

# Cuyahoga Valley District

## “Pitch In” for Scouting Camporee

To be held in the fields of Longwood Park in the City of Macedonia



**September 22, 23, 24 - 2006**

## **ATTENTION FELLOW SCOUTS:**

The Cuyahoga Valley District has planned a Fall Camporee to be held Friday, Saturday, and Sunday September 22-24, 2006, at Longwood Park in Macedonia. The following pages will give you the basic information you will need to help get you started.

**Just what is a Camporee?** Well, it's like this. The Camporee is a fun-filled activity that will challenge your Scouting skills. This year the theme is "Pitch" In. All events will have the word "pitch" in their title. Patrols may build gateways to any sport that you can "pitch". You will be faced with a number of challenges that will challenge your ability to "pitch" or participate in an activity that has a "pitch" in it. At each event, you will be confronted with a problem requiring a Scout skill to solve. Depending on how well you work out the challenges, you will receive a number of points.

This year we have partnered with Two-Club Golf of Macedonia to provide a different event for the Camporee. The morning event will be nine holes of golf! Along with a fun activity, your Scouting skills will be challenged in compass and measuring.

**NOTE: As a result of the golf event, your fee includes Saturday lunch which will be cooked and provided by the District's Commissioners.**

In keeping with the "Pitch In" theme, all Scouts are asked to bring a non-perishable food item. These items will comprise the "Pitch in for Scouting" activity and all items will be donated to the local food banks in an equitable way to represent the communities of the Cuyahoga Valley District.

### **HERE'S HOW IT WORKS:**

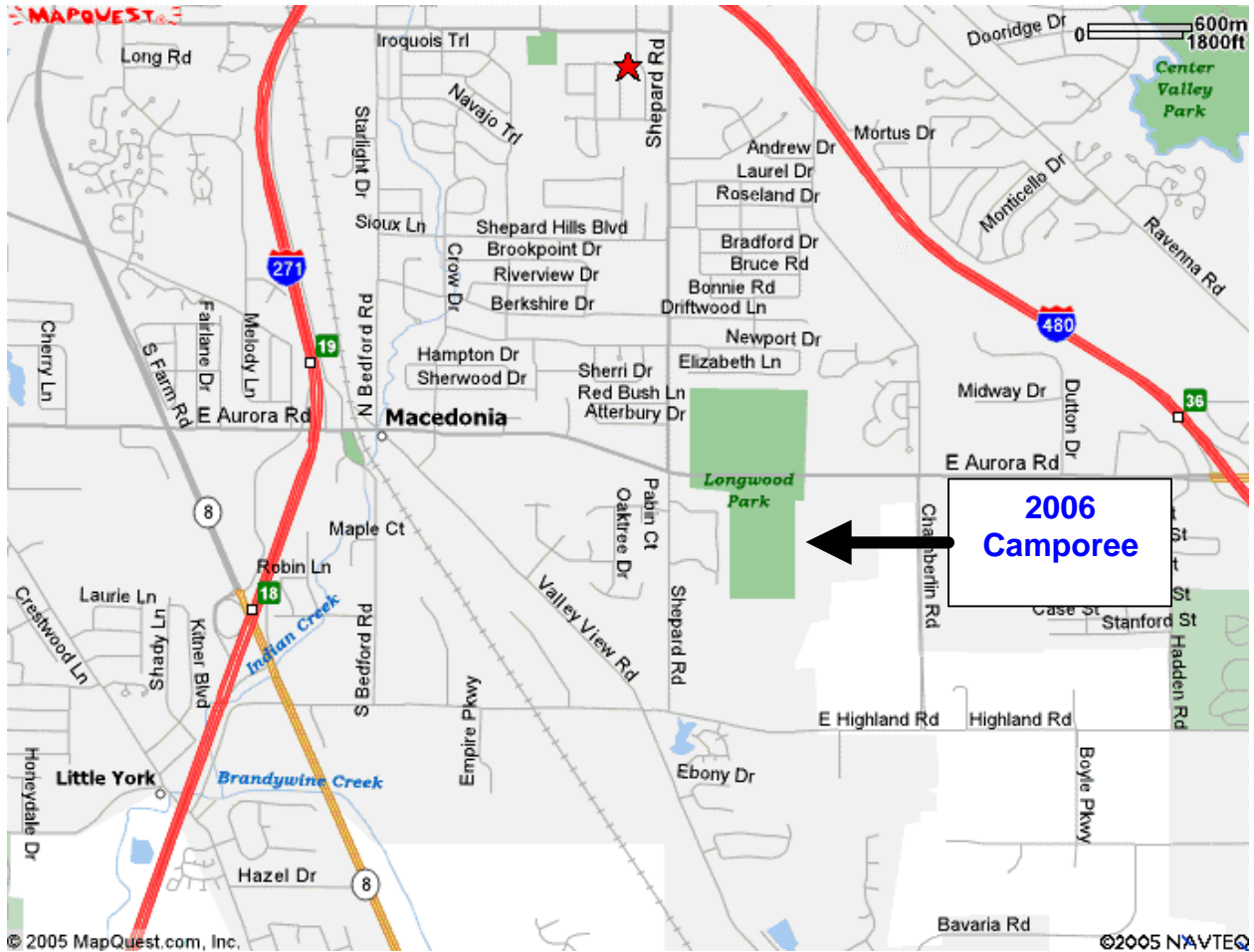
1. Patrols enter by sending in one copy of the enclosed roster sheets with names of your patrol members.
2. Pre-registration fee is \$15.00 per attendee (include Adults, SPL and ASPL). If an adult leader does not wish to participate in the golf, the fee will be \$8.00.
3. Practice your "pitching wedge" and putting.
4. Brush up on your Scout skills.
5. Don't forget your non-perishable food item.

When you arrive at the Camporee, you will register and have your equipment checked for readiness at headquarters. All events will start at the same time on Saturday. Before the events, your Senior Patrol Leader will be given a secret scorecard to send your patrol in the right direction with their instructions for the day. When you have completed your events, your SPL will appear at headquarters and have your scorecard tallied. Scoring will be based on the number of points earned for the events.

**Don't forget---**if your patrol is to take part, fill out the enclosed roster and mail it in right away!! The **deadline** for registration is **September 15, 2006.**

See you and your patrol on the 22nd of September, 2006!

**Longwood Park** is located midway between Macedonia and Twinsburg, Ohio, off of Route 82 (Aurora Road). You will enter the park at the traffic light from Route 82. You want to turn South into the park.



**CUYAHOGA VALLEY DISTRICT  
CAMPOREE**

**PATROL ROSTER**

**SUBMIT ONE COPY PER PATROL BY September 15, 2006 TO:**

Greater Cleveland Council  
Boy Scouts of America  
2241 Woodland Ave.  
Cleveland, Ohio 44115  
Attn: Ryan Shoemaker.

**PLEASE KEEP ONE COPY FOR USE UPON CHECK-IN AT THE CAMPOREE.**

TROOP # \_\_\_\_\_ PATROL NAME: \_\_\_\_\_

ROSTER OF PATROL MEMBERS:

PATROL LEADER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

ASST. PTL LEADER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

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MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

**Participants:**

**\$ 15.00 X \_\_\_\_\_ (number participating including adults) = \$ \_\_\_\_\_**

**\$ 8.00 X \_\_\_\_\_ (number of adults not golfing) = \$ \_\_\_\_\_**

**Patch only:**

**\$ 1.50 X \_\_\_\_\_ (number of patches) = \$ \_\_\_\_\_**

**GRAND TOTAL: \$ \_\_\_\_\_**

## **Cuyahoga Valley District Camporee Macedonia Longwood Park September 22-24, 2006**

### **GENERAL INSTRUCTIONS**

1. The basic rules for this encampment are the Scout Oath and Scout Law. If you have received an orange colored pamphlet entitled "Beaumont Scout Reservation-Year Round Guide" issued by Headquarters, please review the regulations pertaining to Scout camping. Specifically, but not all-inclusive, please note items 3, 5, 6, 7, 8, 9, 10, 19, 25, 27, 28, and 31.
2. There are several heated restrooms on site. Please instruct your Scouts to keep the restrooms clean. Patrols should plan to bring their disinfectant soap.
3. A city water tap is available. However, if you can bring water it is highly recommended. Please bring water carriers with Unit number marked on them. There will be NO personal washing or washing of dishes at the water tap or in the restrooms.
4. Unit (troop) campsite gateways will be judged, but INDIVIDUALLY from the patrol activity scores. SEE INCLUDED SHEET.
5. Cars, trucks, and trailers will not be permitted beyond the parking lot curbs. Before doing so, you must verify permission with headquarters. You may unload your equipment upon arriving at any location available. PLEASE BE BRIEF AND COMPLETE IT QUICKLY to avoid a traffic jam. You may park your vehicles in any of the designated parking areas.
6. Each Troop will be responsible for its own first aid and medical problems. H.Q. will assist with directions and transportation to doctors and hospitals and will have a small amount of minor first aid equipment. We cannot be responsible for treatment. However, for insurance purposes, headquarters must be informed of any and all injuries for the record.
7. No ditching around tents will be permitted.
8. No fire pits or fires may be laid upon the ground. All fires must be above ground on approved equipment. Propane stoves may be used. Ashes and unburned wood must be cleaned up and disposed of – not in the Park. Gasoline stoves and/or lanterns must be used only with specific adult supervision.
9. Put all garbage and trash into plastic bag that troop will provide. Longwood Park personnel will allot a designated area for pickup. DO NOT burn any plastic or garbage.
10. Sheath knives are PROHIBITED. Axes are not allowed to be carried except for use at skill events and they must be properly sheathed.

11. No pits may be dug for refrigeration, garbage, or dishwasher disposal.
12. The Camporee will be conducted on a PATROL Basis. Emphasize this and plan accordingly. Patrol sites will be JUDGED (see point scale in this booklet).
13. Park rules expressly forbid taking any vegetation from its original location, regardless of whether it's alive, dead, standing, or fallen. Plan to bring in all your own firewood.
14. Cub Scouts (including Webelos) will not take part in any of the events of the Camporee, except as observers. If time permits, the judges at each event may permit Cub Scouts to take the event after the Scouts have completed the event. This decision will be up to the judge running each event. Webelos may camp overnight in the confines of your Troop site either Friday or Saturday nights. Cub Scouts attending for daytime observation will not be charged a fee nor will they receive a patch, but they must be registered with Council. **NOTE:** Cub Scouts may be awarded a patch for actively cleaning up trash in the park and presenting their collection at headquarters.
15. The fee for Adults and Scouts will be \$15 (\$8 for adults not golfing) each, payable at registration. Extra patches may be for sale depending on quantity available.
16. Headquarters Staff will patrol the area after taps, and any Patrol (or Troop), which does not observe reasonable quiet and minimum lights, may be asked to leave. Macedonia Police will also be patrolling the area throughout the weekend.
17. No flames of any kind will be permitted in the tents at any time. NO food should be kept in tents or packs, as it will invite raids by raccoons and skunks.
18. Ribbons will be awarded to every participating Patrol, based on its overall score. The top three Patrols will receive prizes.
19. Police your campsite thoroughly before requesting checkout from Headquarters. No unit may leave the Camporee nor receive its patches until checked out by H.Q. personnel. Scout campers always leave an area in better condition than they found it. Please help us to remain welcome in the Park.
20. Patrols competing in the various contests should be NATURAL PATROLS wherever possible. JR. Leader (except Jr. Assistant Scoutmasters) MAY COMPETE with Patrol, but there must not be more than two Jr. Leaders in any one Patrol.
21. EACH AND EVERY TROOP MUST PROVIDE AT LEAST TWO PEOPLE WHO ARE AT LEAST 18 TO HELP JUDGE AT THE CONTESTS and, as needed, assist in running the events.
22. Every Patrol will need a Patrol Flag, which is relatively weatherproof and permanent. About 12 x 18 inches is a good size. The flag is to be displayed at the patrol site.

23. An acceptable PATROL first kit should contain the following minimum:

Triangular bandage	Disinfectant
Adhesive tape	Band-Aids
Gauze pads	Matches (in waterproof container)
Needle	Baking soda (in waterproof container)
Gauze	Plastic gloves
Soap	Mouth to mouth breather

ALL TO BE IN A PROPERLY MARKED CONTAINER  
You may bring more if you wish.

## CAMPOREE SCHEDULE

### FRIDAY, Sept. 22

5:00 – 9:00 PM  
9:30 PM  
11:00 PM

Check-in, Troop Site assignments, Set-up camp  
Scoutmaster Cracker Barrel (HQ). At least one adult per troop.  
TAPS – All noise and bright lights to be gone by 11:00 PM.

### SATURDAY, Sept. 23

7:30 AM  
7:45 AM  
7:50 AM  
8:00 – 9:30 AM  
9:00 AM  
9:30 – 12:00 PM  
12:00 – 1:30 PM  
1:30 – 3:30 PM  
3:30 – 5:00 PM  
5:15 PM  
5:30 – 7:30 PM  
7:30 PM  
8:00 PM  
9:30 PM  
11:00 PM

Reveille.  
Assemble in front of Troop sites  
TO THE COLORS ~ All Scouts come to attention and salute  
Breakfast and Clean up.  
All event Judges arrive at your event area. Please be on time.  
CAMPOREE EVENT (Golf) OPEN (SEE NEXT PAGE)  
Lunch – **NOTE: Lunch will be provided by the Commissioner Staff**  
CAMPOREE EVENT STATIONS OPEN (SEE NEXT PAGE)  
Patrol skit audition (Campfire area).  
Non-denominational religious services (area to be announced).  
Dinner and Clean up.  
Assemble in front of campsite for RETREAT (full uniform).  
CAMPOREE CAMPFIRE.  
Scoutmaster Cracker Barrel (HQ area).  
TAPS

### SUNDAY, May 15

7:30 AM  
7:45 AM  
7:50 AM  
7:50 – 9:00 AM  
9:15 AM  
10:00 AM

Reveille  
ASSEMBLE for flag raising (See Saturday AM).  
TO THE COLORS (See Saturday AM).  
Breakfast and clean up.  
ASSEMBLE at Camporee Flagpole for Awards and Closing Ceremony.  
Break camp and clean up area.

**TROOPS MAY PREPARE FOR DEPARTURE PRIOR TO 10:00 AM BUT CANNOT DROP CANVAS OR REMOVE GEAR FROM THE CAMPSITE PRIOR TO THE CLOSING CEREMONY.**

### **ALL SITES MUST BE INSPECTED BY HQ PERSONNEL BEFORE DEPARTURE:**

Please advise HQ when your unit is fully cleared of the area and ready for inspection. Patches will be distributed on your way out in exchange for your inspection slip approval.

Picture taking is encouraged for your future archives. If you know any media person—newspapers, TV, or similar – please invite them to come and take a look. We are sure that they will find it worth reporting. We all know only too well that Scouting is in need of favorable publicity.

## SUMMARY OF EVENTS

The following Quests will be presented on Saturday:

- |                                  |                                       |
|----------------------------------|---------------------------------------|
| 1) Pitch & Putt (Golf - Fun)     | 2) Which way do I Pitch it? (Compass) |
| 3) Pitch it How Far? (Measuring) | 4) Pitching Baseball (Knots)          |
| 5) Pitch a Tent (Camp Safety)    | 6) Pitch Black (Mystery)              |

The Events will start at 9:30 AM Saturday. In the morning, the first three events are combined. In the afternoon, you will spend 30 minutes at each event and will have 10 minutes to move to the next station. In the afternoon, you **MUST STAY** at the event site until you hear the signal to move to the next site. See each event's instructions for any additional equipment requirements.

## SUMMARY OF SCORING

- |                                      |                       |
|--------------------------------------|-----------------------|
| 1. Saturday Patrol competition ..... | 600 points per patrol |
| 2. Patrol Site inspection .....      | 100 points per patrol |
| 3. Patrol Flag .....                 | 30 points per patrol  |

## TROOP GATEWAYS – Sporting THEME

Troop Gateways are an essential part of a colorful and grand Camporee. These should not exceed 16 feet in height nor use material larger than 4 inches in diameter. Components of the gateway must be held together with proper lashings. Mechanical fasteners, such as nails, are not to be used. Wood, if used, may be natural or milled lumber. The entrance width should accommodate 3 Scouts walking abreast. Maximum width is the width of your campsite. No gateway shall require Scouts to be more than 6 feet (6') above ground in the erection and/or construction of the gateway. (Violation of this restriction shall be cause of disqualification of gateway). A troop flag, banner, or other insignia must be in evidence on the gateway noting the troop number. Any other flags pennants, or insignia in good taste may be a part of the gateway. All material attached should be done with proper Scout lashing (no nails, please). All dug holes must be refilled and tamped upon removal of your gateway at the end of the Camporee. The scouts should do the construction – adults may supervise. In order to permit set-up time for campsites on Friday evening, it is permissible to complete the gateway on Saturday morning. Judging will commence about noon on Saturday. Remember, the theme of the encampment – Sports or something that includes “Pitch” in the theme. Judges will take into account your patrol's adherence to the theme.

PLEASE NOTE: Gateway scoring will **NOT** be part of the Patrol scoring. Instead we will have a separate category for troop gateway. There will be three prizes for troop gateways according to the judge's evaluation and scoring. The prizes will be awarded to the Troop Senior Patrol Leader at the closing ceremonies for his Troop or Patrol use, at his discretion.

## Pitch & Putt (Golf)

### PROBLEM:

Using only two clubs, a pitching wedge and putter, you will play nine holes of golf.

### INSTRUCTIONS:

This round of golf only requires the use of two clubs. Two-Club Golf only has twenty sets of “clubs.” If the adult leaders have extra sets of pitching wedges and putters, please bring them for your unit. This event will have a “shotgun” start (meaning every golf patrol will start at the same time) and we will play a scramble. Scramble rules are as follows:

1. A scramble means that all patrol members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
2. The other patrol members pick up their balls and place them within one club length (no closer to the hole) of the marked spot. Each patrol member hits their next shot from the chosen spot of the prior shot.
3. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also.
4. Putts need to be made within 3 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score.
5. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you can not drop the ball outside of the hazard or rough even if relief is within one club length away.
6. Each team must use at least one of each team members tee shots during the round.

**UNIVERSAL RULE FOR GOLF EVENTS:** Each golf patrol will consist of no more than 4 Scouts. If there is an odd number of Scouts in a patrol, they will be divided into two golf patrols as evenly as possible. Each golf patrol's score will count as an individual scoring event. If a **Unit's** total number of Scouts is 4 or less Scouts, they will participate as one golf patrol and their score will be doubled.

SCORING:	Participation and Department	...	5	points
	Accuracy points:			
	Pars	Add	2.5	points each
	Birdies or better	Add	5	points each
			<hr/>	
	Total possible score		50	points

## Which way do I Pitch It? (Compass)

### PROBLEM:

As you enjoy your round of golf, you will need to employ your Scouting skills to determine the compass heading from the tee to the flag.

### INSTRUCTIONS:

Standing in the middle of the tee, determine the compass bearing to the flag of the hole you are currently playing. Only one member of the golf patrol will need to provide the bearing per hole, however, judges will be determining participation and department based on whether each member of the golf patrol determined at least one bearing to the flag.

Scoring is based on the universal rule as stated in the first event.

**UNIVERSAL RULE FOR GOLF EVENTS:** Each golf patrol will consist of no more than 4 Scouts. If there is an odd number of Scouts in a patrol, they will be divided into two golf patrols as evenly as possible. Each golf patrol's score will count as an individual scoring event. If a **Unit's** total number of Scouts is 4 or less Scouts, they will participate as one golf patrol and their score will be doubled.

SCORING:	Participation and Department	5 points	
	Each correct bearing	5 points	(+/- 5 degrees)
		_____	
	Total possible score	50 points	

### EQUIPMENT:

You will need a compass

## Pitch it How Far? (Measuring)

### PROBLEM:

At the start of the round of golf, you will be given a hole number. When your golf patrol reaches the tee of that hole

### INSTRUCTIONS:

At the start of the event, you will be given a hole number. When you reach the tee of that hole and before you play the hole, determine how far you are from that tee to the club house.

Scoring is based on the universal rule as stated in the first event.

**UNIVERSAL RULE FOR GOLF EVENTS:** Each golf patrol will consist of no more than 4 Scouts. If there is an odd number of Scouts in a patrol, they will be divided into two golf patrols as evenly as possible. Each golf patrol's score will count as an individual scoring event. If a **Unit's** total number of Scouts is 4 or less Scouts, they will participate as one golf patrol and their score will be doubled.

SCORING:	Participation and Department	...	5 points
	Within 50 feet		45 points
	“ 75 feet		40 points
	“ 100 feet		35 points
	“ 125 feet		30 points
	“ 150 feet		25 points
	“ 200 feet		15 points
	“ 250 feet		10 points
			<hr/>
	Total possible score		50 points

### EQUIPMENT NEEDED:

The patrol may use any non-electronic equipment that it deems necessary to determine the distance to the clubhouse. You may use your golf clubs. The Scout Handbook has information on distance measurements.

## Pitching Baseball (Knots)

**PROBLEM:**

You will play a unique form of baseball where you must pitch a baseball and then tie a Scout knot to advance on the bases.

**INSTRUCTIONS:**

The event will take place at a baseball diamond with three tractor tires located at home plate. The tires will be labeled Scouting Knots, Lashings, and Mystery Knots. Patrol members will rotate throwing a baseball from the pitchers mound through one of the three tractor tires. The scout must then pick out of the box with the same label as the tire his baseball went through, and tie that knot or lashing. The knots and lashings will be broken up into the different boxes as shown below. Scouting Knots are singles, Lashings are doubles, and Mystery Knots are triples. If the scout successfully ties his knot or lashing he will proceed to a base. If there are scouts on base already, they will advance the same number of bases as the scout that just tied his knot. If the scout misses his knot, he will return back in line to throw, and the patrol will lose 2 points (The maximum a patrol can lose for missed knots is 20 points). Once a knot is successfully tied, it will not go back into the box. The patrol will continue until either they score 8 runs, or it is time to move to the next event.

**Scouting Knots:**

Square  
Sheet Bend  
Bowline  
Fisherman's  
Over Hand  
Figure Eight  
Clove Hitch  
Taut-Line Hitch  
Two Half Hitches  
Timber Hitch

**Lashings:**

Square  
Shear  
Round  
Diagonal

**Mystery Knots:**

Any knot from Boy Scouts of America's "Knots and How To Tie Them"

**SCORING:**

All knots tied properly .....	50 points
(Lose 2 points for each incorrectly tied knot.)	
Five (5) points for each of the eight (8) runs scored .....	40 points
Attendance and deportment .....	10 points
Total possible points	
	100 points

**EQUIPMENT NEEDED:**

1 rope at least 3 feet long per patrol member.

## Pitch a Tent (Camp Safety)

### PROBLEM:

You come across a campsite with a pitched tent, but something is not right with the safety of the site.

### INSTRUCTIONS:

Your Patrol walks around the campsite **SILENTLY** for ten (10) minutes inspecting to find what is unsafe with the campsite. You are not permitted to write down any of your observations during this silent walkthrough. Remember, **NO TALKING IS PERMITTED** when the patrol is inspecting the campsite. After the silent walkthrough, your patrol will then have fifteen (15) minutes as a group to write a list of unsafe items in the campsite. Talking is allowed when writing the list. There are 28 items wrong with the campsite.

### SCORING:

Participation and Department	10 points
Finding an incorrect item	3 points each
Silence during walk through	6 points, 0 if anyone talks

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Total possible score	100 points
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### EQUIPMENT NEEDED:

Pencil & Paper

## Pitch Black (Mystery)

### PROBLEM:

The moon has eclipsed the sun and you find your patrol in a pitch black surrounding.

### INSTRUCTIONS:

Each scout in the patrol will have 2 minutes to feel various items while blindfolded. There will be no talking while feeling the items. After all Scouts in the patrol have examined the items, the patrol will have 15 minutes to discuss and write down 10 of the items. The identified items will be scouting and/or camping related. There may be items interspersed which have nothing to do with scouting or camping. Non-Scouting related items will not be counted in the scoring.

### SCORING:

Participation and Deportment	10 points
Identifying a correct item	8 points each
Silence during walk through	10 points, 0 if anyone talks

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Total possible score	100 points
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### EQUIPMENT NEEDED:

Each scout needs to provide a neckerchief or other suitable blindfold. Each Patrol need to provide paper and a pencil.