a count of Scouts, Scouters, and Staff participating, analysis of the success and needs for improvements for the events / competitions, and budget results.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 9.0 SPECIAL CONSIDERATIONS

Contained within the following sections are discussions dealing with participant recognition, staff recognition, performing a Camporee service project, conducting a Camporee Feast, and offering an adult competition. Each makes a Camporee a unique experience for the participants and provides an opportunity for the adults continue to set a good example for the Scouts.

#### 9.1 PARTICIPANT RECOGNITION

Participant recognition is a very important aspect of a Camporee. There are many opportunities to recognize Scouting Patrols, units, and individuals for their participation in a Camporee. Finding many ways to recognize groups or individuals promotes excitement, participation, and the desired behavior. Listed below are number of ideas for recognition:

- Event / Competition Awards (first, second, and third place)
- Campsite Inspection Awards (first, second, and third place)
- Camporee Chairman's Award (total overall best performance for best competition, campsite inspection, gateway, spirit, etc.)
- Best Gateway Award (first, second, and third place)
- Unit Spirit Award
- Patrol Spirit Award
- Patrol Teamwork Award

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- Individual Spirit Award
- Staff Spirit Award
- Patrol Flag Award (first, second, and third place)
- Unit Skit Awards (first, second, and third place)
- Unit Participation Ribbons

Naming the above awards brings greater personality, pride, or ownership to a District's or Council's Camporee awards efforts. Awards can be named for individuals having given outstanding service to a District or Council, historical Scouting individuals, or something having to do with Scouting (e.g., the Golden Axe Campsite Award for best campsite).

### 9.2 STAFF RECOGNITION

Staff recognition is an important aspect of running a Camporee. Many of the staff will have worked for as many as six months preparing for a Camporee. Providing the staff with a lasting positive memory of their efforts. Staff recognition is a multi-faceted approach that should be implemented through out the Camporee. Recognition begins with the introduction of the staff at the opening ceremony and continues through the Camporee Campfire to the Closing Ceremony.

In addition to the above, something as simple as a Camporee staff tee-shirt given to each staff member and last minute event / competition volunteers provides instant and a long lasting thanks for the efforts of these dedicated Scouters. Providing staff tee shirts

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

at the beginning of a Camporee also allows instant identification of staff members in the event of an emergency.

Staff recognition should not be an expensive Camporee Budget item. As an example, if staff tee shirts are provided, typically the cost is somewhere between \$100 to \$120. The long lasting benefit in providing some form of recognition is realized as it becomes easier and easier to attract and retain dedicated Scouters to serve on future Camporee Committees.

### 9.3 CAMPOREE FEAST

A Feast allows each unit to show off their favorite recipe in the context of a Camporee-wide meal and learn from each other to expand their normal camping menus. The Feast is held on Saturday evening and is similar in nature to a Pot-Luck Dinner. Each unit is instructed to provide enough food for their entire unit plus another ten participants. Early organization for a Feast is a must in order to make sure there is a proper mix of meats, vegetables, desserts, and the like. Typically a District will supply all cups, plates, napkins, knives, forks, spoons, and drink items.

### 9.4 CAMPOREE SERVICE PROJECT

One of the precepts of Scouting is to provide service to others. A service project involving all participants is a great way of showing thanks to the owner or provider of the site for allowing the use of the site. A service project allows the Camporee Staff to lead by example and enhances the chances of using the site again either by the District or an individual unit.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

The Facilities Committee is responsible for working with the owner or provider of the site to identify a suitable Service Project, securing the tools or materials needed, and finally organizing and supervising the Service Project. Suggested timing for conducting the service project is after the Religious Service on Sunday and lasting no longer than thirty to forty minutes.

### 9.5 ADULT COMPETITION

Scouters attending a Camporee do not participate in competitions involving youth. Troop Leaders usually stay busy during a Camporee by following a Patrol and observing their efforts or "volunteering" to help the Camporee staff.

A unique approach to involving the Scouters attending a Camporee is to provide Scouters with a unique series of fun competitive events that can be watched by the Scouts. Each event is designed to slowly eliminate Scouters until there are only two competitors left for the last competitive event. The adult competitive events complement the Camporee theme but are completely unlike those of the Scouts. The Scouts greatly enjoy watching their leaders in competition with other leaders and affords the adults to participate in a friendly competition.

As an example, the Reedy Falls District, Blue Ridge Council, has a unique adult competition held at each District Camporee just for the Scouters. The competition is named for a long term Scouter that has served the District for over thirty years and has directly influenced the present day success of the District. The adult competition is scheduled for approximately thirty to forty-five minutes after a Camporee-wide Service

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

Project if performed or the Interfaith Service on Sunday and before the Camporee Closing Ceremony. The winner of the competition is awarded a traveling trophy known as the Bud Heide Bowl and a challenged to host the next adult competition at a future District Camporee.

### 10.0 FINAL CAMPOREE REPORT

The Camporee Chairperson should prepare a Final Camporee Report. Copies of the report should be distributed to the Activities and Civic Service Chairperson, the Program Chairperson, the District Committee Chairperson, and the District Executive. The following items should be included within the final report:

- A copy of the Information and Leaders Packet with any additional correspondence.
- A copy of the Budget showing estimated and actual monetary expenditures and income.
- A listing of participant counts categorized by staff, Boy Scouts, Webelos, Venturers, and adult leaders.
- A brief summary of the events, scoring methodology, and effectiveness.
- A listing of items provided and the supplier contact information for those items (e.g., chairs, tables, concession stand trailer, tents, water supply trailers, Port-O-Lets, etc.)
- Pictures and media coverage material.
- A listing of the Camporee Committee and any additional volunteers.
- A listing of awards presented and the recipients.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 11.0 SUMMARY

A Camporee provides a District and Council with a unique opportunity to bring units together in an enriching environment to demonstrate that each unit and thus the participants within each unit that they are part of a much larger organization, the World Brotherhood of Scouting. It also provides each unit with an opportunity to showcase the quality of their program and to enjoy fellowship with other units.

A successful Camporee is 90% organization and planning and 10% execution. Each Camporee Committee must contribute to the successful organization and planning for a Camporee to come be enjoyable and challenging to the participants. All Camporee Committee members are responsible for promoting (or selling) the Camporee in advance and have a direct hand in making sure Camporee is successful.

The one true measure of the success of a Camporee is what the participants say about the Camporee after it is finished. Were the events / competitions fun and challenging, was the campfire fun, did everyone have a good time, were there any complaints? The most honest Camporee report card is to find out what the youth are saying on Monday to their friends or at their next Scout Meeting.

Each Camporee is a learning opportunity for the Activities and Civic Service Committee and an opportunity to build on the successes and failures of the past. A Camporee Committee and the Camporee they plan and execute is only limited by the collective imagination of the group.



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

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PLANNING AND EXECUTING EFFECTIVE CAMPOREES

13.0 APPENDICES

13.1 SAMPLE BUDGET FORM

Blue Ridge Council		Boy Scouts of America	
Activity Budget Worksheet / Report			
Name of Activity	23* Camporee	Date	April 11 - 13, 1997
Location	BMW Manufacturing Plant	District Executive	Tim Taylor
Income		Budget	Actual
Fees		\$2,360.00	\$2,184.00
Resale Items			
Other:			
OA Trading Post (made \$229.57 in profit)		\$160.00	\$175.69
(Approx. \$80 during the Fall Camporee and \$160 during this Camporee)			
<b>Total Income</b>		<b>\$2,510.00</b>	<b>\$2,359.69</b>
Expenses		Budget	Actual
Printing		\$0.00	\$0.00
Postage		\$25.00	\$25.00
Supplies			
Food		\$150.00	\$109.48
Program		\$100.00	\$116.00
Accident Insurance		\$0.00	\$0.00
Liability Insurance (\$1.00 per person)		\$210.00	\$217.00
Other:			
OA Trading Post		\$160.00	\$175.69
Patches		\$525.00	\$368.00
Ribbons		\$50.00	\$47.00
Port-a-let rental		\$180.00	\$350.00
Staff Recognition (tee shirts)		\$200.00	\$220.00
<b>Total Expenses</b>		<b>\$1,810.00</b>	<b>\$1,767.17</b>
<b>Net Cash Flow</b>		<b>\$700.00</b>	<b>\$592.52</b>
Participation		Estimated	Actual
Youth	(154 BS and 65 Webelos)	191	220
Adults	(44 BS and 41 Adult Partners)	85	85
Staff		20	20
<b>Total Attendance</b>		<b>296</b>	<b>325</b>
Approved: _____		Note: All budgets must be approved by the Assistant Scout Executive. No Purchase Orders, Check Requests or Cash Advances will be granted without this form submitted.	
Date: _____			

PLANNING AND EXECUTING EFFECTIVE CAMPOREES

13.2 SAMPLE LEADER'S PACKET

# Xtreme Camporee

## The Trail To High Adventure



REEDY FALLS DISTRICT  
FALL 1997 CAMPOREE  
OCTOBER 10 -- 12

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### BOY SCOUTS OF AMERICA REEDY FALLS DISTRICT XTREME CAMPORE OCTOBER 10 - 12, 1997

August 18, 1997

Dear Scout Leader:

For our Fall Spring '97 Camporee, we will be going to Camp Red Border camp in Saluda, NC. Your Camporee Staff at your area is departing from the normal camporee format for a Camporee and will be running two nights but different programs during this event. There will be two different trails to begin with. The first will challenge our older Scouts with endurance and experience in a number of Xtreme activities. Our mountain biking, kayaking, and water cross activities the second trail will challenge our younger Scouts on their own trail to high adventure. Our younger Scouts participating must first be high adventure but not only complete several requirements for rank advancement, but will also earn the Wilderness Survival Man Bridge.

Scouts and leaders should come prepared to spend a hot day on the trail to high adventure and a day away from their base camp. Saturday's Scouts will be active on the trail. The younger Scouts need to plan and be prepared to cook their food on the trail.

Each Troop will be asked to prepare at least one club house for the large group and a way in the knowledge of a District wide pit heat index Saturday night. The District will provide picnic, water, emergency rations, and the dark.

Forms for the Saturday Night Campfire skills for each Troop will need to be turned in at the Friday Evening Leaders October Banquet.

We will be having a Worship Service Sunday morning for all Troops to attend.

We are also asking for help to the next edition of the Red Border Book brought to you this year by the success of the first camporee. This highly successful event will close the Camporee Sunday after a sunrise prayer and the Worship Service. Scoutmasters need to make printed booklets to see how we will adventure towards our wilderness the true.

For planning purposes, your registration form and fee will be received at the District Office by 5:00 PM Friday, October 3, 1997. This price includes camp and event preparation, printed awards, water trucker fee, Camporee packet, insurance, and program materials.

Should you have any questions or suggestions concerning the Fall 1997 Reedy Falls District feel free to contact me at 787-6407 (home) or 781-4035 (office), Gary Medlock at 244-6278 (home) or 244-4197 (office) or Jim Egan at the Central Office (244-8363). We look forward to spending an Xtremely great weekend with you!

Very truly,  
Scout

*Tom Moran*

Tom Moran

## PLANNING AND EXECUTING EFFECTIVE CAMPORES

### BOY SCOUTS OF AMERICA REEDY FALLS DISTRICT

X-THEME CAMPORE  
OCTOBER 10 - 12, 1997

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#### WILDERNESS TRAIL (The Younger Scout's Trail to High Adventure)

Participants must qualify the following requirements:

- Wilderness Survival Merit Badge - A
- Pioneering Merit Badge - 1, 2, 3, 6, 8, 7
- First Aid Merit Badge - 1A, 1B, 1C, 1D, 1E, 1F, 1G
- Second Class Rank - 2B, 2C, 2D, 4, 5A, 6C, 8, 9C
- First Class Rank - 7A, 7B, 8A, 8B, 8C, 8, 9D

Materials needed to be brought for the Wilderness Trail to High Adventure:

- |  |   |
|--|---|
| • Personal First Aid Kit and Survival Kit          | • Sleeping Bag                              |
| • Food for meals and the overnight shelter         | • Pocket Knife                              |
| • Matches - flint and steel and ferro rods matches | • Hand Ax                                   |
| • Compass  | • Canteen with water                        |
| • Mirror or other reflective surface               | • Rain Gear                                 |
| • Trap or material to make an overnight shelter    | • Food for birds to be egg fed on the trail |

Scouts who sign up for the Wilderness Trail will be organized into Patrols and will rotate their activity to B activity.

Adults accompanying each Patrol will be asked to assist in the organization of plans.

The Scouts will be sleeping in the overnight shelter in an area away from their base camp. Adults accompanying the Scouts along the Wilderness Trail will be expected to set up a shelter and camp in the same area as the Scouts.

Please call Gary Medley if you have any questions.

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## PLANNING AND EXECUTING EFFECTIVE CAMPORES

### BOY SCOUTS OF AMERICA BEEDEY FALLS DISTRICT XMAS TREE CAMPOREE OCTOBER 10 - 12, 1997

<b>WHEN</b>	Friday, October 10th through Sunday, October 12th
<b>WHERE</b>	BSA Camp 844, Park
<b>FEES</b>	\$8.00 per person
<b>REGISTER</b>	All Units must pre-register by Friday, October 3, 1997
<b>CAMPFIRE</b>	Units will be assigned on a first come, first served basis. Group tent, Camping platform tent, food table provided by the District and B program tables are available but upon a first come, first served basis.
<b>PARKING</b>	Due to the Xmas tree nature of the camp, vehicles will be unloaded and parked away from the campsite. Group trailers will be towed to the camping area with the camp trailer.
<b>FIRST AID</b>	First Aid facilities will be provided. Each Unit is responsible for its own First Aid cases. At least two vehicles will be located at each parksite area for emergencies.
<b>WATER</b>	Water is available at the headquarters area. Leaders need to make sure Scouts take water on the trail.
<b>FIRES</b>	Good Scoutcraft open fire practices are required. There will be no fires left unattended. Wood is available at the site. There are no smoking facilities set up in the campgrounds.
<b>UNIFORMS</b>	Class "A" (Juni) uniforms are recommended for arrival and departure and the Winter Season. Class "B" (Scouting fee shirt) uniforms are recommended the rest of the time.
<b>COMPETITION</b>	There will be no Annual Troop or Unit competition at this Camporee, except for the judging of the postcard contest tables only.
<b>TRADING POST</b>	The trading post variety of offerings will be very limited.
<b>GENERAL</b>	<ul style="list-style-type: none"> <li>• Leaders should report all car problems and concerns at the proper times.</li> <li>• No firearms of the kind! Firearms in the possession of leaders.</li> <li>• Bathrooms and showers will be available.</li> <li>• Bring Bushings. Bath containers available. Leave the containers clean.</li> <li>• All Boy Scouts use a system of signs and are to be followed.</li> <li>• Leaders must be prepared to help the kids of Boy Scouts direct to this event.</li> <li>• Adults must be prepared to be good and older Scouts on the trail.</li> <li>• Adults will participate in the camp activities as the youth play the game.</li> </ul>

## PLANNING AND EXECUTING EFFECTIVE CAMPORES

### BOY SCOUTS OF AMERICA REEDY FALLS DISTRICT XMAS EVE CAMPOREE OCTOBER 10 - 12, 1997

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#### CAMPOREE SCHEDULE

##### FRIDAY, OCTOBER 10, 1997:

6:00 PM - 8:00 PM	Check-in and Registration
8:00 PM - 10:30 PM	Setup, Free Time, and/or Troop Activities
10:00 PM	AFS and Boy Scouts of America Dinner
11:00 PM	Taps

##### SATURDAY, OCTOBER 11, 1997:

6:30 AM	Wake-up
6:45 AM - 7:45 AM	Breakfast, Cleanup & Camp Setup
7:45 AM	All Troop Assemblies, Flag Raising, and Awards Presentation
8:00 AM - 9:00 AM	The Troop High Adventure
9:00 PM - 9:30 PM	Breakfast
9:30 PM - 10:00 PM	Dinner Dinner
10:00 PM - 11:30 PM	Clean Up, Free Time or Troop Activities
11:30 PM	Campfire, AFSA, and Awards
12:00 PM - 11:00 PM	Free Time, Troop Activities, and/or High Games
10:00 PM	Depart for Wilderness Survival District for
10:00 PM	Order of the Arrow, AFS, and Troop Dinner (Dinner)
11:00 PM	Taps

##### SUNDAY, OCTOBER 12, 1997:

6:30 AM	Wake-up
6:45 AM - 8:15 AM	Breakfast and Cleanup
8:30 AM	All Troop Assemblies, Flag Raising, and Awards Presentation
8:45 AM - 9:15 AM	Workshop Session
9:15 AM - 10:45 AM	Campoore Service Project
10:15 AM	Buildup to Patrol Camps, Troop and Wilderness Presentation
11:00 - 1:00 PM	Break, Cleanup and Check Out

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## PLANNING AND EXECUTING EFFECTIVE CAMPORES

**BOY SCOUTS OF AMERICA  
NEEDY FALLS DISTRICT  
XTREME CAMPOREE  
OCTOBER 10 - 12, 1997**

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### **CAMPOREE REGISTRATION FORM**

Return to the District Office by Friday, October 3, 1997.

Event Number: \_\_\_\_\_

Scoutmaster's Name and Phone Number: \_\_\_\_\_

Participant's Name****	Age	Rank	Participant's Name****	Age	Rank

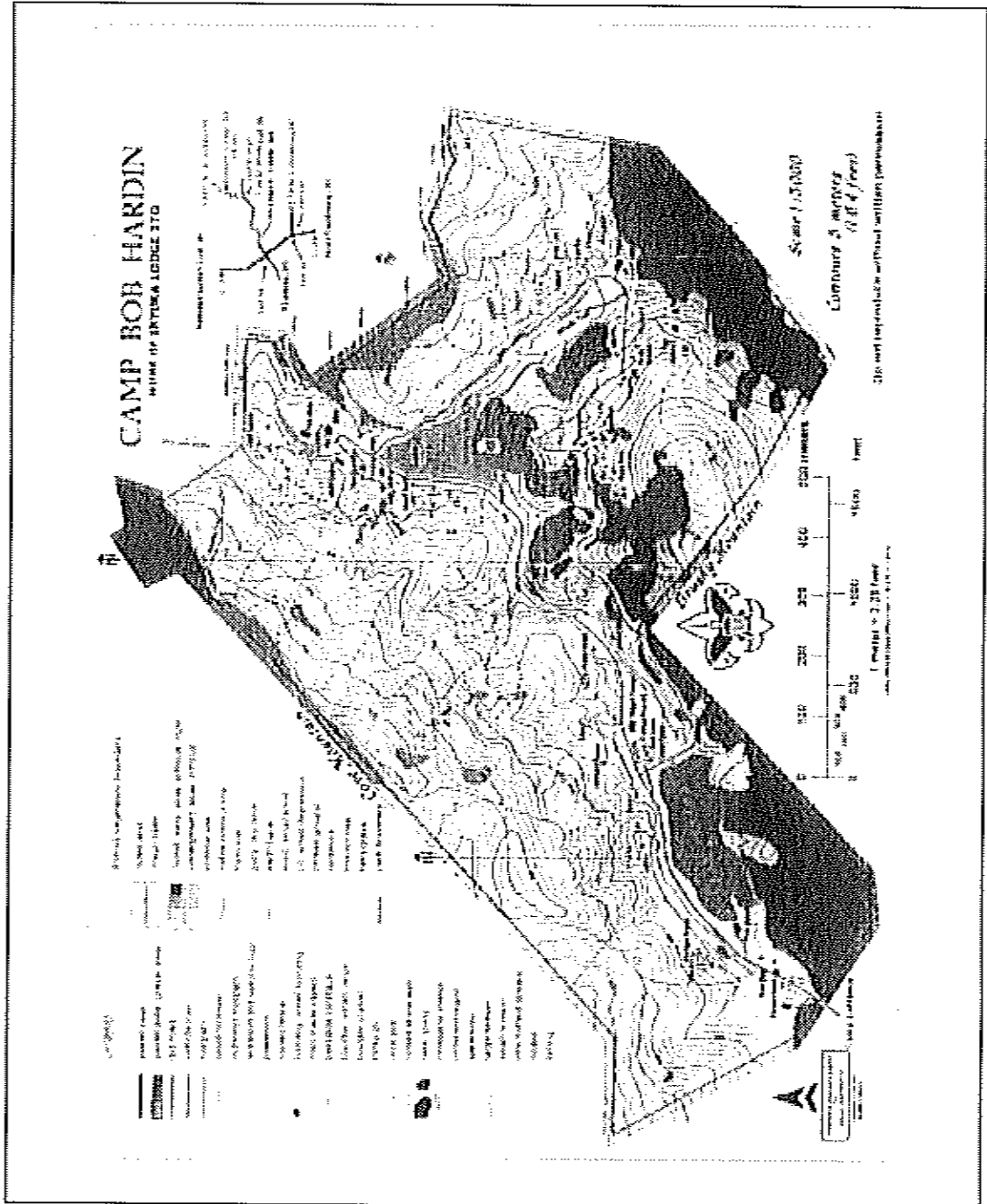
Total Number of Participants: \_\_\_\_\_

Campoore Registration Fee: \$48.00 per Participant

Total Fee Enclosed: \_\_\_\_\_

\*\*\*\* Note: Please list adults separately and indicate which adults will be participating with the younger Scouts.

## PLANNING AND EXECUTING EFFECTIVE CAMPORES



PLANNING AND EXECUTING EFFECTIVE CAMPOREES

BOY SCOUTS OF AMERICA  
HEEDY FALLS DISTRICT  
XTREME CAMPOREE  
OCTOBER 10 - 12, 1997

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Campfire Skit/Song Submission

Group Number: \_\_\_\_\_

Scoutmaster's Name: \_\_\_\_\_

Scout Patrol Leader's Name: \_\_\_\_\_

Skit or Song Title: \_\_\_\_\_

Skit/Song Description:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Information Required For Introduction:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

This form must be turned in to the Camporee Staff at the Friday Night Check-in Board. Remember the material presented in either the Skit or Song should be of good taste and approved by your Scoutmaster in advance. Original Skits are encouraged and remember the Camporee Theme.

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## PLANNING AND EXECUTING EFFECTIVE CAMPORES

**BOY SCOUTS OF AMERICA  
REEDY FALLS DISTRICT  
XTCENTL CAMPORE  
OCTOBER 10 - 12 1997**

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### Campore Evaluation Form

How effective and timely was the Leader's Information Packet distributed before the Campore? Suggestions for improvement:

How effective was the Leader's Information Packet distributed upon arrival at the Campore? Suggestions for improvement:

Comments on the Campore facilities (water, shade, campsite conditions, Campore layout, signs, etc.). Suggestions for improvement:

Comments on the Campore Activities (theme, layout, staff, campfire, first, youth services, etc.). Suggestions for improvement:

Comments on the Saturday's Opening Ceremony and Campfire, Program and Activities, Religious Service and the End Banquet. Suggestions for improvement:

Suggestions for future Campore themes and locations:

Names and phone numbers of adults wishing to participate on the District Activities Committee as the primary staff of a future Campore or on the District Advancement Committee:

Leader's Name and Phone Number: .....

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## PLANNING AND EXECUTING EFFECTIVE CAMPORES

### **XTREME CAMPORE: CAMP BOB HARDEN OCT 10-12, 1997**

#### **WILDERNESS SURVIVAL SCHEDULE**

<b>FIRST SESSION:</b>	<b>8:00 AM TO 9:50 AM</b>
<b>SECOND SESSION:</b>	<b>10:00 AM TO 11:50 AM</b>
<b>LUNCH:</b>	<b>12:00 PM TO 12:40 PM</b>
<b>THIRD SESSION:</b>	<b>12:45 PM TO 2:30 PM</b>
<b>FOURTH SESSION:</b>	<b>2:40PM TO 4:30 PM</b>
<b>BUILD SHELTERS:</b>	<b>4:30 PM TO 5:30 PM</b>

PLANNING AND EXECUTING EFFECTIVE CAMPOREES

BOY SCOUTS OF AMERICA  
REEDY FALLS DISTRICT

CAMPOREE INSPECTION FORM

GROUP # \_\_\_\_\_ TOTAL EVENTS \_\_\_\_\_ UNIT NO. 100

CATEGORIES		SCORES				POINTS
<b>1.0000 THE APPROACH TO THE CAMPOREE</b>						
<b>A. Campsite Preparation</b>						
1	Site	1	1	1	1	12 Points Possible
2	To what are the boys assigned to prepare?	1	2	3	4	
3	What are the boys assigned to do?	1	2	3	4	
4	What are the boys assigned to do?	1	2	3	4	
5	By what means are the boys assigned to do?	1	2	3	4	
<b>B. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	4 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>C. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	12 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
3	What are the boys assigned to do?	1	2	3	4	
<b>D. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>2.0000 THE CAMPOREE</b>						
<b>A. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	3 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>B. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	3 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>C. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	3 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>D. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>E. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>F. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>G. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>H. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>I. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	
<b>J. Campsite Preparation</b>						
1	What are the boys assigned to do?	1	2	3	4	2 Points Possible
2	What are the boys assigned to do?	1	2	3	4	

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3 EXAMPLE CAMPOREE THEMES AND EVENTS

Twenty different Camporee themes and support events / competitions are presented below as a help to Camporee Committees in their efforts to plan and execute effective Camporees. Where possible, the patch design has also been included because that is also part of the creative needs of a Camporee Committee.

The event descriptions vary in detail but every effort has been made to provide as much detail as has been found.

#### 13.3.1 A Disaster Waiting To Happen



The purpose of a Disaster Waiting to Happen Camporee (Kilgore, 13) is to prepare units for the possibility of assisting in an emergency mobilization. Units are only told what they should bring to mobilize emergency search teams (first aid items, compasses, and clothing suitable for a day-long hike) and a time to arrive at a pre-determined intermediate assembly point in the general direction of the Camporee site.

Units arrive at the intermediate assembly point at a staggered predetermined time and given directions to get to the Base Camp (Camporee site). Units arrive at the Base Camp and told to quickly set up camp and assembly by search teams (Patrols with an

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

adult) to receive search directions and a map. The search teams hike for approximately three hours following a map with instructions to locate the survivors of a plane crash.

Once found, first aid is administered to the survivors with multiple injuries. Observers evaluate the quality and correctness of the search teams efforts to administer first aid and extract a survivor. Either an EMS Explorer Post or trained EMS rescue personnel then demonstrates several emergency techniques. The search team then hikes back to Base Camp.

Events include map and compass reading, application of first aid in a realistic setting, teamwork, and emergency rescue demonstrations.

### 13.3.2 Shooters Camporee



The Shooters Camporee is an opportunity for Patrols or Webelos Dens to function as a team to test their skills in a number of events. The Camporee takes on a classic approach where units arrive Friday and the events / competitions are run through out Saturday. The following is a summary of the events:

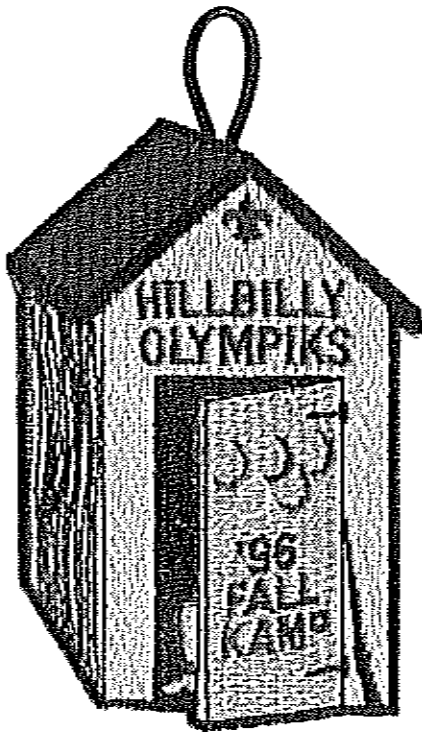
- **Cro – Magnum Club** A golf challenge course scored based on the lowest number of strokes required to complete the challenge.



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **NATO Peace Keepers in Bosnia** A stretcher making and transportation event. The injured person must be transported safely through an obstacle course.
- **Mission Impossible** An obstacle course that involved a series of eight simple event stations where the Patrols had to stop and perform the event before progressing on. This event involves the teamwork of the entire Patrol. This is a timed event.
- **Paul “Bunyan” Hogan** A hatchet throwing event where each Patrol member participated.
- **Remember the Alamo** A target shooting contest involving all members of a Patrol. Each member of a Patrol rotates taking a shot at a target with a BB gun until ten shots had been taken. The highest score wins.
- **The Saga of William Tell** An event where a Patrol tried to shoot an apple off a Scoutmaster’s head with a Nerf™ bow and arrow. Scoutmasters were provided with eye protection.
- **TTTTTTTTTT** A blind folded tent raising contest that involves the entire Patrol.
- **Three Men and a Sling** An event where two members of a Patrol hold the two sides of a sling while a third pulls the sling and fires a ball at a target. Patrol members are rotated to record the results of the entire group. Highest score wins.
- **Balto’s Revenge** A sled race competition involving the moving of a large sled by all member of a Patrol over a distance with intermediate stops that involved tossing spears at fixed targets.

13.3.3 The Hillbilly Olympiks Camporee



The theme of the Hillbilly Olympiks Camporee (Richardson, 14) was based on the summer Olympics held in Atlanta, Georgia. Each event was designed to have a comical twist in the style of Jeff Foxworthy's comic routine poking fun at the Summer Olympics being held in the South. This was an extremely fun Camporee to run because of the creativity of the person in charge of the events / competitions.

The following events / competitions were run at the Hillbilly Olympiks Camporee (Jones, 15):

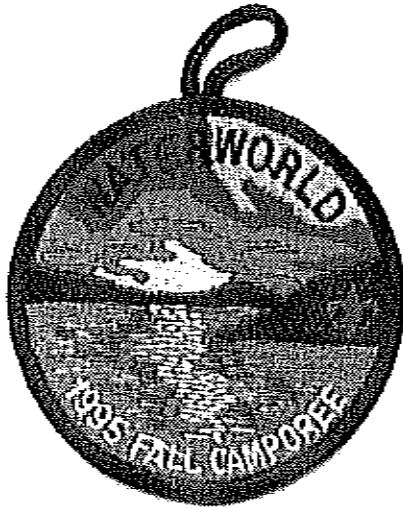
- **Don't Step There** An obstacle course through a farmyard with tires, farm animal droppings, and other items / livestock found on a farm.
- **The Revenuers Are Coming** A shooting competition with a twist. Patrols competed for the largest score by shooting paint ball guns at figures with styrofoam heads dressed as revenuers.
- **Oops, I Missed** A tomahawk throwing contest.
- **Which Way Did They Go...** An orienteering competition that challenged Patrols to find a still.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Watch Out For That...Nevermind** A sling shot event shooting wads of toilet paper at targets.
- **Throw Me That Thang** Life ring toss event using tire tubes as the life ring. The targets were towed by rowboats to increase the complexity of the event.
- **Hey Ma, What Did They Say** A semaphore event using long underwear on a stick as the semaphore flags.
- **What Do We Do Now?** A blind folded row boating event where one member of the Patrol gave the commands and the Patrol executed the commands through an aquatics obstacle course.
- **Barefoot & Pregnant** A relay event that involved each Patrol member having to dress in oversized long underwear, coveralls, hat, and oversized boots, racing to a task station, and returning to the starting point to disrobe. This relay was repeated until all Patrol members had participated. The average time for each Patrol member was used to determine the Patrol with the best time.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3.4 Water World Camporee



The Water World Camporee (Kilgore, 16) theme is based on the popular Kevin Kosner movie with the same name. This Camporee requires a known waterfront, warm weather, and proper aquatics supervision. An aquatics Camporee is a favorite of every Scout because all boys naturally love the water. Extreme care must be given to those Scouts that are not considered to be strong swimmers.

- **Swamped Canoe Race** How fast can you paddle a canoe full of water? This event places four members of a Patrol in a swamped canoe without paddles and they race other patrols for the fastest time over a predetermined course.
- **Barrel Fill** This event involves a relay to fill a large container with small holed buckets. Scoring is based on the shortest time and without the Scouts getting wet.
- **Canoe Portage** This event involves patrol teamwork to carry a canoe from one cove to another faster than the next.
- **Rope Climb** This event tests the teamwork and speed of a patrol to see how fast four Scouts can climb up a rope.
- **Underwater Search** This competition involves finding sunken treasure. Treasure maps are included to aid a Patrol in finding the sunken treasure. The Patrol must

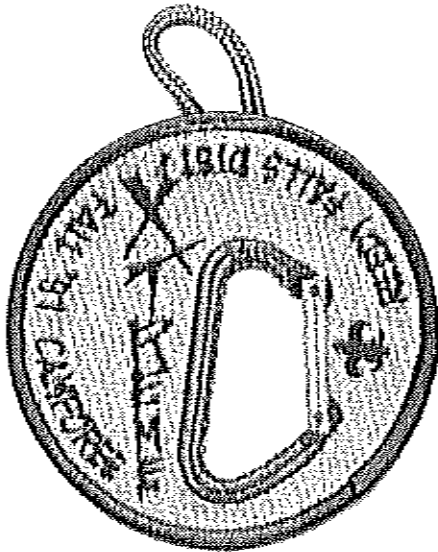
## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

traverse both land and water in a theme oriented obstacle course. Scoring is based on the shortest time and the most accurate results.

- **Life Ring Toss** This competition involves the entire Patrol. Each Patrol member is given five chances to throw a standard life ring at a fixed target. Scoring is based on the number of most accurate throws by each Patrol.
- **Nautical Knot Relay** This event deals with both instruction and a knot competition. Instruction is given on a number of nautical knots and then a competition involving the speed in tying the knots that the Scouts have just learned.
- **Canoe Tug of War** This event puts a new twist on a team competition. Four Patrol members are chosen by the Patrol and compete in standard canoes without paddles. A double elimination process is used to determine first, second, and third place winners.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3.5 The Xtreme Camporee



The Xtreme Camporee theme was based on the Extreme Games television competitions. The idea was to give the participants an opportunity to participate in personally challenging events that tested an individual's ability to overcome one's own fears. Due to the nature of some of the challenges, Scouts were also provided with a separate program that assisted in both rank advancement and the earning of the Wilderness Survival Merit Badge. Please see the sample Information and Leaders Packet provided in Appendix 12.2 for more information. The Camporee was held at a Boy Scout Summer Camp Reservations that had the necessary facilities for the events / competitions

The following events / competitions were held during the Xtreme Camporee:

- **Low Ropes Confidence Course** Standard low ropes confidence course managed by a BSA certified instructor.
- **Rapelling Tower** Instruction provided and repelling supervision provided by a BSA certified instructor.
- **Climbing Tower** Three different challenges with instruction and climbing supervised by a BSA certified instructor.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Kayak Challenge** Instruction provided in the use of a kayak and then Scouts participated in navigating a challenge course on a lake that consisted in a loop course around a number of stationary floats on the lake. Waterfront activities supervised by BSA trained adults and lifeguards.
- **Sail Boat Challenge** Instruction provided in the use of a small sail boat and then Scouts participated in navigating a challenge course on a lake. Waterfront activities supervised by BSA trained adults and lifeguards.
- **First Aid Challenge** First Aid instruction related to injuries that could result from participation in Xtreme sports followed by a First Aid skills challenge.
- **Survival Challenge** Instruction in outdoor survival techniques followed by a skills challenge.

### 13.3.6 The Klondike Derby Camporee



The Klondike Derby Camporee (Park, 17) is patterned after the historic Alaska Gold Rush. Patrols prepare for the Camporee by building, decorating, and equipping their sleds. The sleds are inspected and impounded upon arrival at the Camporee Site. Patrols compete in each event for gold (gold painted gravel) and at the end of the day the

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

Patrol presented their gold to the Assayer's Office so that it could be weighed and the Patrol received a voucher equal to the value of the gold. First, second, and third place awards were give out at the Saturday Night Campfire. At the Campfire an auction was held for items that the entire Patrol could enjoy (e.g., a box of candy bars, Scouting equipment, soft drinks, etc.). Once a Patrol was successful with their bid, the entire value of the voucher was spent so the Patrol could not continue to bid with the remaining value of the voucher.

Following is a listing of the events with a description of each event:

- **Alaska Pipeline – Black Gold** It is cold in Alaska this time of year. It's cold in Alaska just about any time of year! Alaska needs oil to stay warm and they will pay for its delivery. Heating oil stations will pay GOLD for the oil. All you have to do is deliver the correct ARADOC numbered oil to the correct station.

Using the PVC oil pipe and fittings provided, start at the central distribution station and make a pipe to deliver a foam ball and an ARADOC numbered golf ball to the correct numbered station. The ARADOC numbered ball is to go through the pipe first. You may not put both elbow fittings on the same pipe and the elbows may not be turned upwards. You may not hold the balls in the pipe with your hands. If the balls fall out before getting to the station, you loose the gold at that station. The pipe has to stay at least 3 feet off the ground.

- **The Bearing Straight Rescue** Your camp cook, Yukon Eatalotaramen, has gone in search of bear for his famous KODIAK STEW. Unfortunately, that was two days



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

ago! He must be hurt! It's your job to bring him back to camp safely. He left the coordinates from his last successful bear hunt behind. Use these and your compass to find him. You'll know you're on the right trail when you start finding the Ramen wrappers he's tossed aside on his hunt. Write down any hints from the wrappers.

**GOOD LUCK!**

- **Avalanche!** Your team has happened across a trapper caught in an avalanche. He has just managed to dig himself out of the snow, but you must provide him with a hot beverage to prevent hypothermia.

Building a small cooking fire, prepare a hot beverage and serve it to the victim. Clean your mess kit when complete.

- **Know Your Knot** Your team has traveled to the base of a mountain. You must reach the top safely and together. The slope becomes more treacherous with each step.

At flag one: You must use your painters to tie yourselves together in a single-file line using bowline knots.

At flag two: Use one of the additional painters to tie the drag bag of provisions to the second Scout using two half hitches.

At flag three: Use one of the additional painters to tie your mallet to the third Scout using a taughtline hitch.

At flag four: Use one of the additional painters to tie a log to the last Scout using a timber hitch.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

**Top of the mountain:** Use the rope provided to tie the first man to the tree at the top of the mountain using a bowline knot. Then, you must shorten the rope to less than 6 feet using a sheepshank.

- **Hitch The Sled** Your Patrol has just traveled a great distance across a frozen lake. You have stopped for a rest and need to hitch your sled to a post. There happens to be an old dock post sticking up out of the ice, but there is no ice within eight feet of the post to walk on.

Tie your sled to the post using a clove hitch. Use the 50 foot rope provided.

You may not step in the water within eight feet of the post. Use teamwork.

- **Klondike Gold** Your patrol, after traveling through everything Mother Nature has to offer: arctic winter, spring, summer, and now fall, has found the legendary Klondike Gold fields. **LOOK OUT FOR CLAIM JUMPERS!!!**

Her Majesty's Government requires all prospectors to file a claim. Klondike River gold can **ONLY** be retrieved after a claim has been filed.

How to file a claim:

- A claim = a 10' X 10' square.
- The sides of the square must be parallel to the north/south and east/west boundary lines
- Mark each corner with a wooden stake.
- String must be strung to enclose the claim square.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- A map is to be produced showing the location of the square's northeast stake from all 4 boundary flags.
- Have your map signed off by the Field Constables.
- Submit your claim to the Claims Office for recording.
- Post deed and CLAIM YOUR GOLD!

Success is measured by the gold claimed in the square and how many claims a patrol can file.

- **Whitehorse Snowshoe Relay** Your patrol camp has been snowed in on the way to the Klondike Gold Fields. Food is running dangerously low and you decide that someone has to make a run back to Whitehorse for supplies. The trip is impossible by foot in the deep snow. Fortunately a hunter has happened upon your shivering group and offered you a single set of snow shoes without bindings. Before leaving on his dogsled, he showed your patrol leader one method of constructing the bindings out of materials the group should have on hand. Since the patrol leader has severely frost-bitten hands he cannot construct the bindings himself and has to rely upon his communication skills and the ingenuity of his team. Patrol members are sent back to Whitehorse on snowshoes one at a time to bring back as many supplies as possible to last the winter in a race against time and starvation.
- **Blizzard Tent Set-up** Your Klondike patrol has experienced a blizzard on the trail leading into camp. All but one member of the patrol (patrol leader) has experienced frost bite to their faces. With another storm moving in, shelter is essential. Your

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

patrol must set up a tent blinded by frostbite (blindfolds). With the patrol leader as a guide to the patrol, the tent is to be set up with no talking except the patrol leader.

- **Breakfast At Dawson** Your patrol arrives at Dawson at dawn, just in time for breakfast. Dawson has a creek. OH NO! Your sled turns over - your fire starting materials have fallen into the creek (hope they were protected!) and your only cook pot floats away. But you still have a milk carton and frying pan. You're hungry. More important, your Scoutmaster is hungrier! He was hoping to have his favorite - flapjacks and boiled eggs. You must start a fire and make breakfast. Good luck! Success is signaled by making the fire, boiling the egg in the carton, and flipping the flapjack.
- **Starving For Snapper** Your team is tired, thirsty, and hungry. No one has eaten in over four days. Getting food has become all important. Your greed for gold has now become secondary to your need to survive. In your weakness your team stumbles upon a raging river. On the other side of raging rapids is a calm pool where one of your team said he saw some fish, snapper he thought ..... delicious red snapper. In a frenzy of hunger, he jumps into the river and is quickly swept away. At this point you think to yourself ... "one less mouth to feed".

Your goal is obvious. To survive, your team needs food. Snapper is good food, and plenty swim in that pool across the river. You've already lost one team member who acted before he thought out the situation. You must now stop, look

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

around, think. Your team must catch as many of those snapper as possible to bring you both health and wealth.

- **The Great Sled Race** At the end of the event / competition period each Patrol had the opportunity to participate. The sleds were raced with all of the “gear” that the Patrols were asked to bring in preparation of the Camporee. Gold was awarded to the first, second, and third place winners.

### 13.3.7 Survivor Camporee

The theme of the Survivor S&R

Camporee (Henry, 18) capitalized on the popularity of the Survivor television show. The morning events centered on advancement for Webelos, younger Scouts, and the older Scouts. The afternoon activity involved a search and rescue drill involving a long hike ending with a number of medical emergencies once the survivors were located.



Presented below is a summary of the events / competitions that were offered at the Survivor S&R Camporee.

- **Webelos Activities** The majority of the requirements if not all of the requirements for the Citizenship, Readyman, Outdoorsman, and Naturalist Webelos Activity Pins were offered to those Webelos attending. Older Scouts participated in the teaching.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Younger Scout Program** An abbreviated Pathfinder Program was offered for younger Scout advancement. Selected requirements for Tenderfoot, Second Class, and First Class ranks were offered. Older Scouts participated in the teaching.
- **Older Scout Program** The following events / competitions were offered to the older Scouts to prepare them for the afternoon activity. The events / competitions included stretcher races, first aid competitions, orienteering course, wilderness survival, and emergency preparedness. The events / competitions were designed to also satisfy a number of merit badge requirements for First Aid, Wilderness Survival, and Emergency Preparedness.
- **Emergency Search Drill** In the afternoon, each Patrol received instructed to find the survivors of a crashed plane. Patrols were given a starting point, compass readings, and distances. The distance traveled by each Patrol was such that it took several hours to get to where the survivors were located. The survivors had a number of medical emergencies that each Patrol had to deal with. Patrols were scored on how well they dealt with each of the medical emergencies.

13.3.8 Quest for the Kingdom Camporee



The Quest for the Kingdom Camporee (Park, 19) allows Patrols to compete for the ultimate goal of conquering the Kingdom.

In addition to the competitions the Patrols participate in, the local Society for Creative Anachronism (SCA) participate by establishing an encampment that all Patrols visit. The SCA provide several demonstrations and educational opportunities dealing with medieval life and craftsmanship.

The score cards were in the form of a puzzle that was filled in at each of the events. How well the Patrol scored at each event determined how much of the individual puzzle piece was filled in. First, second, and third place awards were determined based on how much each Patrol's score card was filled in thus the quest for the Kingdom.

The Campfire was entitled the "Court" and each Patrol was encouraged to present skits or songs for the pleasure of the King. The Interfaith Service was performed also in the way it would have been performed in medieval times. The message was acted out as a play.

Follows is a listing and brief description of each of the events / competitions:

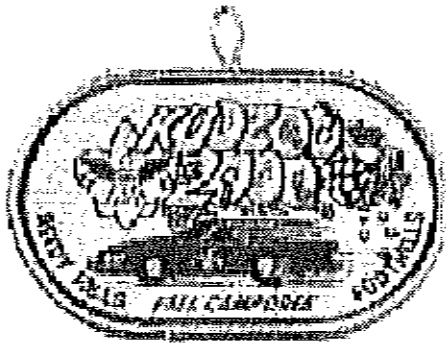
#### PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **The Hunt** A scavenger hunt in the King's Forest. Patrols were provided with a list of nature items to find. All items were able to be located within the King's Forest.
- **The Labyrinth** Mazes were a very popular game in medieval times. Each Patrol was challenged with navigating a maze in a darkened building.
- **Battle** Patrols competed against each other by having a member of their Patrol knock a member of another Patrol off a balance platform. Poles with heavily padded ends (boppers) were used as the weapon used to knock a person off of their balance platform.
- **Archery** A normal archery competition.
- **Jousting** A jousting competition using bicycles as the horses and fixed targets such as balloons, rings, and milk bottles.
- **Catapult** Each Patrol competed in the building of a catapult based on a model present. This was a lashing competition that was scored both on speed and distance of a catapulted projectile.



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3.9 Kudzoo 2000 Camporee



The Kudzoo 2000 Camporee (Henry, 20) theme coupled the fact that there is so much kudzoo in the southeastern United States and the popularity of NASCAR racing. This Camporee theme also exploited the interest every Scout has for automobiles. The location for the Camporee was the recently completed BMW test track located in South Carolina.

Presented below is the title and description of the events / competitions offered at the Kudzoo 2000 Camporee (Park, 21).

- **Mechanics Demonstration** Small and large dismantled engines were displayed. An experienced mechanic made a presentation on how each engine worked and the different parts of an engine.
- **Engine Building** A timed Patrol competition involving connecting as many engine parts together with nuts and bolts. The assembly was weighed to determine the event winners.
- **Car Pioneering** A lashing competition to build a “Fred Flintstone” type car. Each completed car then had to be pushed by the Patrol a fixed distance with one Patrol member as the “driver”.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Pit Crew – Tire Change** A timed Patrol competition involving the changing of an automobile tire.
- **Feed The Driver** A timed Patrol cooking competition. Once the food was prepared it then had to be passed to the driver with a reach pole.
- **Race Car Signaling** A semaphore competition. Speed and accuracy of the message was scored.
- **Driver First Aid** A first aid competition dealing with injuries that could occur due to a traffic accident.
- **Pit Crew Transportation** A timed Patrol competition that involved moving members of the pit crew (Patrol or Venture Crew) through a maze of ropes and other obstructions utilizing teamwork. This activity also provided First Aid skills in the transporting of injured victims.
- **Route Navigation** A Patrol competition involving an orientation course with a NASCAR theme.
- **Kudzoo 2000 Race** Patrols competed in a single elimination race at the end of the day with cars built before the competition. Patrols were provided with racecar specifications before the Camporee. The specifications only required a steerable car between 5 feet and 8 feet long, a 1 foot by 1 foot place on each side of the car for a number, 4 removable wheels, a place for the driver to sit, and a place for a 5 gallon bucket to sit.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

The fuel tank was a provided 5 gallon bucket with a hole in the bottom side of the bucket. The fuel was water that was allowed to run out of the bucket through the hole in the side once the race started. The car was disqualified if the fuel ran out before the pit stop or the finish of the race.

The car engine was made up of Patrol members. The number of Patrol members was determined by limiting the weight of the "engine". A greater number of smaller Scouts could be used versus a small number of larger Scouts in older Patrols. This method brought extreme fairness to the competition.

The competition involved completing two laps of a predetermined course. Each car was required to have a driver and an "engine". After the first lap, each car was required to complete one pit stop. During the pit stop, the four wheels had to be removed and put back on, the engine had to be changed out, and the car refueled.

Each race was limited to three cars to prevent congestion in the Pit. The winners of each race then raced each other in groups of three until the overall winner of the race was determined.

PLANNING AND EXECUTING EFFECTIVE CAMPOREES

13.3.10 Z3 Camporee



The Z3 Camporee theme was centered around the completion of BMW's United States automotive assembly plant and the recent production and introduction of the BMW Z3. BMW hosted the Camporee and allowed the Scouts to camp on their property.

Scouts were treated to a number of Scout skills and merit badge advancement opportunities and a tour of the BMW Manufacturing Plant in South Carolina.

Listed below are the Merit Badges offered and rank advancement opportunities offered at the Camporee (Moran, 22). The Merit Badges were offered in a manner similar to a Merit Badge College. Participant could earn up to three Merit Badges and also participate in a tour of BMW's Manufacturing Facility.

Z3 Merit Badge and Advancement Activities		
Aviation	Orienteering	Engineering
Pioneering	Surveying	Camping
Weather	Emergency Preparedness	
Tenderfoot through First Class Requirements		

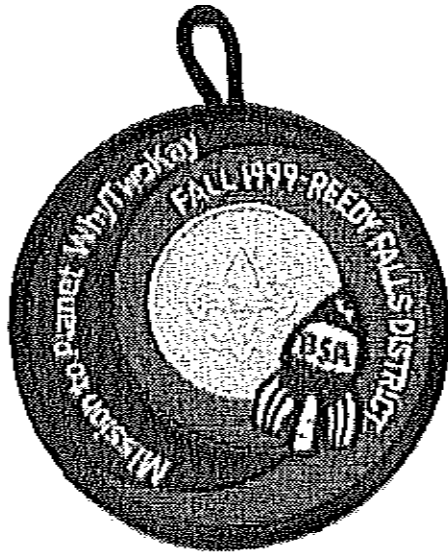
## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3.11 Mission to Planet WhyTwoKay Camporee

#### The Mission to Planet WhyTwoKay

Camporee (Park, 23) challenged Patrols to rocket races, solar cooking, pod races, etc. The Camporee theme is based on all the hype generated by the turn of the millennium and the Star Wars Movies.

Patrols were asked to prepare for the Camporee by building bottle rockets made out of a two liter soft drink plastic bottle with directions provided in the Camporee Information and Leaders Packet.



Follows is a listing and brief description of each of the events / competitions:

- **Pod Races** Each Patrol was provided with specifications on a pod in advance of the Camporee. The specifications only stated that the pod had to carry one Patrol member, had to have four wheels, be sturdy, and be powered by two engines (Patrol members) connected to the pod by two 20 foot lengths of rope. The race was determined by the first pod across the finish line.
- **Bottle Rocket Race** Bottle rockets made of a two liter soft drink bottle were launched to see which Patrol achieved the longest flight time. Instructions on how to build the rocket were provided in advance of the Camporee. The instructions also

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

included a parachute that slowed down the rocket re-entry. Total time of flight from launch to touchdown determined the winner of the event.

- **Solar Cooking** A lunch time competition involving the cooking of a meal for the entire Patrol plus the competition judges. The only means of cooking fuel was solar energy. The event winners were determined by the judges.
- **Space Station Repair** Each Patrol was challenged to make a series of repairs to a space station. A Patrol member wore a harness and was raised and moved into position by the rest of his Patrol. The event was timed.
- **Star Mapping** An orienteering competition involving a piece of paper, a starting point, compass readings, and distances (in inches). The Patrol then had to identify the constellation that resulted. This was a timed event.
- **Communications** Bags were placed over all Patrol members head except for the Patrol Leader. The Patrol then had to navigate a course with obstacles by following the verbal instructions of the Patrol Leader. This was also a timed event.
- **Moon Walk Relay** A timed relay event involving all members of each Patrol. One HAZMAT type suit were provided to each Patrol. The event began with one member putting on the suit and then running a short distance and performing a predetermined task. Once the first task was completed the Patrol member ran back to the starting line and removing the suit. The next Patrol member put the suit on and performed a second task and so on until all of the tasks were performed.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Astronomy Demonstrations** Representatives from the local science center provided Scouts with an opportunity to view planets, stars, the Moon, and sun spots through extremely powerful telescopes. The demonstrations also provided an educational experience into the importance of astronomy.

### 13.3.12 Olympic Spirit Sports Camporee



#### The Olympic Spirit Sports Camporee

(Alden, 24) theme was patterned after the Summer Olympics. The events were all team oriented and involved sports most Scouts would normally be involved in. This Camporee requires a large amount of space because of the size of the events. Proper supervision is also required for Archery.

Listed below are the events that were offered at the Olympic Spirit Sports Camporee:

- **Soccer** An abbreviated half was played with a minimum of six players. Scoring was based on the number of goals achieved in the shortest time frame.
- **Kickball** Several innings were played. Scoring was based on the number of runs scored in the shortest timeframe.
- **Softball** Several innings were played. Scoring was based on the number of runs scored in the shortest timeframe.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Archery** Event was scored based on the most accurate
- **Frizbee Golf** Event was scored based on the lowest number of "strokes".
- **Track and Field Events** Simple 50 yard dash, long jump, and shot putt.
- **Volleyball** Scoring was based on the number of points scored in the shortest timeframe.
- **Basketball** Event was scored based on the greatest number of free throws made by a Patrol. The number of free throws were averaged by the number of Patrol members.

### 13.3.13 Mission Impossible Camporee

The "Mission Impossible" Camporee (Troop 33, 25) begins Saturday evening after dark. Patrols are given orders to accomplish several "night missions" (events) during the course of the evening. An adult accompanies each patrol for safety purposes. Patrols are awarded points based on their performance in achieving each mission (event).

Midway through the program, a light meal is served.

A description of the events / competitions are as listed below (Troop 33, 26):

- **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 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.



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **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.
- **Stealth Hike** The group must traverse a route from Point A to Point B without being seen or heard. Enemy agents are on patrol, and have been warned of potential invaders. They will be looking for you.
- **Espionage Adventure** You must recover an item of secret information. It is stored in a container in a distant location. You will follow directions that will take you to the container. When you arrive you find several booby trapped decoy containers near it. Which is the right one? If you carefully follow the clues, you will choose wisely. If you choose the wrong container, it could be a tragic end.
- **Star Trek** Learn about the heavens and how to find your way at night using the stars, then trek across an open expanse under a luminous star filled sky.
- **Jaws of Death** You will exercise your jaws on a buffet of sausages, cheese, crackers, cookies, veggies, cold cut sandwiches, soup, pizza nuggets & sauce, lemonade, and hot beverages.
- **Solo Encounter** A serious discussion about the spirit of Scouting, followed by a question for you to ponder, and then time completely alone under the stars for some personal reflection.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Secret Stranger** Somewhere along the trail you will be approached by a stranger. Is he a friend or an enemy? Does he speak the truth or falsehoods? What does he want from you? Do you dare trust him?
- **Enemy Encampment** You must evaluate the strength of an enemy encampment and make a map of the location. You cannot be seen or heard in your attempt. The future of western civilization depends on your successful completion of this mission.
- **Agent Rescue** An agent has been hit. You will be given instructions for finding him. Treat his wounds, then evacuate him to safety. The trouble is, enemy agents are looking for him too. Who will find him first?

### 13.3.14 Chills and Thrills Camporee

The Chills and Thrills Camporee (Troop 33, 27) is a northern climate Camporee that is held in the February timeframe. The events listed below require snow and a lot of it. The events and information provided below is from an actual Camporee that was held in Minnesota.

- **Snow Shoe Races** Each Patrol will provide one set of snowshoes that they will use in a relay race. After the first Scout finishes a lap, he will give the snowshoes to the second Scout who will put them on and complete a lap, etc. Time will be averaged based on the number of Scouts in a patrol. If a Troop has multiple patrols, the rotation can be arranged to so the same snowshoes can be used for all patrols.
- **Cross Country Ski Races** Standard race format with a quarter mile track. Scouts must bring their own equipment.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **4 Man Cross Country Ski Race** Each patrol will bring one set of 4 man cross country skis. How do you make those you ask? Easy, it's up to you. The only rules are that during the race, four Scouts must physically be on the same material that is used as the skis. Examples of this are a pair of 2x4s with holes drilled through them, string is placed through the holes to attach either to the Scout's boots, or they can simply lift up on the string when they walk. Poles are optional. Scouts are highly encouraged to put some thought into this well before hand. Scouts also might want to practice a couple times before the day of the race. And remember this will not be a straight course.
- **Snow Blind** All of the members of a patrol, except the patrol leader, were blinded by the glare of the sun off of the snow and now it is up to the patrol leader to verbally guide his patrol back safely through a maze of obstacles.
- **Snow Volley Ball** In this exciting game the net is made out of a 6 foot wall of snow so that Scouts can not see the ball until it comes back over the wall. Other than that, it is normal volleyball.
- **Snow Snakes** A game where Scouts take a carved piece of wood, generally in the shape of a ski, and hurl it across the snow to see whose will slide the furthest. The piece of wood must be at least as long as the Scout is tall, and NO WAX of any kind can be applied to the underside of the wood. Scouts must bring their snake with them to the Camporee.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Snow Castle Building** Basically the same thing as building sand castles except it's a little colder. Scouts are encouraged to plan the castle ahead of time, as well as practicing building the castle. This competition will be judged on creativity, size, detail, etc. Scouts must supply their own shovels, water bottles, and other implements for building the snow castle.
- **First Aid Competition** In this event, Scouts will be given a first aid scenario in which a Scout has been injured in a cold weather environment. Scouts must render first aid and then prepare to evacuate the victim. Scouts are encouraged to prepare in advance by doing first aid scenarios during Troop meetings. Patrols will have to furnish all first aid supplies such as neckerchiefs, poles and blankets for stretchers, extra coats/blankets to keep victim warm, etc. Each patrol will have to provide it's own victim.
- **Bocci Ball With A Twist** For those of you who have never played bocci ball, basically you throw a small ball out as a marker, and then two teams try to throw big colored balls out to try and get as close to the small ball as possible. You can use your balls to knock your opponent's balls away from the marker. In this game frozen milk jugs are used as the competition balls.
- **Winter Survival Demonstrations** Several winter survival demonstrations and displays of winter camping equipment and clothing.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3.15 Huck Finn Days Camporee

The Huck Finn Days Camporee (theme centers around the adventures of Huck Finn and affords Scouts and Scouting Patrols an opportunity to participate in events and competitions that involves activities that Huck Finn and Tom Sawyer could have been involved in.

Presented below are the events / competitions that were used during the Camporee (Troop 33, 28)

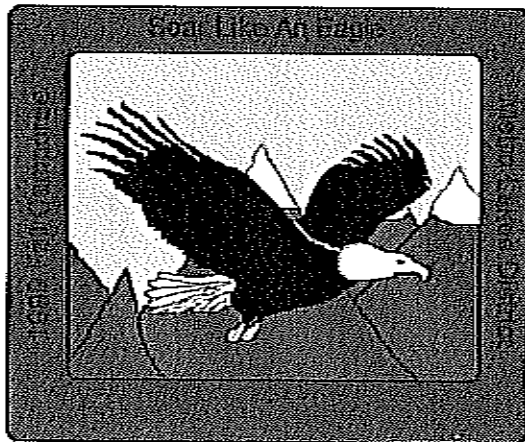
- **Archery** Finding good eats is easy with a good bow in your hands. If we have time maybe we'll fry up dinner.
- **Rifle Shooting** It isn't often you have a gun in your hands, but it is a heap more easier to catch dinner with a gun than with a bow.
- **Obstacle Course** Sometimes when you've done something some people think you shouldn't have done, they start to chase you. That's when it's real good to be able to move through the forest like lightning.
- **Map Recognition** It ain't good to be lost in the forest, that's why we're going to work on map recognition and distances.
- **Raft Building Competition** Raft building competition that involves the construction of a raft, floating the raft, and completing a short water course.
- **Fishing Competition**\_Standard fishing competition for the largest fish caught (as well as the smallest fish caught).

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Snapper Fishing** Three long poles are taped together as a big fishing pole, then fish for mouse traps set out in a 'lake'. After each patrol member catches one he must hand the pole off to another Scout in the patrol. The patrol that catches the most Snappers wins.
- **Fly Fishing Skills Competition** The use of a fly fishing rod is used to knock over several targets that are set at various distances around you. In this competition targets are knocked over by one member of the patrol, then the targets are set up again and the rod is handed off to the next Patrol member until all Patrol members have had a turn.
- **Giant Knot Tying Competition** Patrol teamwork is emphasized in tying a clove hitch, and a timber hitch, around a tree without coming within 7 feet of the tree.
- **Log Hoist** Patrol teamwork and knowledge of knot tying is tested in a challenging event.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

### 13.3.16 Soar Like An Eagle Camporee



The Soar Like an Eagle Camporee provides participating units with an opportunity to participate in a Webelos Midway and Camporee events. In both cases the activities are designed to let Webelos and their parents observe each Troop and their patrols in action.

Presented below are the events / competitions that were offered during the Camporee (Troop 33, 29).

#### Webelos Midway

A Webelos Midway is conducted Saturday afternoon. The Webelos Midway for affords each participating Troop an opportunity to man a booth for all Webelos and their parents to visit. Each Troop booth should be designed to find out what each Troop has to offer them. Each Troop is required in advance of the Camporee at a Roundtable several months in advance. Each Troop booth is manned by the Scoutmaster and the Senior Patrol Leader and is decorated in such a way to demonstrate what each Troop has to offer or specialize in. For example, Troops may emphasize that they do lots of backpacking and go on trips to places like Philmont, others go canoeing all over the place, while others go on trips to Sea Base. Troops are highly encouraged to put a lot of effort into their

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

booth prior to the event. Troops are also encouraged to check out each others booths to see if there are ideas that might work well in their own Troops.

### Events

- **Blindfolded Tent Pitching** A Patrol is challenged to erect a tent blindfolded. The tent type is determined and advertised in advance. A bonus of 2 minutes will be awarded to any Patrol who does not talk while erecting the tent.
- **Matchless Fire Starting** Patrols supplies their own homemade fire bows, sticks to rub, or flint and steel to spark with. Nothing is provided and is an example of what can happen out in the woods. No commercial fire starting kits are allowed, i.e. lighters, magnesium kits, or anything else purchased from a store.
- **Human Bowline Knot** Each Patrol is provided a 25 foot rope, Scouts place themselves evenly along the length of the rope. They then place both hands on the rope and proceed to tie that rope into a bowline know without any Scout letting go of the rope! Each time a Scout lets go of the rope it is a 30 second penalty.
- **Iwo Jima Flag Raising Event** On February 19, 1945 US Marines began one of the most costly invasions in history. This battle has been immortalized by one photo of 5 Marines planting a flag on the top of Mount Surabachi. This event asks Patrols to assemble a flag pole, attach their Patrol Flag, and then raise the pole. The Patrol will then stop with the pole half way up and 'assume the pose'. A Polaroid Instamatic camera will be on hand to record the event for later judging. Points for the



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

competition will be given out for proper lashing as well as for getting the pose correct.

- **Tug of War** This is it, a test of true grit. Patrols square off in a good old fashioned tug of war, heats will be run in the rotation cycles for the events with the winners coming back during free time for the championship rounds. A scale is on hand to make sure that the Patrols are evenly matched.
- **Time Measure Event** The one event that all Scoutmasters want to run. The Scouts lay on the ground with their eyes shut and not saying anything. They then raise their hand when they think that 5 minutes has passed. Scoring will be based on the average time per Patrol.
- **COPE Course** This event is run during free time for Scouts who are 13 years of age or older. Lower COPE Course certified personnel are required to run this event.

### 13.3.17 One Nation Undivided Camporee

The One Nation Undivided Camporee theme focuses on Civil War and activities that would have happened during the war. This Camporee is intended to coincide with one or more Civil War reenactments. The events / competitions supporting the Camporee theme area as presented below (Troop 33, 30):

- **Message for General Meade** You must let General Meade know about the ~~Yankee~~ <sup>Reb</sup> troops immediately, so he can bring up the rest of the <sup>Union</sup> army. Once your patrol is in place, you will be given a message to pass to the General. He is a stickler for speed and accuracy, so you will be marked on both. You may use any means of visual

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

communications to pass the message from here to GHQ - because of the distance and topography, no two stations can hear each other. Event is scored based on how few errors are made in transmitting the message.

- **The Monitor and the Merrimac** The world's first submarines, the Monitor and the Merrimac were built during the Civil War. On March 8, 1862, the Merrimac steamed out into Hampton Roads, and immediately sunk or crippled five Union blockaders. The following morning, the Monitor arrived, and the first battle of ironclads in history was on. Event is scored on how many hits are made on targets resembling ships.
- **Siege of Vicksburg** Your patrol is a company of scouts (a small "s" scout is a military spy) sent to find out the enemy positions, with the hopes of breaking the siege by a surprise attack. One member of your patrol catches a glimpse of a map, left unattended at enemy HQ. No one scout can hope to sneak all the way back to the General with the information, and you cannot take the map without warning the enemy. Each scout must describe the map to the next scout; the last in line must draw the map as explained to him. Event is scored on the accuracy and number of map features.
- **Foragers on the March** "An army travels on its stomach." Under the best of conditions, army food was terrible. Even though it was, in theory, illegal, both armies relied on foraging to feed their men. It was common for men to leave "on patrol", returning with "captured" pigs, cows, or chickens who were "shot trying to escape."

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

Find your foraged food, and using scout skills, prepare a meal. The event is scored on the time required to build a cooking fire and cook a meal.

- **Pontoon Bridge at Fredricksburg** The Confederate I Corps, arrives on the west bank of the river occupies the town to prevent a crossing. Burnside's plan to attack the Confederate positions in Fredericksburg depends on being able to build a series of five pontoon bridges across the Rappahannock. The bridges do not arrive until the 25<sup>th</sup>. Armies wonder - can the Federals bridge the river and attack, or must they move on to find a better place to cross the river? Determine if the bridges that arrive are large enough to cross the river. Event is scored based on the distances provided by patrols that come closest to the actual weight and height.
- **Scavenger Hunt** The armies in the Civil War were probably the most literate armies in any war, before or since. The men loved to read, and newspapers were favorite barter between the armies whenever picket lines touched. During the siege of Vicksburg, even when food was short and there was no newspaper to be had, printers got out single-page newspapers printed on the backs of wallpaper ripped off the walls of shelled-out houses. Your patrol must collect a group of things whose first letters spell the words: "T-H-E B-A-T-T-L-E O-F R-U-M R-I-V-E-R". The event scoring is based on the number of items found and the time to complete the phrase.
- **Battle of the Wilderness** This year, your general has sent out scouts to plot out the path through the Wilderness to avoid a repeat of the last battle here. They have hidden the instructions on small pieces of wood stuck in the ground, or small pieces of paper

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

fastened to trees. Each will give you the bearing to the next, and will also contain one word of a message from the commanding general to your company. Using the starting bearing and distance given you by the station guide, follow the path through the Wilderness and find out the message. The event is scored base on the time required to complete the event, correctness of message, and accuracy in orienteering.

- **Artillery at Fort Sumter** Your patrol is the crew for a 20-pounder (3.67 inch) Parrot Rifled Cannon. The station guide will assign you to a "gun", and will instruct you on the various jobs in a gun crew. Smaller patrols may have to double up on jobs. The event is scored based on the number and accuracy of the shots.
- **Infiltration** Both sides used spies throughout the war. Border areas saw many infiltrators from both sides passing through, mixed up with escaped slaves headed north and black marketers headed south to trade northern money for southern cotton. Something has happened in the area, which is roped off. You have 15 minutes to study this area and figure out what has happened. The event is scored based on the number of tracks identified.
- **Burnside's Bridge – Antietam** Your patrol meets an enemy patrol at Burnside's bridge. Because of the narrowness of the bridge, only one member of each patrol can be on the bridge at a time. They start from each end at the same time. The patrol with the most Scouts successfully crossing the bridge in the time allowed is the winner. The event is scored base on how quickly an entire patrol can cross the bridge.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Wounded at Petersburg** Your patrol comes upon a soldier in your trench. He is bleeding from a head wound caused by a splinter of shrapnel, and a mini ball has hit him in the right arm. You see blood spurting out of a large, ragged hole near his wrist. The event is scored based on the speed and accuracy in treating all first aid problems.
- **Falmouth Mud March** It has been raining for weeks, now, and the roads are churned into mud deep enough to bury the horses and mules pulling the army's wagons. A cannon has sunk completely out of sight in the mud. Your company has received orders to stop here and prepare quarters for an extended stay. We have just received warning that the rain has fed a local creek, which is about to overflow its banks and flood this spot in 10 minutes. You must get your entire company, plus all of its gear, at least 3 feet off the ground before the water gets here. The event is scored based on the time, correctness of lashing, and Patrol teamwork.

### 13.3.18 Where No Scout Has Gone Before Camporee

The Where No Scout Has Gone Before Camporee is based on a science and science fiction theme. The following events / competitions are highlighted in support to the Camporee theme (Troop 33, 31):

- **Jamboree on the Air** Visiting Scouts are given a brief introduction to ham radio and the details of the station and the JOTA. The aim of the JOTA is to get the Scouts on the air as much as possible. Try (consistent with 3rd party traffic rules) to put the Scouts on the mike, even if only to say "hello". The JOTA game involves building a

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

weather map by exchanging weather reports. Find out as much as possible about the weather at the other station's location, and having a Scout fill it in on the map.

- **Encounter with an Alien** Your patrol is hiking in the woods, when you see a bright flash and hear a loud whoosh. You look up and see a space ship, disguised as an unused latrine, landing just up ahead. Just ahead on the trail you will find the spaceship. One of the occupants of the spaceship is sitting just outside. You must figure out a way to communicate with him and learn as much as possible in the time before he has to take off again. The event is scored based on the number of pieces of information can be learned from the alien.
- **"Logan's Run"** This is an obstacle course and relay race. Each member of your patrol must run the obstacle course, completing each obstacle. Because there is no gravity in outer space, each runner must remain tethered to the safety line using the space clamp. Do not drop the space clamp at any time. This is a timed event. The clock starts when the first Scout leaves the start line, and is stopped when the last Scout crosses the finish line. No Scout may leave until the Scout before him has crossed the finish line and passed the space clamp to him. The total time for the patrol is divided by the number of Scouts in the patrol, giving an average time. Total points will be determined by the patrol's average time as compared to the other patrols in the Camporee
- **Reactor Fuel** Your spaceship needs refueling. It runs on nuggets of Purchasite, a highly toxic and radioactive material found only on the planet Lincklaen. You've

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

landed on the planet and found a supply of Purchasite. The fuel nuggets are in a pile in a special breeder reactor, which allows them to be stored in larger than normal quantities. Outside the reactor, however, no more than three nuggets of Purchasite may be carried together. If there are more than three nuggets together they will undergo chain reaction and transmute to pond slime. The nuggets must be transferred to the reactor vessel in your ship. The refueling station manager will show you the materials you may use to transfer the fuel. You must complete the transfer of as many nuggets as possible in 10 minutes in order to take off within the launch window allowed by Spaceport Control. The Patrol earns points based on the number of nuggets transferred, the ingenuity of the method used, and the teamwork and organization shown.

- **Save the AGBear** You are exploring a new world on a survey mission for the Federation of Planets. An AGBear member of your crew has wandered off from the ship. The AGBear are a non-human race who closely resemble Teddy Bears. They are extremely intelligent, if impulsive, and evolved on a desert planet. The AGBear react very badly to the presence of liquid water, which has much the same effect on them as sulfuric acid to a humanoid. Their internal organs are very fragile. They have no skeleton, but use "stuffing" in its place. This allows them to be soft and cuddly (their only defense mechanism), but also opens them up to injury if roughly treated. You find the AGBear marooned on an island in the center of a tidal pool. The tide is rising, and the AGBear will be wet in 10 minutes. Save him! You may use any materials

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

provided, or which you have brought along. The Patrols are scored based on the speed of rescue, number of attempts required, whether or not the AGBear survived, ingenuity of solution, and the teamwork and organization shown.

- **"A Fall of Moondust"** The surface of the Moon is mostly rock and compacted sand and gravel. However, some areas are filled with a fine dust formed by the heating and cooling of the lava which flowed out from the asteroid impacts which formed the great craters of the moon. In these areas, a common form of transportation are moon boats, which cruise the moondust much in the same way as hydrofoil boats do on the waters of the Earth. It is important that the moonboats avoid the obstacles in their way, such as pits under the dust which could swallow a boat, or rocks and dust-free areas which can damage the propellor or foils which suspend the boat. The moonboats must thread their way between the obstacles and along a route through the craters, mountains and rilles (valleys) from base to base under the control of Lunar Traffic Control in a satellite in synchronous orbit. Your patrol members are the crew of the moonboat Selene, out of the American colony "Luna City" en route to the Russian colony "Novy Leningrad". The patrol will line up, blindfolded, along the keel of the Selene (an 8 foot 2x4 plank). The patrol leader is Luna Traffic Control, and must guide the Selene through safe moondust from Luna City to NovyLen, through the craters, mountains and rilles, without coming to grief on any of the obstacles. The patrol leader must remain at his location in synchronous orbit, and may not follow the Selene or touch any part of the boat or crew at any time. This is a



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

timed event. Each Patrol is competing against all of the other Patrols. Each time the Selene touches an obstacle, 10 seconds will be added to the time. The event is scored based on the shortest time taken by a Patrol to complete the course.

- **Different Worlds for Very Different Folks...** All creatures on Earth evolved to fit into their Earthly environments. As different as you may seem to be from a shark or an eagle (as opposed to an Eagle, which you might be), you are more like them than any inhabitant of Earth would be like a creature which evolved on Mercury or Jupiter. You will be presented with a number of planets invented by various science fiction authors that present very strange environments. Choose at least four of the planets and work through the following general questions for each: Assume the planet has intelligent lifeforms. What do they look like? You may draw them, if you like. How have they evolved to fit their environment? How might their culture have evolved to fit the environmental conditions? What problems would the inhabitants of these planets face? The Patrol may divide up any way they like, or work on the problems as a team. The Patrols are judged on the thought and creativity shown by their answers, and the patrol's organization and attitude.
- **Paper Airplane Building Contest** Each Scout is given a sheet of paper. When entire patrol is done, have fly-off. Mark farthest travel. Scouts may try any number of times, but each airplane may only use one sheet of paper. The contest is repeated for longest time in the air.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Finding Your Way by Satellite** The space age is here. More and more, surveyors, aviators, sailors, soldiers are using satellites to find their position. In the Gulf War, individual squads of soldiers found their way through the trackless Iraqi desert using the Global Positioning System (GPS). The station guide shows the Patrol how to use a portable GPS receiver, and gives a position to navigate to. Find the spot, and follow the instructions on the card you find there. You must hit all waypoints in order and mark on the scorecard the word you find at the waypoint. Patrols are scored based on accuracy and timing.
- **A Shocking Mission** Your Patrol is an "Away Team" from the U.S.S. Enterprise, sent to investigate why a Science Station has failed to send in its last scheduled report. Subspace radio has failed to raise the station, and you have taken the shuttlecraft Galileo down to check out the situation. Your Patrol enters the station, to find all of the scientists are gone, vanished. You explore further, finding lots of nothingness. To make matters worse, Chief Engineer LaForge has chosen this moment to take the Transporter off line for its 100-hour inspection, so forget beaming any victims back up. After the patrol has read their instructions, feed them the following scenarios, one at a time as each is completed: 1. One member of your patrol (chosen by the station guide) has accidentally grabbed the 2,000 volt high-tension wire running through the station. Quick - rescue him and treat him. 2. Once he is stabilized, you notice that he has broken his leg - transport him to the shuttlecraft. 3. The planet is very cold. The hike back to the shuttle is very long, and the thermal controls in your patrol leader's

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

suit and boots have failed. He has begun to shiver uncontrollably. He cannot talk coherently. You finally understand that, among other things, he can no longer feel his toes. 4. While you are loading the shuttle, a member of the patrol is bitten by a bee-oid. He has an allergic reaction, exactly like the reaction a Scout on Earth might have to an earthly bee. The Patrol is scored based on the time it takes to correctly administer First Aid.

- **Flying Saucer Olympics** This event is a frisbee golf game. Set up at least 10 "holes", make sure each Scout participates in at least one hole. Patrols are scored based on the lowest number of throws to complete the course.
- **"Mars Rover"** This event simulates the NASA "Mars Rover" exploration mission. The Patrol chooses one or two of the members to act as the Rover Team, the rest will be the mission controllers. The station guide will send the rover team where they need to go. The Mars Rover has been sent to the Red Planet to explore and send back scientific information on a small area of the planet. Unfortunately, the video transmitter on the Rover has failed, leaving the data link as the only means of communication with the astronauts in the Rover. The Mission Controllers must try to make as accurate a map as possible of the widest area possible during the next 20 minutes. You may use the data link to communicate with the Rover Team in any way you wish, but only the data link. They will not take any action on their own, but will wait for instructions from you. The Rover Team should act only in accordance with orders from Mission Control, and may not wander around or observe on its own. The

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

area in front of you is the "planet Mars" for the purposes of this exercise. The model Rover will let you keep track of where you are in this model world. The Rover may move, if commanded by Mission Control. You may communicate with Mission Control only through the data link. The Rover team must limit the number of reports to what you can see through the viewscreen on the Rover. Scoring is based on the accuracy of the map generated by the Mission Controllers.

### 13.3.19 Salute to George Washington Camporee Encampment



Patriotic themes are always a popular Camporee theme. Each Boy Scout Council resides in an area of historical significance that can be used as a Camporee theme. The Camporee example provided celebrates the 200<sup>th</sup> anniversary of an encampment. The events presented below are representative of what can be offered (Hightower Trail District, 32):

- **Rifle Shooting** Each Patrol is given eight shots at the target. Target scores are added to the Patrol's overall event score sheet.
- **Bows and Arrows** Each Patrol is be given eight (8) arrows to shoot at the target. Target scores are added to the Patrol's overall event score sheet.
- **Tomahawk Throw** Each Patrol is allowed eight throws at the target. Target scores are added to the Patrol's overall event score sheet.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Stretcher Relay** Each Patrol transports four 'injured' members of their patrol to the 'safe' area. All members of the Patrol participate as stretcher-bearers and/or 'injured' parties. The stretchers are constructed from the resources provided. This is a timed event. The time is included in the Patrol's overall event score sheet.
- **Spears and Hoops** Each Patrol has eight throws at the moving hoops. Hits are added to the Patrol's overall event score sheet.
- **Crossing the Delaware** Each Patrol is charged with transporting their 'George Washington' across the Delaware. George is standing throughout the trip. Safe boating practices are enforced. This is a timed event. The time is included in the Patrol's overall event score sheet.
- **Toss Across the Potomac** Each Patrol is given eight Silver Dollars to toss across the Potomac. Points will be earned by landing a Patrol's dollars in or near the targets. Points are added to the Patrol's overall score sheet.
- **Which way did he go, George, which way did he go?** Using the information provided, each patrol tries to determine the location of the missing treasure. Points are given for the closest placement of the Patrol's ID to the mark. Points are added to the Patrol's overall score sheet.
- **Water Cannon** Each Patrol is given enough 'powder' and 'shells' to fire eight shots. Points are given for accuracy and distance. Points are added to the Patrol's overall score sheet.

#### PLANNING AND EXECUTING EFFECTIVE CAMPORES

- **Bridge to Safety** Each Patrol is charged with filling a big fire bucket at the other end of a bridge. Each Patrol member transports water using the equipment available. Safe Bridge Crossing procedures are followed at all times. This is a timed event. The time is included to the Patrol's overall event score sheet.
- **Dart Throw** Each Patrol has eight throws at the target. Target scores are added to the Patrol's overall event score sheet.
- **Flag Pole Raising** Each Patrol properly lashes their Patrol Flag to a Flag Pole they have raised using the flag pole materials provided. The knots used to raise the pole must be identical to the model. This is a timed event. The time is included in the Patrol's overall event score sheet.
- **The Battle of Gorman Hill** Each Patrol member ties a regulation inflated balloon to the back of their pants. Each Patrol member is issued a regulation balloon popper. The challenge is to bust the balloons of the opposing Patrol without getting yours popped. Safety Regulations is strictly enforced. Head Shots constitute immediate individual disqualification and removal from the playing field. The ruling of the judge is final! Points are added to the Patrol's overall score sheet
- **Colonial Crane** Using a timber hitch with a bite, sheep shank, and clove hitch, each Patrol elevates a log at least 18 inches from the ground. No patrol member can attempt more than one task until all patrol members have attempted at least one task. This is a timed event. The time is included in the Patrol's overall event score sheet.

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- **Three Fires** Each Patrol lights three fires by using the resources available. One fire is to be lit using the flint and steel method, one fire is to be lit using the friction method, and one fire is to be lit using the ??? This is a timed event. The time is included in the Patrol's overall event score sheet.

### 13.3.20 Survival Camporee

Survival is an exciting and popular theme for a Camporee. The following information is provided for a Survival Camporee centered around a plane crash in a remote area where only those items that have survived the plane crash may be used in the events. The Information and Leaders Packet (Troop 33, 33) provided instructions as to what each Patrol was to bring to the Camporee to be able to participate in the events and details on each event.

Each Patrol was instructed to compete in all events. The only exception was "The Iron Man Competition". Patrols can elect not to participate in that competition.

The Patrols were issued an Event Card indicating the compass bearings and distance to each event. Patrols must follow directions on how to get to each event. An adult was asked to go with each Patrol in case of problems with navigating the compass course. An adult was required for those Patrols participating in the Iron Man Event.

During this Camporee, which simulated a plane crash, only limited items survive the plane crash. Each Patrol was expected to bring a backpack with the following items:

- Backpack (very important) Compass (very important)
- Food (for lunch on the trail) Full Canteens (as many as they wanted but at least one)

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

- Flashlight with batteries Steel wool
- Mirror Magnifying Glass
- Newspaper Scout Handbooks
- First aid Kit Scout Neckerchiefs (at least 8 suggested)
- Pillow Pencils or Pens
- Pocket Knives
- Clipboard
- Cups (at least 1 per Scout)
- Pot (to boil water in)
- Stretcher materials (blankets, sleeping bag, or jackets; poles, or branches (Scouts were instructed not to cut branches off of living trees!), or other materials to make a stretcher, a-frame, or travois)

Patrols were instructed to bring all of the materials with them in the backpack to the Flag Raising Ceremony Saturday morning. Scouts could also bring along pocket knives that met BSA policy.

For the Fire Starting and First Aid Events, Scouts were instructed to collect wood and kindling along the trails before getting to those events. Patrols did not know what the next event was going to be, they only had a compass bearing and distance to judge where the next event was going to be.



## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

Water was located at the event sites, however, Scouts were required to have their own cup. There was no drinking from the water jugs allowed.

The following events were used. The wording below for each of the events is as it was included in Information and Leaders Packet.

### Events

- **Matchless Fire Starting** Unfortunately the microwave in the plane didn't survive the crash so now that you are out on the trail you have to cook your own food. It is also unfortunate that your matches did not survive the plane crash. Your challenge is to light a fire and boil some water using only the materials that survived the crash. Patrols can also use fire bows, or sticks to rub together if they did not bring the materials listed in the previous sections. Patrols will supply their own pot and water.
- **Map Orientation** Finding your way out of the Rocky Mountains is not going to be easy. After you have been traveling awhile you realize you are lost so you decide to recheck your map. Just to make sure that you know what you are doing, you plot a few lines to practice. Scouts will have to know how to find a bearing between two symbols on a map. They will also have to know how to orient a map to the north. Don't forget your compass.
- **Archery** You are lucky enough to find a bow and some arrows at an abandoned cabin. It's time to hunt for your supper.
- **Iron Man Event** Only toughest Scouts can participate in this one! The Patrol **MUST** have at least one member of the Patrol on the stretcher/a-frame at all times while

## PLANNING AND EXECUTING EFFECTIVE CAMPOREES

going from one event to the next. Scouts can rotate off and on the stretcher but one must be on at all times. An adult is required to accompany each Patrol competing in this event.

- **First Aid** Plane crashes are not a pretty sight. Scouts have to know how to take care of the injured since planes don't always crash right down the road from a hospital. In this event each Patrol will be given a first aid problem that will require them to render aid to an injured member of the Patrol. Scouts will stop bleeding, splint broken bones, do rescue breathing, and treat for shock. First aid supplies will be obtained from either Mother Nature or their backpack. Each Patrol will supply a victim.
- **Build a Bridge** Here is an annoying problem, while carrying your injured Scout down the mountain you encounter a very swift stream. Unable to carry the stretcher jumping across the rocks you decide to build a quick bridge to carry the stretcher across on. Scouts will have to build a bridge across the 'stream'. Scouts will be judged on the time to complete, and form. They will then have to carry the stretcher across the bridge. Thankfully, a good deal of twine will have survived the crash, the twine will be provided by the District. Patrols can provide their own rope if they desire.
- **Survival Test** In real life if a plane crashed in the remote woods you would probably have to decide which of the materials that survived the plane crash to take with you. You could not carry everything along with your injured friends. In this event Scouts will be given a scenario in which they have to choose which items are the most

#### **PLANNING AND EXECUTING EFFECTIVE CAMPORES**

important for survival. Scouts will go over the list as a Patrol and decide which items are most important. There will be a short discussion with Event Leader as to why the Patrol chose the items they did. This event will not be a competitive event.