



Camporee 2012

Thunderbird Scout Survival

March 2-4, 2012

Camp Currier
Eudora, MS

For up-to-date information:
<http://www.doubleknot.com/registration/calendardetail.asp?ActivityKey=1104777>

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THEME

THUNDERBIRD SCOUT

SURVIVAL

TROOPS WILL BE PARTICIPATING IN EVENTS HAVING TO DO WITH
SURVIVAL IN THE OUTDOORS



CAMPOREE COMMITTEE

WHO TO CONTACT IF YOU HAVE A QUESTION

Camporee

Mike Donnell, -Chairman 268-6734
. . . michaeldonnell1@att.net

Registration Committee

*Promotion, registration, attendance records,
Troop sites, and check-out*

Awards Team – *Develops scorecards and
tallies/summarizes scores, secures awards*

Mike Donnell
Mike Tarpley

Cooking Committee

*Meals for staff Troop
Cracker Barrel Troop*

Program Committee

Camporee events
Mike Donnell and Mike Tarpley

Campsite Judging - Staff

Campfire - OA

Religious services

Don Riley, Troop 86 461-2819 (cell)
disciplingmeninc@bellsouth.net

Communication/Publicity Committee –

*Gathers and communicates info. to
committees and troops*

Dist. Commissioner – Chuck Schadrack
cschad3@yahoo.com

District web page Poppy Seelbinder,
poppy.seelbinder@gmail.com

Finance Committee – manages

Finances/budget/expenses
District Committee

Physical Arrangements, Health and Safety

Committee –, *First aid, traffic, fire safety, site
check, tents, signage, flag circle*

First-aid

George Wood – Troop 86
gwood2@gmail.com

Safety/Security

Patch design

LeRoy Best Troop 40

THERE ARE OTHER VOLUNTEERS WHO HAVE
NOT BEEN ASSIGNED A SPECIFIC DUTY YET.

If you would like to be on Camporee staff, contact Mike Donnell.

CAMPOREE SCHEDULE

FRIDAY- MARCH 2, 2012

- 4:00 p.m. - 9:00 p.m. Troop Arrival/Check-in
- 6:00 p.m. - 9:00 p.m. Registration at Camp/Troop & Patrol Rosters/Fees Paid
- 8:00 p.m. - 9:00 p.m. Muslim Religious Service
- 9:00 p.m. - 10:00 p.m. Cracker Barrel & Scoutmasters Meeting
10:30 p.m. TAPS- All Camp areas should be quiet

SATURDAY - MARCH 3, 2012

- 6:30 a.m. - 8:00a.m. Reveille, Breakfast & Cleanup/Event Sponsors set-up
- 8:00 a.m. - 8:30a.m. Opening Ceremony/SPL Bring Troop Flag
- 8:30a.m. - 11:00 a.m. Troop Campsite Inspections
- 8:30a.m. - 11:30 a.m. Camporee Events
- 11:30 a.m. - 1:00 p.m. Lunch at Campsites
- 1:00 p.m. - 5:30p.m. Camporee Events
- 5:30p.m. - 7:15 p.m. Dinner at Campsites/ One staff to eat with each troop
- 7:15 p.m. Gather for Campfire
- 7:30 p.m. Campfire
All Scouts in Class A Uniform
- 10:30 p.m. TAPS - All camp areas should be quiet

SUNDAY- MARCH 4, 2012

- 6:30a.m. - 8:00 a.m. Reveille, Breakfast & Clean-up
- 8:00a.m. - 8:45 a.m. Early Check-out
- 9:00 a.m. - 9:30a.m. Christian Religious Service
- 10:00 a.m. - 12:00 noon Check out

GENERAL INFORMATION

Registration: On DoubleKnot

Campsite Assignments: Campsites will be assigned by the Camporee Staff based on campsite size and request. If you would prefer a different site, please notify Mike Donnell. Advanced registration, and Camporee fees may be turned in at the Scout Office. Troops may not reserve Campsites at the Scout Office. Make sure to obtain and keep the receipt from the Scout Office.

Tour Permits: Tour Permits are not required for this Council Activity.

Fees: The camporee registration fee is \$15.00 per individual Scouts and adults. Fees cover insurance costs, patches, ribbons, awards, as well as cracker barrel and other necessary expenses. Additional camporee patches will be made available for \$2.00/ea.

Arrival and Campsite Setup: Upon arrival at camp, you will be welcomed at check in. Each vehicle must have a completed vehicle registration card viewable on driver's side windshield. Then proceed immediately to the troop campsite as designated during check-in. Trailers will be allowed in campsite areas, as well as properly placarded handi-cap vehicles. All other vehicles must be parked in the designated parking areas. Roads must remain clear.

Final Registration: After troops arrive at camp and complete check-in, an adult leader must bring the attendance roster, final patrol roster, and any unpaid fees to the Administration Area. The final patrol roster, due by Friday, March 2, 9:00 pm, will be used to prepare necessary score cards and other details for events packets. Patrol packets will be provided to patrols at the opening ceremony including score cards and event maps. First Aid will be available at the Headquarters Pavilion.

Driving/Parking: Vehicles are restricted to 15 MPH while operating on camp property. All vehicles should be used for loading and unloading only and should not be used for routine transportation around camp. Parking is limited to the designated parking areas. No parking will be allowed on the road. Be courteous and unload only after you're out of the road. Roads must remain clear.

Checkout Instructions: Each troop campsite must be inspected by the Camporee Staff before departing. Come by the Headquarters' Pavilion to pick up your troop's patches and tour permit before leaving.

Trash Disposal: Since there is only one trash dumpster at the Camporee, each troop must be prepared to take all of their trash home with them when they leave.

EVENTS OF SPECIAL INTEREST

Cracker Barrel and Scoutmasters Meeting: Friday, March 2nd, at 9:00PM. Scoutmasters, Senior Patrol Leaders, Camporee Staff and Event Sponsors must attend this meeting. Last minute changes, questions, locations of events and final details will be discussed. This event will be held at the Headquarters Pavilion.

Opening Ceremony Flag Display: Saturday, March 3rd, at 8:00AM. Each SPL is requested to bring their Troop Flag to the Opening Ceremony. We will create a flag ring with the troop flags. Patrols should bring their patrol flags and lots of scout spirit. Come prepared for the day's events. All will be going directly to the Camporee events, after the opening. Class A uniform NOT required.

Campsite Inspections: Saturday, March 3rd, between 8:30AM and 11:30 AM. Inspectors will be on band to visit troop campsites. Campsites will be inspected according to BSA policy, general cleanliness and the use of the patrol method in site arrangement, cooking, etc. Blue, Red, or Yellow Ribbons will be presented to each troop. See Campsite inspection for details.

Campfire Award Ceremony: Saturday, March 3rd, at 7:45 PM all troops gather for Camporee Event Awards, Campsite Inspection Awards, and OA Dances and Call Out. All OA members are asked to wear their OA sash. We will also have a Flag retirement ceremony. Family members attending campfire should be with their troop.

Scoutmasters with candidates to be called out should complete the following:

- Conduct an OA Election prior to Camporee.
- Fill out a 3 by 5 index card for each OA candidate containing the following: Troop Number and Scout's name.
- Submit the cards at the Camporee Headquarters Tent during registration.

Order of the Arrow
Ahoalan Nachpikin Lodge #558
Macheu Machque
"The Great Bear Chapter"

Religious Service: Muslim worship service (if needed) will be on Friday Evening with time and place to be announced. Christian worship services will be Sunday morning from 9:00 to 9:30 a.m. Contact Don Riley if a Jewish service will be needed. Everyone is encouraged to attend the service of their choice.

CAMPOREE EVENTS OVERVIEW

Overview

A patrol is the basic unit of the scouting program. Camporees encourage scouts, organized by patrol, to participate in events designed to test teamwork and scouting skills.

Twelve events have been selected for Camporee 2006. Patrols will be awarded points based on their performance in each event.

Patrol Organization

Troops will organize scouts into patrols of four to eight members. All patrol members are expected to compete in all events. Natural patrols of fewer than four members should be combined with another patrol to meet this guideline. Patrols of more than eight should be split into smaller patrols.

Events are measured based on teamwork and speed. Some events may favor larger patrols while others may favor smaller ones. Overall, they should balance out.

Camporee Events

Events have been selected to allow patrol members to demonstrate teamwork, scouting skills and scout spirit while competing against members of other patrols.

Events will be numbered from one to twelve. Patrols will be assigned to one of the events at the start of the competition similar to a "shotgun start" in a golf tournament. Patrols will complete the designated event, and then move on to the next event in numerical order.

Patrols must participate as complete units. Participants are expected to conduct themselves in a spirit of competition and fair play according to the laws of scouting.

Before entering an event, patrol leaders will introduce their patrol to the judge giving troop number, patrol name, patrol leader name and patrol yell. Scout skills, scout spirit, leadership, and teamwork are required to complete the events.

To create a more fun and competitive environment, most events will have two patrols competing at the same time.

Event Scoring

Events will be timed with each patrol's score based on the time necessary to complete the event. Penalties (additional time) may be added to a patrol time for missing or unsuccessfully completing parts of the event, but bonus time (subtracted time) may be subtracted to a patrol time for scout spirit, leadership, and teamwork.

Event Awards

Patrols will be recognized for their performance in the events at the campfire Saturday night.

Blue, Red, and Yellow ribbons will be awarded to the top three Patrols in each event.

The "Baden Powell Awards" will be presented to the patrols that have earned the highest overall point total for the First, Second, and Third place.

1. There will be a Spirit Award presented for Best Spirit
2. There will be a Campsite Award presented for Cleanest /Best Campsite Score
3. There will be a Best Survival Gadget Award (Each unit needs to prepare one)
4. There will be a judging of Patrol flags

Event Coverage:

- Action Archery.....Martin Wade
- Giant Clove HitchA. G. Howard
- Rescue.....Albert Hegman
- Compass.....Scott Harrison (T341)
- Knot Tying RelayArt Cancienne
- Travios RelayAl Fililpelli
- Lizzagator Swamp.....Troop 200
- Flag Pole RelayCharles McBride (T204)
- Fire BuildingTroop 274
- Bowline StrollWillis Ayres
- Tree/Plant IDKay Tarpley
- Obstacle Course
- Blind Fold Tent PitchGuy Monroe
- Bucket Brigade.....Troop 40
- First Aid Chair Carry.....Troop 86

CAMPOREE EVENTS

Shelter Building - One of the first basic needs for Wilderness Survival is a shelter. The shelter provides protection from the elements. This will be a **timed event**. Patrols can use dead branches with a rain fly to pitch a shelter.

Bucket Brigade - In this event each patrol will need to fill a set amount of buckets, such as 20, and hand it up the line to be dumped in a designated area. Whichever team dumps the 20th bucket in the quickest time will be declared the winner. This is a great exercise to prepare the group if an actual emergency should arise. **Timed Event**

String Burning/Fire Building - After a starting signal, tinder and kindling will be provided to the patrol. They will then build, light and tend a fire until it burns through a string suspended approximately 18 inches above the pit. Patrols must show one other way to start a fire while in the wilderness. This is a **Timed Event**.

Rescue - In this event the patrol will build a stretcher out of supplied branches or poles and a choice of materials. They must then carry a "victim" over a prescribed course. Once the activity is done, the stretchers can be judged for integrity and usefulness. Dropping a victim will result in a 30 second penalty. **Timed Event**.

Bowline Stroll - Everyone in patrol ties a bowline around his waist, making sure the rope is snug around his middle. Next, they all tie free ends of their ropes to one small loop of rope. Each person should be no more than one foot from the center loop. The group must then travel a timed course. **Timed Event**.

First Aid Chair Carry – Patrols should be prepared to provide first aid (triangular bandages). The patrol will be presented with a random "victim scenario" they must properly evaluate and treat the problem. The victim must then be transported properly to the finish line. This is a **Timed Event**.

Lizzagator Swamp - This event will enhance a patrols' teamwork, they will roll a wooden platform on top of two 55 gallon drums across a 20-foot long course. The object of this event is not to fall into the swamp and be eaten by hungry alligators. **Timed Event**

Obstacle Course - Each unit will navigate a set number of obstacles on a pre-set course, this will be a **Timed Event**. Unit with quickest time wins.

Action Archery - Participants will be attempting to score points by shooting at three different sets of targets, which will be laid out on a course. There will be three arrows per shooter per target w/ one shooter on course at a time. This will be a **Timed Event**.

Flag Pole Relay - All members of patrol participate, all materials to be used will be placed on ground at starting point. On starting signal, timing begins. The three pole stakes must be lashed together to a distance of not less than 15 feet. With flag attached, patrol will stake the flag into a vertical position. The flag pole must remain standing unassisted for 30 seconds after being staked out. Dismantle the flag pole and return to starting position. **Timing stops when all participants cross the finish line.**

Knot Relay - All scouts from patrol will participate, Patrol leader will be given a list of ten knots. There will be a knot post with ten pieces of rope laying on it. On the

starting signal, the first scout will go to the knot post and tie one knot from the list, then return to the starting point. The following knots must be used in practical form. (1) use a square lashing to bind together poles that touch and cross each other at an angle between 45 and 90 degrees. Place the poles in position, using a clove hitch, tie it around the bottom pole crosspiece. (2) Using a diagonal lashing to bind together poles that do not touch, but cross each other, tie a timber hitch around both poles and pull it tight so the poles contact each other. Each scout will do the same inn rotation until all knots are tied or time limit expires. All knots must be tied in the order given to patrol, one patrol member may tie several knots, but must return to the starting line , before attempting another knot. Each knot will be judged for correctness. Time limit is (5) minutes. Any knots uncompleted at this time will be judged as incomplete.

Quickest time determines winner. Ten knots to be used are: Overhand knot, Clove hitch, Sheet Bend, Square knot, Bowline, Timber Hitch, Two-Half Hitches, Slip Knot, Taut-line hitch, Figure eight knot.

Blindfold Tent Set-up - One member of the patrol is the leader. The rest of the patrol is blindfolded. The leader must direct blindfolded members of his team to set-up a tent. **Scoring: Based on time to set up and neatness (standing up straight, good tension on guide wires)**

Giant Clove Hitch - With a 50 ft. rope, the patrol ties a clove hitch around a tree. No one is allowed to go closer than 15 feet to the tree. **Scoring: Number of seconds used, subtracted from 240, 4 minutes maximum allowed.**

Tree/Plant I.D. - The patrol must correctly identify marked plants and trees on a predetermined course. Scores will include time and proper identification.

Compass Course - Patrols must traverse a course using a compass and instruction sheet provided to them at the course. Patrols will follow the course to a set destination. Time, accuracy and Teamwork are important. **Timed Event.**

Travois Transport - Details coming soon, see Mike Tarpley

Leader Event - Leader Archery Shoot-off (**Presented by Ken Allen**)

CAMPSITE INSPECTION

Troop Campsite Facilities (20 points maximum) _____

- Troop Identification (Flag or Entrance)
- Campsite laid out well for site occupied/ Campsite Must be Clean
- Tents properly erected and lined up
- Troop gear properly stored

Patrol and Personal Areas (10 points maximum) _____

- Patrol areas neatly maintained
- Personal gear properly stored
- Deductions for overtly messy conditions

Cooking and Serving Facilities (35 points maximum) _____

- Cooking and Serving areas clean and organized
- Food properly stored
- Cooking equipment and utensils neatly stored or organized
- Water supply (cooking & drinking) on hand
- Cleaning facilities evident
- Menus & duty rosters posted (if appropriate)
- Deductions for obviously unsanitary conditions

Fire and Safety (35 points maximum) _____

- First Aid Kit present and visible
- Fire pit located in a safe location
- Stove and lantern fuels safely stored
- Wood yard and tools properly safe guarded
- Deductions for obviously hazardous situations

Troop Inspection Score (100 points maximum) _____

**Bonus points for camp craft items in campsite
 (10 points maximum) _____ Camp craft items in theme w/
 Camporee @ 2 points each**

Troop: _____ Total Score _____

Judged by: _____

Directions to Camp Carrier (Eudora, MS.)

From Memphis pick up I-55 south to Mississippi

Turn Right at Exit 283 onto I-69 to Tunica

Take MS-301 South (left turn) to Eudora

Turn right on MS-304 (old 304)

Continue about 1.5 miles to Carrier Road on the Right

Follow signs to the campsite



Please register as soon as possible, as we need to pay for the patches, etc.

This is the link for camporee registration on Doubleknot.

<http://www.doubleknot.com/registration/calendardetail.asp?ActivityKey=110477>

Then open the “Activity Calendar”.

Click on the “Thunderbird Camporee” activity on March 2, 2012

Register your unit as directed in Doubleknot. Then number of attendees may be changed over time. Book low but aim high.

Please do your registration here. The fee is \$15 per person.